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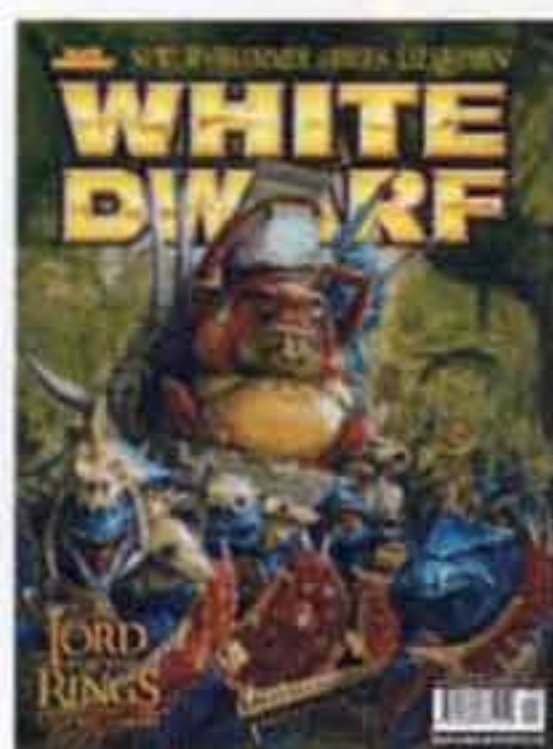
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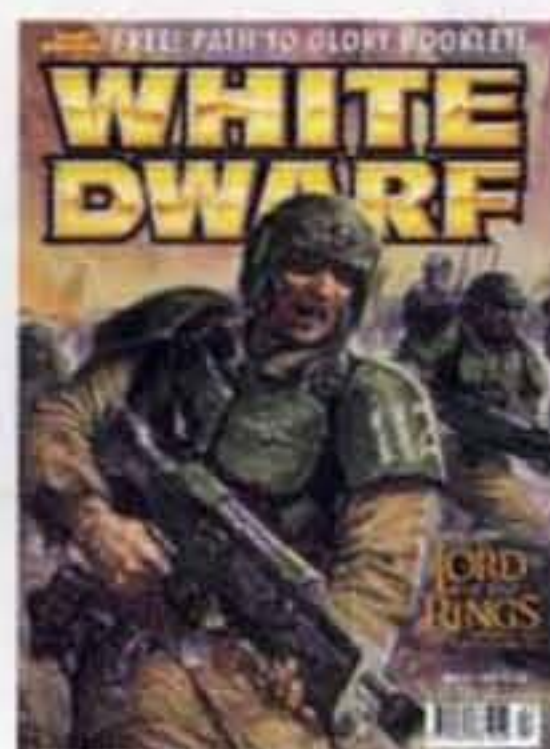
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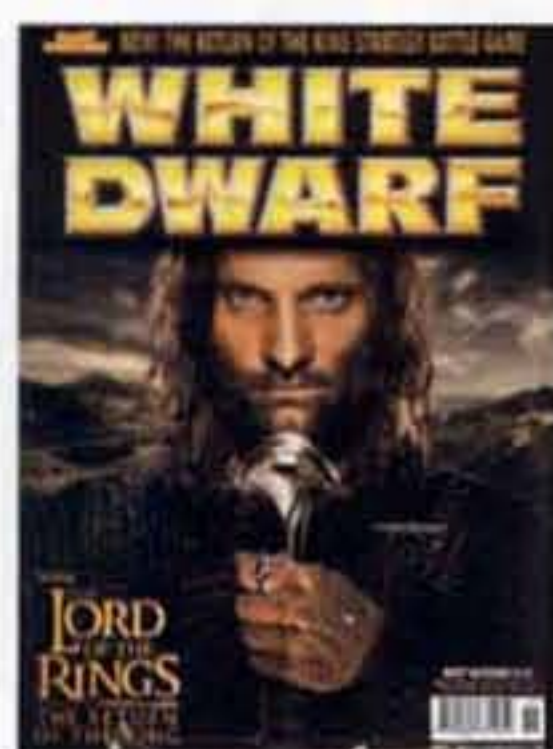
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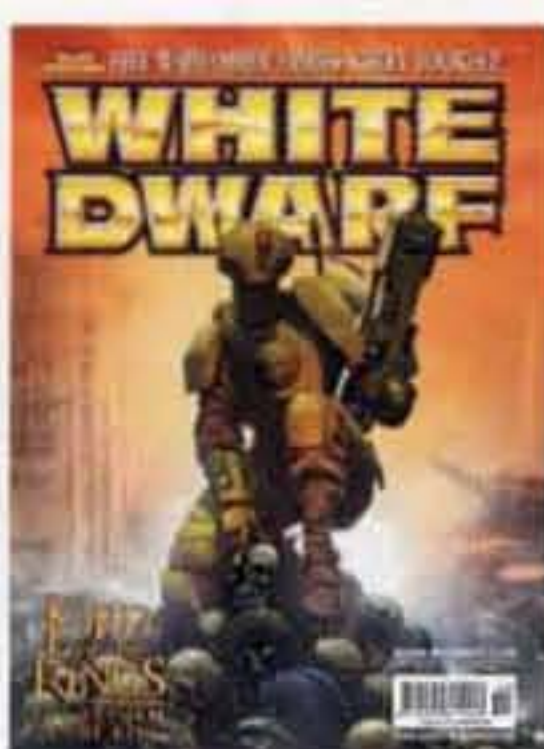
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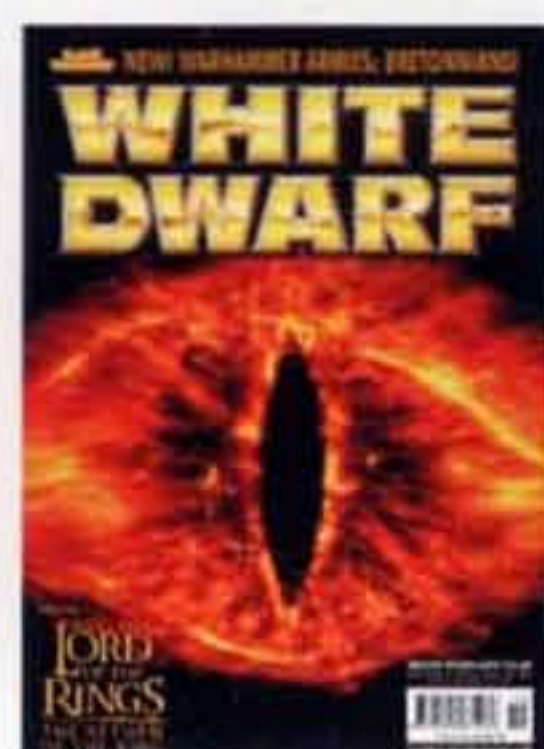
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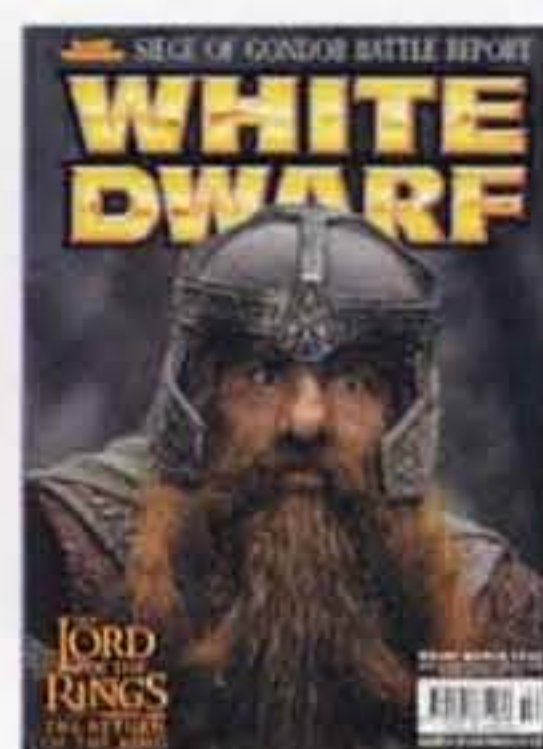
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293 May 2004

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EDITORIAL

As we finish this issue off we've just taken the first few tentative steps into the increasingly cold month of March. Not long now until the Lord of the End Times, Archaon begins his assault on the Empire and attempts to kill the god Ulric in Middenheim in this summer's worldwide Warhammer campaign. When it all kicks off in the summer the air is going to be filled with the roar of charging knights, the clash of sword on shield and a dazzling display of sorcery as wizards duel for control of the battlefields.

Yet despite all this you could be forgiven for thinking White Dwarf had leapt back in time to Christmas...

This month...

This month sees the release of the first Fanatic magazine – a publication aimed very much at veteran gamers and covering our range of Specialist Games (Mordheim, Necromunda, Warmaster, Epic:

Armageddon, Battlefleet Gothic, Blood Bowl and Inquisitor).

Fanatic magazine and Christmas – what have they got to do with each other? Well, if you're a subscriber to White Dwarf you should have received a very nice present – the first issue of Fanatic magazine bagged free with this issue!

We thought that the new magazine, aimed at veteran players, would be of great interest to you veteran hobbyists and was also a splendid reward for taking out a subscription to White Dwarf.

If you're not a subscriber yet you may want to turn back the page and peruse our subscription offer or risk

missing out on more of these rewards in the future...

Next month...

With the Storm of Chaos brewing ahead of hostilities in the summer we've had a word with those nice chaps in BL Publishing about a Storm of Chaos related novella which we wanted to give away free to White Dwarf readers.

Happily they were only too happy to help out and so next issue you'll be getting a free 64-page novella, Chaos Rising!

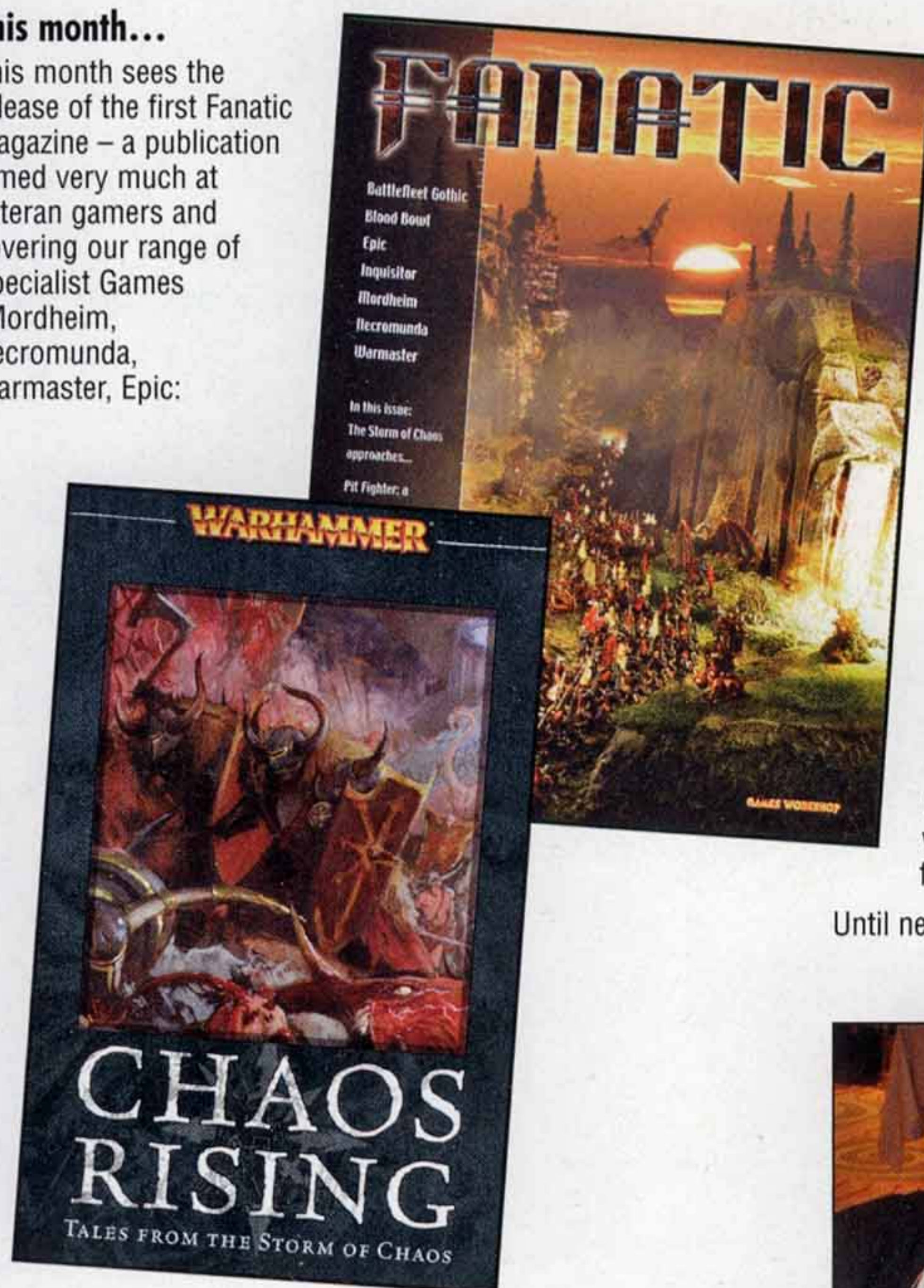
The bulk of the book is taken up with an exclusive story by the ever-popular Dan Abnett which ties in closely to his Riders of the Dead novel. In addition it also has some very atmospheric

extracts from other BL books set in and around the Storm of Chaos. The novella is an ideal way to prepare yourselves for the coming campaign whether you are intent on taking Middenheim or repelling the dark alliance threatening to consume it.

And there's more...

Not content with giving all our subscribers a free copy of the first Fanatic magazine and then giving all our readers a free Novella we'll be following that up in two issues time with a free poster map for the Storm of Chaos.

Until next month,



Paul 'Fat Bloke' Sawyer
Editor





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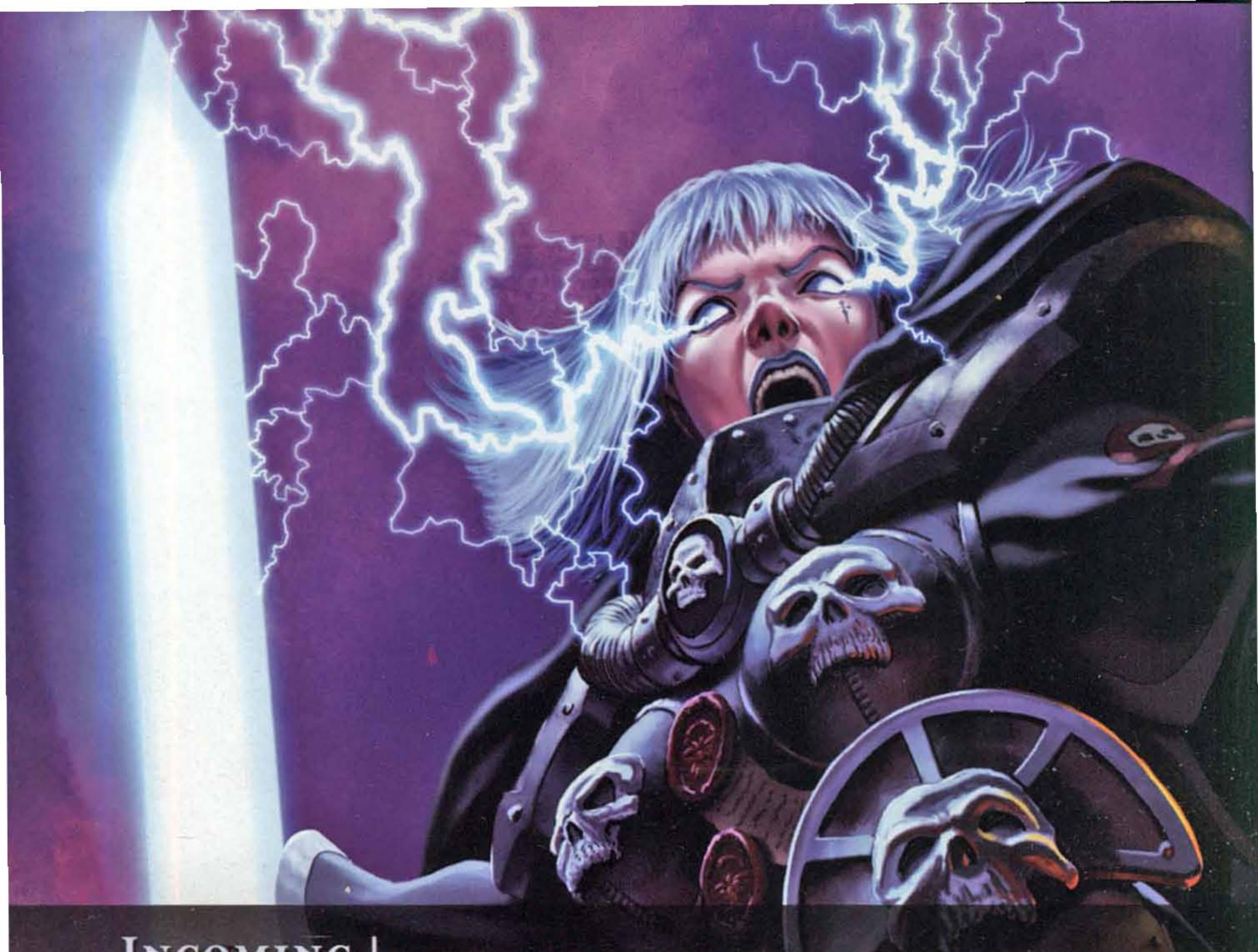
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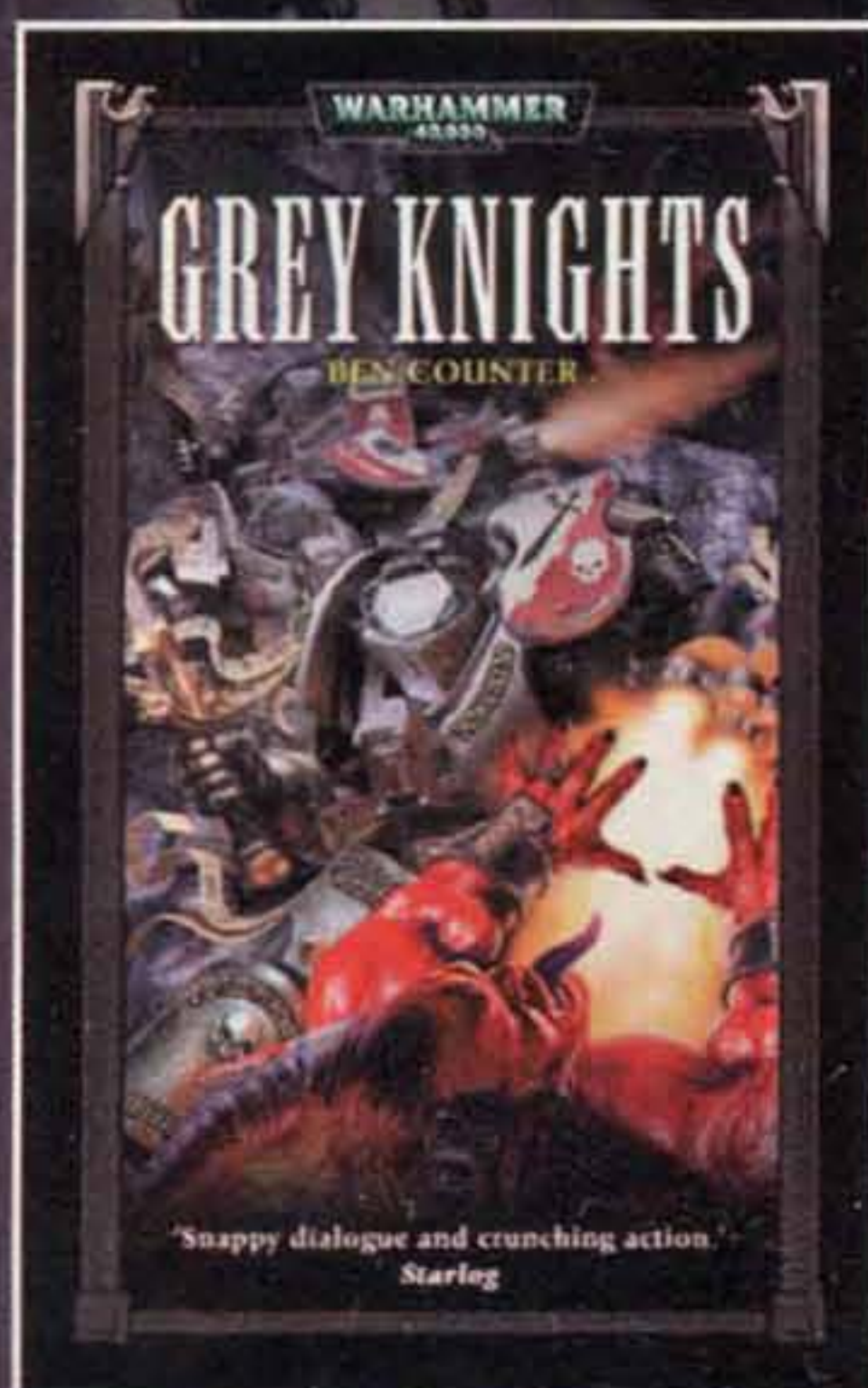
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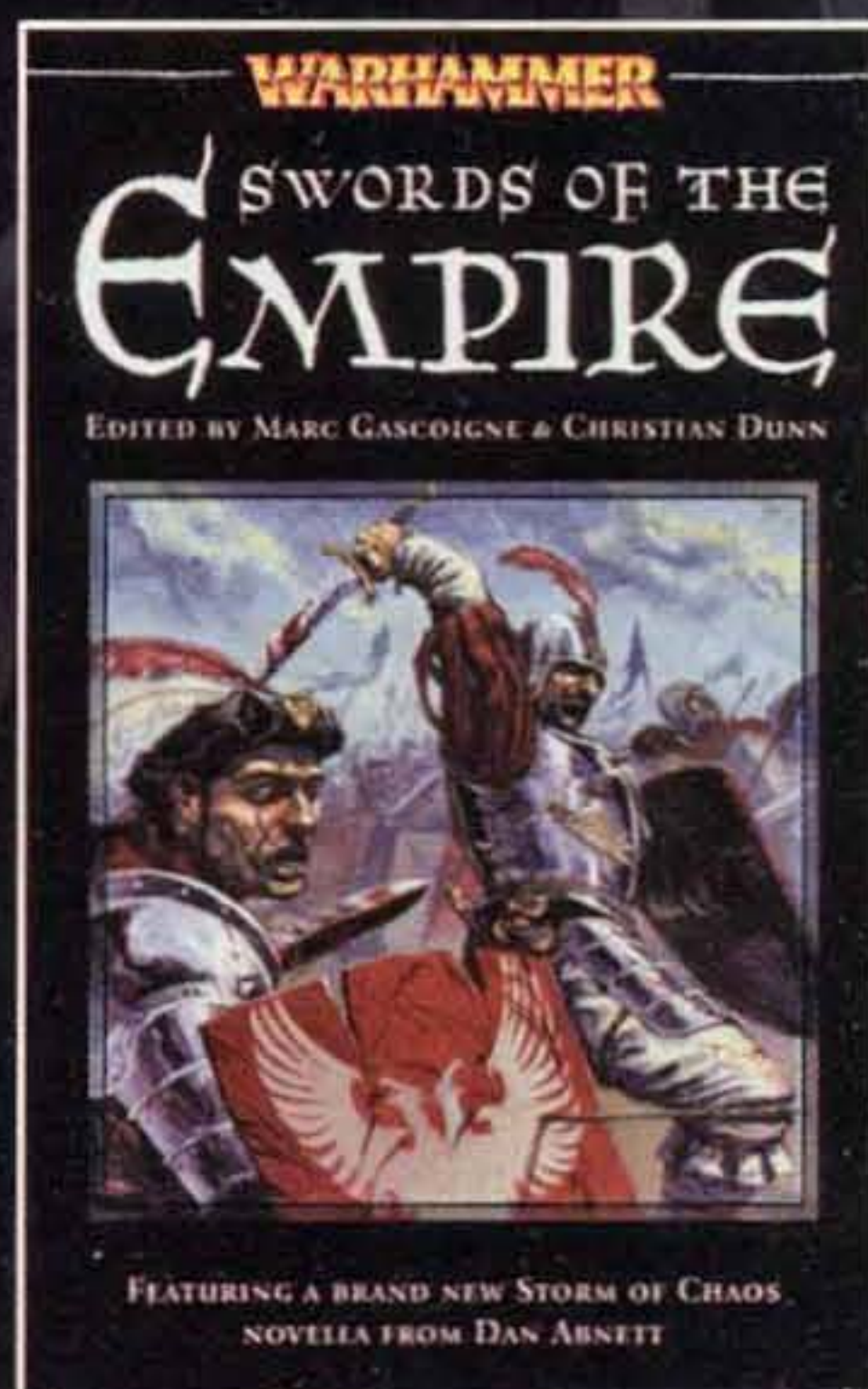


Grey Knights

by Ben Counter

Ben Counter's latest action-packed novel follows the awesome warriors of the Ordo Malleus as they hunt down the foul daemons that would destroy mankind!

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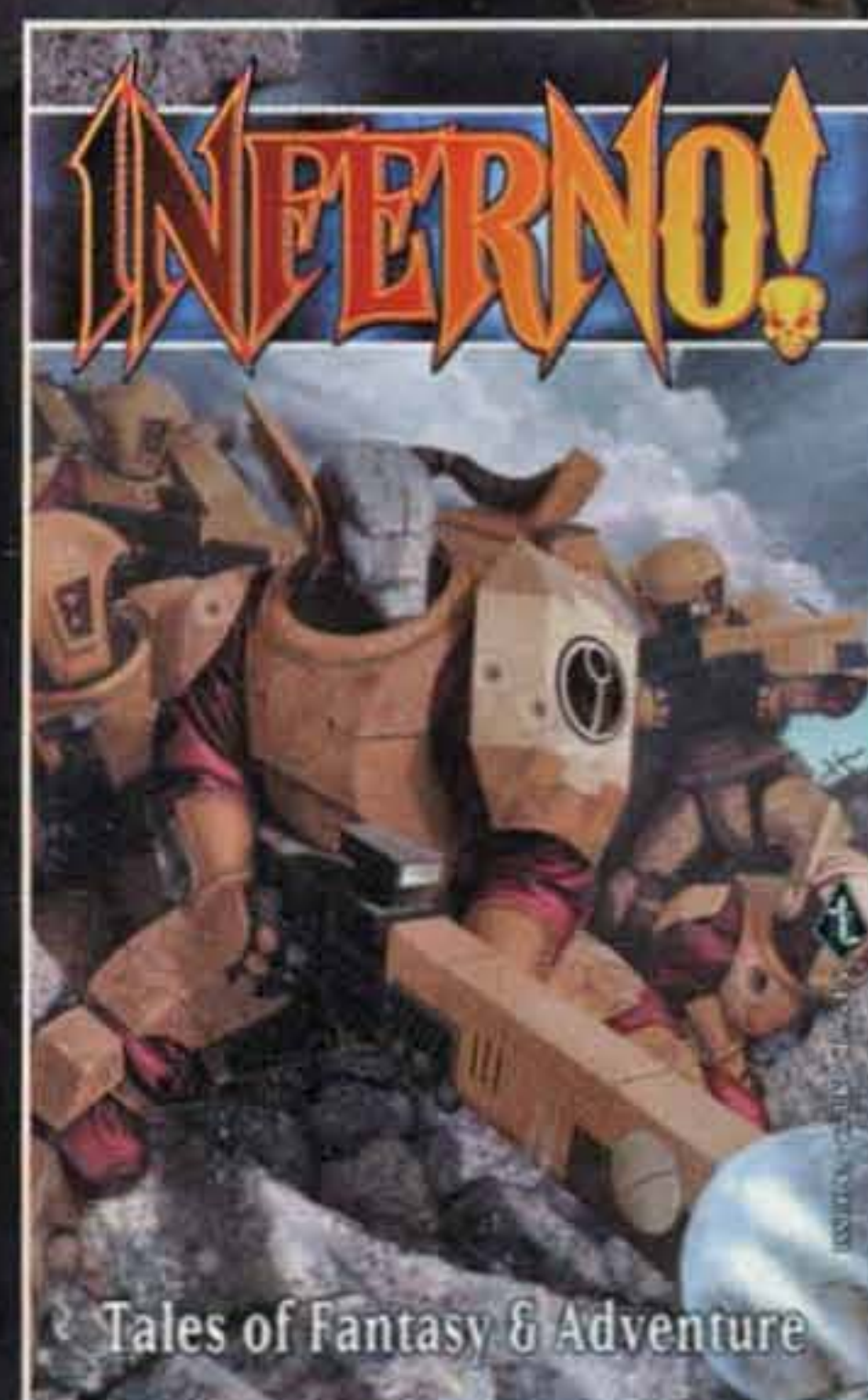


Swords of the Empire

Dan Abnett, Gordon Rennie and others...

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Inferno! 42

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Warhammer Monthly 81

The All-Action Comic

Ephrael Stern's back in the storming first instalment of *Daemonifuge III*! Plus the concluding episode of Quarry and Hellbrandt Grimm returns in *The Sword That Draws Blood*.

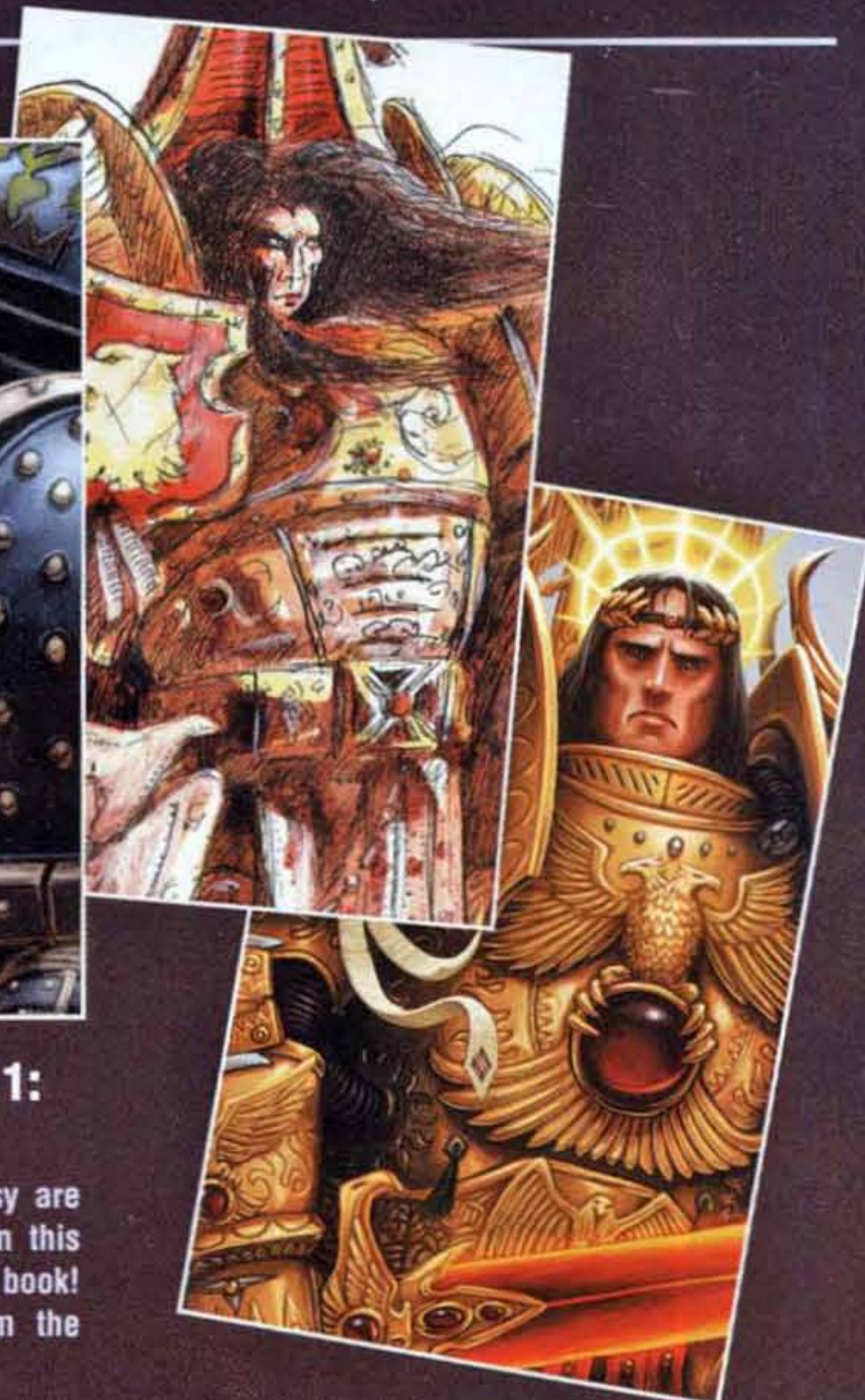
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WARHAMMER 40,000: DAWN OF WAR

REAL TIME STRATEGY WARFARE SET IN THE 41ST MILLENNIUM.

What does an Ork Killer Kan look like as it lumbers into battle? How awe-inspiring would it be to see an assault squad of Space Marines soar down into combat on flaring jump-packs, their chainswords buzzing in a blur of silver and red? And just how many Orks can a Space Marine Dreadnought bowl over with a single swipe of his mighty close combat arm?

These are the kinds of sights you'll see in Warhammer 40,000: Dawn Of War, the new real-time strategy game based in the Warhammer 40,000 universe. It aims to bring Warhammer 40,000 to life like no other computer game, and while it's still deep in development, the results look mighty promising.

Those of you who play PC games will be familiar with the real-time strategy genre, popularised by games such as Command and Conquer. Indeed, Relic Entertainment, the Dawn Of War's developers, are well-versed in real-time strategy – they're the architects of the brilliant Homeworld series of games, which involved the tactical command of vast fleets of starships. Now they've turned their attention to the battlefields of the 41st millennium, and the struggle that rages between humanity and its foes.

Of course, it helps that half of the guys at Relic are Warhammer 40,000 addicts themselves! And their intimate knowledge of the game and its historical and racial background is coming in very handy. So far, three playable races have been announced – Space Marines, Chaos and Orks, each of which boasts the troop types and weapons that you'd find in the relevant codex. There's a fourth playable race on the cards too, but they've asked us to keep shtumm about that, as they want to keep it a surprise!

Dawn Of War is jaw-droppingly detailed. Every unit in the game is packed to the hilt with detail, from the rapid rotation of a heavy bolter's ammo-hopper to the service studs in a Space Marine Commander's forehead. The game allows you to zoom in for extreme close-ups, or zoom out for a complete view of the battlefield, and the graphics really do the giant battle-scenes justice.

Morale is, of course, a big part of the game, and certain weapons cause terror in their victims. Hit a squad with sniper fire or a couple of flamers, and its morale will plummet faster than a Space Marine drop-pod. Speaking of which... how do you think Space Marines reinforce their numbers with

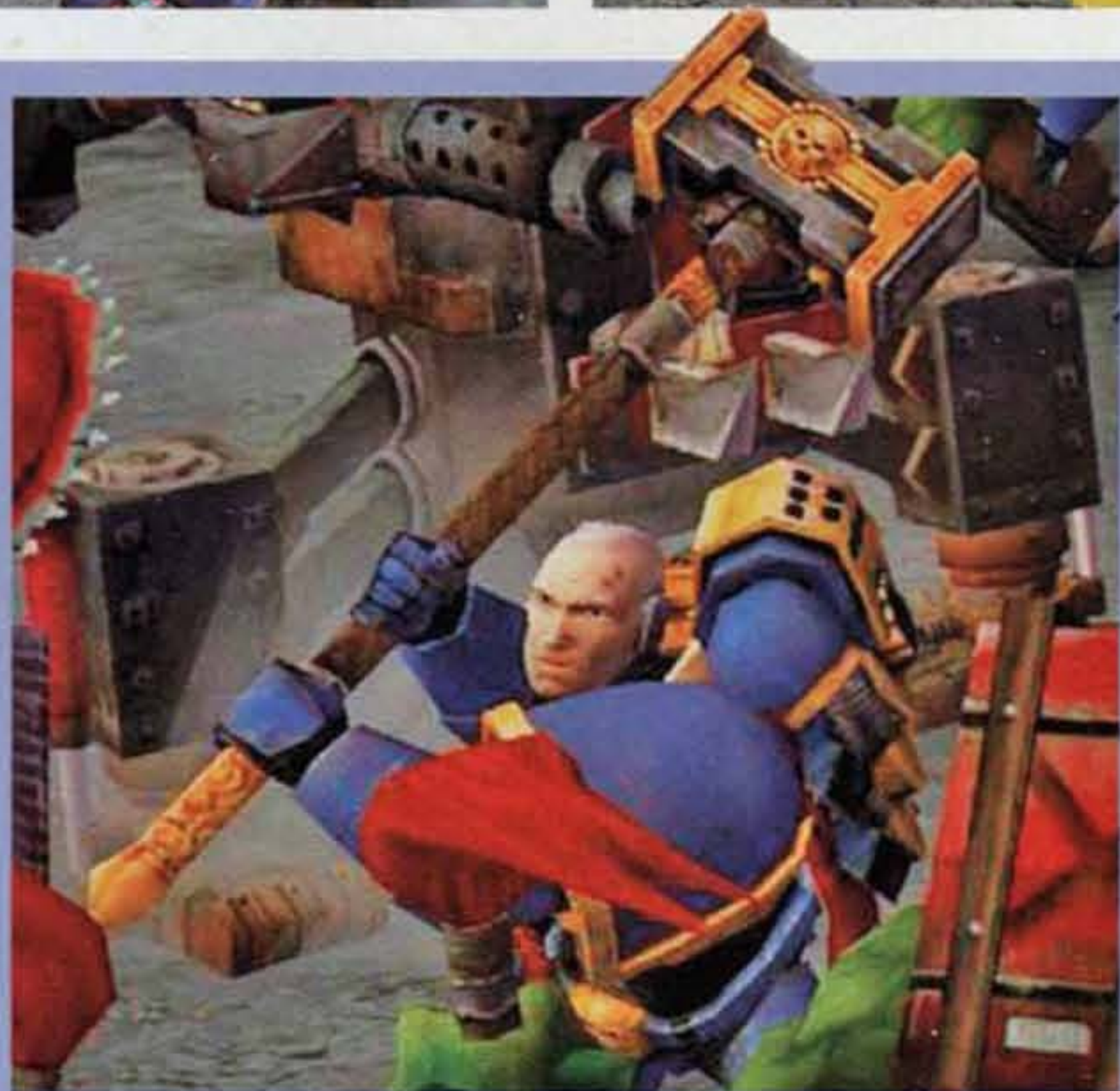
reserves? Exactly – using Drop Pods. And when a Drop Pod lands, you'll know about it. Obviously, brakes are a pre-heresy concept...

And for the first time in a real-time strategy game, there's a distinction between ranged combat and melee. When units get within spitting distance, they stow their guns and pull out the knives and choppas to go toe-to-toe with the enemy. Such sequences are a joy to see, and never short of spectacular as blades flash, pistols bark and power weapons hurl shattered bodies flailing through the air.

It's big, it's messy, it's noisy... just like battles in the 41st millennium should be. Relic are anticipating a September release, so make a date in your diary – and some space on your hard drive!



Though the Ultramarines feature in these early shots, a new Space Marine chapter is being created for the game.



LEADING THE CHARGE

HQ models are very important to your army and, just like Warhammer 40,000, they can be equipped with rare or exotic weapons to help swing the balance of a battle. This Space Marine Commander sports a mighty Thunder Hammer, which flings his enemies metres through the air as it discharges a fearsome bolt of electricity. Character models can also be attached to infantry units, to improve their morale and bolster their firepower – just as you'd expect them to!

FORGE WORLD NEWS

From the infernal furnaces of Forge World comes a mighty roar of Daemonic power! Sculptor Daniel Cockersell is hard at work on this huge Greater Daemon of Khorne. To the top of its head the beast stands a massive 5"(13cm) tall. As you can see, its wings are even larger. No doubt he'll be mincing his foes on many a battlefield when he is finally complete.



WARP ARTEFACTS

THE SLAYER OF KINGS

Every few centuries there is a mortal champion who is destined for the greatest blessings of Chaos. Now is the reign of the Archaon, the Lord of the End Times, the Everchosen. For over a century this powerful Chaos Lord has carried the title. In that time he has quested across the wastes of the north seeking out the artefacts of power that belonged to his predecessors, preparing to sweep the world away in a tide of bloodshed and battle.

In his bid to rule over the mortal world Archaon wields the dark bladed sword, the Slayer of Kings. Bound inside this blade is the greater daemon U'zuhl, consigned to his fate by the Second Chosen, Vangel. Aeons of imprisonment inside the blade have driven the Daemon insane with rage, and in the midst of battle, the blade moans with barely contained fury.

Manufactured by Windlass Steelcrafts® on behalf of Games Workshop, this replica of the Slayer of Kings is hand-finished and accurately resembles swords from ages past with its feel, flex and balance. The sword measures an impressive 47.5" and its unique scalloped blade is made from tempered high carbon steel blackened to a deep onyx lustre.

Every detail of Archaon's legendary sword has been faithfully recreated, from the black leather bound double-handed grip decorated with Chaos runes, to the Chaos star detail at the shoulder above the hilt.

The Slayer of Kings is manufactured to high standards of traditional smithing. This means it is a real sword. Though it has not been sharpened, it is still sharp. For obvious reasons it is not available to customers under 18 years of age. Find out more about this and other cool products inspired by the worlds of Warhammer and Warhammer 40,000 at:

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- New releases
- New hobby articles
- Rumours
- Reviews
- Event information
- The poll of the week
- Sneak peeks of upcoming miniatures
- A White Dwarf contents preview and much more...

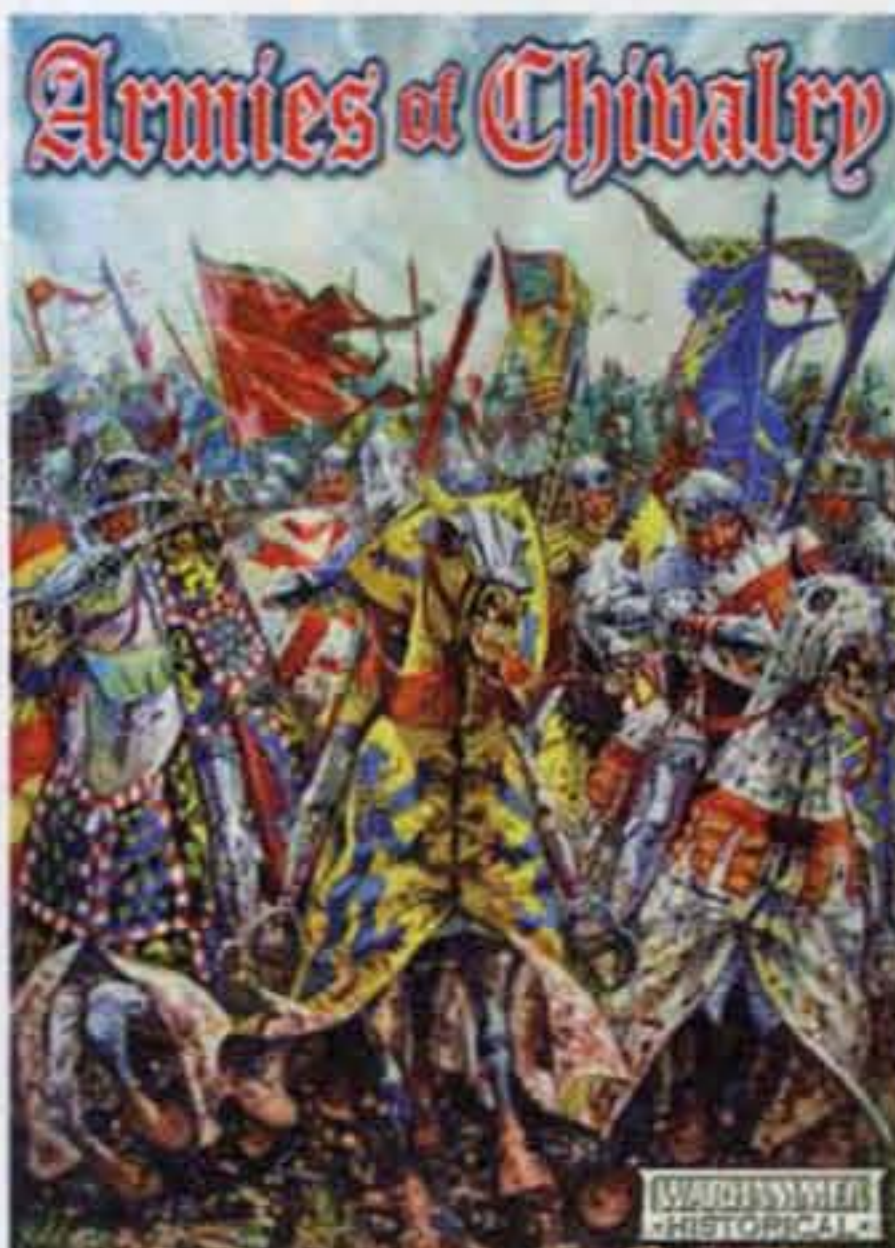
Games Workshop Online also brings you all the news from other exciting areas, such as Forge World, Specialist Games, Black Library etc.

In addition to this we strive to put at least one article for Warhammer, Warhammer 40,000 and The Lord of the Rings on the website every week.

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

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





ARMIES OF CHIVALRY

Armies of Chivalry is the new release from Warhammer Historical. Set in the late medieval period, 1330-1500AD, the 64-page book contains medieval special rules and 19 army lists that allow you to refight the battles of the 100 Years War, War of the Roses and the Rise of the Ottoman Empire.

The lists are: 100 Years War English, 100 Years War French, 100 Years War Scots, Free Companies, Italian Condotta, Low Countries, Holy Roman Empire, Teutonic Order, Poland, Romanians, Russians, Hungarians, Ottoman Turks, Last

Byzantines, Hussites, French Ordonnance, Burgundy, Swiss and War of the Roses.

That's a whole lot of warfare! Armies of Chivalry is out now and costs £15.

Warhammer Historical is also beavering away on Spartacus. This campaign supplement gives you the rules to replay the biggest slave revolt in the Roman Empire's history, memorably brought to life in the film starring Kirk Douglas. The book will contain lists for the Romans as well as the army of the slaves, plus details of all the major

engagements of the revolt. Warhammer Historical explained to us that the army lists in the book are also useful for building forces focusing on the forces of Roman occupation, and the armies of the less-barbaric 'barbarians' such as the ancient Celts.

Spartacus will be ready later this spring.

Full order details are available at warhammer-historical.com.

Alternatively call Rob Broom on: 0115 916 8466.



NEW WEBSITE REVEALED

Warhammer Online have a brand new website! After extensive redevelopment, the thoroughly updated version of www.warhammeronline.com is now live, with brand new images, race details and background information, not to mention the fact that you can now sign up for their hot press newsletter, whose exclusive news content will be beamed direct to your computer by the arcane power of e-mail!

The site features loads of cool features, including dynamic character models, exciting images and a fantastic Frequently Asked Questions search engine. Just type

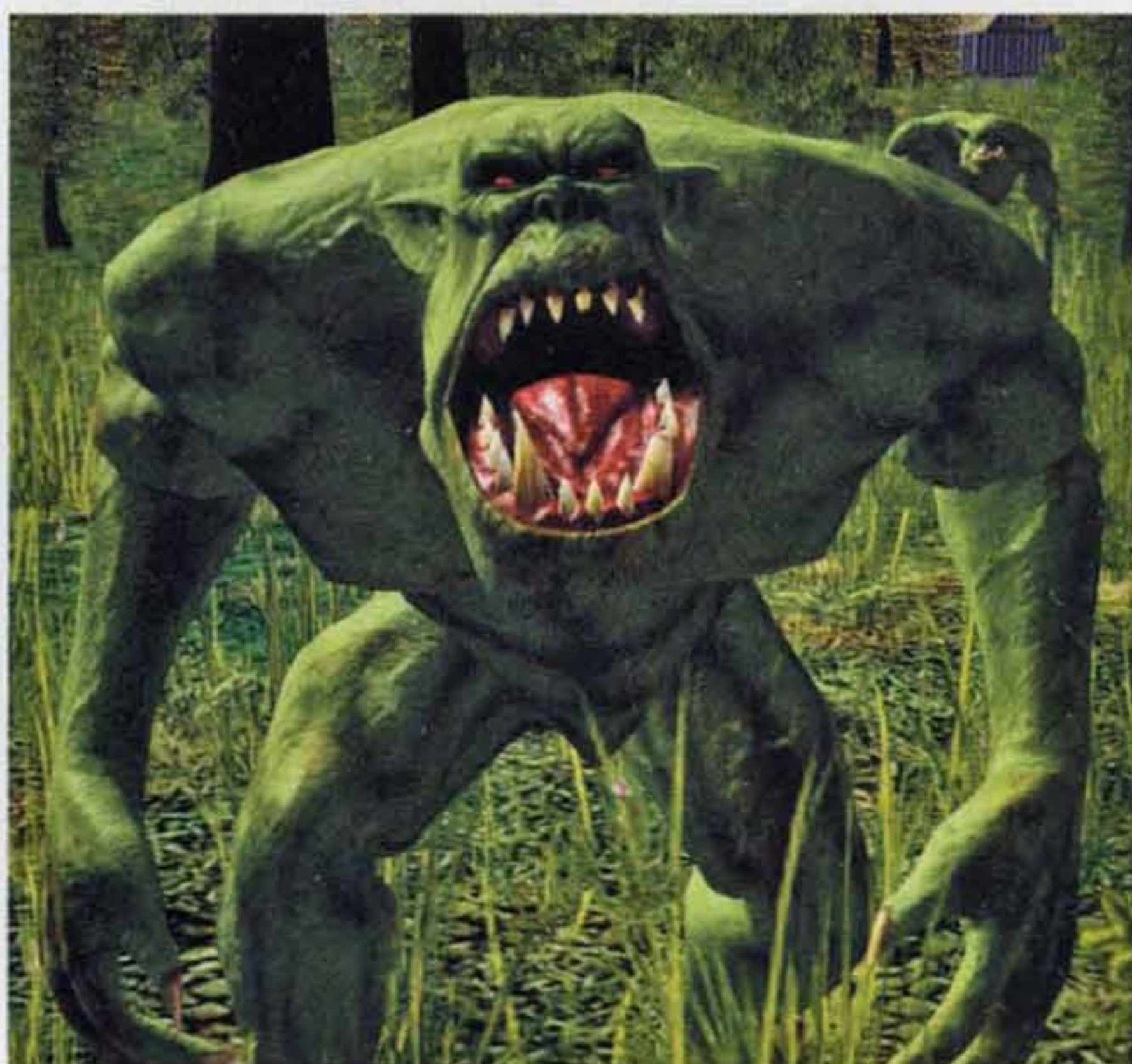
in a question regarding the game, and the site will answer it for you! How clever is that? There are also tons of interviews with the creators, giving you a real insight into the game world. Let's face it, with a website as atmospheric as this, the game is definitely going to be awesome.

The site is updated regularly, so it's well worth adding to your bookmarks and checking it out as often as possible.

Until Warhammer Online comes out, we'll be keeping you posted on the latest developments. Until then, here's some cool screenshots to keep you going.



An Ogre battles valiantly against an Orc.



An unfortunate encounter with a couple of Orcs near a doomed Reikland farmstead.



INTRODUCING THE NEW FANATIC MAGAZINE



Andy Hall,
Fanatic magazine Editor.

This month White Dwarf's younger and slightly more rebellious (she'll grow out of it) sister publication, Fanatic magazine, enters the fray. Andy Hall, Fanatic's editor explains.

Andy: Many of you who read our small but perfectly formed game-centric magazines will be aware of their disappearance of late. This is because they have been bought together, ripped apart and reformed into a monster – something that truly is greater than the sum of its parts!

The Fanatic Studio has been around supporting the Specialist Games Range for a few years now. As the department has grown we have wanted to increase the quality of our output.

This includes the figures we produce as well as our online presence and paper product. Fanatic magazine is the result of that evolution.

Fans of the Specialist Games Range can now look forward to a monthly (from issue three) full colour, White Dwarf-sized magazine. This new format will allow us to increase the quality of the content as well as how it is presented. It's also worth noting that Fanatic magazine is aimed at older hobbyists and so some content may not always be suitable for younger readers.

So, after talking it all up I bet your dying to know what's in the first few issues? Well, we start the ball rolling in issue one with Storm of Chaos scenarios and background for Warmaster. This is part one in our ongoing series of Storm of Chaos articles that will mirror White Dwarf's own Warhammer support. Mordheim players not only get a detailed overview of Ostermark by White Dwarf's very own Nick Kyme, but a complete game in the form of Pit Fighter. The game is written by Jervis and uses figures from the Mordheim range, though not the traditional set of rules. This is something we

plan on experimenting with in future issues – using model ranges in different ways. Jervis has already mooted his ideas for an Epic air force game!

Within the fantastic covers of issue two expect to see the Spyrers for Necromunda, including the new Matriarch and Patriarch, the Vindicare Assassin for Inquisitor, the Blood Bowl Rules Review and the first part of Privateer – a brand new supplement for Battlefleet Gothic.

Every issue will contain a stable of regular features, including: letters pages, events, news, Spike! magazine – home of the ever-popular Ask Lord Borak, the elusive Town Cryer classified ads page and a regular column called The Last Word in which I invite prominent members from the hobby and games design teams to have a good rant!

Jervis: It's been about three and a half years since I joined Fanatic, and to say a lot has changed in the way we support the Specialist Games Range over those years would be a massive understatement! When I joined Fanatic, the team consisted of myself, Warwick Kinrade, and the late, great, Steve Hambrook. The three of us were tasked with supporting the whole Specialist Games Range anyway we could, but mainly by publishing small black and white 'fanzines' for each game system, and bringing out a few new miniatures for the games.

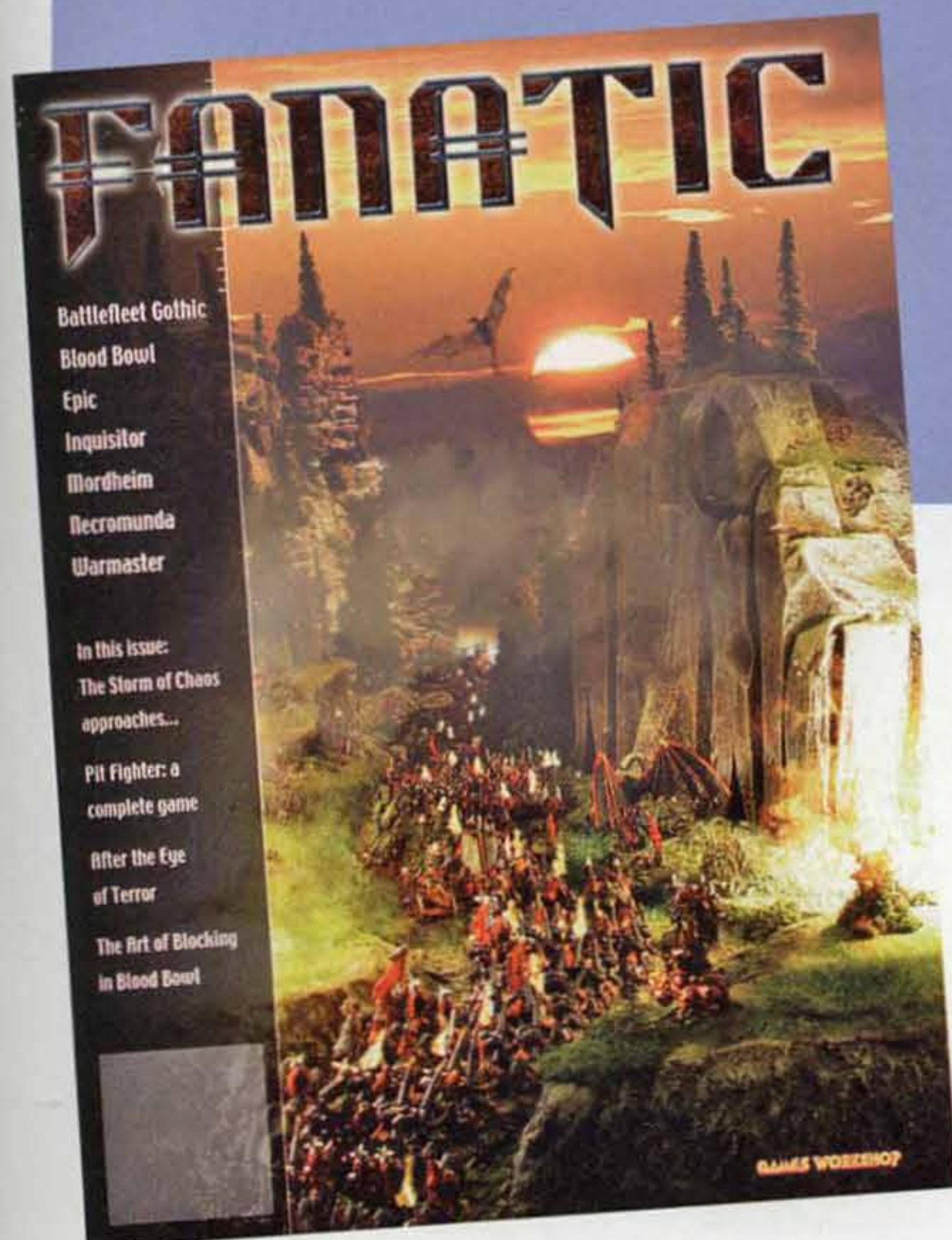
From that small, inexperienced, three man team of the early days, the department has more than tripled in size, so that it's now a ten man team, fully capable of providing top quality support for

our games. More importantly, Fanatic has changed from being a hybrid studio/sales team into a pure design studio. This change has allowed us to focus purely on the design and development of the Specialist Games Range. We produce new miniatures and (now!) a full colour magazine covering the specialist range, and have recently expanded this output to include a yearly annual for each game, and a commitment to produce updated rulebooks and game supplements when they are required. In an average month Fanatic will bring out half-a-dozen or so new miniatures, a 96-page magazine, and every two-three months Fanatic will also bring out a 96-page annual.

As long as you are playing the games in the Specialist Range then Fanatic will keep on supporting them and bringing out new material for them (and in some cases we may keep on supporting them even if you're not playing!). Watch out for details of new Specialist Games Range releases on the news page in White Dwarf every month, and, of course, in the pages of Fanatic magazine.



Jervis Johnson, Head Fanatic.



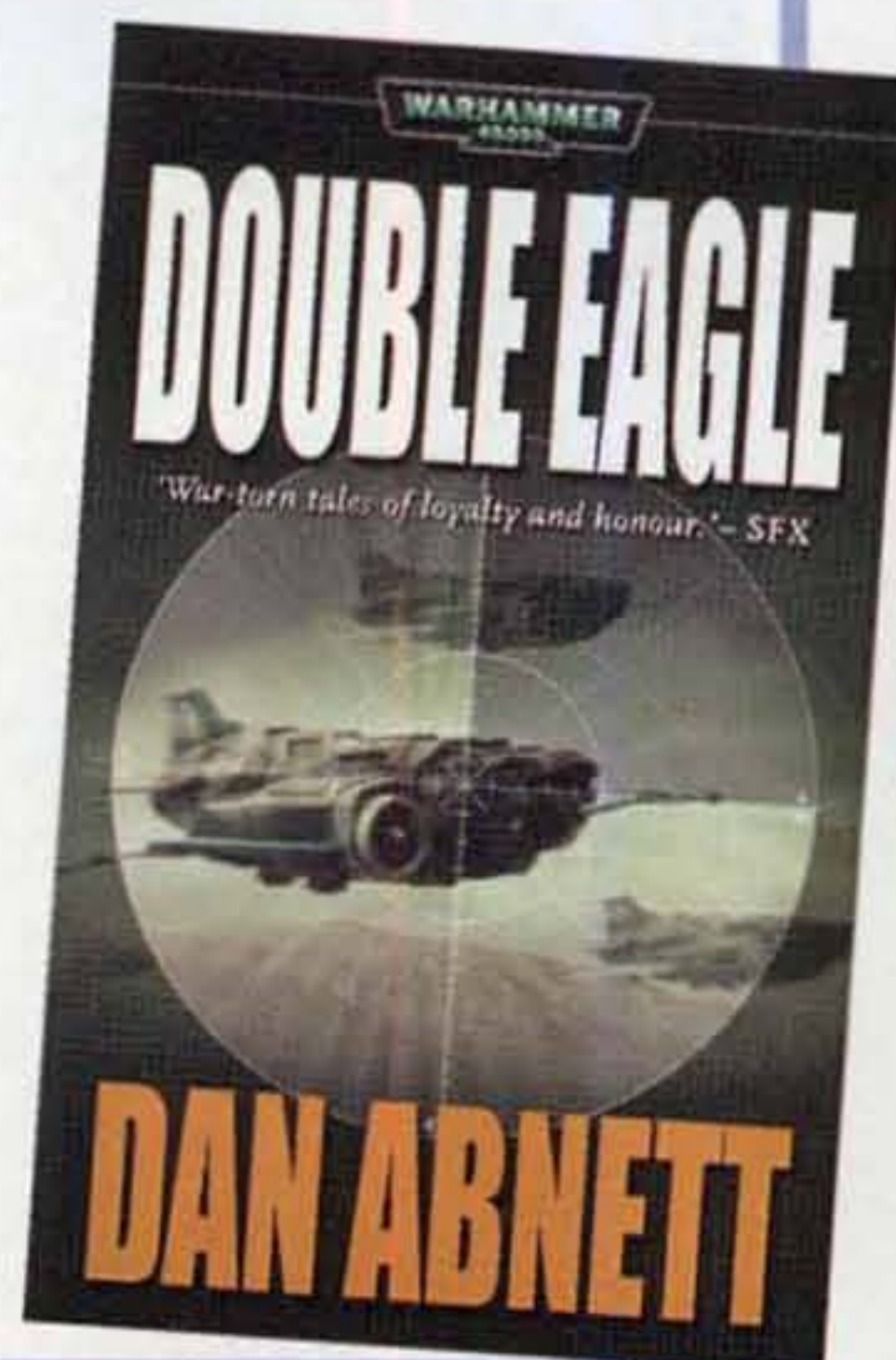
NEW FROM BLACK LIBRARY!

Dan Abnett's latest hardback novel, Double Eagle, will be available in stores from next month.

It follows the daring missions of the Phantine Fighter Corps as they struggle to halt a massive Chaos counter-attack in the blood-soaked Sabbat Worlds Crusade.

This isn't a Gaunt's Ghosts novel – it's a brand new series set in the same campaign, but sharp-eyed fans may spot one or two familiar faces.

Double Eagle is priced at £16.99.



EVENTS DIARY WHAT'S ON AND WHERE

The White Dwarf Events Diary is the place to find out about events in your area or at Warhammer World in Nottingham. Whether it's a tournament, campaign day or painting competition the Events Diary has all the details you need to know...

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

eventsdiary@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are:

30 May for WD297 (August 2004)
14 June for WD298 (September 2004)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WH Warhammer
40K Warhammer 40,000
BB Blood Bowl
WAB Warhammer Ancient Battles
WPS Warhammer Players' Society
WECW Warhammer English Civil War
Epic Epic Armageddon
LOTR The Lord of The Rings
GW Games Workshop
GT Grand Tournament

MAY

A SMALL MATTER OF HONOUR

Date: 8th May, 2004

Venue: Church Cottage, Church Street, Basingstoke.

Details: The Sad Muppet Society proudly presents its first 1,750pts 40K tournament.

On the world of St Michael, armies from across the galaxy search for something powerful, something terrible, something ancient, something lost...

Entry is £10 for the whole day.

Contact:
muppet@genesis-sf.org.uk

Website:
www.rkerry.fsnet.co.uk/sms

THE BLOOD BOWL GRAND TOURNAMENT

Date: 8th and 9th May, 2004

Venue: Warhammer World, Lenton.

Details: The return of the BB Grand Tournament to determine who will be the new holder of the Blood Bowl. Ticket price includes two lunches and

Saturday's evening meal. Tickets £40.

Contact:
specgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

GANG WAR – SPECIALIST GAMES WEEKEND

Date: 15th and 16th May, 2004

Venue: Warhammer World, Lenton.

Details: Bands of swordsmen and gangers battle for supremacy in this campaign weekend for Necromunda and Mordheim. Will your Gang Leader ascend to join the Guilders and live a life of plenty? Can your warband collect on the greatest bounty ever offered? Find out at Gang War.

Contact:
specgt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

CONFLICT BRISTOL

Date: 16th May, 2004

Venue: British Empire and Commonwealth Museum.

Details: WH (1,500pts), 40K (1,000pts)

and LOTR (500pts Good and Evil forces) tournaments. Also a wide range of hobby activities for non-tournament Open Pass ticket holders. Tickets are £25 for tournament players and £6 for Open Pass Tickets.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

SCANDINAVIAN WARHAMMER GRAND TOURNAMENT 2004

Date: 22nd and 23rd May, 2004

Location: Oslo, Norway.

Details: Five game Swiss Draw tournament. Entrants require a 2,000pts painted WH army – full details with tickets.

Tickets on sale from the 1st April 2004, priced at £30.

Contact:
scandagt@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

WARHAMMER PLAYERS' SOCIETY CLUB CHALLENGE

Date: 22nd and 23rd May, 2004

Venue: Harvey Hadden Sports Centre, Bilborough, Nottingham.

Details: Club-based event for the WPS Club Challenge Shield. Various gaming systems including WH, 40K, WAB, Warmaster, BB, WECW, Epic and LOTR. Lunch is included in the ticket price. £20 for members and £24 for non-members. WPS members get priority entry to WPS events.

Contact:
tournieinfo@players-society.com
Website:
www.players-society.com

PORTENT TOURNAMENT 2004

Date: 29th and 30th May, 2004.

Venue: Warhammer World, Lenton.

Details: Portent presents its second tournament for both WH and 40K. Dare you take up the challenge? Competitors will need a painted 1,500pts army for the five-game event. The ticket price of £30 includes meals on both days.

Contact: SimonTull1@aol.com
Website: www.portent.net

CONFLICT NORTHAMPTON AND SLAYER DAY

Date: 30th May, 2004

Venue: The Pemberton Centre, HE Bates Way, Rushden, Northamptonshire.

Details: Tournaments for 40K (1,000pts), WH (1,500pts) and LOTR (500pts of Good and Evil). All armies must be painted. Also participation games, painting workshops, painting competition, scenery making for non-tournament Open Pass attendees. Tournament tickets £25 – full details will be supplied. Open Pass tickets £6.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

FANATIC TOURNAMENT

Date: TBC

Location: Arnhem, Netherlands.

Details: WH (2,000pts) and 40K (1,500pts) tournament.

We are also running a Youngbloods beginners' 500pts tournament for both WH and 40K.

Contact:
Spelkwartier – 026 35 17 669
Website:
www.spelkwartier.nl

JUNE

CONFLICT LEEDS

Date: 6th June, 2004

Venue: Leeds United football ground.

Details: WH (1,500pts), 40K (1,000pts) and LOTR (500pts Good and Evil forces) tournaments. A wide range of hobby activities for non-tournament Open Pass holders. Tournament tickets are £25, Open Pass £6.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

GAMES WORKSHOP OPEN DAY

Date: 19th June, 2004

Venue: Warhammer World, Lenton.

Details: Great participation games for many of our games systems, latest releases and sneak previews, 'Eavy Metal painting advice, Fanatic Specialist Games Conversion Corner (make it and take it away with you!), Design Studio guests and seminars. Tickets are £10, on sale from May.

Contact:
events@games-workshop.co.uk
Website:
www.games-workshop.co.uk/events

WARHAMMER PLAYERS' SOCIETY WEYMOUTH WAAAGH

Date: 19th and 20th June 2004

Venue: Upwey and Broadway Memorial Hall, Broadway.

Details: WH, 40K and WAB. Lunch will be included in the ticket price. The entry fee is £20 for members and £24 for non-members. WPS members get priority entry to WPS events over non-members.

A SHOW OF FAITH

The priest Luthor Huss and Valtan, the chosen of Sigmar, have found allies in the state of Averland in the form of Marius Leitdorf's three mad sons. They have begun to show the dread forces of Chaos that they do not fear them and have ridden day and night to make it to the very edges of Kislev to declare their faith to Sigmar on the open battlefield. Archaon is wary of this new threat and has sent his feared second-in-command, Crom the Conqueror, to deal with them swiftly.

Over the course of two days we will be fighting massive battles that will help to determine who gains the upper hand in the opening stages of the Storm of Chaos campaign. The core of each army (over 2,000pts) will be supplied by the stores and will contain all of the converted characters for the conflicts. We invite players to bring in their own fully-painted 1,000pts armies and join in the action. You will need to talk to the staff of your local Hobby Centre for any army list requirements. You will also need to get your name down quickly as there are limited places available. War is coming, make sure you're prepared...

15th and 16th May, 2004
GW Burton's Gaming Room

22nd and 23rd May, 2004
GW Macclesfield's Gaming Room



Contact:
 tourinfo@players-society.com
Website:
 www.players-society.com (Check the
 Upcoming Events from the main menu
 for more details, including entry forms).

EVENT CALENDER - SPIKY CLUB PRESENTS TIDES OF CHAOS III WH CAMPAIGN

Date: 19th and 20th June, 2004.
Venue: TBC
Details: 2,000pts, restricted magic
 items. Cost (approx.) £29 – includes
 Lunch for both days.
Contact: Dave Palmer
 e-mail: ace2k00@hotmail.com
 – 07798 825696

DUTCH GRAND TOURNAMENT

Date: 19th and 20th June, 2004
Venue: Universiteit van Tilburg, Sporthal,
 Academielaan 5, Tilburg, Holland.
Details: Tickets are €40, available from
 the 24th April. Six game Swiss Draw
 tournament. Entrants require a 2,000pts
 painted WH army – full details with
 tickets.
Website:
 www.games-workshop-hobby.nl.org

ARCON GAMING FESTIVAL

Date: 25th, 26th and 27th June, 2004
Venue: Vilhelm Bjerknes Hus, University
 of Oslo, Norway (travel directions are
 on the website).
Details: Warhammer to be played on
 the Friday, 40K on Saturday. Blood
 Bowl, Battlefleet Gothic and Epic will
 also be played. See the website for
 specific rules and army composition.
 Food will be sold throughout the day.
 Register before 14th June: Nkr 250,-,
 on the door Nkr 320,- or Nkr 170 per
 day. International tickets (for those that
 do not live in Norway) cost Nkr 200,-
 for the whole weekend.

Contact:
 Any questions can be sent to:
 arcon@spillfestival.no or call Espen
 Sortland – 0047 92442211.

Website:
 Website: www.spillfestival.no

SCULPTING AND MODELLING WORKSHOP – HOBBY MASTERCLASS

Date: 26th and 27th June, 2004
Venue: Warhammer World, Lenton.
Details: Spend two days in the
 company of some of the greatest heroes
 of the Games Workshop hobby. The
 Games Workshop Masterclass series
 gives you a chance to hone your hobby
 skills over a whole weekend at Games
 Workshop's Lenton headquarters.
 Top-class hobbyists from the Design
 Studio, Warhammer World and the
 Gaming Club Network will be on hand to
 offer guidance and advice on a range of
 modelling and painting skills.

Contact:
 events@games-workshop.co.uk
Website:
 www.games-workshop.co.uk/events

CONFLICT LONDON

Date: 27th June, 2004
Venue: Alexandra Palace
Details: WH (1,500pts), 40K (1,000pts)
 and LOTR (500pts Good and Evil
 forces) tournaments. Also a wide range
 of hobby activities for non-tournament
 Open Pass ticket holders. Tickets are
 £25 for tournament players and £6 for
 the Open Pass ticket.



HEIR TO AVERLAND

Archaon is preparing for the
 last great war of the Old World
 this summer in the Storm of
 Chaos campaign. He plans to
 attack Middenheim, but that will
 come later. Every war must have
 its opening moves. The dates
 below will see Archaon's trusted
 lieutenants, including the mighty
 Crom the Conqueror, leading pre-
 invasion attacks to weaken key
 areas of the Empire. What they
 are not expecting is that the
 three mad sons of the dead
 Elector Count of Averland,
 Marius Leitdorf, are each
 currently on a quest to find the

Runesword of Averland and stake
 a claim to their father's state.
 Meanwhile, both the outspoken
 priest Luthor Huss and the fiery
 leader of Men known as Valtan
 are already engaging the forces
 of Chaos openly. Now is your
 chance to take to the field of
 battle and prepare for the
 greatest war to ever come to the
 Old World!

1st May GW Macclesfield
 8th May GW Stoke
 15th May GW Lincoln
 Contact your local Hobby Centre
 manager for more details.

Contact:
 events@games-workshop.co.uk
Website:
 www.games-workshop.co.uk/events

JULY

BOLTGUNS AND BATTLEAXES

Date: 3rd and 4th July, 2004
Venue: Warhammer World, Lenton.
Details: The Gaming Club Network, in
 association with the Oxford Gaming Club
 and Leeds Night Owls, presents Boltguns
 at Bellal IV: A 40K Campaign Weekend
 and Battleaxes of Blood: A WH
 Campaign weekend.
 All tickets are priced £35 each and
 include meals on both days.
Contact: Mike Sharp – 07802 764143.
Contact: Stephen Thorpe – 07906
 145025.

CALL TO ARMS

Date: 10th and 11th July, 2004
Venue: Warhammer World, Lenton.
Details: Two-day tournaments for
 Warmaster. One-day tournaments for
 Mordheim (Saturday).
 Tickets are £40 for Warmaster and £25
 for Mordheim.
 Full details for each system will be sent
 with your tickets. Tickets on sale now.

Contact:
 specgt@games-workshop.co.uk
Website:
 www.games-workshop.co.uk/gt

AGRAM ARENA SUMMER 2004

International LOTR and 40K Tournament
Date: 17th and 18th July, 2004
Location: Museum of Technology,
 Zagreb, Croatia.
Details: 40K: 1,500pts, LOTR: 1,000pts
 of Good and Evil forces.
Tickets: €10-20 (Lunch and
 Accommodation included.)
Contact: ums-agram@net.hr
 – (+0038) 05917 620584
Web site: www.ums-agram.hr

TOY SOLDIER 3

Date: 17th and 18th July, 2004
Venue: The University of Preston,
 Preston, Lancashire.
Details: Two-day tournaments for WH
 (2,000pts), 40K (1,500pts) and WAB
 (2,000pts). Tickets are £15 for entry and
 £20 for an en-suite single room per
 night. Free buffet on Saturday night.

Full details will be sent with your tickets.
 For an entry form send an e-mail to the
 address below or write to: Tim Haslam,
 164 Hereford Way, Middleton,
 Manchester M24 2NJ. The closing date
 for entries is the 31st June, 2004.

Contact:
 mm@seaford-corporation.ltd.uk
 Mark Muslek – 07709 456555 or 01606
 852580.

TANKS AND VEHICLES WORKSHOP – HOBBY MASTERCLASS

Date: 17th and 18th July, 2004
Venue: Warhammer World, Lenton.
Details: Spend two days in the
 company of some of the greatest
 heroes of the Games Workshop hobby.
 The Games Workshop Masterclass
 series gives you a chance to hone your
 hobby skills over a whole weekend at
 Games Workshop's Lenton
 headquarters. Top-class hobbyists from
 the Design Studio, Warhammer World
 and the Gaming Club Network will be
 on hand to offer guidance and advice
 on modelling and painting skills.
Contact:
 events@games-workshop.co.uk
Website:
 www.games-workshop.co.uk/events

WARHAMMER DOUBLES TOURNAMENT

Date: 24th and 25th July, 2004
Venue: Warhammer World, Lenton
Details: With 500pts per player this
 tournament relies on skill and trust as
 two players ally together to take on
 other doubles. The weekend will involve
 several games and the ticket price
 includes two lunches and Saturday's
 evening meal for each of the doubles
 teams.
 Tickets on sale from 24th April 2004,
 priced at £55 for each team.
Contact:
 whgt@games-workshop.co.uk
Website:
 www.games-workshop.co.uk/gt

AUGUST

WARHAMMER GRAND TOURNAMENT 2005: HEAT ONE

Date: 7th and 8th August, 2004
Venue: Warhammer World, Lenton.
Details: You will need a 2,000pts
 painted WH army – full details will be
 sent with your tickets. The weekend will

involve six games and ticket prices
 include two lunches and Saturday's
 evening meal.

Tickets on sale from 1st May, 2004,
 priced at £50 each.

Contact:
 whgt@games-workshop.co.uk
Website:
 www.games-workshop.co.uk/gt

WARHAMMER 40,000 GRAND TOURNAMENT 2005: HEAT ONE

Date: 28th and 29th August, 2004
Venue: Warhammer World, Lenton.
Details: Fight for a place in the finals of
 this, the most prestigious tournament in
 the 40K gamer's calendar. You will
 require a 1,500pts painted 40K army.
 Full details will be sent with tickets. The
 weekend will involve six games and
 ticket prices include two lunches and
 Saturday's evening meal.
 Tickets on sale from the 15th of May,
 2004, priced at £50 each.
Contact:
 40kgt@games-workshop.co.uk
Website:
 www.games-workshop.co.uk/gt

SEPTEMBER

PAINTING WORKSHOP – HOBBY MASTERCLASS

Date: 3rd and 4th September, 2004
Venue: Warhammer World, Lenton.
Details: Spend two days in the
 company of some of the greatest
 heroes of the Games Workshop Hobby.
 The Games Workshop Masterclass
 series gives you a chance to hone your
 hobby skills over a weekend at Games
 Workshop's Lenton headquarters.
 Top-class hobbyists from the Design
 Studio, Warhammer World and the
 Gaming Club Network will be on hand
 to offer guidance and advice on a range
 of modelling and painting skills.
Contact:
 events@games-workshop.co.uk
Website:
 www.games-workshop.com/events

WARHAMMER GRAND TOURNAMENT 2005: HEAT TWO

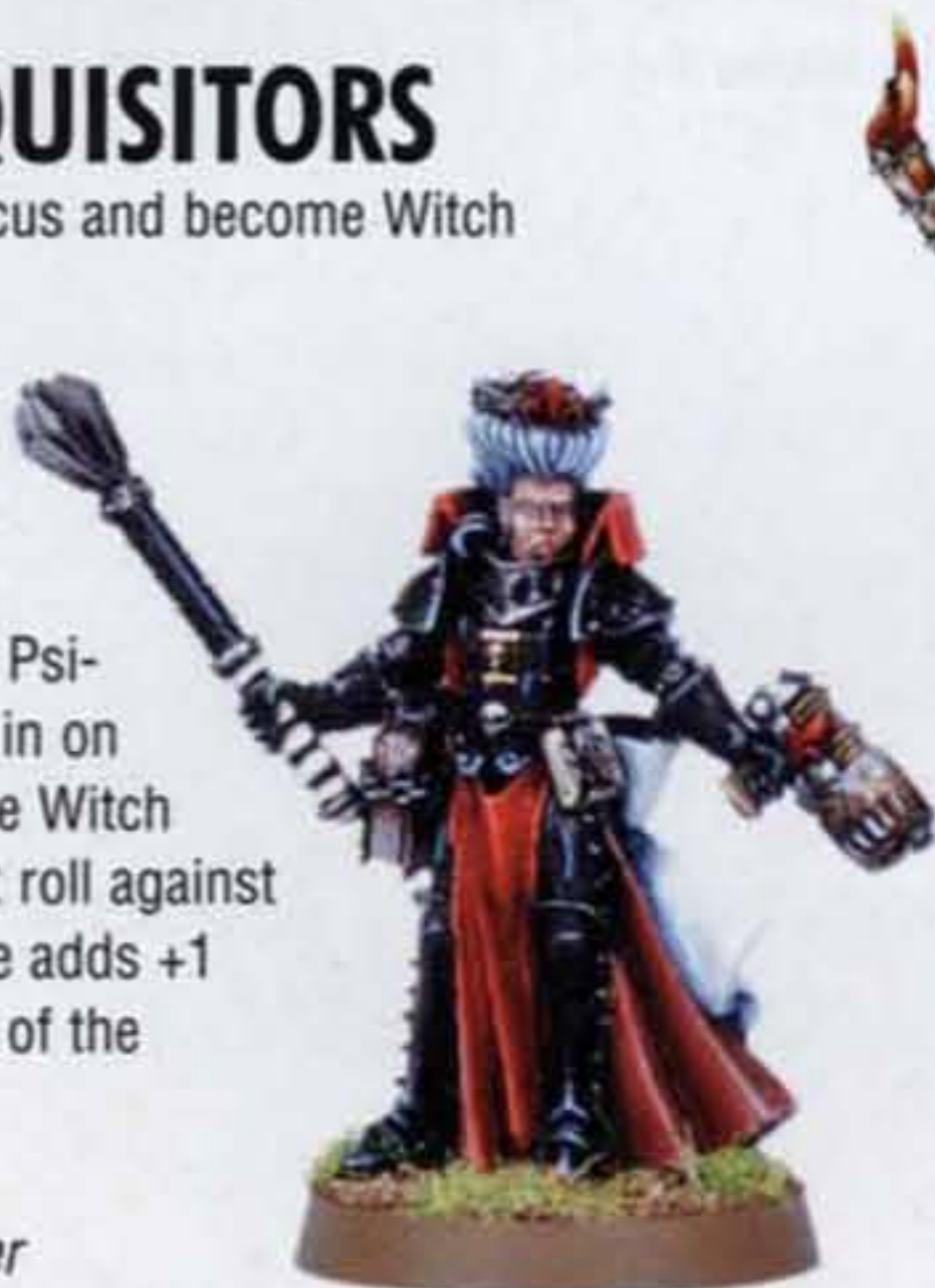
Date: 11th and 12th September, 2004
Venue: Warhammer World, Lenton.
Details: 2,000pts painted WH army
 required full details with tickets.
 Tickets on sale from the 26th of June.

RIGHTEOUS FIRE AND ZEAL

WITCH HUNTER INQUISITORS

Many follow the path of the Ordo Hereticus and become Witch Hunters. Bane of heretics, deviants and mutants everywhere the Witch Hunter is possessed of a steely determination and has access to an impressive arsenal of weapons and equipment to aid him in despatching the enemies of humanity. A Psi-tracker enables a Witch Hunter to home in on enemy psykers allowing any model in the Witch Hunter's army to re-roll a shooting to hit roll against their foe, whilst the Inquisitorial Mandate adds +1 Attack to all friendly models within 2D6" of the Witch Hunter bearing it.

This blister pack contains 1 Witch Hunter Inquisitor, designed by Juan Diaz.



Power weapon and plasma pistol



Inferno pistol



Bolter-stake crossbow and power weapon



SAINT CELESTINE – THE LIVING SAINT

Fearless champion of the Adepta Sororitas, Saint Celestine is a demigod-like figurehead for the faithful warriors of the Imperium. She surges into battle upon Wings of Faith, which enable her to move as if equipped with a jump pack. She wields the Ardent Blade, which counts as a master-crafted power weapon, adds 2 to her Strength and can be used as a flamer in the shooting phase! Saint Celestine is watched over by a higher power and upon losing her last Wound if she is able to pass an unmodified Leadership test, she is placed in reserve with 1 Wound remaining as some miraculous intervention saves her.

This blister pack contains enough parts to make 1 Celestine – The Living Saint, designed by Jes Goodwin.

This model requires assembly.

ARCO-FLAGELLANTS

Implanted with all manner of electro-weapons, cutting claws and scourges these chemically-enhanced abominations are terrible to behold. Awesome on the battlefield, Arco-flagellants are Fearless and nigh-on indestructible as they advance, their inhuman capacity to withstand pain and their preternatural speed granting them a 4+ Invulnerable save. Arco-flagellants are fitted with stim-injectors heightening their metabolisms to an incredible rate allowing them to move an extra D6" each turn and giving them D6 extra Attacks. But this is not without risk, the exertion can overwhelm the Arco-flagellants' bodies and destroy them.

This boxed set contains enough parts to make 6 Arco-flagellants, designed by Aly Morrison.

These models require assembly.





SISTERS REPENTIA AND MISTRESS

Desperate to regain the Emperor's grace, the Sisters Repentia are fanatical in battle. They willingly seek death in the fiery heat of combat, often surging towards combats that most would flinch from. Armed with horrific Eviscerators, the Sisters Repentia can tear infantry and vehicles apart with frightening ease. Such is their fervour that they are affected by Holy Rage which allows them to add +D6" to their movement in order to close with the enemy.

The Sisters Repentia are driven on by a Mistress who wields a pair of neural whips, goading them on into ever greater acts of zeal and sheer insane heroism.

This boxed set contains 1 Sisters Repentia Mistress and 9 Sisters Repentia, designed by Steve Saleh and Dave Thomas.



Sisters Repentia Mistress:
This blister pack contains 1 Sisters Repentia Mistress model.

Sisters Repentia: This blister pack contains 3 Sisters Repentia models.



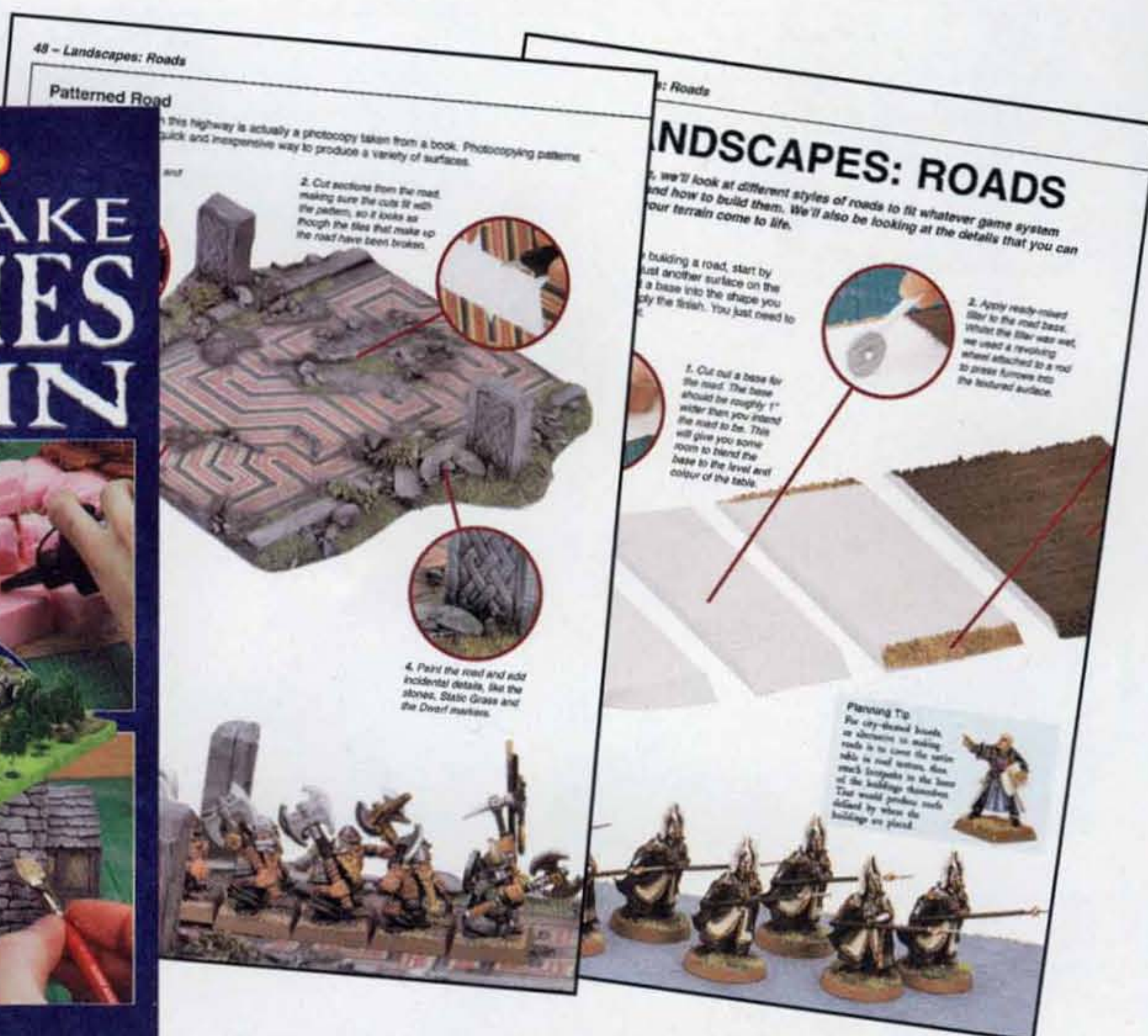
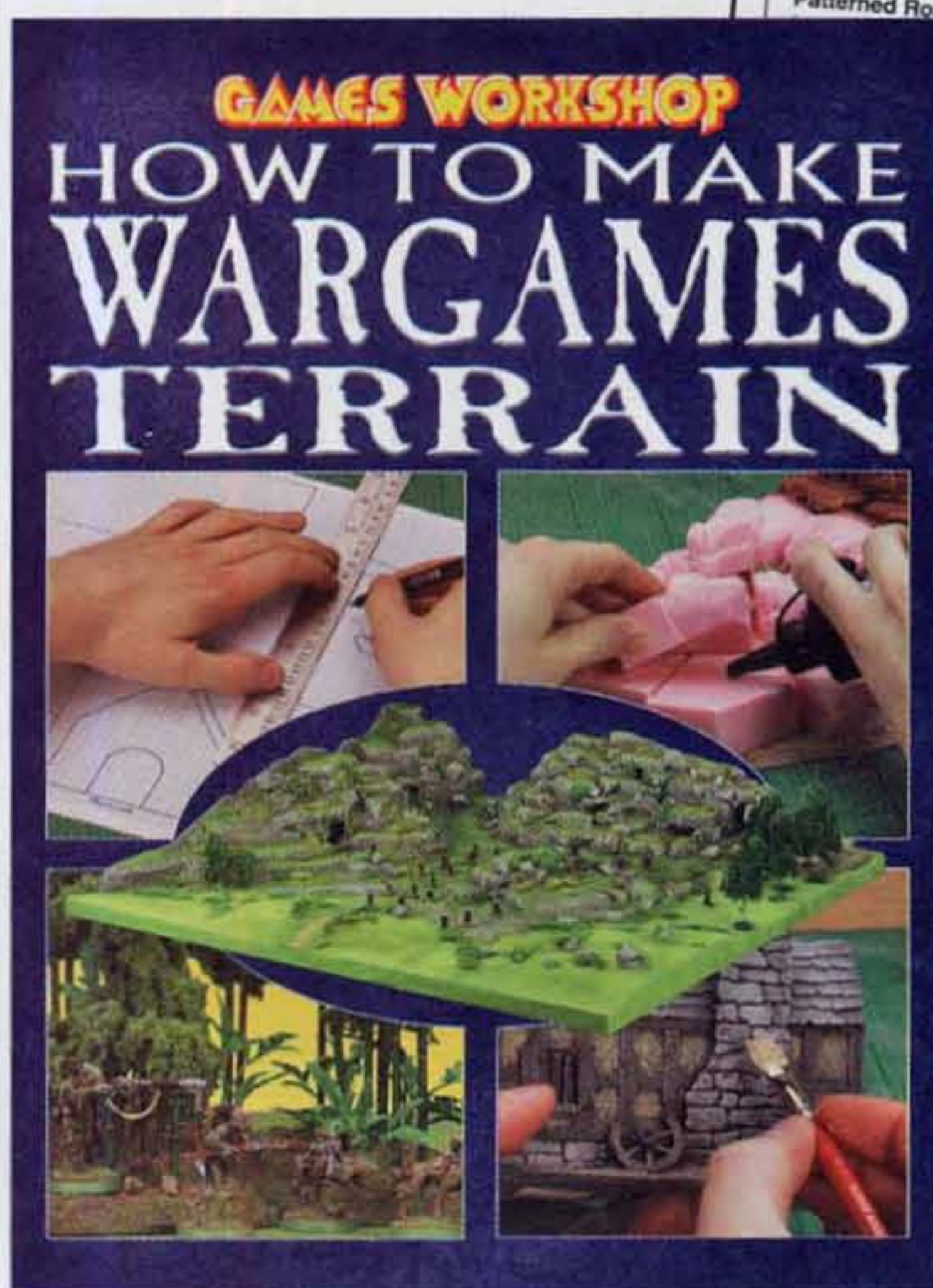
SISTERS OF BATTLE IMMOLATOR

The Immolator grinds into battle devastating enemy units with blistering heavy flamer fire. A highly versatile vehicle, it can be armed with a punishing turret-mounted heavy bolter, capable of punching a hole through all but the most heavily-armoured infantry, or a tank-busting multi-melta. The Immolator can also transport troops into the heart of the battle, ensuring it is always at the brunt of the action where it can do the most damage.



This boxed set contains enough plastic parts to make 1 Immolator, designed by Tim Adcock and Juan Diaz.

This model requires assembly.



HOW TO MAKE WARGAMES TERRAIN

How to Make Wargames Terrain clearly explains how to build your own terrain pieces. Fully illustrated throughout, this book will help make terrain building as easy as possible. This book contains sections on:

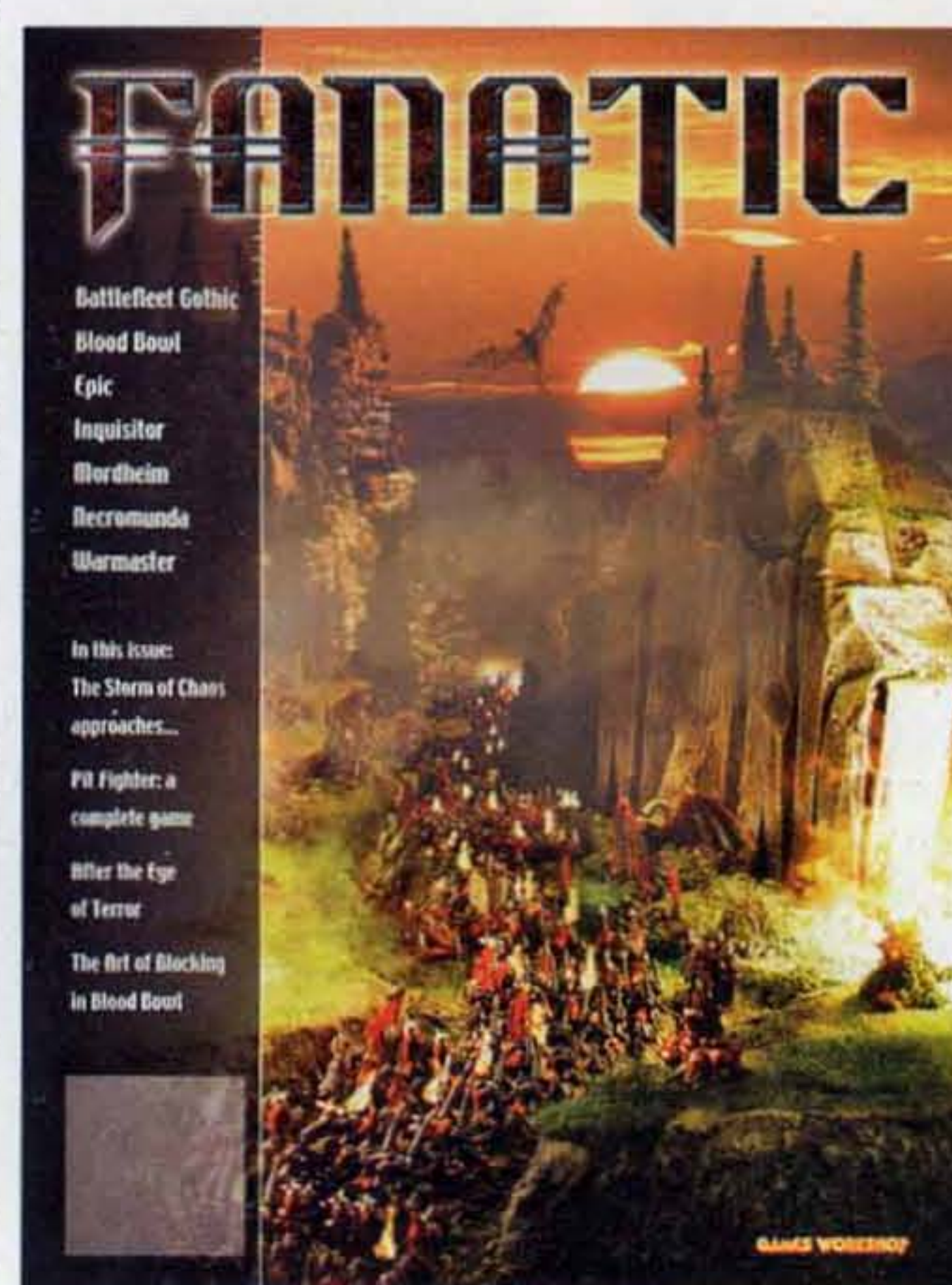
- Stage-by-stage instructions on how to build terrain features.
- Useful techniques for basing and painting your models.
- 10 example terrain boards made by modellers from around the world.
- Appendices: Inspiration, tools and materials.

Whatever your level of experience, this is the indispensable guide for anyone wanting to learn more about making terrain suitable for wargaming.

PRICE LIST

WITCH HUNTER INQUISITOR.....£7.00			
Denmark	kr	80.00	Sweden kr 90.00
Euro	€	11.00	
CELESTINE – THE LIVING SAINT.....£9.00			
Denmark	kr	115.00	Sweden kr 140.00
Euro	€	15.00	
SISTERS REPENTIA MISTRESS.....£4.00			
Denmark	kr	50.00	Sweden kr 60.00
Euro	€	6.50	
SISTERS REPENTIA.....£6.00			
Denmark	kr	70.00	Sweden kr 80.00
Euro	€	10.00	
SISTERS REPENTIA BOXED SET.....£20.00			
Denmark	kr	225.00	Sweden kr 270.00
Euro	€	30.00	
SISTERS OF BATTLE IMMOLATOR.....£18.00			
Denmark	kr	225.00	Sweden kr 270.00
Euro	€	30.00	
ARCO-FLAGELLANTS BOXED SET.....£18.00			
Denmark	kr	200.00	Sweden kr 250.00
Euro	€	25.00	
HOW TO MAKE WARGAMES TERRAIN BOOK.....£15.00			
Denmark	kr	200.00	Sweden kr 250.00
Euro	€	25.00	
FANATIC MAGAZINE 1.....£4.00			
Denmark	kr	50.00	Sweden kr 60.00
Euro	€	6.50	
WARMASTER STORM OF CHAOS CHARACTERS.....£6.00			
WARMASTER NORSE MARAUDERS.....£6.00			
WARMASTER TEUTOGEN GUARD.....£6.00			
BLOOD BOWL TROLL.....£10.00			

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.



FANATIC MAGAZINE 1

It's a packed first issue of the brand new Fanatic magazine with loads of great articles for our Specialist Games Range. For Warmaster there's a Storm of Chaos Daemon army list. Battle against the Tau in Battlefleet Gothic in the Damocles Crusade campaign. Jervis comes out of retirement in an Epic battle report featuring the Eldar. Enforcers lay down the law with complete rules for using them in Necromunda. Investigate the aftermath of the Eye of Terror campaign in Inquisitor. Spike magazine makes a welcome reappearance for all you Blood Bowl fans. There's also the long-awaited rules for Pit Fighter in Mordheim with rules and background for setting your games in Ostermark.

SPECIALIST GAMES RANGE



Warmaster Storm of Chaos Characters

This blister pack contains 7 Storm of Chaos Characters, designed by Colin Grayson.



Warmaster Teutogen Guard

This blister pack contains 3 bases of Teutogen Guard, designed by Colin Grayson.



Warmaster Norse Marauders

This blister pack contains 3 bases of Norse Marauders, designed by Colin Grayson.

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This blister pack contains enough parts to make 1 Blood Bowl Troll, designed by Adam Clarke.

This model requires assembly.



**STORM
OF
CHAOS**

Dark Tide

A Storm of Chaos is brewing. Will it be the undoing of the Warhammer World? Let your generalship decide in Games Workshop's international summer campaign!



Rising

WARHAMMER

The world stands at the brink of annihilation. It has done so since the dawn of time itself, when the great civilisation of the Old Ones was destroyed. The collapse of the Old Ones' gate flooded the world with the energy of Chaos. Since that ancient era, the world has been doomed to inevitable extinction.

While the world itself dies its slow death, the fragile civilisations of mortals cling to their existence. They must battle against the corruption of Chaos from within, and fight wars to protect themselves from the hordes of the Chaos gods that constantly seek to overthrow law and order and turn the whole world into a seething, anarchic Realm of Chaos.

As the winds of magic blow strong and the marauders stir, the armies of the Chaos gods are further swelled by the most horrific creatures to despoil the world: Daemons. Sustained by magic, mortal's hopes, fears, lusts and nightmares given form, vast daemonic hosts emerge from the Realm of Chaos, driven forth by the Greater Daemons and Daemon Princes, their infernal intent to destroy all in their path until only they and the gods of Chaos rule.

Now a new Champion of the gods has arisen to lead the armies of Chaos. Archagon, Lord of the End Times, has mustered a force the like of which has not been seen since the Great War against Chaos two centuries ago, and has struck hard and fast towards the heart of the Empire. Hell-bent on the destruction of all that the Empire stands for, his force marches for the city of Middenheim, greatest bastion of the Old World. Here he hopes to defile the temple of Ulric, god of winter and battle, and take some of the ancient deity's power for his own. Archagon would become a god...

But despite the seemingly overwhelming power of the vast legions gathered at Archagon's command, all is not lost. The armies of those who would see sanity prevail stand in his way. Men of the Empire and Bretonnia, the Dwarfs of the mountains, even the arrogant lords of Ulthuan, have come together to face this

terrible threat. At their head stands Valten, avatar of the Empire's god-founder Sigmar. Can even Archagon, chosen of the Chaos gods, defeat a living god?

GAME ON!

Only time, and you will tell. The Storm of Chaos is YOUR chance to step into the Old World and help decide the fate of nations with your army. Whether you decide to stand in stalwart defence of the Empire or join with Archagon's horde to smash the natural order of the world, the results of your battles on the tabletop will determine what shape the Warhammer World will be in come the end of the summer. And it's not just the armies of the Old World who are involved, the coming war will set the whole world alight. In short, everyone can fight, so there's no excuse not to get in a couple of games. As the Storm of Chaos breaks, Games Workshop are releasing a new Army Book called, as you may guess, Storm of Chaos. This book, the first full-colour army book we have ever produced, contains 10 new army lists, at which we'll take a look at a little later. There are also loads of cool events taking place in Games Workshop Hobby Centres worldwide, a fantastic website where you can register your results, monitor the conflict and plan your next move. On top of that, there are plenty of brilliant new miniatures being released. You can find out all about how to take part in the Storm of Chaos on p27.

www.storm-of-chaos.com

THE NORTHERN HORDE

The first elements of Archaon's host assaulted the frozen lands of Kislev, driving south into the Empire. A great battle was fought around the city of Wolfenburg by the armies of Surtha Lenk and Aelfric Cynwulf. Despite the stalwart defence by the army of Hochland, the servants of Chaos were victorious and the city sacked. Fighting continued over the winter until Surtha Lenk's army was finally broken at Mazhorod in the spring, but not without great loss to the Empire. For a while it seemed as if the storm had been weathered, until grim news arrived from the north. This had not been the host of Archaon, but merely a vanguard of the immense force to come.

With great Hellcannons traded from the Chaos Dwarfs for countless slaves, Archaon and his four lieutenants of Chaos have led their armies into Kislev. From the Skaven of Clan Moulder at Hell Pit he has brought forth mutated warriors, mixed with rats and other beasts, in return for ensuring that Throt the Unclean has a never-ending supply of subjects for his warped experiments. These are the Flayerkin, a new and deadly breed of fighter.

Against them those armies readied in the Empire have marched forth to aid the Ice Queen and her loyal Kislevites. Under their twin banners they fight not only to avert disaster for Praag, Erengard and Kislev, but to buy time for the Empire to ready its defences.

DEFENCE OF MIDDENHEIM

It seems a hopeless time, and yet the Empire is not without its own heroes. Boris Todbringer, Count of Middenheim, readies his army for the storm to come. With him the followers of the god Ulric stand, called to arms by their high priest Ar-Ulric. The White Wolves and their elite Teutogen Guard stand ready at the gates to Middenheim, and state troops and militia have been called in from across Middenland and Nordland to aid the defence. War machine batteries have been sited all along the approaches to Middenheim and the Knights Panther have been despatched to reinforce Brass Keep in the Middle Mountains.

Mercenaries from all across the Old World and beyond have gathered in Middenland and its surrounds, like vultures gathering for a feast. The coffers of the Empire have been opened to pay for these Dogs of War, but such ruthless sellswords will fight for the highest bidder and many have continued north and joined Archaon in return for the promises of loot from the ravaged cities of Kislev and the Empire. Archaon cares not for wealth



▲ *The Teutogen Guard are the elite foot soldiers of Ulric. Raised and based in the fortress-city of Middenheim, these stalwart men are chosen every year from the ranks of the Knights of the White Wolf to be the personal body guard of Ar-Ulric. Armed on foot as*

they are on horseback with massive hammers, these bold warriors are subject to the rules for stubborn, and like their mounted brethren may be upgraded to Knights of the Inner Circle, giving them an extra point of Strength.



Defenders of Middenheim

There are effectively two Empire forces involved in the conflict. The defenders of Middenheim prepare to repel the spearhead pushing towards their city. Led by Boris Todbringer and the Ar-Ulric, these stalwart sons of the god of wolves, battle and winter will die to a man sooner than see their beloved city fall. Meanwhile, Karl Franz and Valten hasten on to Middenland with an army drawn from all over the Empire, hoping to relieve The City of The White Wolf before it is too late.

Defenders of Middenheim is a list for a whole new kind of Empire army. Middenland is full of die-hard traditionalists, so gunpowder weapons are not quite as prevalent as they are in other states. The Middenland army has, however, several unique units to make up for it. Among these are the Teutogen Guard, stubborn White Wolf Knights, who wield their characteristic double-handed hammers on foot. Then there are the Wolf-Kin, a Skirmishers unit who are also *stubborn*, making them more effective in combat than other light troops.

The Empire also get a whole set of Special Characters. Karl Franz is back with a set of new rules, including the ability to take Reiksguard Foot Knights. These follow the same rules as

Greatswords, but are a Core choice. There's also Valten, in his latest guise. This man-god is supernaturally resilient, and now he's armed with Ghal Maraz, clad in a suit of Gromril Rune armour Sigmar never collected and riding an Elven steed who comes from the same stock as that owned by Prince Tyrion. He's a foe even Archaon may not be able to best.



Boris Todbringer,
Elector Count Of Middenland.

Grand Theogonist Esmer,

It has come to my attention that examples of this doomsday hysteria we are experiencing are cropping up with increasing regularity. As we know, these are the ravings of lunatics. Nonetheless it is my contention that such utterances be taken down as evidence proving the witchcraft of these 'doomsayers' so that they may be burnt at the stake before they infect our populace with further doubt in this difficult time. Included for your amusement and perusal are the latest portents of our inevitable doom, along with the appropriate death warrants awaiting your signet.

Gretchen
Reichert

Administrator
Gretchen Reichert

and is happy for his followers to squabble over the spoils for themselves, for he is intent solely on the destruction of the Empire that he feels betrayed him.

THE RELIEF FORCE

Emperor Karl Franz has forged a grand alliance with the High Elves and Dwarfs to stand against the horde of darkness, and perhaps through their combined strength of arms they can yet withstand Archaon's fury.

There is also another who would stand between the Empire and the man who would see it desolated in the name of the Dark Gods. He is Valtin, the Exalted of Sigmar, believed by many to be the reincarnation of the man-god himself. None can tell what the gods have fated for the young warrior or what part he will play in the upcoming war.

Though their island is beset by the Druchii, the High Elves know that the fall of the Empire would herald the collapse of the Old World, and ultimately their own demise. Though much of their strength is pitted against the Dark Elves ravaging their shores, their fleets still patrol the Great Ocean and the Sea of Claws, waylaying the Norse longships that attack the Empire and Bretonnia. The Sea Guard are gathered in strength and, led by the Shadow Warriors of the fleet, are seeking out the Chaos enemy and attacking them wherever they can be found.

It is not only the court of the Phoenix King that recognises that their future is intertwined with that of the Empire. Urged on by the Fay Enchantress, messenger of the Lady of the Lake, King Leoncoeur of Bretonnia has declared a new Errantry War. Knights from all across the dukedoms are gathering for the march, eager to prove their worth against the servants of the Chaos gods.

WAR IN THE EAST

The Empire is not only threatened from the north. East, across the Worlds' Edge Mountains, a horde of Kurgan warriors is poised to launch its attacks, bolstered by the infernal war machines and Slavemasters of the Chaos Dwarfs. Led by Vardek Crom, known as the Conqueror and the self-proclaimed Herald of Archaon, this barbaric horde is ready to cross the Peak Pass and descend with fire and bloodshed on the people of Stirland and Averland. Against them stands Ungrim Ironfist, the Slayer King of Karak Kadrin. Fulfilling ancient oaths of loyalty and duty sworn to the Emperor, the king and his resolute Dwarf Warriors must hold the pass so that the Empire can muster its might against the legions of Archaon attacking from the north.



▲ The Hellcannon of Chaos is a daemonic engine of destruction, forged from iron and unholy energies by the twisted Chaos Dwarfs. In the game, the cannons are a valuable if unpredictable asset to a commander,

as likely to rampage through its own allies as to blast the foe to smithereens. Though the Hellcannon is powerful and utterly deadly, it is nevertheless a bold follower of Chaos that deploys such a daemonic construct.



Archaon's horde

The personal elite of Archaon numbers in the tens of thousands. The Horde are the mortal followers of Chaos, grim champions of disorder whose unparalleled fighting skills are born from the endless crucible of war that lies to the north of the Troll Country. To represent this, although the army may not take any daemonic troops, Archaon's horde can include many Chosen. Any unit of Chaos Warriors or Knights in the army may be upgraded to Chosen, becoming Special choices. The horde gets a new unit type too, that of the Flayerkin. These dangerous creatures are the result of Throt the Unclean's perverse science, traded to Archaon in return for a supply of living experimental subjects. Created from those minions who have displeased Archaon, the Flayerkin are a hideous blend of rat, man and monster. Though Skirmishers, they are truly awesome in close combat, as they possess the Killing Blow ability, and come in extremely handy in a siege, where the rusted hooks they have in place of hands allow them to scale castle walls as if they were equipped with grappling hooks.

Then there are the monstrous war engines known as Hellcannon (see the box to the left). These are terrifying weapons forged by the corrupted Chaos Dwarfs, part Daemon, part engine of war, sold to Archaon in exchange for slaves.

Finally, if that was not enough, the army also boasts two of the most feared characters in the game – Crom the Conqueror, Archaon's trusted lieutenant and, of course, Archaon himself.

HALTING THE TIDE

The Horde has its own special scenario – Halting The Tide. If you and your opponent decide to play this game, the Chaos player is allowed to take twice the points fielded by his opponent, though it must be led by Crom or Archaon himself. There is no way to truly win this battle. Your men will all die, their victory will be counted only in the hours they can gain for the rest of the Empire, and the heads they take as they die. Can the valiant defenders take down half of Archaon's Horde before they are destroyed in the attempt? The ultimate challenge for any general.



*Kordel Shorgaar,
Standard Bearer of
the Swords of Chaos.*

THE GREEN MENACE

Having heard much of the great warriors who lived in the frozen north, Grimgor Ironhide decided to test his might against the marauder tribes. The warlord forged his way across the High Pass, battling against the Kurgan that were making their way to the west to join up with Archaon's army. From captives taken in these battles, Grimgor learned two things.

Firstly, that the world was soon going to get a lot more interesting. This human warlord, Archaon, was going to give the Empire a good kicking. Secondly, another human warlord, who laughingly called himself the Conqueror, was coming to High Pass with an immense army. Sensing a foe worthy of his attentions, Grimgor despatched his trusted Boyz to round up as many Orcs and Gobbos as they could muster, and these reinforcements met up with Grimgor at the foot of the High Pass as it descends into the Dark Lands.

Here the army of Crom the Conqueror met the horde of Grimgor. The battle lasted from sunrise to sunset, the blood of the two forces staining the snow and mud crimson. Grimgor and Crom fought their way through the press to face each other, and met in single combat. Whilst the two battled out their personal rivalry, Crom's army overwhelmed the greenskins, driving them back to the High Pass. Grimgor and Crom traded blows and parries for many hours, neither willing to back down. Eventually, as darkness fell, Crom relented and stood back, allowing Grimgor to see the remnants of his army fleeing to the west. Surrounded on all sides by Chaos tribesmen, Grimgor had to back down.

Though he himself had not been defeated, Grimgor smarted at Crom's victory over his Boyz. Grimgor had been given a new goal – to redeem himself in the eyes of Gork and reclaim his title as the baddest meanest, hardest warlord to have ever lived. His army has survived years of constant battling against Men, Skaven, other Orc tribes and now the hordes of Chaos. Although the size of the horde has been reduced over the years, the survivors of Grimgor's exploits are toughened veterans of countless battles. With these 'Ard Boyz, as Grimgor has started calling them, the warlord has returned to the Old World to show this Archaon upstart just who's boss.

ASSAULT ON LUSTRIA

It is not the Empire alone that is engulfed by this latest Chaos incursion. Far to the west, across the Great Ocean, an old power is rising once again in Naggaroth. Morathi, the Hag-queen, has renewed her ancient pacts with Slaanesh, and her Cult of Pleasure is growing again. The Temple



▼ *Crazed even by Slayer standards, Doomseekers are Dwarfs of extremely destructive capabilities. Armed with axes attached to lengths of chain, they head towards the enemy, whirling their*

weapons about. Should they contact a unit the results are devastating, as they cause an automatic hit on each model in base-to-base contact, and a hit on each model in base-to-base contact with them on a roll of 4+!





The Slayers of Karak Kadrin

An army entirely consisting of the infamous Dwarf Trollslayers, this list not only sees the return of the Slayer King Ungrim Ironfist, it introduces his son, Garagrim. Even more wound up than your average Slayer, Garagrim believes that only his death can bring to an end the problems his family has suffered in trying to fulfil the twin oaths of Dwarf King and Slayer. Unfortunately for both him and his enemies, Garagrim is nigh on unstoppable in close combat.

Ungrim can fight both alongside the regular army of Karak Kadrin and the Slayers. The Slayer army represents the enormous number of Slayers who have congregated in the halls of Ungrim to take on the might of Chaos, fulfilling the ancient promises the Dwarfs made to the Empire 2,500 years ago and hopefully finding themselves a memorable end in the process. The army can field several extremely characterful units. There are the Doomseekers, who operate a little like Goblin Fanatics but, as you might expect from a Dwarf, do it better. Being a Slayer, the infamous Long Drong and his pistol-wielding pirates can be included as a Special unit, while the bizarre and deadly Goblin-hewer adds a bit of long-range punch to the army. This is a new Regiment of Renown, a war machine invented by the mad

Slayer-engineer Malakai Makaïsson, whose name you'll remember from the Gotrek and Felix books. You'll be pleased to know that he has now been immortalised in miniature form.

Sworn to seek a glorious death in battle, these axe-wielding psychopaths will not give an inch on the bloody field of battle.



*Ungrim Ironfist
Slayer King of
Karak Kadrin.*



of Khaine is powerless to resist this new threat, as Morathi leads the Dark Elves in raids against the temples of the Lizardmen seeking artefacts that will bring her domination over the Dark Elf society. Such distractions are painful to the Slann, whose energies are bent on holding back the flow of Chaos energy and the Daemons that are spawned from its strength.

THE SLAYERS GO NORTH

While Ungrim Ironfist holds Peak Pass against Vardek Crom, his son follows a different path. Karak Kadrin has been filled with Slayers in their thousands and Garagrim Ironfist has come forth to lead them into Kislev, and perhaps even up into the Chaos Wastes. Known as the War-mourner, Garagrim has taken the Slayer vow before becoming king in the hope of ending the twin duties that his line can never properly fulfil. As Archaon heads south, he is unaware of the orange-haired, tattooed mass of Dwarfs making haste towards him.

TERROR FROM THE SOUTH

The longships of the Norse range far and wide. The bravest captains have sailed as far south as Tilea, and Araby, and some have even dared to enter Nehekara, the Lands of the Dead. Roused by these attacks, the Tomb Kings are awakening in greater numbers. Surveying the world around him Settra, the most powerful Tomb King, sees the Orcs moving northwards out of his ancient realms in the Badlands. Perhaps now is the time for Settra to turn his will to reclaiming some of the territories that have been lost to his people over the long millennia.

THE HIDDEN WAR

Meanwhile, within the stronghold of Hell Pit, and in the caves beneath Middenheim, the Skaven are on the move, looking for any opportunity to further their own schemes. It is said that Deathmaster Snikch of Clan Eshin has returned to the Old World from the far east at the command of the Council of Thirteen. What secret mission he has been despatched upon is not known by any, but it is sure that the Skaven will make their presence felt before the fighting is finished. Whether their ultimate plan will help or foil Archaon, perhaps even the Skaven do not yet know.

South of the Grey Mountains, deep within Athel Loren, realm of the Wood Elves, the warriors of Orion gear themselves for war. Beastmen in uncounted numbers are heading north, drawn to the surge of Chaos. In defending their own homes, the Elves of Athel Loren aid the defence of the Empire. Every Beastman they kill is one less to bolster the forces of Chaos.



▼ Reinforcements for Orc and Goblin players come in the form of more than just the Special Character Borgut Facebeater. Black Orcs with great weapons will soon be available. Not only do these plug a gap in the Orc and Goblin army list, but they also allow you to upgrade Grimgor Ironbide's personal bodyguard. These hand-picked green 'Ardboys can now also be equipped with great weapons, giving you a bit more Orcy clout. Also coming out is a new Orc Shaman on Boar, letting you take a sorcerer who can wield the might of Gork and Mork from a Snorta's back.





Grimgor's 'Ardboyz

A lean, green killing machine, Grimgor's personal army consists of the biggest and baddest Orcs in the Warhammer world.

Grimgor has decided that the reason his army was defeated by Crom was because of the Goblins. So there are no Goblins in Grimgor's 'Ardboys (apart from a few down-trodden runts who crew the war machines, and they stay well out of his way). Instead you get to field as many rock hard Orcs as you can fit in your army. The restrictions on the numbers of both Black Orcs and Big 'Uns is lifted. These are the veterans of countless battles by Grimgor's side. Big, mean and spoiling for a scrap.

Orcs can also bring an Effigy of Gork to the battle. The first of these magical totems was carved from the side of a mountain by Grimgor when he flew into a rage. Other Orcs have copied him. Huge monuments to Orcyness, they exude Waaagh! power, and confer magical benefits upon the Orcs.

Another feature of the Storm Of Chaos lists is the inclusion of various Regiments of Renown. Grimgor's 'Ardboyz can thus include Ruglud and his famous Armoured Orcs, crossbow-

toting nutters in quality tin suits accompanied, as always, by Maggot the lucky Goblin.

With the watchful eye of the Effigy of Gork upon them and Grimgor and his lieutenant Borgut Facebeater to keep the ladz in line, this no-frills list excels in one thing and one thing alone – extreme violence.





Daemonic Legions

The sheer scale of Archaon's power and his limitless favour with the Dark Gods have allowed him to bring together the disparate factions of darkness under one banner. Such a gathering of might has not been

seen since the First Great War against Chaos, and this time, it's not just the mortal minions of the Dark Gods who march to war. Daemons of hideous strength pour from the ruined gate of the Old Ones, banding together in

enormous armies. The Daemonic Legions consist entirely of Daemons of all sizes, riding forth on great waves of Chaos energy that make them even stronger and more stable than their usual manifestations. The magic spilling into the world allows new forms of evil to beset the world, and this list boasts new Daemonic Cavalry and Chariots for each of the four powers. It is led by Be'lakor, the Dark Master himself, free at last after centuries of madness.

Additional Armies

There are five other new armies to game with. These are not full lists as such, but interesting adaptations of armies. Nevertheless, they go much further than the alternatives that are found at the back of the army books, and many listed here get at least one new troop type.

LOTHERN SEA GUARD

Crossing vast expanses of ocean to come to the aid of their human allies, the finest of the High Elf navy bring spears, bows, Eagle Claw repeater bolt throwers and even monsters from the depths to the battlefield. Under the command of the Special Character Sea Lord Aislinn, among other things this army has two new types of Elven mage who wield sea-orientated magic, and the Merwyrn, an amphibious dragon.

THE BRETONNIAN ERRANTRY WAR

From the west, the long-time enemies of the Empire have cast aside their bloody rivalry for the good of Humanity as a whole. Thousands of

brightly-caparisoned Knights Errant ride to the aid of the Empire, eager to prove themselves against the Chaos threat. Made up largely of Knights Errant, this is an army of young warriors. Eager to impress, they are kept in check by wiser Grail Knights.

THE ARMY OF SYLVANIA

The von Carstein Vampire Counts have heard the call to war, rising from their crypts with legions of the dead at their command. The list emphasises Sylvania's links with the Empire, so expect undead twists on familiar troop types. Rules for mass graves and summoning creatures of the night give a further new angle to killing the enemy and then forcing him to get back up again.

THE CULT OF SLAANESH

The Dark Elves are back, and this time they've allied themselves with the Daemons of the Prince of Misdeed, Slaanesh. Led by the immortal Druchii Anointed and featuring many Mortal and Daemonic Chaos units to bolster the dark kin of Naggaroth, this army is fast, deadly and disturbing.

SKAVEN CLAN ESHIN

Deathmaster Sniktch is back, and he's brought a whole load of deeply unpleasant furry friends with him. The stealthy and mysterious killers of Clan Eshin take advantage of the cover of darkness to attack their foes, and with an army of skirmishers and bonus points for assassinating characters, this army's a must for those who prefer the subtle knife.



HOW YOU CAN GET INVOLVED

The Storm of Chaos campaign centres on our website located at www.storm-of-chaos.com. Here you can sign up and pick which side you will be fighting for during the war. There are three sides in all:

- **Attackers**, representing the forces of Chaos assailing the Empire.
- **Defenders**, those good races standing in Archaon's way.
- **Orcs and Goblins**. The greenskins only really care about fighting, and will battle anybody no matter which side faces them.

Besides this there are also various racial subplots, so if you want to fight with your Lizardmen in Lustria rather than the Old World, you can.

The site will not be live for some time yet, but when it is, you'll see that the main campaign map consists of the Northern part of the Empire which Chaos is attacking on six fronts. There are five armies accompanying Archaon as he marches south to Middenheim. Four representing each of the ruinous powers and his own mortal force which follows – pure, Undivided Chaos. To the west, Vardek Crom leads his vast horde of Kurgan over the World's Edge Mountains in an attempt to divert the armies of the Dwarfs and Southern Empire away from reinforcing Middenheim.

There are many strategic points upon the map. Each of these must be defeated before the Chaos horde can advance. After you play a battle, you can register a result (up to one a day). This will determine whether or not the defenders attempting to stem the tide hold out or not, and how quickly Archaon can proceed to his final destination. When one of these battlefields falls, more will be revealed, and you can then begin to register your results there. Many settlements of the Empire will undoubtedly be laid waste, but how long can they prevent Archaon's full might from assembling before Middenheim? Will it be long enough to allow the Emperor and his relief force to arrive and bolster the defences? You will decide.

There are also several battlefields which are unique to the UK and Northern Europe. Though not vital points in the war, a victory here for one side or the

other will confer a special advantage upon the victor. Likewise, there will be a different battle every week for the eight weeks of the campaign fought in our Games Workshop Hobby Centres. Only battles fought in store will decide the fate of these places, and again, the victorious army will carry away a magic weapon, extra points or some other benefit that can be used in the war.

Results of battles fought with Warhammer (including Skirmish and Siege) and Warmaster can also be registered, so if you want to field a truly enormous army or fight a small-scale, stealthy raid you can. Several new models have already been released for Warmaster to represent the dramatis personae of the war (check out this month's New Releases on p12).

One of the biggest difficulties that faces us all when a new campaign approaches is which army to play with, especially when there are so many great new forces to choose from. To help you prepare for the coming storm, all 10 of the army lists are available now on our website at:

www.games-workshop.co.uk/stormofchaos

As the campaign kicks off on 1st July, you have plenty of time to build up a new army or add reinforcements to your current force. However, the book itself contains far more than just the new lists, detailing the build-up to the war...



There is a range of Warmaster characters available, including Archaon.



The Emperor has been especially sculpted in Warmaster scale for the campaign.

IMPORTANT INFORMATION!

- The campaign website is: www.storm-of-chaos.com
- The Storm of Chaos army book is released on 5th June in the UK and 29th May in Northern Europe.
- The Campaign begins on 1st July, and runs until 30th August.
- There will be a national roadshow. We'll tell you all about it in a future issue.
- Army lists are available to download now from:
www.games-workshop.co.uk/stormofchaos
- Daemonic cavalry, Daemon Chariots, the Merwyrm and the Flayerkin are not due to have models made for them but they are a great opportunity for conversions!
- All Games Workshop Hobby Centres will be running special battles throughout the campaign.
- Black Library have published some excellent books about the events leading up to the campaign. We'll tell you all about them next issue but for now we heartily recommend you check out Mark of Damnation and Mark of Heresy by James Wallis as they set the scene perfectly.
- Strike the first blows in the Storm of Chaos Campaign at The Call to Arms, our Warmaster Tournament, on 10th-11th July. Players at this event will be the only people to affect a single specific territory – their actions will decide whether it stands or falls! Tickets are on sale now from: 0115 916 40000.



STORM OF CHAOS

STORM FROM

This May half-term you can prepare for the forthcoming Storm of Chaos campaign. Games Workshop Hobby Centres will be running a host of games, campaigns and hobby classes in preparation for the coming war!

This summer will see the Storm of Chaos campaign for Warhammer sweep the world as Archaon attempts to siege the mighty fortress-city of Middenheim and destroy the God Ulric himself.

All of our Games Workshop Hobby Centres, Gaming Rooms and many of our independent stockists are gearing up for this awesome conflict, frantically painting new armies and preparing awesome battlefields to fight upon!

This May half-term will be the last chance you will have to get your armies ready and your tactics perfected before your battles count directly towards the great campaign itself.

Opposite is a list of activities you will find in our very own Games Workshop Hobby Centres. Don't miss out on the action!

For more details on the Storm of Chaos campaign, including maps, look on our website at:

www.storm-of-chaos.com



If you are a Warhammer 40,000 or The Lord of The Rings fan fear not as we also have some great gaming and hobby activities for you too!



CRUSADE OF FLAMES II - THE ASHES OF FAITH

In the grim darkness of the far future there is only war! The Inquisition of the Ordo Hereticus are ever watchful for signs of deviancy from the Imperial Creed. Witch Hunters have spent seven years uncovering a plot to subvert a whole population to the worship of Chaos. They have now called upon the full power of the Ecclesiarchy to eradicate this abomination from a previously loyal planet. Playing games using the Hobby Centres Faith-o-Meter your force could make the difference to the Imperial faith

of a whole city as a Witch Hunters army attempts to subdue both aliens and heretics.



DARKNESS OVER GONDOR

No one who has seen The Return of The King movie could fail to be stirred by the climactic battle scenes surrounding the White City of Gondor. In all of our Hobby Centres this May half-term we will be recreating some of the major fight sequences. This could see your force changing the history of Middle-earth in our 'What If...?' scenarios with the highlight of the week being the Charge of the Rohirrim.



AND THAT'S NOT ALL...

Our Hobby Centres will also be running painting, modelling and tactics classes and also many one-off games, mega-battles and new scenarios. Check out the listings on p102-103 and give them a call to see what you might be missing!

WARHAMMER WORLD

The Storm of Chaos will be well and truly underway with three major events that will have a direct effect on the action (more about this later!)

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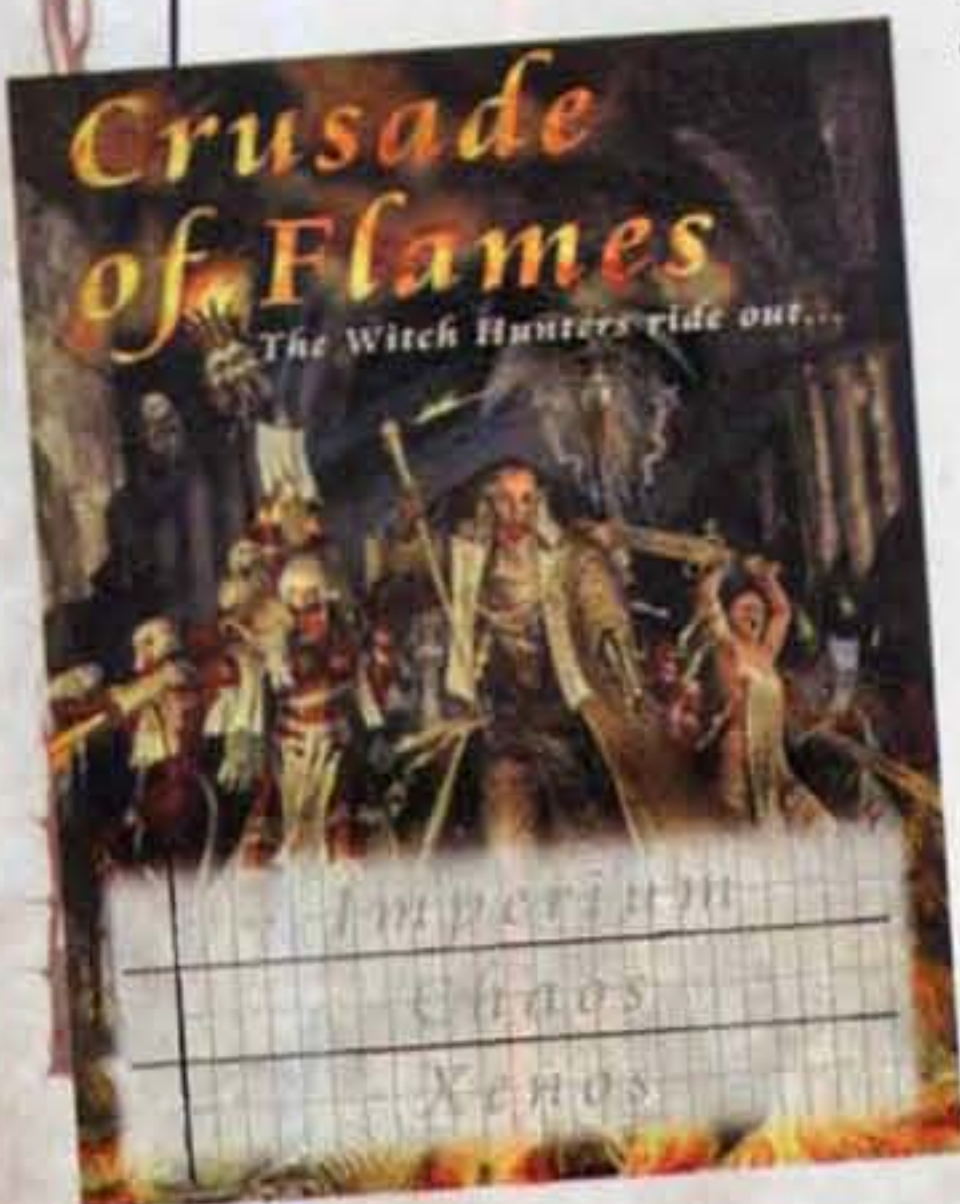
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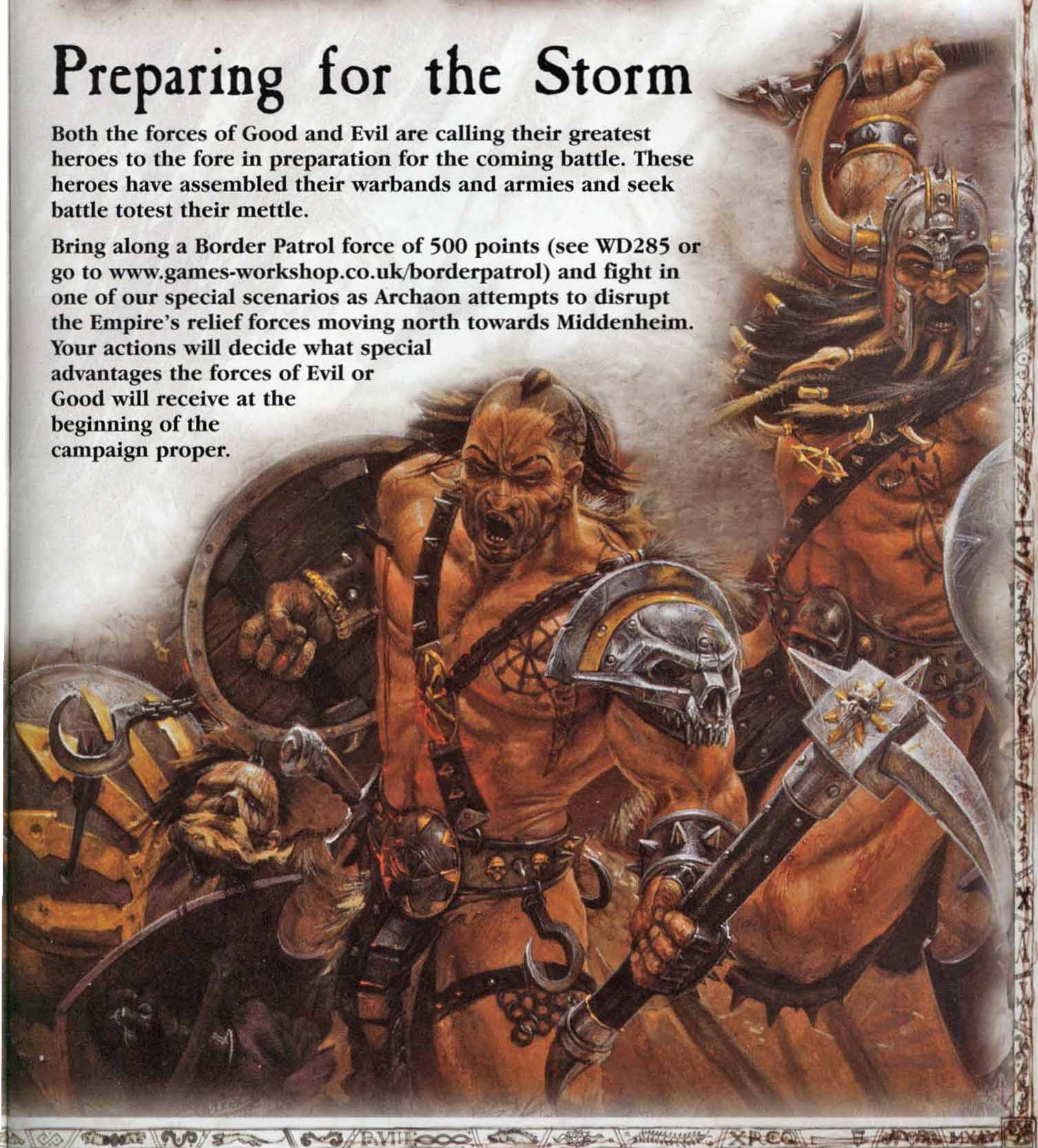
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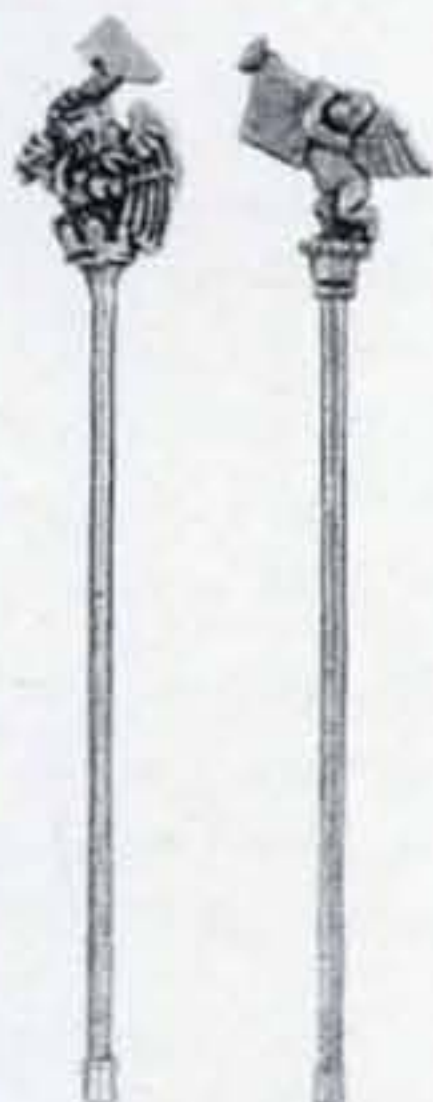
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STORM OF CHAOS

DARK PACT

Morathi allies with Slaanesh

The Hag Sorceress, Morathi, has journeyed into the Wastes to reaffirm her ancient pact with Slaanesh, fuelled by her desire for power. Ant Reynolds tells the tale of how the Dark Elves and the forces of Chaos have allied. Once more the world will tremble.

Cloying, lavender smoke seeped from the mouths and nostrils of daemon-shaped braziers. The hallucinatory fumes moved like a living creature, tendrils caressing the limbs of the hundred sweating human bodies that crowded into the sacred cavern, deep below the ground. Pounding drums echoed like the throbbing heartbeat of a giant beast, while the unnatural chanting of female voices rose to a fever pitch of intensity.



Morathi stepped lightly through the press of convulsing bodies, sweat running in rivulets down her flawless alabaster skin. Despite being far to the north of the borders of Naggaroth, she walked through the sacred hall of the northern barbarians without fear, for she had won over these simple fools completely. The bulky human barbarians stepped clumsily out of the way as the Sorceress swaggered through their midst, a vision of absolute beauty and grace. Some of the Hung tribesmen dropped to their knees before her, their senses overcome with her unearthly perfection, while others stared at her longingly with glazed eyes, their bare chests flushed and heaving. They quickly dropped their gaze when her eyes flashed towards them. These pathetic humans were her toys to do with as she pleased.

Nearing her coterie of Dark Elf sorceresses, whose chanting was reaching an almost painful intensity, Morathi's blood-red lips parted. Hunger flashed in her dark eyes as her gaze lingered over the intertwined, naked bodies sprawled around her. Her predatory gaze eventually settled on one of the crude humans, a powerful young warrior whose slab like muscles gleamed with oil. Curling, barbed tattoos were carved into his flesh, and he lowered his eyes as Morathi stepped lithely towards him. Placing her delicate hand upon his broad chest, she slowly dragged her gleaming black nails downwards, scoring five bloody welts down to his abdomen. He groaned in pleasure, and let himself fall to the ground with a gentle push from the sorceress.

Licking her lips, Morathi slowly drew a long, thin knife from its sheath on her thigh. She spun the blade deftly into a downward pointing, stabbing grip, and knelt over the tribesman. His ruddy, tattooed flesh contrasted sharply with the pure white of her skin. His breath was coming in ragged gasps as she began to chant, her voice interweaving with those of her sister sorceresses. She swayed back and forth above the warrior, and placed the palm of her free hand over the hilt of the knife.

The Hag Sorceress formed the complicated phrases of her incantation with ease, each word perfectly enunciated. One particular word was repeated again and again amongst the twisted words of the Dark Tongue.

Slaanesh...

The chanting and rhythmic drumming rose in tempo, and ecstatic screams began to cut through the din. Lithe, unnatural shapes began forming from the contorting smoke, shadowing through the press of bodies. Insubstantial, unearthly faces appeared in the fragrant vapours, ice blue lips on pale feminine features curling back to show needle-like teeth. An alluring, musky smell wafted through the cavern, heightening the senses and sending the occupants into further rapturous contortions.

Her chanting now a husky growl, Morathi brought the knife down sharply into the marauder's neck, burying it to the hilt. Her chest heaved as blood sprayed over her pale flesh, and she arched her spine in pleasure. Throwing her head back, she screamed the last lines of her intricate summons, even as the dying warrior beneath her groaned in absolute ecstasy and his lifeblood flowed out into a spreading pool. Around her, the other sorceresses in turn slew their willing human victims.

Placing her index fingers in the blood, Morathi drew a curving shape upon her chest, the infernal symbol sacred to the Lord of Pleasure, the Dark God to whom her ritual was dedicated. All the extremes of emotions felt within this cavern were offerings to that diety, the youngest of the great powers of Chaos.

As her fingers finished tracing the last curve, she felt the air within the cavern stir. The intoxicating smell of musk strengthened, and a cool breeze washed over the sweating mass, sending the clouds of smoke into wildly contorting eddies. Shadowy forms in the corner of the eye solidified as the Daemonettes shifted from their spectral Realm of Chaos into reality.

Morathi inclined her head respectfully to the Daemons, a gesture that was returned by the disturbingly attractive creatures. Spreading her blood-drenched arms, Morathi gestured towards the mass of barbarians, drenched in blood and sweat, who were gazing in abject devotion at the servants of their god.

'A gift for your master,' Morathi said, her breathless voice betraying some of her excitement. She rose to her feet, still clasping her bloodied knife.

Running her tongue across the delicate blade, Morathi spoke once more: 'Let us spill the blood of the lamb together; a resealing of our long held pact.'

Almost six thousand years ago, Morathi founded the insidious Cult of Pleasure in the lands of Nagarythe. It was a good time for the Elves, as under the leadership of the Phoenix King Bel Shanaar, the lands of Ulthuan flourished. The Elves ruled the seas, and explored the great oceans of the world. Wealth flowed back to Ulthuan, and the cities were beautiful and adorned with great treasures from every corner of the globe. Some scholars believed that the Elves became complacent in their indolence and luxurious living, and it was due to this that the Cult spread through all facets of life, all across Ulthuan.

At first, the Cult was tolerated as merely an indulgence. And why shouldn't the Elves indulge themselves, many thought, after so many years of strife and pain. Nevertheless, as the years rolled by, the Phoenix King became worried about the

hold the Cult was gaining over his populace. It was widely known that the sacrifice of living beings had become a part of the Cult's activities, and the dark name of Slaanesh was increasingly associated with it. Having fought so hard for so many years against direct attacks, the Elves had welcomed the cancerous hand of Chaos into its midst.

Thus resulted the catastrophic civil wars of the Sundering. Brother turned on brother as the Cult became outlawed and its members persecuted. This tore the nation apart irrevocably, and the Cult slipped further into depravity. An age of tragedy and conflict began, and Morathi, as the High Priestess of the Cult, and her once fair son Malekith, now driven mad with jealousy and pain and reborn as the dread Witch King, were at its heart. Daemons were their consorts, and they and their kin were from then on known as the Dark Elves.

After years of bitter war, the lands of Nagarythe were shattered, drowned beneath a titanic wave of water a thousand feet high. Tens of thousands were drowned by this magical storm summoned by the magic of the High Elves, and earthquakes and lightning tore the land into pieces. With daemonic sorcery, the Dark Elves saved their palaces and fortresses from destruction. While the lands crumbled around them, they created the titanic floating cities that became known as the Black Arcs, and the Dark Elves left Ulthuan, never to return in peace.

They settled in the lands that came to be known as Naggaroth, hatred and bitterness deeply ingrained in their hearts. Over the next thousand years, another cult grew in power, driven by the anger of the Dark Elves. This cult was dedicated to the worship of Kaela Mensha Khaine, the bloody-handed god of war and death.



To this day, this warrior cult has become the main religion of the Dark Elves, and many believed the Cult of Pleasure had disappeared completely. Morathi herself, always skilled and manipulative in her politics, attained a position of prominence within the Cult of Khaine, and she still retains the loyalty of the Witch Elves. Nevertheless, this is a front, for her first devotion is to Slaanesh, and she has secretly kept the Cult of Pleasure active. This has caused her to have a confrontational relationship with Hellebron, the Hag Queen of the worship of Khaine, who suspects Morathi's loyalties. However, given Morathi's exalted status among her people, it would be a foolish move by Hellebron to publicly oppose her.

With her son Malekith utterly fixated upon reclaiming Ulthaun, Morathi was concerned with the amount of energy this ongoing war was draining from the Druchii nation. With her son concentrating on his war with the High Elves, and away from Naggaroth, Morathi decided the time was right to revive the Cult of Slaanesh to become a significant power once more. Though the Hag Queens believed that they had suppressed the Cult for years, almost stamping it out utterly, this was merely an illusion, and the growth of the Cult has been dramatic. The power of the Convents of the Sorceresses has grown strong in recent years with their growing involvement with the Cult of Slaanesh.

Seeking to strengthen her Cult of Slaanesh, Morathi travelled far to the north. Borne upon the back of her Dark Pegasus, Sulephet, and accompanied by a coterie of Sorceresses also flying on swift, flying steeds, she soared through the darkness over the mountains and forest. They flew on past the great spires of the northern watchtowers that marked the border of their realm, yet still they flew

on, pushing far into the enemy territory of the savage Chaos tribes known collectively as the Hung.

Roaming warbands within this blighted land saw the black shapes passing in the skies far above them. Word of the passing shapes spread across the lands, and the tribesmen wondered what their appearance could mean.

Eventually, Morathi and her coterie directed their steeds to land upon the tainted soil in the midst of a great gathering of warbands. An enormous fire burned at the heart of the gathering, around which sat the warlords and chieftains. The grim northern warriors clutched their cruel weapons tightly as the female Elves leapt lightly from their saddles, and gracefully walked through the campsite. None dared to halt their progress, for all could feel the power these strange, lithe women wielded as they made their way to the centre of the gathering.

The warlords rose from their council to confront the interlopers. The savage sorcerers of the tribes gasped as they saw the beauty of Morathi. The eye of the great god Slaanesh, who they knew as Shaarnor, was upon her, proclaimed the mystics. In their eyes, the favour of the Prince of Pleasure coiled around her like a serpent.



Not so easily impressed, one of the drunken warlords scoffed at the exclamations of the sorcerers, and stalked towards Morathi. He tried to lay his hands upon her, and she made no move to stop the hulking warrior. Yet as his hands drew near, they turned suddenly black, and he recoiled in horror. Within moments, the blackness had spread up his arms and covered his entire body. He began to scream and claw at his chest – the symbol of Slaanesh began to form on his chest, the skin bubbling and blistering as if he was burning from within.

In a spectacular, orgiastic ritual, Morathi summoned sixty troupes of six Daemonettes, and bid them descend upon the tribe's main Kurgan rivals. The Daemonettes ripped through the Kurgan warbands with ease, and the warlords swore their oaths of alliance with the Dark Elf Sorceress. So it came to pass that Morathi allied herself with the tribes that had been previously raiding the borders of Naggaroth. Word of her alliance spread throughout the Hung tribes, to whom she became known as the Consort-Queen of Shaarnor.

Stories of the alluring Daemons of Slaanesh appearing at her call spread like wildfire amongst the tribes, and a great many warriors set out from all over the Wastes to be near one so blessed. They pledged their blades to her, and she was pleased. Morathi, of course, would not have any qualms about severing her ties with the Chaos hordes when they ceased to be useful to her, but for now the alliance suited her own dark plans. With more Chaotic allies flocking to her each day, she began to turn her attention back to the south.

With Morathi at its head, her Chaotic allies began the march towards the lands of the Dark Elves. No more would they have need to assault those lands, for behind Morathi they would march within its borders without bloodshed. When they arrived in Naggaroth, Morathi planned to form her great Cult army, and turn towards the south, towards the steaming jungles of Lustria. In her greed for the ancient, magical marvels of the Old Ones, she seeks once more to push deep into that land like a plunging dagger. To her son Malekith, she justifies this desire by feeding his own greed – for such wonders and weapons that lie dormant within the crumbling temple-cities could surely be turned against the hated High Elves, she claims. The gods of Chaos smile down upon Morathi – for any attack against the fading Lizardmen must weaken their resistance to the forces of Chaos...

MORATHI

THE HAG SORCERESS

	M	WS	BS	S	T	W	I	A	Ld
Morathi	5	5	4	4	3	3	6	3	10
Sulephet	8	3	0	4	4	3	4	2	6

Morathi is the mother of the Witch King and second only to him in power. She can be taken as one of your Lord choices. She must be used exactly as presented here and may not be given any additional equipment or magic items.

Points: 470

Weapons: Morathi wields Heartrender.

Armour: Morathi is protected by the Thousand and One Dark Blessings.

Mount: Morathi rides her Dark Pegasus Sulephet.

SPECIAL RULES

High Sorceress

Morathi is a Fourth Level Dark Elf Sorceress. She always uses Dark Magic, but you may choose which four spells she has at the start of the battle, rather than rolling for them. In addition, Morathi adds +2 to all of her casting rolls, rather than the normal +1.

Beloved of Khaine

Morathi is the first of the Hag Queens, and all Witch Elves owe allegiance to her before any other. Any Witch Elves within 12" of Morathi may use her Leadership value, as if she was their army General. If Morathi is in your army Witch Elves may not use the army General's Leadership.

Thousand and One Dark Blessings

Morathi has ancient pacts with many malevolent spirits and daemonic entities, whose unnatural energies protect her from harm. This has the effect of giving her a 4+ Ward save and Magic Resistance (1).

Enchanting Beauty

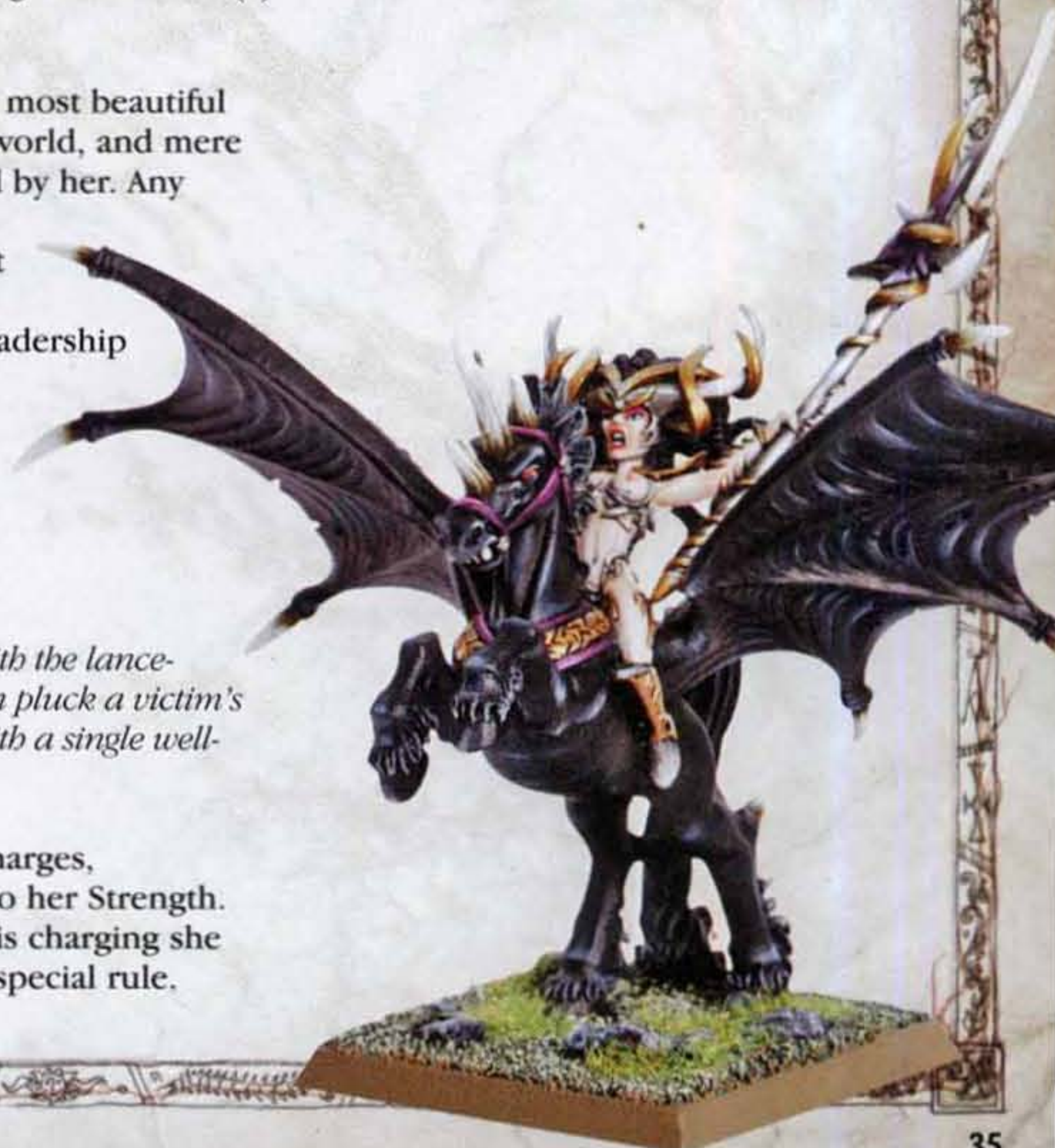
Morathi is possibly the most beautiful woman in the known world, and mere mortals are enraptured by her. Any enemy model in base contact with Morathi at the start of a round of combat must pass a Leadership test or have their WS reduced to 1 for the duration of that round.

MAGIC ITEMS

Heartrender

Such is Morathi's skill with the lance-like Heartrender she can pluck a victim's heart from their chest with a single well-placed blow.

On the turn Morathi charges, Heartrender adds +2 to her Strength. In addition, when she is charging she gains the Killing Blow special rule.



Archaon has gathered dark and foul forces to march before him and destroy the combined armies of Men, Elves and Dwarfs. Now's a fantastic time to add a new character to your force ahead of the great campaign...

DARK ALLIANCE

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This month we present the final instalment in our series on Epic: Armageddon. Jervis Johnson takes a look at what Fanatic have planned for the system in the coming months and years...

Jervis: There really has never been a better time to start playing Epic. Although this is the last in our current series of Epic: Armageddon articles, I want to underline that we are committed to providing on-going support for the game forever. Epic is not going to disappear from the Games Workshop range after a few months, as it did the last time it was released. We already have new miniatures, supplements and armies planned that will keep us busy for the next five years or so, and that's just to make sure all the armies in Warhammer 40,000 are covered! What this means is that Epic is back up and running as a playable game system.

THE RANGE

But just because Epic is back, it doesn't mean we're going to stop producing new miniatures for the game. Far from it! There are currently three complete armies available for Epic: Armageddon – Imperial Guard, Space Marines and Orks. All of the units used in the army lists in the rulebook are now available to buy, apart from a couple of very minor exceptions that will be dealt with in the next few months. In addition, the range includes a small selection of play-aids for the game, such as Battle Markers that can be used to record the number of Blast markers inflicted on a formation,

and Battle Dice that can be used to show what action a formation has carried out.

Then at the start of the new year we'll be bringing out a whole new race – the enigmatic and deadly Eldar, but more on that later.

You can find out about the details of the Epic miniatures range from the Epic: Armageddon Catalogue. This fine publication shows all of the models along with their prices and how to order them. You can get the catalogue in any Games Workshop Hobby Centre (just ask the staff for a copy if you can't see it on the shelves) or you can order it from Games Workshop Mail Order.

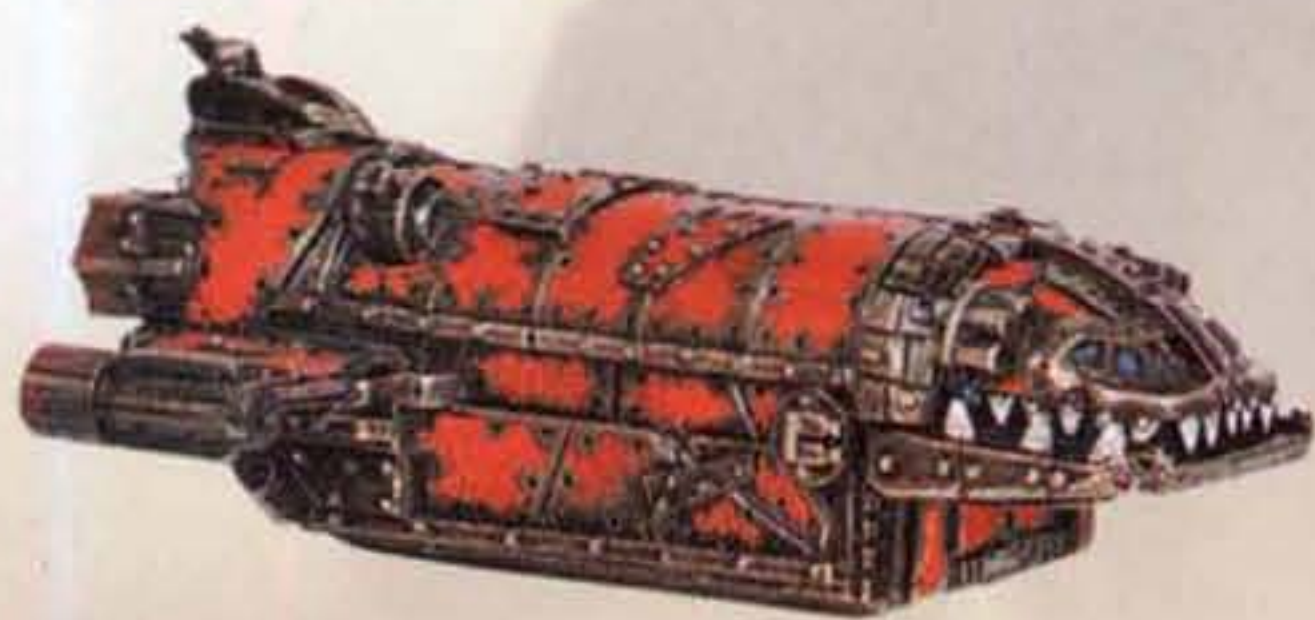
One of the main reasons that we have produced a catalogue for Epic: Armageddon is that from now on the bulk of the range will only be available from GW Direct or from our on-line store. Much as we'd love to have the full Specialist Games Range in our stores, there just isn't room. If you've already used our GW Direct service you'll already know just how helpful and friendly the staff are, and I know that once you've tried the service you'll wonder how you ever got by without it (toy soldiers delivered straight to your door – how great is that!) In addition you can order

Epic: Armageddon models from our on-line store, and you can also use the excellent Mail Order In-Store service provided in Games Workshop Hobby Centres and other selected stockists. Last, but by no means least, you can see the full range at our Warhammer World store here in Nottingham, and at shows like Games Day, while all of our Games Workshop Hobby Centres will carry on stocking the rulebook.

For the rest of this year we'll be concentrating on filling in the gaps in the Epic range, so that all of the units covered in the rulebook are included. The three missing units that consist of the Ork Landa, Space Marine Drop Pods, and the mighty Space Marine Landing Craft. Although none of these units are absolutely vital to either the Ork or Space Marine armies, they do allow for a range of new tactics to be tried out – and they really are super models (see the pictures if you don't believe me!)

In the final quarter of the year, we'll be rounding off the initial set of Epic: Armageddon armies with a set of character packs, one for each army. These packs contain character models which can be used with the plastic infantry sets to denote special command units. For example, the Space Marine character pack includes Commanders, Chaplains and Librarians, both on foot and mounted on bikes. The Ork and Imperial Guard character packs have similar models for their respective armies. The packs also include famous characters from the Armageddon campaign, like Ghazghkull and Commissar Yarrick. In Epic, these special characters are not the game-winning juggernauts that they are in Warhammer 40,000, which is why we saved them until last, but nonetheless they are useful and they do add a lot of character (pun intended!) to each army.

Epic is also supported by those nice folks at Forge World, who are producing a steadily growing range of resin Epic models. The miniatures produced by Forge World are extremely fine collectors' pieces, and the range includes a number of variants of the characters, vehicles and war engines covered in Epic: Armageddon. In addition, Forge World produce a number of models for units that are not out for



Above: Ork Landa.



Right: Space Marine Drop Pod.

Below: Space Marine Landing Craft.



Epic yet, including a superb range of Tau vehicles and infantry. If you are a serious Epic player then I highly recommend checking out the Forge World range, either on their website at www.forgeworld.co.uk, or by visiting their stand at one of the numerous shows that they attend.

EPIC: SWORDWIND

In 2005, Games Workshop will release Epic: Swordwind. This campaign pack will mirror the main rulebook in detailing a specific campaign, allowing us to introduce loads of new units and a whole new army.

Swordwind introduces the alien Eldar to Epic – an incredibly ancient race who once ruled a vast empire across the stars. Then came the hideous times of the Fall, when the Eldar were consumed by their own decadence and fell from power. The few who survived were scattered across the galaxies in vast interstellar vessels known as Craftworlds. In times of war, they employ a variety of troops ranging from their formidable Aspect Warrior infantry, anti-

gravitic tanks and skimmers such as the Falcon, Wave Serpent and Cobra, right up to gigantic Wraithbone constructs, rivaling Imperial Battle Titans in size.

Swordwind focuses on the Craftworld of Biel-tan. The Biel-tan Eldar are especially warlike and aggressive and are convinced that the cruel winter, in which their race currently languishes, can be lifted by the bloody toil of battle, forging a new superior Eldar. This reconquest of their ancient empire inevitably brings the Biel-tan into conflict with the younger races of the galaxy.

This supplement focuses on one of these savage conflicts, as the Eldar Swordwind (as the army of Biel-tan is known) attempts to scour the Baran system of the usurping Human and Ork populations based there. The Death Korps of Krieg, an Imperial Guard Regiment recruited from an ancient world devastated by civil war, deploy a number of their Siege Regiments to repel the alien invaders while Feral Orks living in the wild and inhospitable places of Baran mob together for mutual

protection. Space Marines from the Imperial Fists Chapter attempt to reinforce their beleaguered Imperial Guard allies, but against such a cruel and uncaring enemy as the arrogant Eldar, victory is far from certain for the Imperial forces.

Swordwind will provide full details of the Eldar army, plus additional units for the Imperial Guard and Orks. It will also contain a complete history of the Baran War, including army lists for the Swordwind of Biel-tan, the Death Korps of Krieg and Feral Ork Hordes as well as scenarios representing key battles from the war. We've included some of Jes Goodwin's concept sketches with this article in order to give you a taste of the new Eldar units.

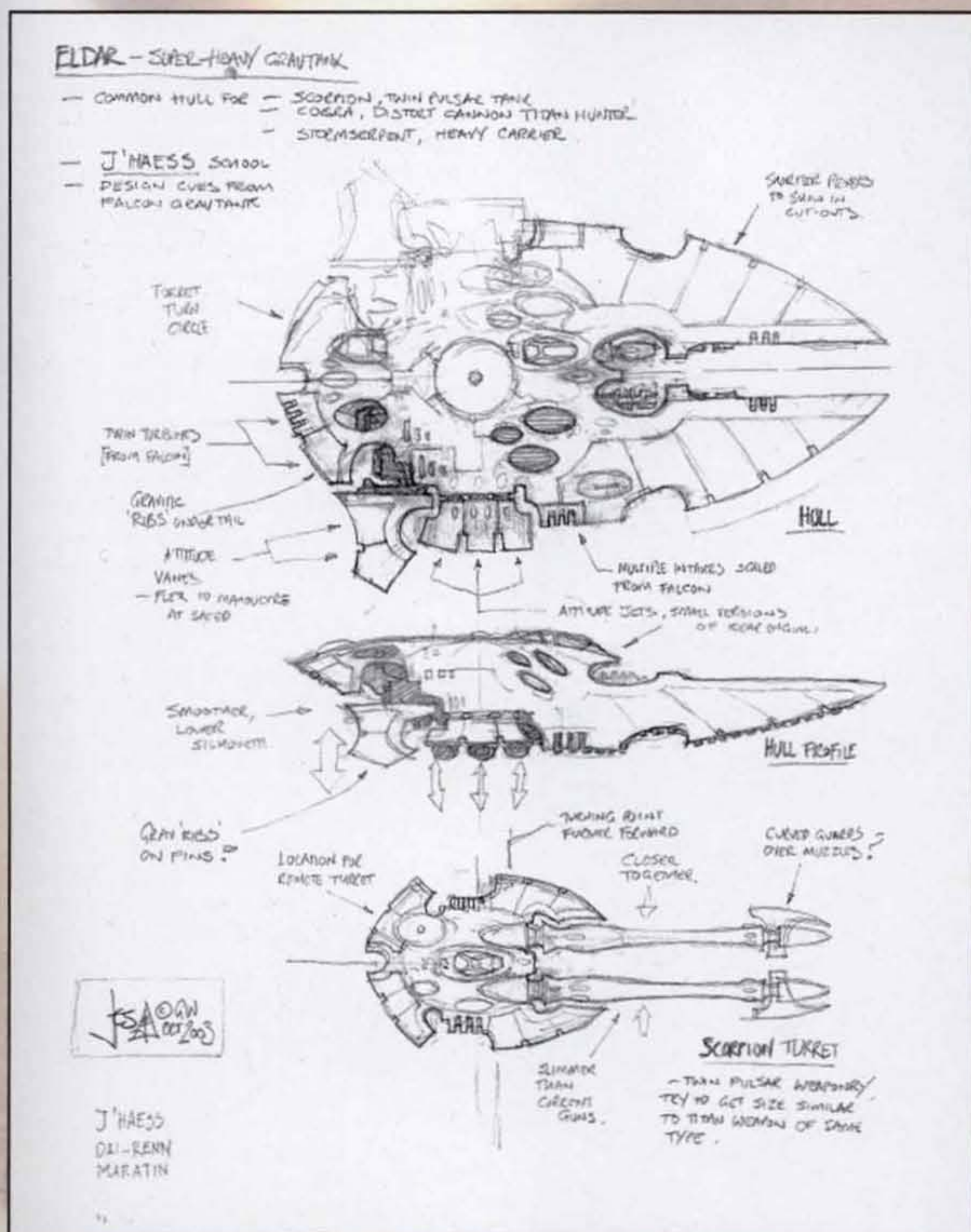
THE FUTURE

You'll notice Epic: Swordwind follows the format used in the Epic: Armageddon rulebook. This sets out the template for the way that we will produce Epic supplements in future.

We plan to follow the release of the Eldar with similar supplements introducing Chaos, Tyranid, Necron and Tau armies. Each new race will be covered in its own 'campaign supplement'. At present we plan to release these new armies in yearly increments. The current order for release is Eldar in 2005, Chaos in 2006, Necrons in 2007, the Tau in 2008, and the Tyranids in 2009. However, don't despair if you already have miniatures for any of these armies, as you can start playing with them right away by simply visiting the Epic Playtesters' Vault at www.epic-battles.com. We already have working versions of Tyranid, Eldar, Chaos, Necron and Tau army lists that you can use right now, plus several variant army lists you can try out too.

VARIANT ARMIES

In addition to launching a new race each year, we also plan to do variant army lists for existing races. In some cases these will be included in the campaign supplements we bring out, such as the Death Korps of Krieg in Epic: Swordwind. In other cases we will release the rules for new armies in Fanatic magazine. For example, midway through 2004 we plan to release a variant Space Marine army list for the Black Templars. Doing specific lists like this allows us to include characterful and interesting units and formations, and avoids problems with constantly expanding army lists when we want to add new units to the Epic range later on. Using the Space Marines as an example, the Codex Astartes army list in Epic: Armageddon is now set in stone and will not change. However, the Black Templar list will give us the opportunity to add new models to the Epic range, in this case in the form of the Land Raider Crusader and a special Black Templar



Some of Jes Goodwin's amazing concept sketches for the upcoming Eldar Super-heavy Grav Tank.



character pack. However, we will not add Land Raider Crusaders to the Codex Astartes army list.

The result of this is that the army lists will not constantly be changing, which I think will be a very good thing. It will also allow us to do army lists that have real character, rather than boring generic lists that don't. I know some of you may worry about the number of lists and the potential confusion this will cause, but I'm confident this will not be the case as long as we make sure that no list is laden down with special rules or exceptions. Many of you will know that

as well as doing my day job with Fanatic, I also do some work for Warhammer Historical Wargames, mainly because I'm fascinated by military history and enjoy playing historical tabletop games. My own Warhammer Ancient Battles rules have around 30 army lists, while the highly popular De Bellis Multitudinis rules produced by Wargames Research Group have in excess of 200! In neither case have these caused any problems, so I really don't think this will be an issue for Epic either.

SMALL SCALE, BIG PLANS

My long term (and, it has to be said, rather grandiose) plans for Epic are to create a family of games that use a common set of Epic miniatures. Each would be separate games but use the same miniatures. The three games I'd like to make are:

Epic: Grand Tactical Combat in the 41st millennium.

Adeptus Titanicus: Titan vs Titan battles.

Air War: Squadron level aerial combat in the 41st millennium.

Epic, as you'll have realised, is now a reality! I produced this game first as there are lots of players with Epic armies out there already. Adeptus Titanicus and Air War will follow later.

I love aerial combat games and have been playing them in one form or another for almost 30 years now, so the thought of doing my own holds a lot of appeal. I'm hoping to get some test rules up in the Vault if I can, but don't hold your breath! Why squadron level? Well, one of the things I've learned from reading about aerial combat in real-life is that while Hollywood may fixate on aces and one-on-one combats, the reality was that it was the best trained squadrons of aircraft that usually won. The lone wolf pilot was something that was really only seen early in World War I, and by 1917 all of the early lone wolves were either dead or had learned that they needed to act as part of a team. The art of aerial combat at the tactical level, then, is not how well you can fly your plane, but how well you and the rest of your comrades can act as a team to defeat the enemy. So far, no aerial combat game has really captured this, but it's what I'd like my game to reflect.

With regard to Adeptus Titanicus, I think that Gav Thorpe's Adeptus Titanicus II rules (available as a download from the Epic website) really only need an update and some more development work to get them to a finished state. As with Air War, I hope to get an updated version of the Adeptus Titanicus II rules up on the Vault some time soon. Once the rules are up, we can start to test and develop them.



A small selection of models from Forge World's range for Epic.

Above: A Tau Devilfish

Right: An Eldar Falcon Grav-tank and the impressive Imperial Thunderbolt (bottom).

Below: Tau Fire Warriors.



FANATIC MAGAZINE

This Epic article is likely to be the last you'll see in White Dwarf for quite a while. New releases will still be covered in the new releases section, but there probably won't be another article about Epic for a year or more. So, how will you get your regular fix of Epic? Fortunately the answer to this understandable question is simple: you'll find articles about Epic every month in Fanatic magazine.

Fanatic magazine is a new full-colour magazine containing material for players of Games Workshop's Specialist Games Range. In many ways it is a sister publication to White Dwarf (ginger, little step-sister more like...-Ed) but whereas White Dwarf concentrates on Warhammer, Warhammer 40,000 and The Lord of The Rings, Fanatic magazine will focus on Blood Bowl, Inquisitor, Battlefleet Gothic, Necromunda, Warmaster, Mordheim and, of course, Epic. Every issue will contain at least one article for each Specialist Game system, along with news, letters and all kinds of useful and interesting stuff.

At present we have a whole slew of Epic articles planned for the first few issues of the magazines. Issue one kicks off with a battle report between Epic system editor Matt Keefe and myself, with a tactical commentary by non-other than my old nemesis – Warhammer 40,000 Overfiend Andy Chambers. Future issues will have tactics articles (the first explains how to get the most from the aircraft and orbital landing craft in your army), new army lists (starting off with a Black Templar Space Marine army), more scenarios (starting off with a series of scenarios that form a campaign), and much more!

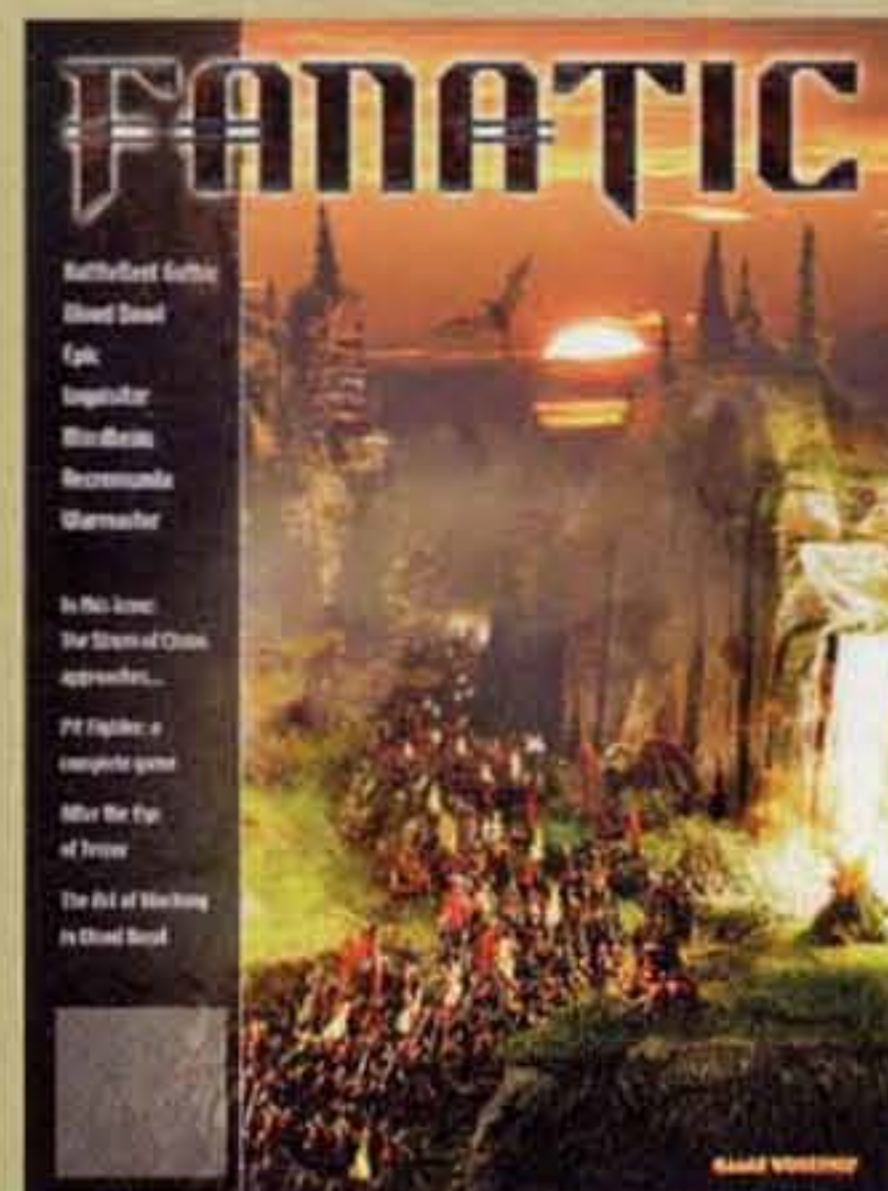
Besides this, you'll be happy to learn that once a year we'll be publishing an

Epic annual that will collate all of the articles that appeared in Fanatic magazine over the previous 12 months. In addition, it will also have a rules review containing the latest errata and FAQ. The review is the only time we'll change the official rules and army lists, so as long as you have the latest review you can be confident that your Epic rules are bang up to date. As the review is so important we'll also publish it on the website in a form that can be downloaded for free.

WEB SUPPORT

Those of you with internet access can find the Epic website at www.epic-battles.com. The website includes all kinds of useful resources for Epic players, including an overview of the game system, a catalogue of the miniatures that are available, an archive of magazine articles, including the articles published in the last three issues of White Dwarf, and a forum where you can discuss the game rules. The website also holds the Playtesters' Vault, where you can download copies of all of the new Epic army lists that are under development. At the moment the Vault includes test lists for the Eldar, Chaos and Tyranids, plus plenty of variant army lists for different Ork, Guard and Marines. After you've tried the test lists out you can tell me what you did and didn't like about them on the Epic forum – who knows, if you make a really valuable contribution your name may appear on the list of contributors once the army lists are finally published.

And that, I think, is quite enough about Epic for the time being! If you have any questions about anything you've read above, or want to comment on the test rules in the Vault, then please don't hesitate to get in touch with me. I know I say it every time, but I really would love to hear from you.

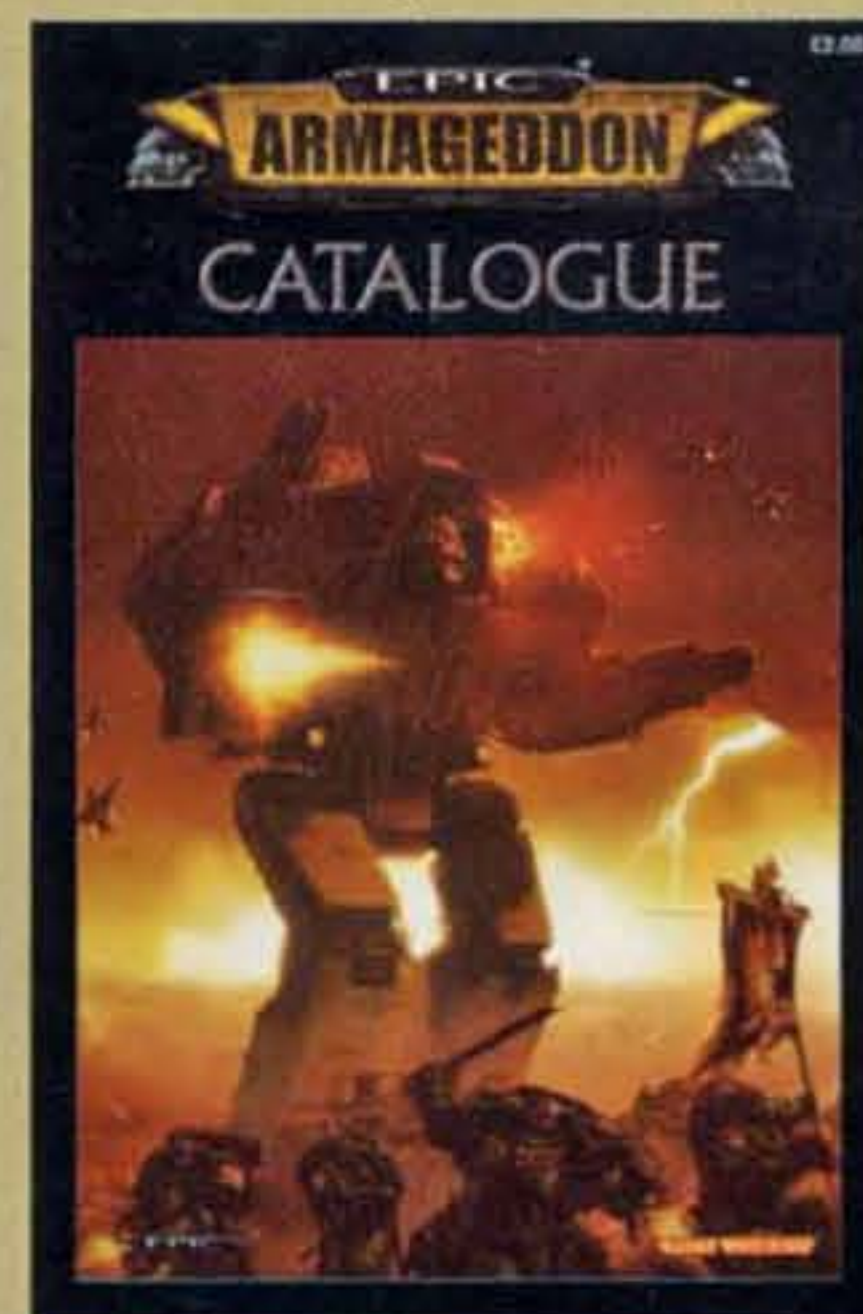


EPIC SUPPORT MATERIAL

Fanatic Magazine: Available from Games Workshop Hobby Centres, Mail Order and good games stores everywhere.

Official Epic Website:
www.epic-battles.com

Forge World:
www.forgeworld.co.uk



HOW TO ORDER EPIC

You can order Epic miniatures by looking them up in the Epic: Armageddon Catalogue. Then just: Call Mail Order: 0115 91 40000

Order on-line:

www.games-workshop.co.uk.store

Ask in your local Games Workshop Hobby Centre or selected stockists about the Mail Order In-Store service.

TALK TO JERVIS!

Jervis can be reached at the following places:

The Epic forum:
www.specialist-games.com

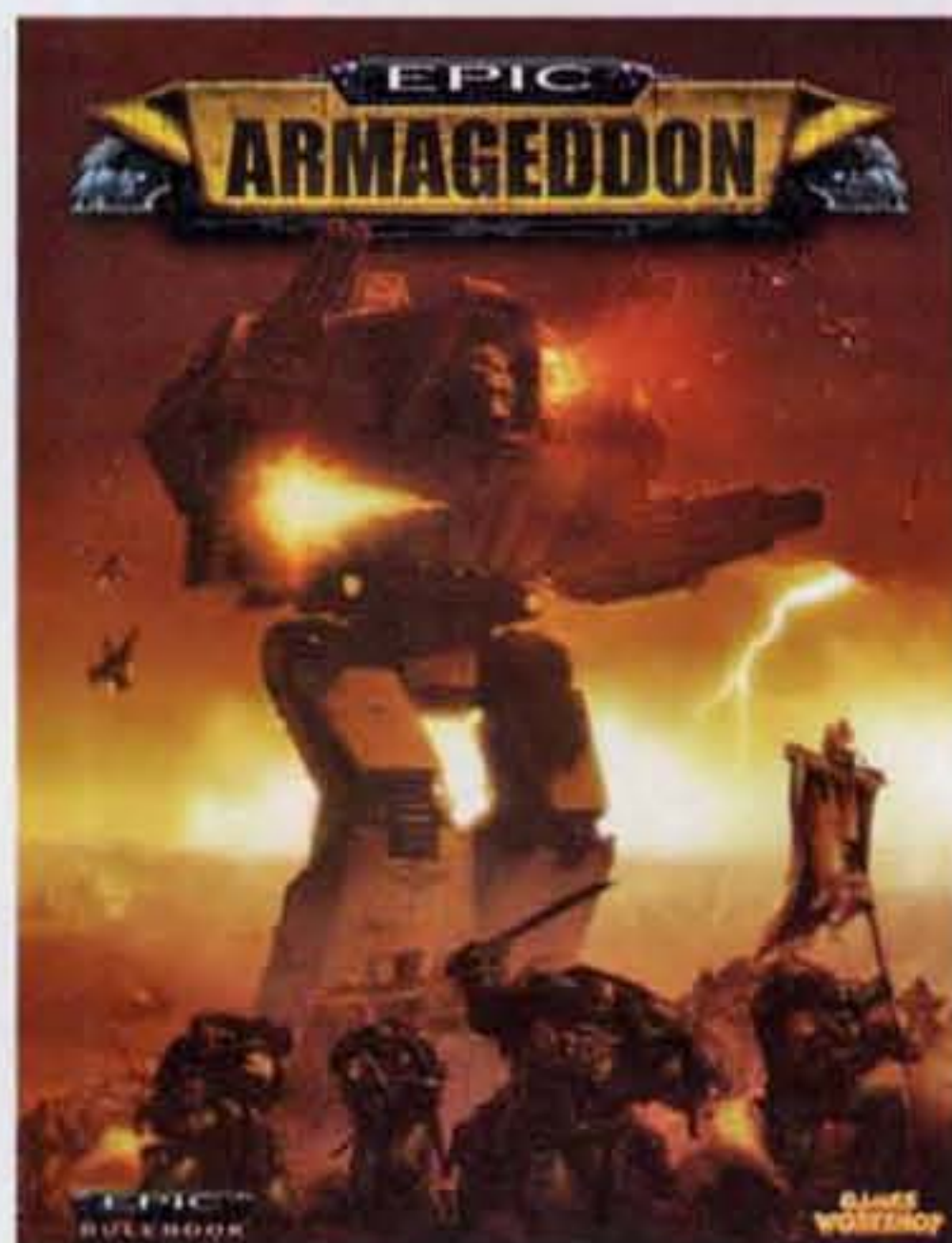
Via email at:
fanatic@games-workshop.co.uk

By writing to:
The Fanatic Studio
Willow Road, Lenton,
Nottingham NG7 2WS.

Huge armies clash upon the blasted battlefields of the 41st millenium. Towering Warlord Titans and Ork Gargants pound the earth, entire legions of infantry and tank companys mobilise for war and fighter squadrons rake the sky with blistering tracer fire as battle is joined on an Epic scale!

EPIC SCALE WARFARE

Models for starting Epic: Armageddon armies



Epic: Armageddon rulebook £25

The Epic: Armageddon rulebook contains the full rules for the Epic game system, and army lists for Space Marine, Ork and Imperial Guard armies.

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



Codex Astartes Battle Company

£12

This boxed set contains enough individual models to make 32 stands which can be assembled into the following models:

- 24 x Tactical Marine stands (top)
- 8 x Assault Marine stands (bottom)
- These can also be used to make Devastator Marines.



Space Marine Dreadnoughts £5

This blister contains 3 Space Marine Dreadnoughts.



Space Marine Whirlwinds/Hunters

£9

This blister contains enough components to make either 4 hunters(left) or 4 Whirlwinds (right).



Space Marine Land Raiders £12

This boxed set contains 4 Space Marine Land Raiders.



Space Marine Predators

£9

This blister pack contains 2 Predator Annihilators (left) and 2 Predator Destructors (right).



Space Marine Rhinos

£10

This blister contains 6 Space Marine Rhinos.



Space Marine Land Speeders £8

This blister contains 5 Space Marine Land Speeders.



Imperial Guard Artillery Company

£20

This boxed set contains 6 Basilisks (left) and 3 Manticores (right).



Imperial Guard Leman Russ Tank Company

£20

This boxed set contains 9 Imperial Guard Leman Russ Tanks (left) and 1 Leman Russ Vanquisher Tank (right).



Models shown at 100% actual size. Models supplied unpainted.



Imperial Guard Infantry Company

£12

This boxed set contains enough individual models to make 36 stands which can be assembled into the following models:

- 24 x Imperial Guardsmen stands (top left)
- 4 x Ogryn stands (top right)
- 4 x Imperial Guard Sniper stands (bottom left)
- 4 x Officer stands (can be any combination of Supreme Commander, Commander and Commissar) (bottom right).



Imperial Guard Chimeras

£12

This boxed set contains 7 Imperial Guard Chimeras.



Imperial Guard Demolishers

£8

This blister contains 3 Imperial Guard Demolishers.



Imperial Warlord Titan

£20

This boxed set contains 1 Imperial Warlord Titan.



Ork Warbuggies and Skorchas

£8

This blister contains 6 Ork Buggies (left) and 2 Ork Skorchas (right).



Ork Gunwagonz

£8

This blister contains 4 Ork Gunwagonz.



Ork Battlewagonz

£8

This blister contains 5 Ork Battlewagonz.



Ork Gargant

£15

This boxed set contains 1 Ork Gargant.



Ork Warband

£12

This boxed set contains enough individual models to make 44 stands, which can be assembled into the following models:

- 24 x Ork Boyz stands (top left)
- 8 x Gretchin stands (middle left)
- 4 x Stormboyz stands (bottom left)
- 4 x Kommando stands (top right)
- 4 x Nobz or Ork characters stands (either Ork Boss or Ork Warboss) (bottom right).

Models shown at 100% actual size. Models supplied unpainted.

COLLECTING A WITCH



Graham Davey

Choosing a new army is a big decision. You invest a lot of time, effort and money in any decent sized force, so it is important that

you enjoy painting and playing with it. I have been a devoted Chaos worshipper since I first joined Games Workshop, and over the years have amassed a formidable Black Legion army. I reached the point where I could field just about any unit I wanted, and eventually I realised it was time for a fresh challenge – Witch Hunters.

In recent years I have tried to get started on a number of new armies, including Tyranids and Necrons, thinking I could choose simple colour schemes and paint-up a force quickly. However, each time I got bored after painting a few models and abandoned the idea – I soon got a reputation amongst the White Dwarf team for never finishing any of the armies I started. Then I found out that we were going to be producing a new Witch Hunters codex, to follow on from the Daemonhunters. I had been quite tempted by the Sisters of Battle codex for second Edition Warhammer 40,000, but back then I had just started my Chaos army. This time the Sisters had been joined by the forces of the Inquisition, in their new guise as Witch Hunters – a much more sinister proposition, which really appealed to me.

The thing that I like most about the Witch Hunters army is that it really is a cross-section of all the dark, gothic insanity of the Imperium. It contains a huge variety of different troops and nowhere is this better illustrated than on the cover art

from the second Edition book, painted by John Blanche (you can find it in the colour section of the new codex). Apart from the awesome central figure, what I really love about the picture is the background depicting all the different members of the force – there are Priests, Veteran Guardsmen, fanatical Redemptionists, Scribes, Servo-skulls, Inquisitors, other Sisters – every one individual. I decided that this variety would be the theme for my force – I would include as many different squads, and different models within those squads as possible.

CHOOSING AN ARMY

One of the best things about working at Games Workshop HQ is that you can get involved in projects as they are developed. As soon as I heard that Andy Hoare and Graham McNeill had started work on the new codex, I volunteered to help with playtesting. This meant I tried out loads of different army lists, although I often had to use stand-in models to make up the numbers. I find it is actually



The Order of the Burning Chalice purges the sinister Word Bearers warband, the Disciples.

HUNTERS ARMY

quite tricky to choose a Witch Hunters army as there is a lot of variety, and certain units can only be taken if an Inquisitor or a Priest is present – plus if you are including Sisters of Battle then you need to keep an eye on how many Faith Points you have! My force has developed into a number of core units that I always field, plus various others that can be used depending on the mission or the opponent. The list shown here is one example, with a slight bias for fighting against heavily armoured armies like Space Marines and Necrons.

I always knew that I wanted Sisters of Battle in the army, so a big squad of these was the first thing I collected. It has become the central pillar of the force around which all the other elements revolve. A squad of 15, all with power armour, is very survivable. They also throw out a huge amount of accurate bolt shells when they rapid fire, and I always include a meltagun and a heavy flamer for flexibility against different targets. Finally, the squad includes a Veteran Sister Superior and an Imagifer – both important for using Acts of Faith.

Accompanying the squad is my Canoness. As commander of the whole army, I wanted her to be pretty formidable, giving the Sisters squad a strong edge in assaults. Accordingly, she gets the Mantle of Ophelia, plus a blessed weapon or an eviscerator for dealing out the Emperor's vengeance. Additionally she carries the Book of St Lucius which allows models near her to use her unmodified Leadership of 10 for Morale checks, and finally the Litanies of Faith, conferring a 'free' Act of Faith. All this wargear may sound expensive, but then I'm used to 200-point Chaos Lords!

A Priest is essential if you want to include Arco-flagellants or Penitent Engines in your army, so I had to have one. Putting him with the big Sisters squad makes the most of his Fanatical special rule, which allows the whole unit to re-roll any misses when they charge into combat.

Following my theme of having lots of variety in the army, the next thing I went for was an Inquisitor. I wanted his retinue to provide fire support, so I based it around a Gun Servitor with a plasma cannon and a Veteran Guardsman with a plasma gun. Adding two Sages mean the squad can re-roll one dice to hit when shooting, which usually saves anyone whose weapon overheats. The last two places are taken up with a Chirurgeon and another Guardsman, to soak up the first few casualties in the squad.

Arco-flagellants are a very destructive unit, and although you have virtually no

control over them once they are activated, you can always wait for the best moment before triggering their frenzied charge. This makes them an outstanding counter-attack unit and one that enemy squads will not want to go near.

You have even less control over Penitent Engines – in fact just about the only choice you have to make is where to deploy them. However, this does not mean that they aren't any fun to use – far from it. They race across the table towards their nearest enemy they can reach and practically nothing can stand up to their huge number of high-strength attacks. Of course their potential for carnage makes them a big target for enemy guns, which is why I take the maximum of three. Even if only one makes it to the enemy lines it will still make a big hole.

Providing more firepower is my second Troops choice – a six-man squad of Inquisitorial Storm Troopers, including two plasma gunners. Such a small unit is easy to kill, but I have found that my opponents often have more pressing targets to worry about – like Arco-flagellants and Penitent Engines charging straight at them. This means the Storm Troopers can often nip around unmolested, capturing objectives or rapid firing at any nasty Space Marines that venture too close.

My only Fast Attack unit is a squad of Dominions mounted in an Immolator. The Dominions are armed to the teeth with melta weapons, ideal for leaping out of

their transport and reducing big, armoured vehicles to scrap. The Immolator itself is no tougher than a Rhino, so I find it pays to manoeuvre round the flanks before delivering the payload of Sisters and then causing as much damage as possible with its twin heavy flamers.

My final Heavy Support choices are two Exorcist tanks. These are heavily armoured and each can fire an impressive D6 krak missiles per salvo. I always tell my opponents that this is less scary than it sounds – you still have to roll to hit after all – but they never seem to believe me. Certainly firing both at the same target tends to make a real mess!

USING FAITH

This army generates 4 Faith Points at the start of the game. I always deploy my Canoness with the big squad of Sisters, so both can gain the benefit of Acts of Faith.

The first Act I usually use in a game is Spirit of the Martyr, to protect the Sisters from incoming fire. Although this would not normally work on a large squad, the Litanies of Faith allow you to pass the test automatically. I generally end up using all my Faith Points on the big central squad. With 15 in the unit, including an Imagifer, I can be confident of getting important Acts like Divine Guidance and Light of the Emperor to work when I need them. Once the squad is down to half strength, Spirit of the Martyr helps to keep the remainder alive, stubbornly fighting on, while the Book of St Lucius keeps them from retreating!

ARMY LIST – 1,498 POINTS

<i>HQ</i>	
Canoness	115 pts
Eviscerator, Book of St Lucius, Litanies of Faith, Mantle of Ophelia.	
Priest	40 pts
<i>Elite</i>	
Inquisitor and Retinue	138 pts
Inquisitor with bolt pistol and power weapon, Gun Servitor with plasma cannon, 1 Veteran Guardsman with hellgun, 1 Veteran Guardsman with plasma gun, 2 Sages, 1 Chirurgeon.	
5 Arco-flagellants	175 pts
<i>Troops</i>	
Sisters of Battle Squad	235 pts
Veteran Sister Superior with eviscerator, 10 Sisters of Battle with bolters, 1 Sister of Battle with meltagun, 1 Sister of Battle with heavy flamer, 1 Sister of Battle with Imagifer & bolter.	
Storm Troopers Squad	80 pts
4 Storm Troopers with Hellguns, 2 Storm Troopers with plasma guns.	
<i>Fast Attack</i>	
Dominion Squad	140 pts
Veteran Sister Superior with combi-melta, 2 Dominions with bolters, 3 Dominions with meltaguns.	
Immolator	65 pts
<i>Heavy Support</i>	
3 Penitent Engines	240 pts
Exorcist	135 pts
Exorcist	135 pts



Inquisitor Aggemean Prau tracks down a heretic Adeptus Astartes Warrior Seer.

PAINTING THE ARMY

My painting style developed as I painted my first army, so the early Chaos squads I painted look quite different to the more recent ones. This time I wanted to decide all the colours and techniques at the start, and stick to them for the whole project to give the army a really neat, coherent look. It was especially important to have a strong colour scheme across the whole force because I wanted such a variety of miniatures.

I decided not to follow any of the colour schemes presented in the codex, because I wanted a very individual force – this would be a lesser known, minor Order of the Adepta Sororitas. I had a general idea that I wanted bone-coloured armour and red robes, so I tried out various combinations of different paints on paper and then on some

practice models. I stuck to colours from the paint range to avoid having to mix tones. This really speeds up painting time and means I don't need to use a daylight bulb in the evening – I know the colours will be right.

I realised in the end that taking my time and painting each model carefully actually kept my interest far more than rushing a quick rough-and-ready paint job. Even though it takes much longer to build up the army, it seems much more satisfying!

Armour

Codex Grey



Bubonic Brown



Bleached Bone



Robes

Scorched Brown



Bestial Brown



Blood Red



CONVERSIONS

I really enjoy converting miniatures – I like to have models that are unique and try to avoid duplicating the same model within a squad, even within the army if possible. Of course, conversions add to the varied, eclectic look I want for the force.

Inquisitorial Henchmen are ideal subjects for conversions because there are practically no rules as to what they should look like. The first one I did was based on a Mordheim Dreg model, carrying a huge book and a pitchfork. In games, I have been using him as an Acolyte with a Mancatcher. I have also made two Crusaders, one with a lo-tech, monkish look using Bretonnian parts, and the second which turned out looking like an unusually-armed Warrior Servitor.

I wanted to create something special for my Gun Servitor. My initial idea was

simply to use a Sentinel to 'count as' the Servitor, but this evolved into the walking gun you can see here. The Lexmechanic controlling the gun serves as one of the Sages in the retinue.

I also converted a Priest and my Canoness, swapping around weapons and altering heads. The Canoness is based on the Sister Repentia Mistress model, which I thought was perfect as the imposing matriarchal figurehead of the army.

Finally, I did some minor conversions, adding shields to some of the Sisters of Battle. In the future these may form the beginnings of a Celestian squad, but for now they just add variety. The symbol on the shield also inspired the name of the army – the Order of the Burning Chalice.



Canoness



Priest



Acolyte



Crusaders



Gun Servitor and Sage



The release of Codex: Witch Hunters is a great excuse to have a look at how various modellers have responded to the challenge of creating a unique Inquisitor and retinue from our vast model range, while still retaining the essential flavour of the Ordo Hereticus.

INQUISITORS OF THE ORDO HERETICUS

PAINTING AND CONVERTING WITCHHUNTERS

There are now codexes for two of the infamous Inquisitorial Ordos. Codex: Daemonhunters allows you to field the mysterious Grey Knights and the grim-faced investigators of all things warp-related, The Ordo Malleus. Codex: Witch Hunters presents you with rules for the fanatical Ordo Hereticus, whose divine task it is to keep humanity pure and unwavering on the golden path of the Emperor. At some point in the future there will be a third tome which will reveal the secrets of those Inquisitors who are forever vigilant against the threat of the alien, the Ordo Xenos. These texts give you all the rules to make great armies which can be as unstoppable on the battlefield as they are pure of purpose (by 41st millennium

standards!). But they also really let the modelling genie out of the bits box too.

We've gathered together lots of superbly painted and converted Inquisitors and their warbands made by keen hobbyists. These imaginative souls have made full use of Games Workshop's immense range of miniatures, mixing models from the Mordheim, Warhammer 40,000 and Warhammer ranges to create Inquisitors and Henchmen which, as you can see, capture the gothic feel of our artwork perfectly.

Inquisitors are a dark and moody group of strong individuals whose idiosyncratic modes of dress and warfare cut right to the heart of the Warhammer 40,000

mythos. When you look at the gleaming high-technology and rigid discipline of the Space Marines it is sometimes easy to forget that Inquisitors are also the Adeptus Astartes – warrior-monks in a far future where life is cheap, progress is dead and technology mistrusted. They may be genetically enhanced, but they're empowered by a science barely understood and almost forgotten. A science whose pure equations have been corrupted into a series of cantrips mumbled by a bunch of insane priests.

When you look at these Inquisitors, you can't forget this. They epitomise the dark and unforgiving future. And no matter how much fun it may be to visit through a game, you wouldn't want to live there.



STEVE SHEPARD

As well as fitting in with the Cadian army, I wanted the retinue to have a distinctive medieval atmosphere. To get this idea across, I tried to give them a priestly appearance. The only exception is the Crusader based on a Sister of Battle.



JOSEPH WILTSHIRE

I wanted to give the warband a feeling of nobility as well as having a more zealous side. I decided to use purple and white along with golden detailing as the personal colours for my Inquisitor, and carried these colours over strongly onto the Crusader and Acolyte, who I saw as being the core of the retinue. For the less trusted Penitent Psyker and the Cherub, I chose less regal colouring, but kept the white and purple hues to help tie the group together.



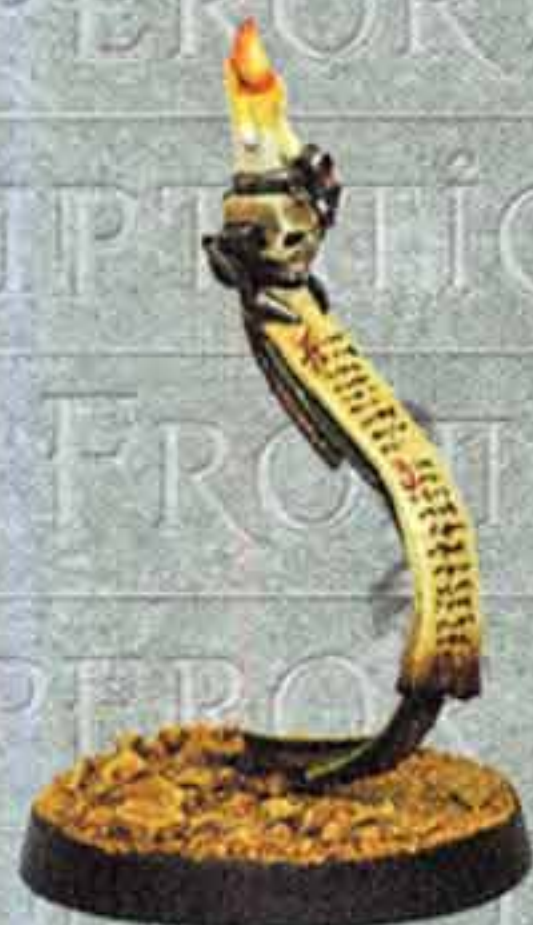
VICTORIA LAMB

I imagined my Ordo Hereticus as a rather backward, sinister lot who took their business of purging witches very seriously. My Inquisitor naturally has the most civilised appearance of the group. She's based on the new Seraphim Superior with the legs of a Champion of Slaanesh and details from the Inquisitor range. Her motley, but zealous, crew are all based on various Mordheim and Warhammer models.



DOMINIC MURRAY

The Witch Hunter models have a very dark, medieval atmosphere that they share with the Empire and Mordheim ranges. I decided to make use of some of these for my Inquisitor and retinue. My Inquisitor is made from the body of Luthor Huss mounted on the legs of a Dark Angels Veteran, while one of his Acolytes is a model from the Mordheim Witch Hunter warband.



BRUNO RIZZO

While I designed my Inquisitor with his huge 'beheader' blade to be as dramatic and intimidating as possible, I wanted his retinue to be able to blend into crowds of Imperial citizens. I've taken care to keep their colours as undramatic as possible, even to the point of filing away most of their Imperial emblems to keep their allegiance discreet.



ANDY BROWN

Andy has created this radical Inquisitor, with a singularly sinister retinue.

ANDY HOARE

The Inquisitors created for the Daemonhunters army were very militaristic in appearance, with heavy armour and weapons, and vibrant and aggressive colours. The Witch Hunters go for something a little more sombre and subtle which was what I had in mind when I painted my Inquisitor. For my own Inquisitor Lord, I decided to use the body of the new Inquisitor Lord with the combolter stake-bow. I painted her in tones of silver and dark red, as I wanted her wargear to look like holy relics. The base is taken from the Warhammer Champion of Khorne, with candles from the base of the Dark Elf Cauldron of Blood.





STEFANE LANGLOIS

When I first sat down to work on my Inquisitor, I spent some time on the Internet, looking for images of historical Witch Hunters. The images I found looked a little too close to the old Mordheim or Warhammer Quest models, so I decided to keep my Inquisitor quite simple in appearance, but with a menacing aura. The only element of the historical Witch Hunters that I kept was the distinctive coat and tie. I based the model on Fabius Bile using Green Stuff to rebuild and reshape his upper body.



CHRIS BLAIR

I wanted the models to look like the traditional Witch Hunters that I'd seen in classic Hammer horror films. I wanted to use as much black gloominess as possible, offset with white and a touch of red to bring some life to the models. I also decided to incorporate some of the patterning that I'd been looking at on some of the Bretonnian models.



AGIS NEUGEBAUER

Agis has been steadily building and using a striking Sisters of Battle army for some time now. Last year, he got involved with playtesting the rules to the new codex. During that period he started to build an Inquisitor, and a substantial retinue, in a striking red and black colour scheme to complement his black armoured Sisters of Battle army.

THE LIBER SORORITAS

By Imperial scrivener Andy Hoare

Should any Sister, in her deeds, words or thoughts, in peace or at war in any way commit a sin, she should willingly and immediately make her fault known to her Superior, to make amends with a pure heart. And if she does not usually fail in this manner, let her be given but a week's penance, but if her sin is great let her go apart from the company of her Sisters, so that she may not sit at table with them, nor kneel in prayer, nor fight the Emperor's foes at their side. Let her go all but alone, submitting herself to the will of the almighty God-Emperor of Mankind. Let her don the penitent hood and take up the ceremonial eviscerator, and seek her redemption upon the field of battle.

Rule CCCLII, the Rule of the Sororitas, Volume VI

The Battle Sisters of the Adepta Sororitas are the elite fighting arm of the Ecclesiarchy, and through ancient pacts form the Chamber Militant of the Ordo Hereticus. Wielding the 'holy trinity' of bolter, melta and flamer, the Sisters are renowned throughout the Imperium as the scourge of the traitor, the mutant and the witch. Scrivener Hoare has risked all to gain access to the secrets of the Vault of Origins, and brings us this report into the fanatical warriors of the Adepta Sororitas.

The Adepta Sororitas

The Adepta Sororitas, or the Sisterhood as it is also known, has its roots in the 36th millennium, during the dark and distant Age of Apostasy. The insane High Lord Vandire, who had gained near-total dominion over the Imperium, discovered a secluded sect of warrior-women upon the backwater world of San Leor, named the Daughters of the Emperor. Vandire coveted this community, seeing in it a body of warriors who would make a deadly and loyal bodyguard if he could only bend it to his will. Vandire travelled to San Leor, but the Daughters of the Emperor barred the gates of their temple to him. Declaring that the Emperor was watching over him, Vandire ordered the Daughters to witness a feat that would prove this claim beyond a shadow of a

doubt. Ordering one of his guards to shoot him in the chest, he was engulfed by a halo of blinding light so pure that the Daughters fell to their knees before him, convinced that he was, as he claimed, divinely blessed with the Emperor's authority. Many decades after the incident it was discovered that the High Lord had worn a Rosarius, a holy badge of office that contained a powerful conversion field generator, but the Daughters had never heard of such a thing and were utterly convinced by his gambit, becoming Vandire's personal bodyguard.

As the infamous Age of Apostasy drew on, Vandire's Reign of Blood brought misery and strife to vast swathes of the Imperium. All the while, the High Lord slipped further into delusion and

tyranny, until a humble young man called Sebastian Thor from the distant world of Dimmamar challenged his rule. Through Thor's impassioned preaching against the corruption into which Vandire had dragged the Ecclesiarchy and the Imperium as a whole, uncounted millions were drawn to rise up against the High Lord's rule. Soon, Vandire was besieged within the vast Ecclesiarchal Palace on Terra, his bodyguard, who he had renamed the 'Brides of the Emperor' at his side.

Opposed now by the combined forces of four Space Marine Chapters and a vast contingent of the Adeptus Mechanicus, Vandire was nonetheless blinded to the possibility of his own downfall. Though his forces were severely depleted and his officers were deserting him at every turn, the Brides of the Emperor stood firm by his side, and so the siege dragged on, neither side able to break it.

At the height of the conflict, another force showed its hand. The Adeptus Custodes, the praetorian guard of the Emperor himself, had remained ensconced with their charge, yet had discovered the scope of Vandire's crimes when they met secretly with the masters of the Adeptus Astartes Chapters assaulting the Ecclesiarchal Palace. In secret, the Custodes passed through millennia-old conduits and passageways deep beneath the earth, and emerged close to Vandire's audience chamber. The Brides of the Emperor immediately challenged them, but the leader of the Custodes, a Centurion of the Companions called a parley. Laying down his arms, the Centurion made an impassioned plea to the Brides of the Emperor, striving to convince them that they served only evil and should revoke their oaths to the High Lord. Though he spoke for more than an hour, the leader of the Brides, Alicia Dominica was unmoved by his



The Sisters of Battle.

arguments and was on the verge of taking up her own arms when the Centurion made one last offer. Leaving his men as hostages, he led Dominica and her lieutenants into the secret ways beneath the palace.

Following the Centurion, the Brides of the Emperor passed through many miles of dark, dank tunnels, before eventually coming before the Gate, a dread portal guarded by grim-faced Adeptus Custodes. A golden light spilled through the opening, and the Centurion explained to Dominica and her five companions what was about to happen.

The Gate opened, and the six Brides of the Emperor walked onto the most hallowed ground in the entire galaxy. Though no written histories tell of what transpired there, it is said that the Sisters were brought before the God-Emperor of Mankind Himself.

That some great truth was passed to Dominica and her sisters is evident. Many have tried to discover the nature of that truth, and all have died in excruciating pain for their efforts.

Their eyes filled with a dreadful hate, the six Brides emerged from the Gate to pass once more through the secret passages. Striding into Vandire's audience chamber, Dominica addressed the assembled Brides of the Emperor, the High Lord all the while oblivious to her words as he plotted and schemed the defence of his palace.

Dominica testified to the High Lord's treachery, of the evil he had perpetrated, and worse, that her order had perpetrated, in his name. Word spread, and soon the distant guns fell silent as every defender pressed into the hall. Vandire looked up from his maps and plans, and began to issue a bloodthirsty tirade of orders for the defence of his realm. But only the silent glare of the outraged Brides greeted his words.

Dominica stepped forward and spoke the words that are to this day carved upon her tomb:

"You have committed the ultimate heresy. Not only have you turned your back on the Emperor and stepped from His light, you have profaned His name and almost destroyed everything He has striven to build. You have perverted and twisted the path He has laid for Mankind to tread. As your own decrees have stated, there can be no mercy for such a crime, no pity for such a criminal. I renounce your lordship; you walk in the darkness and cannot be allowed to live. Your sentence has been long overdue and now it is time for you to die."

Shaking his head, the High Lord famously uttered his last words. "I don't have time to die... I'm too busy!"

Alicia Dominica beheaded Vandire with one sweep of her power sword, cleaving his Rosarius in two. The Reign of Blood was ended.

In the wake of Vandire's downfall, Sebastian Thor was declared Ecclesiarch, and instituted sweeping reforms to the Ecclesiarchy. The High Lords of Terra were fearful of a repetition of the Reign of Blood, and so the 'Decree Passive' was passed, forbidding the Ecclesiarchy from maintaining 'men under arms'. Dominica, at Thor's order formally founded the Adepta Sororitas, which adhered to the letter, if not the spirit of the decree in that all its warriors were female.

Another organisation came into being at the end of the Age of Apostasy: the Ordo Hereticus. Formed initially to ensure that such a calamity as the Age of Apostasy could never again befall the Imperium, its remit soon expanded to cover not just doctrinal heresy, but genetic and psychic divergence as well. Soon after the formation of the Orders Militant, the masters of the Ordo Hereticus and the highest ranked of the Adepta Sororitas signed the Convocation of Nephilim, a document that bound the Sisterhood to the Ordo Hereticus as its Chamber Militant. The exact details of this agreement have never been revealed, but some believe it to be linked to the

knowledge imparted to Dominica and her companions before the Golden Throne. That such knowledge could be so dire as to bind the two organisations so formally is testament to the weight of the task with which the Adepta Sororitas and the Ordo Hereticus are burdened. Others believe that the Convocation was intended to curb the power of the Ecclesiarchy, exploiting the fact that the Sororitas are a loyal and zealous force that could be used to enforce the agendas of the newly formed Ordo, thus turning a blind eye to the flouting of the spirit of the Decree Passive. Whatever the truth, those who seek it without the blessing of the highest-ranking members of either organisation will find only a slow and painful death in the deepest excruciation chambers of the Ordo Hereticus, or a fiery, yet equally painful, end at the hands of the Adepta Sororitas.

The Orders Militant

Each of the six Orders Militant has its primary base in either the Convent Sanctorum on Ophelia VII, or the Convent Prioris on Terra. These convents are massive fortresses, housing many tens of thousands of the Orders' Sisters and servants, and form the administrative, military and religious heart of each Order.





Saint Celestine, the Hieromartyr of the Palatine Crusade.

As the Orders are primarily based together at one of these two sites, the Sisterhood as a whole is a far more homogenous organisation than many other institutions of the Imperium, such as the Adeptus Astartes or the Imperial Guard. Though Sisters spend many long hours in solitude or training, they are nonetheless part of a wider organisation than their own Order, and for this reason see themselves as members of the Adepta Sororitas as much as they do their own Order. Furthermore, it is not uncommon for a Sister to transfer from one Order to another, particularly in the case of a Sister who has become wounded or too old to fight transferring from an Order Militant to one of the non-militant Orders, such as the Orders Famulous or

Hospitaller. It has also been known for a senior member of the Adepta Sororitas to leave the organisation entirely for higher office elsewhere, such as within the upper echelons of the Adeptus Terra, or the Inquisition – such an event is unheard of within the Adeptus Astartes, and far from common within the Imperial Guard.

It has been observed that the different Adepta Sororitas Orders do not display any great divergence from one another in terms of combat doctrine or organisation, as do many Space Marine Chapters and Imperial Guard regiments. Such differences arise, in the case of the Astartes, from the strong genetic link with the Chapter's Primarch or in the case of the Imperial Guard, as a result

of combat doctrines unique to the culture from which the regiment was raised. The Adepta Sororitas can trace the routes of its doctrines to a single source – the San Leor temple of the Daughters of the Emperor – and their teachings have remained largely unchanged since that time.

Despite the lack of significant divergences between the Orders Militant in terms of organisation and combat doctrine, there is a degree of variance to be found within the teachings of the founders of the Orders, which tends to reflect the outlook of each Founding Saint. For example, the Sisters of the Order of Our Martyred Lady can be said to reflect the vengeful nature of their patron, Saint Katherine, while the Sisters of the Order the Bloody Rose share the brooding, quick to anger nature of Saint Mina.

The Lesser Orders Militant

Throughout the first two millennia of the history of the Adepta Sororitas, each Order established a number of subsidiary convents at sites significant to the Ecclesiarchy. Often little more than small garrisons, these bases, which were often located a huge distance from the two primary convents on Terra and Ophelia VII, began to develop an identity distinct from that of its parent Order. In addition, these small forces proved ideally situated to answer requests for aid from Inquisitors of the Ordo Hereticus, and they eventually split entirely from the Orders that spawned them.

The exact number and size of these 'Lesser Orders Militant', or 'Orders Minoris' can only be guessed at. It is assumed that none are as large as any of the six 'Greater' Orders, and some may be as small as only a hundred or so Sisters. It is known that the leaders of the Lesser Orders are, in theory at least, answerable to the leaders of each of the Greater Orders that formed them, but this would have little practical meaning considering the size of the Imperium and the many years travel in the Warp that separates the Lesser Order from its parent.

The Non-Militant Orders

The original Daughters of the Emperor were more than a community of warrior-women; they devoted themselves to a wide range of disciplines, through which, they believed they could better serve the God-Emperor of Mankind. These disciplines ranged from scholastic study and philosophical debate to medical care, and many of these traditions have survived in one form or another into the post-Age of Apostasy Adepta Sororitas.

So that she may at all times carry out her sacred duties to her Order and Our Lord the Emperor, it is fitting that all Sisters obey their Superior, strictly, and in all things. As soon as an order is issued by a Superior, that order should be carried out as if the blessed Dominica herself had commanded it, for it is written - 'Her will be done'

Rule CCXXXIX, the Rule of the Sororitas,
Volume XXV

The practitioners of each discipline are organised into one of three major, and a great many smaller, Orders each utterly dedicated to the pursuit of its own sphere of influence. The members of these Orders are often to be found advising high-ranking members of the Ecclesiarchy and the Adeptus Terra and also accompany Inquisitors of the Ordo Hereticus, many of whom find their highly specialised knowledge invaluable in their own work. Some orders, such as the Orders Dialogous and Famulous, are known to be as large as the Orders Militant, whereas others may be little more than a handful of Sisters pursuing their obscure specialisation. The cloisters of the Convents Prioris and Sanctorum are vast and winding, and those who oversee them may not even know the full extent of those that toil within the gloomy chambers.

The Orders Dialogous

The Sisters of the Orders Dialogous are scholars and advisors, experts in the translation of texts both human and xenos, holy and blasphemous. Their services are frequently sought out by the Inquisition, for their skills can unlock the most obscure cipher, and uncover the most concealed reference that may bring a hidden traitor to justice. It is said that it is the most senior members of the Orders Dialogous that maintain the ancient texts held within the dark and dusty library of the Vault of Origins, deep beneath the Ecclesiarch's Palace on Terra. Only the highest-ranking members of the Ecclesiarchy are allowed access to this most holy archive, for it is rumoured that the heaviest of secrets regarding the events of the Age of Apostasy and Vandire's Reign of Blood are locked away within it.

The Orders Famulous

The Orders Famulous form a network of chamberlains, advisers and diplomats, whose role is to ensure the Imperium's noble families work towards the ultimate good of Mankind, brokering trade agreements, alliances and marriages between families. Members of the Orders Famulous are often sympathetic to the beliefs of Inquisitors of the Thorian faction, who hold that the Emperor works directly through his subjects, explaining

the miraculous feats performed by many previous saints of the Imperium. Given that the Orders Famulous have access to the genealogical records of uncounted millions of Imperial citizens, it is unsurprising that their hand is often to be seen at work before, during and after such a manifestation of the Emperor's Grace is recorded, and that on occasion they seem to be able to predict when such a manifestation is likely to appear.

The Orders Hospitaller

The Orders Hospitaller provide surgeons, physicians and nurses to all arms of the Imperial military (with the exception of the Adeptus Astartes), performing acts of great compassion in the execution of their duties. The soldiers under their care often regard them as saintly figures, and many have been canonised, often posthumously, following some act of great personal bravery in the face of the enemy. Members of the Orders Hospitaller can be found accompanying many branches of the Imperium's military, from Imperial Guard regiments to Rogue Traders' personal armies, and are renowned for their skills throughout the Imperium. They have also been known to work in conjunction with the Orders Famulous, where their skills complement those of a Sister Famulous in researching the details of blood-lines and genealogy.

The Orders Sabine

A little-known group amongst the peoples of the Imperium, the Orders Sabine operate at the very edges of human space, perhaps only returning to Terra or Ophelia VII once in a Sister Sabine's lifetime. The Orders Sabine accompany the Missionarius Galaxia on missions to newly rediscovered human worlds, and they specialise in infiltrating those often regressed and primitive societies that it is believed would oppose the arrival of the Imperium. Sisters Sabine often set themselves up as prophets of the Emperor, preaching the Imperial Cult in secret or fomenting revolt against the religious leaders of a world. When the

Missionarius Galaxia arrives and announces its presence to the world's peoples, the Sisters Sabine will have prophesied such an event, and will lead those natives sympathetic to the Imperial Creed in a sudden and deadly coup against their leaders. Through their work, the Sisters Sabine are often cut off from the Imperium for a great many years, and many have the appearance of having 'gone native', adopting the clothing, language and manners of the culture they are infiltrating. It is only when her true purpose is revealed that the Sabine will throw off her disguise and become, once again, a pious servant of the Emperor.

The Orders Pronatus

The Orders Pronatus specialise in retrieving, guarding, studying and repairing artefacts of value to the Ecclesiarchy. This includes the uncounted thousands of holy relics revered by the peoples of the Imperium, but it also relates to items captured by the forces of the Imperium that are considered too powerful or significant to be allowed to fall into enemy hands. They also have the responsibility of maintaining and blessing the many banners and symbols of the Orders Militant. They have even been called upon to reconsecrate the livery of other Imperial bodies, as was the case when they repaired the Chapter banner of the Lamenters Chapter of the Adeptus Astartes after its involvement in the Badab Uprising. It is said that the Sisters Pronatus who repaired the banner wept openly as they did so, so terrible to contemplate were the sins of the Lamenters. To this day, the standard is known as the Banner of Tears. Some Orders Pronatus are known to have given all in the defence of the artefacts they are charged with guarding or studying, and the fate of the Order of Blessed Enquiry is a salutary lesson in the risks inherent in hoarding an object imbued with the evil of the Ruinous Powers, even if the intent is to safeguard Humanity from their corrupting influence.

The Legend of Saint Sabbat

Saint Sabbat is a figure known to billions of Imperial citizens from the earliest days of childhood. Though the true details of her life are long lost to antiquity, her legend tells that she liberated a vast area on the rim of Segmentum Pacificus from the clutches of the Ruinous Powers; giving the area the name it bears today - the Sabbat Worlds.

Those who have looked deeper into her life have uncovered clues that link her to the pre-history of the Adepta Sororitas, and it has been theorised that she may have been a devotee of the Daughters of the Emperor long before the High Lord Vandire discovered the Order.

If this admittedly tenuous theory is true, it is the only known reference to any member of the Daughters of the Emperor outside of the world of San Leor prior to Vandire inducting them into his service, and the fact that the Sabbat Worlds are half a galaxy distant from technologically backward San Leor makes her legend all the more remarkable.

THE MATRIARCHS OF THE SISTERHOOD

Saint Dominica



Patron Saint of the Sisterhood • Founder of the Order of the Ebon Chalice • Bearer of the Grail of Ages

Alicia Dominica is renowned throughout the Imperium as the Sister who ended the Reign of Blood when she beheaded the High Lord Vandire. In the aftermath of the galaxy-wide strife brought about by Vandire's tyranny, she formally founded the Sisterhood according to the instructions of Sebastian Thor, and established the Order of the Ebon Chalice as her own Order.

Dominica led her Sisters on many crusades, and oversaw the early years of the Adepta Sororitas for several centuries before falling in battle at the Scourging of Frideswide's World. It is said that she survived literally hundreds of blows throughout the battle, but was finally laid low by a single lasgun blast that penetrated a weakened point in her armour and pierced her heart.

The symbol of Dominica's Order is the skull-filled and flaming Ebon Chalice, a representation of the terrible knowledge imparted to Dominica when she was brought before the Golden Throne. Few are aware of the significance of this symbol in Sororitas art.

Saint Katherine



**Founder of the Order of the Fiery Heart
The Shield Bearer**

Katherine is said to have been the bearer of Dominica's Praesidium Protectiva, and was known for her determination and avenging spirit, always to be found at the forefront of any conflict. She was regarded as Dominica's second-in-command, and led many successful campaigns against the forces of heresy and warpcraft in the name of her liege.

Her order was originally entitled the Order of the Fiery Heart, in reference to her fierce persona, but the name was changed to the Order of Our Martyred Lady after her death at the hands of the Witch-cult of Mnesteus.

Katherine appears in Sororitas art as an avenging angel stood upon a cloud and surrounded by a halo. She often bears a sword and banner in reference to her symbolic role as bearer of Dominica's arms, as well as a shield, representing Dominica's Praesidium Protectiva.

Saint Silvana



Founder of the Order of the Argent Shroud

Like the other founding Saints of the Sororitas, Silvana was a member of Dominica's bodyguard when she was taken before the Golden Throne. She is noted for the many selfless acts of self-sacrifice she performed throughout her life, and Sisters who have survived a battle despite terrible odds often invoke her name in thanks for deliverance from the forces of evil.

Silvana is said to have died after being poisoned by a Death-Cult Assassin, and legend states that her body mysteriously vanished after having laid in state for a week within the Inner Sanctum of the Convent Prioris. A silvery image of her bones was left imprinted on her death shroud, which is revered as one of the Sisterhood's most holy relics, and that gives the Order its title. The image most often associated with Saint Silvana is the death shroud, imprinted with the ghostly image of her skeleton.

Saint Lucia



Founder of the Order of the Valorous Heart

The youngest of Dominica's companions, Lucia was martyred after being captured by Recidivists, who gouged out her eyes and forced her to endure the screams of 1,000 innocents as they were tortured to death before her. Unknown to Lucia, a group of her own Sisters were amongst those put to death, but it is said that not one of them uttered a sound as they endured their tortures, so as not to cause Lucia any more pain than she had already suffered.

Lucia is represented in Sororitas art by a woman with eyes shrouded and a drop of blood running down one cheek. She may also carry a sword, held upright to symbolise her martial role within the Orders Militant. She may hold a skull in her left hand, which represents the severed head of Lord Vandire, which she is said to have recovered after Dominica put him to death, flensed, polished, carved with the Litanies and placed within the ancient archive of the Vault of Origins.

Saint Mina



Founder of the Order of the Bloody Rose

Mina was known as a dark and brooding sister, quick to anger and deadly in combat. The Order of the Bloody Rose was not formally created until two and a half millennia after the founding of the first four orders, and by this time Mina was long dead. Her Order had existed as a small group of Sisters who provided a bodyguard for the Abbess of the Adepta Sororitas, and it was from this group that the new Order was formed.

Mina was martyred at the hands of a sanguinary cult, the agents of which are said to have ambushed her at prayer in a small shrine on Hydraphur. None of her sisters were present, but it is said that when they came upon her body the entire shrine was covered in the blood of her assailants, a score of which lay dead around her own blood-drained form.

The symbol of Saint Mina is a red rose, with prominent thorns, representing her nature. Behind the rose are crossed two knife blades dripping in blood, symbolic of the circumstances of her martyrdom.

Saint Arabella



**Founder of the Order of the Sacred Rose
The Liberator**

Like the Order of the Bloody Rose, the Order of the Sacred Rose was not formally created until the reign of the Ecclesiarch Deacis VI. Saint Arabella was known as a particularly serene, even-tempered sister, renowned for her calm nature in the face of adversity. She is said to have been instrumental in the negotiations that led to Dominica accepting the plan of the Adeptus Custodes taking the sisters before the Golden Throne and has earned the honorific 'Liberator' because many sisters pray to her for liberation from doubt and rash action at times when a cool head is required.

It is not known whether Arabella was martyred or died of old age, or some other fate overtook her, and any inquiry into the subject with the Sisters of her Order is always met with a stony silence. Arabella's symbol is a white rose, held aloft in a mailed gauntlet.



An army of the Ecclesiarchy will travel to the ends of the galaxy to vanquish their foe.

Let it be known to all present and future Sisters of our Order that they must fast at the High Vigils of Saint Thor, Saint Aspira, Saint Jason, Saint Orlanda, Saint Dolan and Saint Constantine of Alamar. Upon the Holy Days of Saint Gherick the Confessor, Saint Decessio and Saint Lucius of Agatha, let them meditate. Let them fast for not less than five days preceeding the Most Holy Days of Our Founding Sisters, Saints Dominica, Katherine, Silvana, Mina, Lucia and Arabella. Let them observe silence for the vigils of Saint Capilene, Saint Josmane and Saint Lacena. Upon the Low Days of Saints Yamalla and Corvus the Sabines, Saint Tomasi, Saint Dufaux and most especially Saint Josina, they should both fast and maintain silence, and upon the Days of Saint Praxedes, Saint Kozak and Saint Verevya they should meditate upon martyrdom. Upon the Feast of Saint Jasone, they must fast, but may consider themselves at liberty between matins and vespers.

Rule DCCLXXXV, the Rule of the Sororitas, Volume XII

The Abbess of the Adepta Sororitas

In the centuries following the Age of Apostasy Saint Dominica led the Adepta Sororitas as founder and overall patron. Her martyrdom at the hands of the heretics of Frideswide's World left a great void in the organisation, which experienced a temporary crisis as no leader felt they were able to adequately follow in Dominica's footsteps.

Eventually, the Ecclesiarch Equitius XI intervened, and ordered the leaders of each Order to elect one of their number to lead.

After many weeks debate, the leaders agreed by majority that Sister Palmiro of the Order of the Holy Word was most suited to take up the rank of Abbess of the Adepta Sororitas. However, Sister Palmiro was an exceptionally humble woman, and declined to lead, stating that it was her intention to depart on a pilgrimage to San Leor, and that she had no desire for rank and privilege.

After much debate, it was agreed that Sister Palmiro should complete her pilgrimage, but that she would take up the rank of Abbess upon her return, and regard it as a welcome penance. Palmiro agreed to these terms, and after barely a century the tradition of electing the candidate who least desired the rank of Abbess to the post became commonplace, that she should regard it not as a privilege but as a penance, and that she should undertake a pilgrimage to San Leor before taking up the position.

This tradition was maintained for most of four millennia, until the election of Sister Sabrina of the Order of the Ermine Mantle. Unfortunately, Sabrina disappeared whilst on her pilgrimage, and never returned to Terra.

The last sighting of Sabrina and her entourage was on the ocean world of Habren IV, and though it is not known whether she fell prey to attack or some other misfortune, the Sisters of the Ermine Mantle have embarked upon at least a dozen missions to locate her.

Until she is found or her fate determined, Ecclesiarchal law dictates that the post of Abbess of the Adepta Sororitas must remain vacant.

There are many ways to enjoy the Games Workshop hobby, including painting, modelling, gaming, collecting and making scenery. If you are new to wargaming, collecting and painting an army can seem like a daunting task. However, putting together a great looking army isn't difficult, it just requires a little patience and the right tools...

HOBBY EQUIPMENT

A guide to paints and painting accessories

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Skull White
Chaos Black
Scab Red
Red Gore
Blood Red
Blazing Orange
Fiery Orange
Golden Yellow
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Bad Moon Yellow
Scorched Brown
Graveyard Earth
Bestial Brown
Snakebite Leather
Desert Yellow
Bubonic Brown
Vomit Brown
Bleached Bone
Dark Flesh
Terracotta
Vermin Brown
Tanned Flesh
Dwarf Flesh
Bronzed Flesh
Elf Flesh
Liche Purple
Warlock Purple
Tentacle Pink
Midnight Blue
Regal Blue
Ultramarines Blue
Enchanted Blue
Ice Blue
Hawk Turquoise
Catachan Green
Dark Angels Green
Snot Green

Scorpion Green
Scaly Green
Camo Green
Kommando Khaki
Rotting Flesh
Codex Grey
Fortress Grey
Shadow Grey
Space Wolves Grey

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Tin Bitz
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Denmark.....kr 50.00
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Euro.....€6.50

Citadel Colour Spray Cans 400ml

£5 each

400ml cans (above). Available in Skull White, Chaos Black & Clear Varnish.

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



Be careful when using glue and make sure you read and follow the instructions on the packaging.

PVA Glue £3

Super Glue £3

Plastic Glue £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Paint Station

£18

Self assembly modelling & painting area.
Models & paints etc. not included.
Dimensions: 60cm x 40cm approx.

Denmark.....kr 225.00
Swedenkr 270.00
Euro.....€30.00



'Ardcoat Gloss Varnish £6

Also available in a 12ml pot.
Denmark.....kr 70.00
Swedenkr 80.00
Euro.....€10.00



Modelling Putty £4

Denmark.....kr 50.00
Swedenkr 60.00
Euro.....€6.50



Cutting Set

£12

1 cutting mat, 1 steel rule and
1 modelling knife.

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



Modelling Gravel £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Green Flock £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Modelling Sand £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Electrostatic Grass £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Curved Pliers £7

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



Model Files £6

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



Sculpting Tool £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Clippers £7

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



BASING

Paint the base & leave to dry.



Apply PVA glue to top of base.



Dip in material.



The completed model.



Bestial Brown



Overbrush Snakebite
Leather



Drybrush Snakebite Leather
& Skull White



Lightly overbrush
Skull White

A quick and easy way of basing your models is shown at the top, but try painting the textured base as in the example shown above (using sand or gravel instead of flock) for a really impressive result.



Tweezers £5

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



Pin Vice £8

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

A Witch Hunter and her Adeptas Sororitas allies return to the site of an ancient crusade in this month's battle report. They are seeking to recover a group of holy relics but the mysterious Tau are also in the vicinity and won't give the territory up without a fight...

This month it's a clash of opposites as the intractable Tau take on the zealous might of the Witch Hunters. Our main protagonists for this conflict are Paul Scott and Joe Sturge (you may recognise Joe as winner of the Best Army Award at the recent Warhammer Grand Tournament Heat 2).

FAITH IS OUR SHIELD

WARHAMMER 40,000 BATTLE REPORT

Both Paul and Joe work for Games Workshop as a Hobby Specialist and in Warhammer World respectively but, despite being tournament regulars, have never met across the tabletop. As they are accustomed to 1,500 points tournament battles both players decided to play a larger scale battle and opted for a 2,000 points game.

More than pride was at stake as both armies squared up to each other, Joe's tactical tenacity versus Paul's laid back approach. With the prospect of ferocious hand-to-hand fighting against supreme alien firepower, things were going to get messy.

"It is certain we have found them?" Canoness Aemelia asked. She was tall and imposing upon the landing deck. Her bulky power armour clunked heavily against the metal underfoot. There was the faintest hum of energy detectable as she moved.

"I have overseen the astropathic tracking on the relics personally," a serpent-like voice responded. Inquisitor de Shilo had kept to herself throughout docking protocols as they made their final preparations to land.

"Alas, our astropaths expired through their efforts," she said, slipping from the shadows and gesturing to a pair of smoking ruins that had been the ship's psykers.

Aemelia couldn't disguise her shock as she regarded the broken bodies, the strength of the numerous data cables and hard-wire circuitry that connected them to the ship holding them limply upright.

"Was that really necessary? To drive them to destruction?"

"In the service of the Emperor sacrifices must be made. I thought you of all people would understand that," de Shilo said coldly. Her bionic eye whirled as it focussed on the Canoness.

Aemelia's face hardened. She averted her gaze, concentrating on the huge exit ramp from which they would make their advance.

"And there will be more too. The alien is many," de Shilo continued, drawing closer. "Are you sure you're ready?"

Aemelia turned to her, grim and resolute. There was no doubt in her voice. "We are ready."

++ Priority yellow alert. Time to landing, one minute and counting ++

An automated voice came through on the vox. It was followed by the dull roar of the ship's retros as they made their final descent.

In the landing deck the Battle Sisters of the Adeptas Sororitas waited patiently.

Against the resonant din of the landing craft's

engines, sibilant muttering could be heard as Sister Superiors offered up prayers to the Emperor.

The Retributors, with their low-slung heavy bolters, checked ammunition and belt feeds with the meticulousness of automata. Celestians stood in silence, awaiting the order from their Canoness to mount up in their Rhino whose engine servos were already grinding, ready to tear out onto the battlefield.

Another Rhino, its holy icons a hazy red in the warning lights of the deck, drew up alongside. The dim and forbidding shape of the Exorcist was just visible in the darkness beyond. Its multiple missile barrels whirled, the crew cycling them through their pre-battle protocols.

In a secure section of the loading deck, surrounded by warning chevrons, Arco-flagellants clawed agitatedly at the force grid holding them in check. Next to them were the dread forms of the Penitent Engines, their thick harnesses taught as they strained to keep them in place.

At the head of the army a light shone through the darkness. Clad in her holy power armour stood the Living Saint, the glorious Seraphim arrayed about her like a chorus of angels.

"The Emperor is with us this day," she said, her voice soft and powerful. Even with the engines

screaming as the last few metres to the landing zone fell away they all heard her. It was as if she were speaking to each of them individually. And in that moment all thoughts of doubt and fear ebbed away.

A sound like rushing air invaded the brief moment of serenity as the gravity dampeners kicked in. They made landfall and the embarkation ramp ground open. Through a widening crack sunlight spilled inward and bathed them all in its lambent glow.

Outside the relics waited. In her heart Canoness Aemelia knew this to be so. Mounting up in her Rhino she glanced across to de Shilo who waited pensively amongst her henchman.

"For the Emperor," she said.

De Shilo nodded. "And death to the alien."



RECLAIM THE RELICS

OVERVIEW

Imperial forces are moving to recapture territory first contested in the Damocles Crusade when they receive information concerning a cache of significant religious artefacts abandoned by fleeing settlers. Hastily gathering together a task force of Adepta Sororitas to investigate, Inquisitor de Shilo discovers the Tau have already moved in to occupy the area. She immediately sees the opportunity to recover the horde of valuable relics, and the potential of capturing and interrogating a member of the elusive Ethereal Caste. Both sides must split their forces in order to accomplish multiple objectives.

SCENARIO SPECIAL RULES

Reclaim the Relics uses the Victory Points, Infiltrators, Reserves, and Deep Strike special rules.

SET-UP

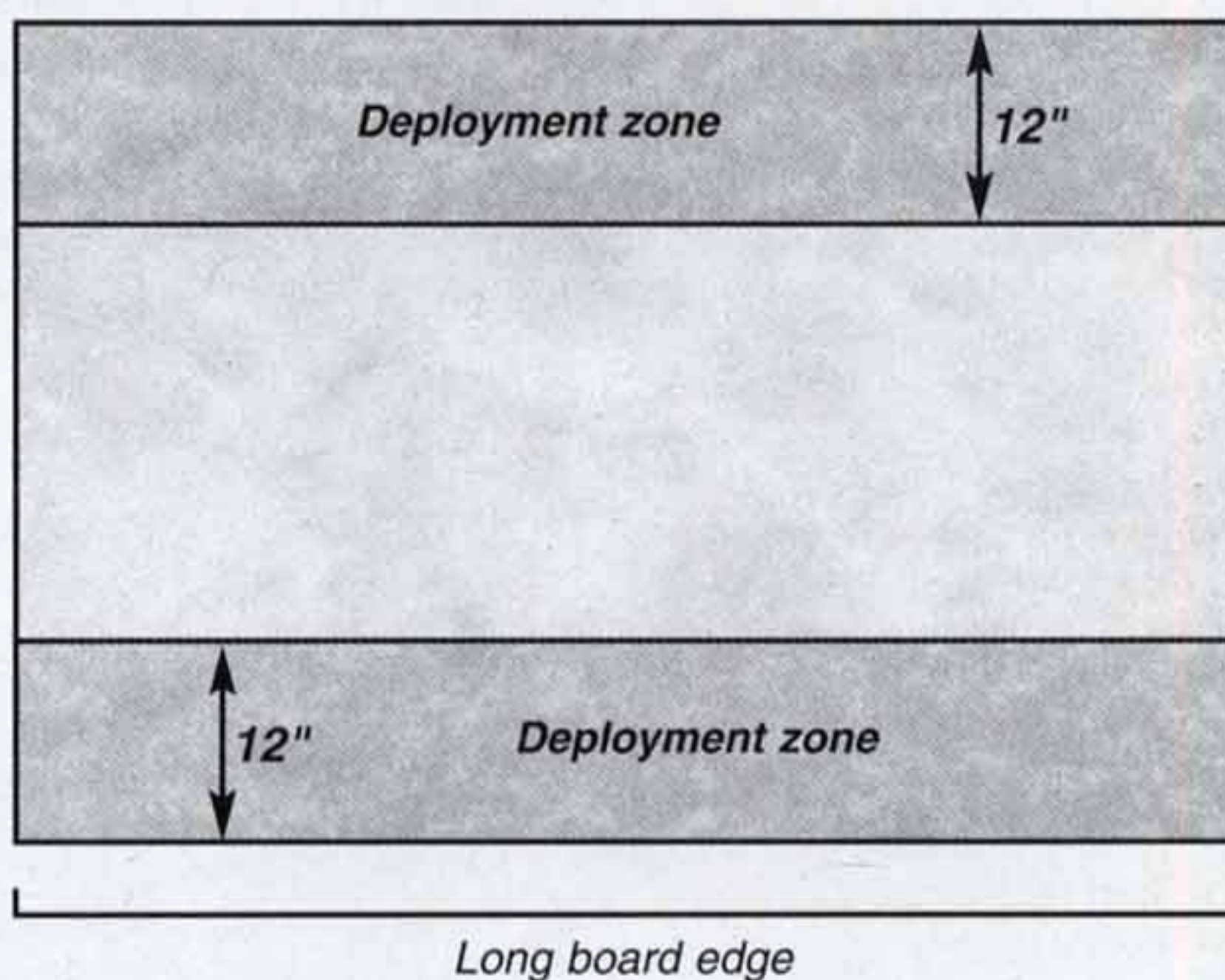
1 Set up the terrain in any mutually agreeable manner.

2 Four objective markers, representing the religious artefacts, should be placed on the table before deployment. Each player rolls a D6 with the player scoring the highest placing the first objective. Each player then takes it in turn to place the remaining objectives. The objectives may be placed anywhere on the table that is outside of either player's deployment zone and not within 12" of another objective.

3 Both players roll a D6, re-roll ties, winner chooses which long table edge is their base edge, loser takes the opposite long table edge. The winner deploys the first unit, both players then alternate placing units. Units are placed in the sequence Heavy Support, Troops, Elites, HQ, Fast Attack.

4 Units may deploy up to 12" from their table edge but cannot deploy within 24" of the enemy (note this means that a 24" move will not reach the enemy and 24" range weapons will initially be out of range).

5 After all other units are set up Infiltrators are deployed. Roll dice to determine who places all their Infiltrators first. Infiltrators may deploy anywhere on the table as long as they are more than 18" from the enemy.



MISSION OBJECTIVE

In addition to counting Victory Points conventionally during the game, both players score points for controlling the objectives.

To claim an objective you must have a mobile vehicle or a unit of troops, bikes or cavalry with more than half their original number of models within 3" of it at the end of the game. If both sides fulfil this criterion, the objective is contested, and no Victory Points are awarded. Otherwise, roll for each marker at the end of the game: on a 1-3, it is worth 100 Victory Points, on a 4-6 it is worth 200 Victory Points.

In addition, at the start of the game both players should nominate one enemy character – this model is worth an additional 200 Victory Points if they are killed or broken at the end of the game.

The player with the most Victory Points at the end of the battle wins the game.

RESERVES

Elite and Fast Attack selections on the force organisation chart may be held in Reserve. Reserves eligible to do so may arrive using Deep Strike or by moving on conventionally, arriving anywhere on their side's base edge. The owning player should make a note before deployment specifying which units are starting in Reserve and whether they will arrive by Deep Strike or not. No other units may begin the game in Reserve.

GAME LENGTH

Reclaim the Relics lasts for six turns.

LINE OF RETREAT

Any unit forced to fall back will head for the nearest point on their side's long table edge.

UNIFIED WE WILL TRIUMPH



Paul Scott

Paul: I always try to pick a balanced army, one that with little or no tweaking can face any opponent. When I first started playing Tau this meant armies bursting with Crisis Battlesuits and

Broadsides, but a few years of tournament playing beat that foolishness out of me.

The core of my force are Fire Warrior squads. They are relatively cheap and with a 30" range and Strength 5 weaponry they pack a real punch against infantry. Their high-strength guns also mean they can take pot shots at transport vehicles. Four squads of six Fire Warriors should do the trick. These units are underestimated by a lot of my opponents, and being in small squads means that the enemy will think twice about shooting them. Even if I lose a squad to shooting or one gets tied up in combat then I still have plenty of options open to me.

As good as I think my Fire Warriors are it must be said that they are not so good in a fist-fight, so cue the Kroot Carnivores. These guys move through woods like they weren't there, are strong and great in combat. A unit of 12 with a Shaper is a good fast reaction unit to support the Fire Warriors.

Normally, my Elites choice would be one unit of three Crisis Battlesuits, but lately I have been trying out independent Battlesuits. People overlook the effectiveness of individuals but they are very flexible. They pack a lot of firepower, and their jetpacks' abilities make them perfect for harrying the flanks of the enemy or supporting a weaker unit's advance. And as with the smaller units of Fire Warriors, the enemy has to decide whether or not to 'waste' firepower on them. I am having two of these single suits, one for each flank, armed with plasma rifles and missile pods. The third Elites slot is taken by a team of two Crisis Battlesuits to tackle the tougher things I may come up against.

A Tau army without a unit of markerlight-toting Pathfinders would just not be right. I'm taking one unit of these with the addition of shiny new rail rifles for added firepower.

I also want a unit of Gun Drones as they are something that I rarely take due to the size of the games I play. The drones are extremely mobile, and their pulse carbines make them very powerful against the right targets.

I am shamelessly going to use all three Heavy slots. Tau Hammerheads are just too shooty to ignore, so I'm having two. My first is armed with the multi-purpose rail gun, great against tanks and a nasty shock for troops. The second is equipped with an ion cannon. No doubt Sisters of Battle squads will be shielding the dreaded Seraphim and Arco-flagellants – the ion cannon should strip these power-armoured walls away to reveal the juicy targets behind. The third choice has to be a Broadside

WARHAMMER 40,000											
ARMY NAME: Karyon's Expedition - Tau Army											
Unit	WS	BS	S	T	W	I	A	Ld	Size	Notes	Points
Ethereal	4	5	5	3	2	3	3	10	-		50
Shas'o	4	5	5	4	4	4	4	10	5+	Plasma rifle, fusion blaster, multi-tracker, drone controller, 2 shield drones	145
2 Shas'vre Bodyguard	5	5	5	4	2	3	2	8	5+	Plasma rifle, fusion blaster, multi-tracker, drone controller, 2 shield drones	145
Shas'vre Crisis Battlesuit	5	5	5	4	2	3	2	8	5+	Plasma rifle, fusion blaster, multi-tracker, drone controller, 2 shield drones	145
3 Crisis Battlesuits	5	5	5	4	2	3	2	8	5+	Plasma rifle, fusion blaster, multi-tracker, drone controller, 2 shield drones	145
Shas'vre Leader	5	5	5	4	2	3	2	8	5+	Plasma rifle, fusion blaster, multi-tracker, drone controller, 2 shield drones	145
6 Fire Warriors	5	5	5	4	2	3	2	8	5+	Plasma rifle, fusion blaster, multi-tracker, drone controller, 2 shield drones	145
6 Fire Warriors	5	5	5	4	2	3	2	8	5+	Plasma rifle, fusion blaster, multi-tracker, drone controller, 2 shield drones	145
6 Fire Warriors	5	5	5	4	2	3	2	8	5+	Plasma rifle, fusion blaster, multi-tracker, drone controller, 2 shield drones	145
6 Fire Warriors	5	5	5	4	2	3	2	8	5+	Plasma rifle, fusion blaster, multi-tracker, drone controller, 2 shield drones	145
10 Kroot	4	4	4	4	4	4	4	7	4+	Shas'va team leader, pulse rifle	70
Shaper	4	4	4	4	4	4	4	7	4+	Shas'va team leader, pulse rifle	70
8 Pathfinders	4	4	4	4	4	4	4	7	4+	Shas'va team leader, pulse rifle	70
8 Gun Drones	4	4	4	4	4	4	4	7	4+	Shas'va team leader, pulse rifle	70
5 Broadside Battlesuits	5	5	5	4	2	3	2	8	5+	Improved armour	145
leader	5	5	5	4	2	3	2	8	5+	Improved armour	145
Vehicle	WS	BS	S	T	W	I	A	Ld	Size	Notes	Points
Hammerhead Gunship	15	12	10	5	4	4	4	10	5+	Rail gun, two burst cannons, disruption pods, decoy launchers, multi-tracker, 1 marker missile	180
Hammerhead Gunship	15	12	10	5	4	4	4	10	5+	Rail gun, two burst cannons, disruption pods, decoy launchers, multi-tracker, 1 marker missile	180
Peatfish	12	11	10	5	4	4	4	10	5+	Rail gun, two burst cannons, disruption pods, decoy launchers, multi-tracker, 1 marker missile	135
TOTAL											1900

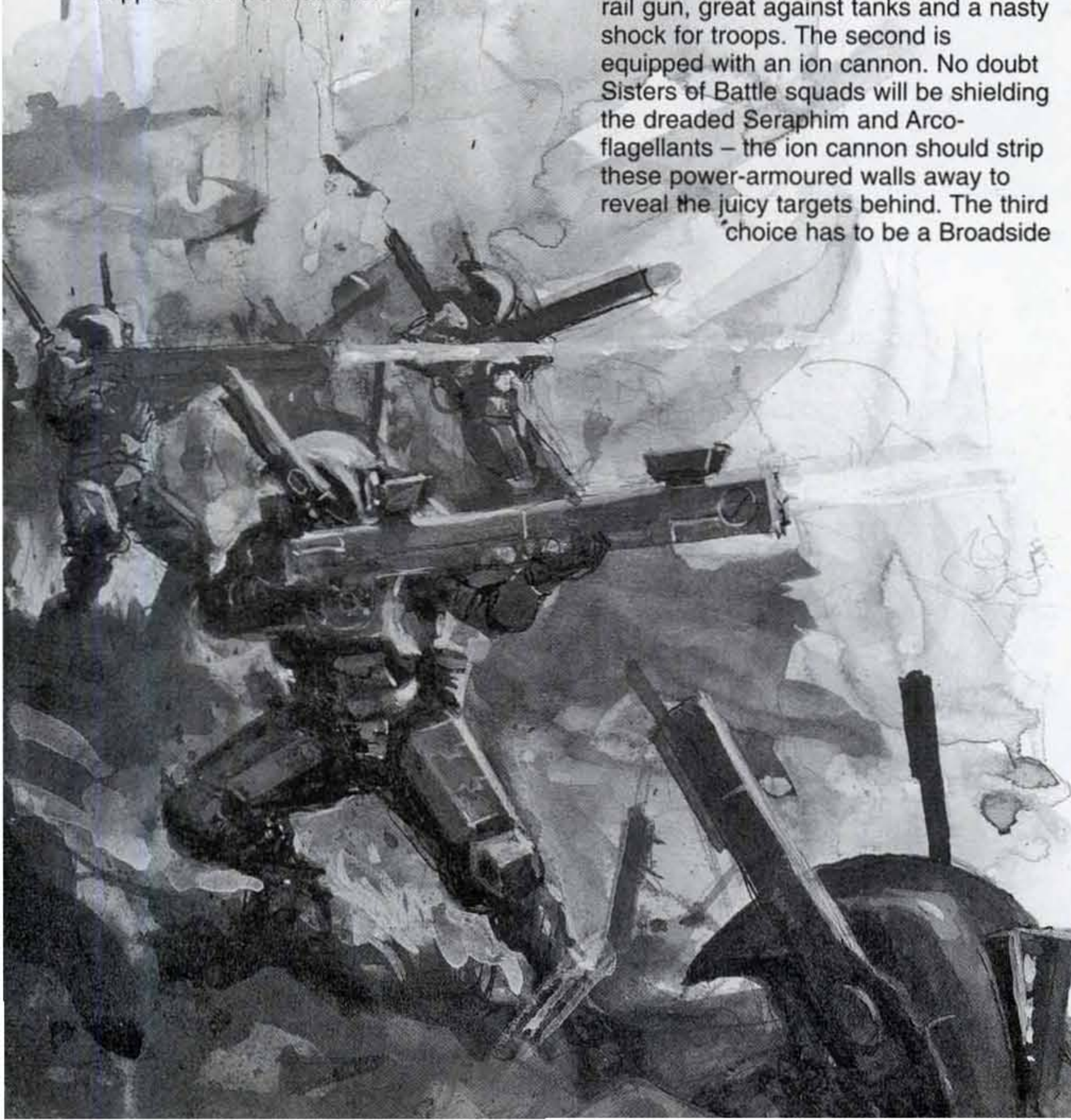
Battlesuit team. Twin linked rail guns and smart missile systems to pick away at enemy units is a nice extra.

Now for the commanders. A Shas'o with his Shas'vre bodyguard is a must. They combine high Leadership and hitting power. Not only that but their high Toughness, Strength and Wounds make them useful in last ditch assaults, something as a Tau player I am loathe to do. But a combination of plasma rifles and fusion blasters should let them deal with whatever they come up against before that becomes necessary.

Where would a Tau army be without the rule and presence of their Ethereal? I often choose one of these simply because they look good and are in keeping with the Tau background. The fact that they are so good for the army's Leadership will hopefully see me through the worst when the Witch Hunters get to grips with my squads. On the other hand, he will cause havoc for the Tau army if he dies.

I generally don't have rigid battle plans. The army adapts to events as they happen. So the plan is quite simple. My Fire Warriors and Broadsides will provide my fire base. The Hammerheads will move to key areas to threaten them or take objectives in the later stages of the game. The independent Crisis Battlesuits will provide support fire for any advances I make, take pot shots at targets of opportunity, and move up the flanks later to threaten the Sisters' positions, as will the Gun Drone squad. The Pathfinders will use their free move to get into a good position early on. The Kroot and Command Squad will bide their time until the last possible moment to go for the kill and finish the Sisters off.

A simple plan, but as a wise man once said: 'no battle plan survives contact with the enemy.'



OUR FAITH IS UNSWERVING



Joe Sturge

Joe: Truly, Codex Witch Hunters offers the widest range of troops available to any Warhammer 40,000

commander. As well as the Sisters of Battle and the outlandish followers of the Ordo Hereticus, aid can be summoned from the ranks of the Imperial Guard or even the mighty Adeptus Astartes. For this battle though I would stick with a pure Witch Hunters force.

That means a three-way division of forces: a solid core of foot troops, a small fire-support element, and a load of frothing fanatics intent on tearing the enemy limb from limb. The fast moving assault elements will charge in as fast as they can and give Paul as many problems as possible, with the support element taking down anything that the assaulters don't feel like fighting. While he is distracted and off balance, the ordinary troopers can advance to take the objectives. If my assault breaks through on either flank, all well and good, but even if it is repulsed, the Tau survivors will be confronted with several dozen heavily-armoured troopers entrenched in or around the objectives.

My Canoness, Aemelia, would be accompanied by her usual Celestian bodyguard and, of course, the formidable Priest Aunt Agatha to provide moral guidance and sound theological advice. Rhino-mounted, this squad is set up for flexibility, able to tin-open armour and mow down lightly armoured hordes. To support them and provide moving physical cover if necessary, I have detailed a squad of ten Sisters in a Rhino. With two meltaguns they can move 12", pop open the top hatch and show the benefits of BS4 to any nearby Battlesuits or Hammerheads in a 'drive-by meltagunning'. Seraphim are also a must-take squad. In the practice games we played before the report itself, they caused havoc in the Tau lines, jumping in to flame one squad, charging another, then withdrawing to do the same next turn. I imagined Paul would be gunning for them in a big way, and hoped to use this to my advantage.

The Arco-flagellants and Penitent Engines I was not so sure about. While undoubtedly devastating in combat, they are probably prone to overkill in this situation, and look horribly vulnerable. Still, it wouldn't be a Witch Hunters army without a vanguard of twisted psychopaths, so in they go.

With the specialists selected, I moved on to the less, ahem, glamorous portion of the army. I'm taking a squad of Battle

Sisters with flamers to fry Kroot, a squad with meltaguns to fry tanks, and a unit of Storm Troopers upgraded to Arbites, represented here by some of the Inquisitor's Cadian hired thugs. Assault 2 shotguns seemed perfect for this sort of mission.

When it came to big guns, I really need two things. Firstly, something to kill enemy armour at a distance. Relying solely on meltaguns to take out vehicles requires a braver heart than mine and besides, I'm fond of the conversion I have done for my Andreas Pattern Exorcist, ('subtle as a brick and twice as shiny,' I like to say). With its extra armour and improved Ballistic Skill, the Exorcist is now a real threat rather than an expensive novelty, though it is still nothing like tough enough to go head to head with a Railgun-equipped Hammerhead, so any artillery duels are out of the question. The only additional kit I gave it was a dozer blade, as the novelty of immobilising your own vehicles soon wears off. The other thing I need were heavy bolters. Lots of heavy bolters. Killing Fire Warriors on a 2+ is something that warms my heart, and a squad of eight Retributors fits the bill nicely. I'm giving them an extra three squad members and a Veteran Superior to make them Faithful, and give me a decent chance of passing the roll for Divine Guidance. A cool 12 Strength 5 shots with AP1 could really hinder some Battlesuit's day.

Last but not least came the esteemed Inquisitor Isabella Maria Constantina de Shilo. A sensible and level-headed member of the Ordo, I decided that she might prefer to fight her battles at a safe distance. This was where three Warrior retainers with heavy bolters came in, and since the mission put a bounty of 200 Victory Points on her head, I added a couple of loyal Acolytes to provide

WARHAMMER 40,000										ARMY NAME: Ordo Sanctus Davidon - Witch Hunter Army	
Unit	WS	BS	S	T	W	I	A	Ed	Sec	Notes	Points
Canoness Aemelia	4	5	5	5	5	5	5	10	5	Blessed weapon, bolt pistol	75
Aunt Agatha - Priest	4	4	4	4	4	4	4	8	4	Power weapon, bolt pistol, camouflaged armour	56
8 Celestians	4	4	4	4	4	4	4	8	4	Imagite, heavy flamer, meltagun	156
Veteran Superior	4	4	4	4	4	4	4	8	4		
Saint Justine	5	5	5	5	5	5	5	10	5	Archer fluke, Armour of Saint Katherine	201
Inquisitor de Shilo	4	4	4	4	4	4	4	8	4		
5 Arco-Flagellants	4	0	4	5	1	4	0/0	8	4	Storm bolter, 5 servitors with heavy bolters	127
8 Arbites	5	4	5	5	1	5	1	8	4	2 Acolytes	105
10 Battle Sisters	5	4	5	5	1	5	1	8	4	Power weapons	80
Veteran Superior	5	4	5	5	1	5	1	8	4	Combat shotgun	
10 Battle Sisters	5	4	5	5	1	5	1	8	4	2 meltaguns, frag grenades	164
Veteran Superior	5	4	5	5	1	5	1	8	4	Power weapon	
10 Battle Sisters	5	4	5	5	1	5	1	8	4	2 flamers	122
Veteran Superior	5	4	5	5	1	5	1	8	4	2 meltaguns	130
8 Orphanes	4	4	4	4	4	4	4	8	4	2 twin hand flamers	
Veteran Superior	4	4	4	4	4	4	4	8	4	Power weapon	200
8 Retributors	5	4	5	5	1	5	1	8	4	4 heavy bolters	
Veteran Superior	5	4	5	5	1	5	1	8	4		162
Vehicle											
Vehicle	Front	Side	Rear	BS	Type	Notes	Points				
Rhino	11	11	10	4	Smoke launchers, extra armour		58				
Exorcist	11	11	10	4	Smoke launchers, extra armour		58				
2 Penitent Engines	11	11	10	2	Flamer blade		140				
TOTAL											1999

tactical advice and get in the way of pulse rifle fire.

This all left me with around two hundred points to spend, and it was at about this point that someone first showed me the model for the Saint Celestine - Hieromartyr of the Palatine Crusade. In my opinion, people are too harsh on special characters, claiming they can't be everywhere at once or that someone so important would not bother with such a small-scale skirmish. This may be so, but for the occasional game it can be fun and adds a little colour. Therefore, to encourage the Seraphim, and possibly rend the Tau commander limb from limb, I added my Living Saint Justine, a reincarnation of Saint Celestine from the Witch Hunters book, the spiritual spearhead for the Return to Damocles crusade. Hopefully she will scare the living daylights out of Paul.

My army ready for battle, I prepared for the coming struggle. May the Emperor guide me!



DEPLOYMENT

Paul: With a firepower army like the Tau, deployment is all important. All the units need good lines of fire. That's why the Broadsides were in the woods behind the outpost. From here they could see both flanks, in-between the buildings, and, most importantly, to three of the objectives.

The Retributor squad on Joe's right flank could quite easily stop me from advancing, so my railgun armed Hammerhead took cover behind the woods opposite them. From there it could see to the centre of the enemy lines.

My second Hammerhead went on the opposite flank, denying Joe targets for the Exorcist and giving me the opportunity to wipe out his left flank.

The Fire Warriors were spread out across my deployment zone to make best use of the cover. Fire Warrior squad Shi' goes behind the woods out of sight of the Retributor squad opposite. Fire Warrior squad J'kaara took up position by the first squad. Squad Vral lended support to the Broadsides and covered the buildings. The last squad was set a little further back so they could make use of their longer range.

The Kroot Carnivores went on my right flank by the ion cannon-armed Hammerhead where they could then spring out from the woods on any Battle Sisters who got too close to my lines.

The two independent suits would support my tanks.

I put the two-man Crisis team by Fire Warrior squads Shi' and Vral as those Penitent Engines were starting to play on my mind – they look at least 20ft tall! I had to get rid of them.

The placing of my commander's squad could not have been easier as Joe placed an Inquisitor and his retinue on his left flank, and the idea of blowing those self-righteous individuals off the face of the planet had much appeal. On a more tactical note I had a feeling that Joe would place his Seraphim and the dreaded Saint Justine on this side of the field so that he could rip the heart out of my army. My command squad went behind the shield of Fire Warrior squad Kais.

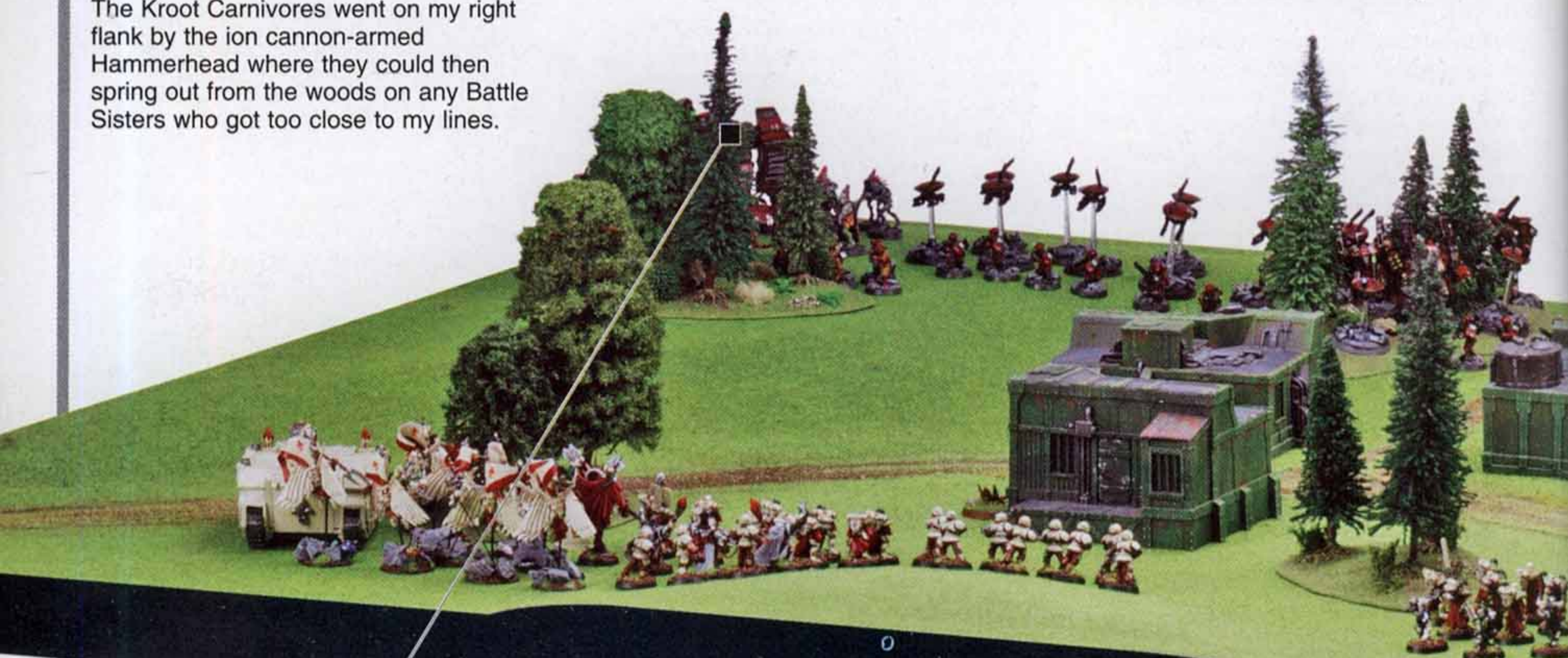
The only thing that counts when placing Ethereal Aun'O Ke'lsan Kauyon is his safety. If he died then the whole plan will fly out the window. It may seem crazy, but I placed him on my left opposite Joe's heavy weapons as the Penitent Engines would surely have been blown to bits before they get anywhere near him.

The Gun Drones went on my right flank along with the command squad. These guys would mostly be used as a nuisance but if they can move forward and pin the Seraphim all the better.

Placing the Pathfinders was trickier. No doubt Joe would have identified them as public enemy number one, so I placed them with the Kroot. Although they had no line of sight, if I won first turn they could always use their free movement to go into the woods and start laser-painting things straightaway, if not, one turn's lost shooting would be a small price to pay for not having them mown down. Their Devilfish went on the opposite flank as far forward as possible so that it could freely move into Joe's right flank.

With deployment done, all that was left was for me to show these fanatics a thing or two about the finer points of long range fire-power and the Greater Good!

Joe: Winning the roll to choose deployment zone, I decided to try and restrict the Tau's lines of sight as far as possible. The buildings in the centre of the table seemed to cut the objectives





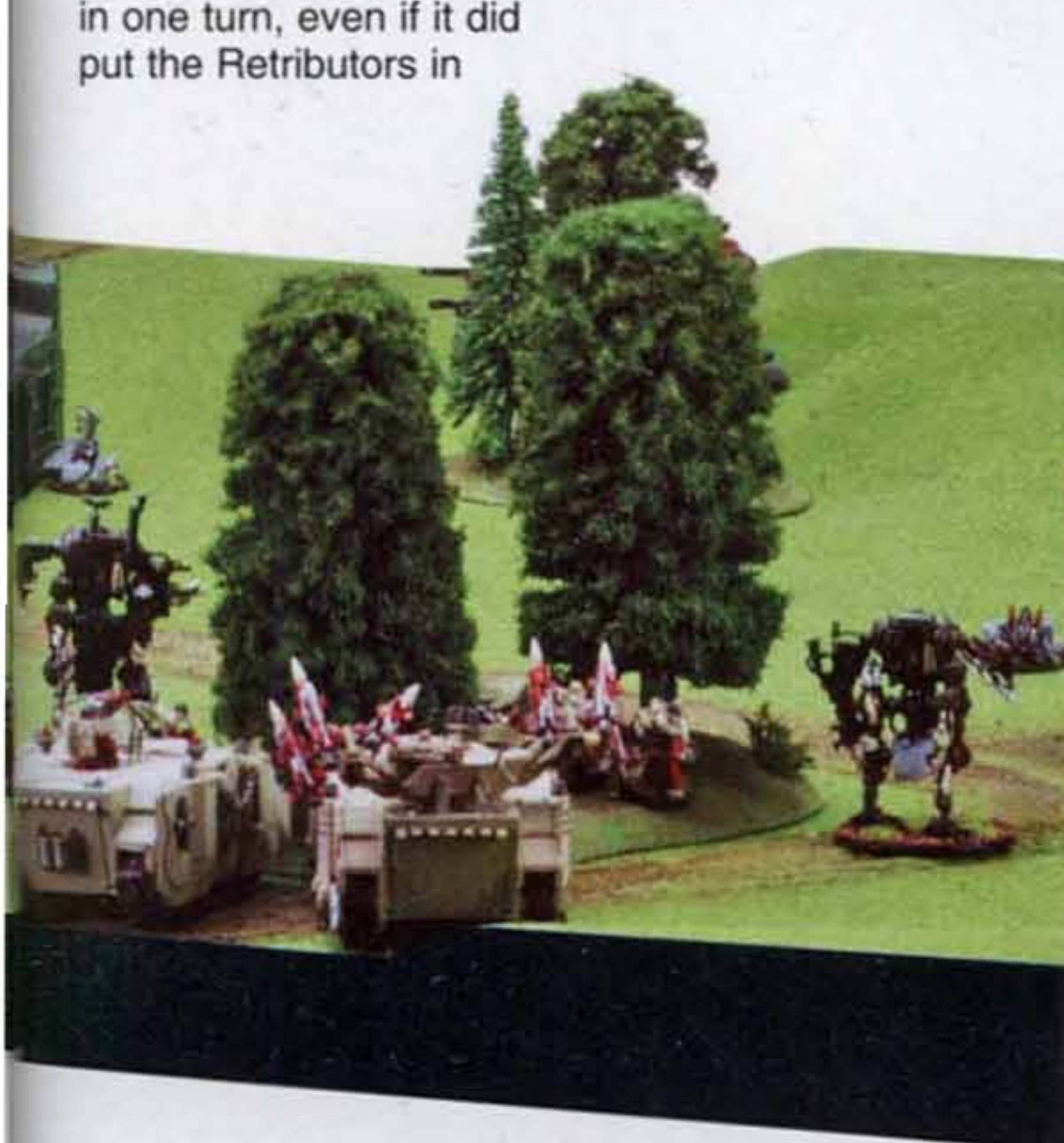
into two groups, and the right side of my deployment zone was relatively well-endowed with terrain, though much of the rest of that side of the table was open. I therefore began my deployment with the Retributors. They overlook two objectives, and would hopefully restrict Paul's deployment on that flank. The Exorcist was far easier to deploy. A range of 48", and the ability to move 6" and fire gave me plenty of options, so it went behind the largest expanse of cover available. An idea I had was deploying the two Penitent Engines either side of a terrain feature, yet within their 6" squadron coherency. This would make it difficult for Paul to destroy both in one turn, even if it did put the Retributors in

the unenviable position of being stuck right between these two lunatics. The squads of Battle Sister infantry and the Arbites were deployed facing an objective each, with the Task of Subtlety's meltaguns in a position to menace the BroadSides later on.

By this point of deployment, the Tau's advantage of numerous small Fire Warrior squads was beginning to pay off. I was running out of support units to deploy, and Paul had yet to deploy any priority target units. A couple of practice games had taught me that he used the BroadSides primarily as bait, to try and funnel an enemy's line of

advance, employing the Hammerheads to close the trap. I therefore decided to take a risk. The Task of Piety were deployed in their Rhino on my extreme left flank, just behind a wood. This might be enough to tempt Paul to risk one of his expensive Crisis Battlesuit teams in the hopes of sniping it on the first turn. The Seraphim and Saint Justine are positioned to take advantage of this, and could use the Rhino as mobile cover if it survives. The powerful assault elements of the army, namely the Celestians and Arco-flagellants, went in the centre, far out of the Tau lines of fire. Inquisitor de Shilo and her hired goons are behind my lines on the left flank. This means that both groups of objectives are covered by squads with heavy bolters, both have a solid core of foot troops to move forwards and capture them, and both have a scary assault element that would hopefully distract the Tau from the other two elements.

I was relatively happy with my deployment. I had four meltaguns to worry Paul's biggest concentration of Crisis Battlesuits on my left, and the Retributors had restricted the Tau on my right wonderfully. As a slight downside to this, they had absolutely no targets whatsoever, but as they were commanding a potential 400 Victory Points worth of objectives this is not much of a problem. I've also spotted that Paul has left his two-strong Crisis Battlesuit Team Or'es a little exposed. A swift move by the Exorcist to its right will leave me with a clear line of sight to them. All I need now is a nice 6 for that first-turn roll.



MAP KEY

WITCH HUNTERS

- (C) Celestians (Task of Fury)
- (CA) (P) includes Canoness and Priest
- (LS) Living Saint Justine
- (I) (H) Inquisitor and retinue
- (F) Arco-flagellants
- (A) Adeptus Arbites

- (B1) Sisters of Battle (Task of Piety)
- (B2) Sisters of Battle (Task of Bravery)
- (B3) Sisters of Battle (Task of Subtlety)
- (S) Seraphim (Task of Purity)
- (R) Retributors (Task of Clarity)

- (P1) Penitent Engine 1
- (P2) Penitent Engine 2
- (E) Andreas Pattern Exorcist
- (Rh) Rhino
- (Rh) Rhino

TAU

- (E) Ethereal Kauyon
- (TC) (C) Commander
- (B) Shas'v're Bodyguard
- (B1) Crisis Battlesuit leader (Or'es)
- (B2) Crisis Battlesuit leader (Mon'yr)
- (B3) Crisis Battlesuit team

- (F1) Fire Warriors (Squad Shi')
- (F2) Fire Warriors (Squad J'kaara)
- (F3) Fire Warriors (Squad Vral)
- (F4) Fire Warriors (Squad Kais)
- (S) (K) Kroot Carnivore Squad
- (P) Pathfinders (Squad Ukos)
- (D1) Gun Drones (Kor'vesa Squad)

- (D) Devilfish
- (BS) Broadside Battlesuit team
- (H1) Hammerhead Gunship 1
- (H2) Hammerhead Gunship 2

ORDO SANTUS DAVIDON



(B2) The Task of Bravery – Sisters of Battle

(S) The Task of Purity – Seraphim

(B3) The Task of Subtlety – Sisters of Battle

(CA) (P) (C) The Task of Fury – Celestians (includes Canoness Aemelia and Priest Aunt Agatha)

(F) Arco-flagellants

(LS) Living Saint Jus



 The Task of Clarity – Retributors

 Andreas pattern Exorcist

 Adeptus Arbites

 P1 P2 Penitent Engines

 I H Ordo Hereticus Inquisitor and Henchmen

 B1 The Task of Purity – Sisters of Battle 

KAUYON'S EXPEDITION



Devliffish

BS

Broadside Battlesuit Team

B3

Crisis Battlesuit Team

F1

Squad Shi' - Fire Warriors

E

Kauyon - Ethereal

S

K

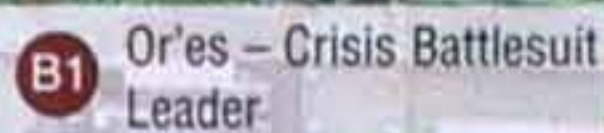
Kroot Carnivore Squad

F2

Squad J'kaara - Fire Warriors



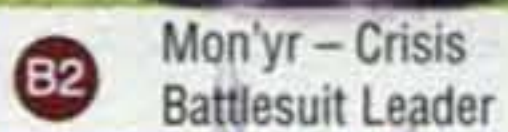
Hammerhead
Gunship 2



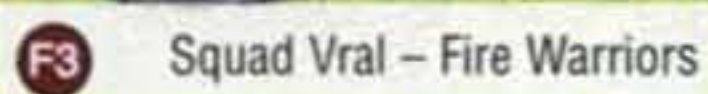
B1 Or'es - Crisis Battlesuit
Leader



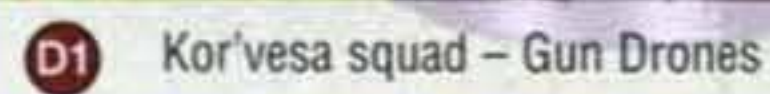
Hammerhead
Gunship 1



B2 Mon'yr - Crisis
Battlesuit Leader



F3 Squad Vral - Fire Warriors



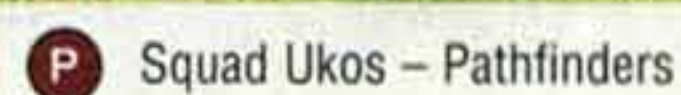
D1 Kor'vesa squad - Gun Drones



F4 Squad Kais - Fire Warriors



TC B Montka - Commander and Shas'vere
Bodyguard



P Squad Ukos - Pathfinders



TAU TURN 1

Paul: Thanks to my faith in the Tau'va I won the roll for the first turn. Before the first turn begun I used the Pathfinders' free movement to take up a good firing position in the woods. Their Devilfish moved at full speed down the Sisters' right flank to draw a bead on the Penitent Engines.

All that I needed to do was shoot the ladies on the other side of the field until they had the good manners to all drop dead, hopefully not too hard a task with the firepower at my disposal. As I had hoped, the Sisters had predictably set up as a power-armoured shield wall to protect their precious Seraphim and Arco-flagellants (heretics and sinners every one of them) If Joe wanted to give away the lives of his holy Sisters for scum like them then I would be happy to oblige.

Movement began with the Devilfish pressing even further forward. All the

veteran Tau in their Battlesuits jetted into better firing positions along with the Gun Drones. The mighty Hammerheads also emerged from cover to deal out some punishment.

Shas'vre Mont'yr, Battlesuit #1, targeted the hulking Penitent Engines and let loose with everything he had. The shots from his plasma rifle fell short, but the missile pods hit home, causing a glancing hit. The roll for damage came up with Weapon Destroyed, but as Joe kindly pointed out the Engine was Open-topped, making the result one higher on the chart – destroyed. With one Penitent Engine left as a burning wreck there were no targets available other than the side armour of the foul Exorcist for the Devilfish to shoot at. Letting rip three times with its burst cannon, it hit three times, but failed to even scratch the paint.

Battlesuit squad #3 took aim at the Sisters guarding the Arco-flagellants, knocking three off their feet with combined missile pod and plasma rifle fire. No sooner had the dead Sisters hit the ground than a high pitch whine signalled the entrance of Hammerhead #1. The ordinance caught seven Battle Sisters in the blast and wounded every one of them. As the smoke cleared it was apparent that two had dropped dead. Seeing that this squad of Sisters were still a threat Fire Warrior squad J'karra fired at them as well but failed miserably to even make them duck their heads. Fire Warrior squad Vral then opened up, failing to cause any casualties to the Arbites skulking behind the outpost buildings.

The mighty weapons of a Broadside team locked onto the Rhino behind the

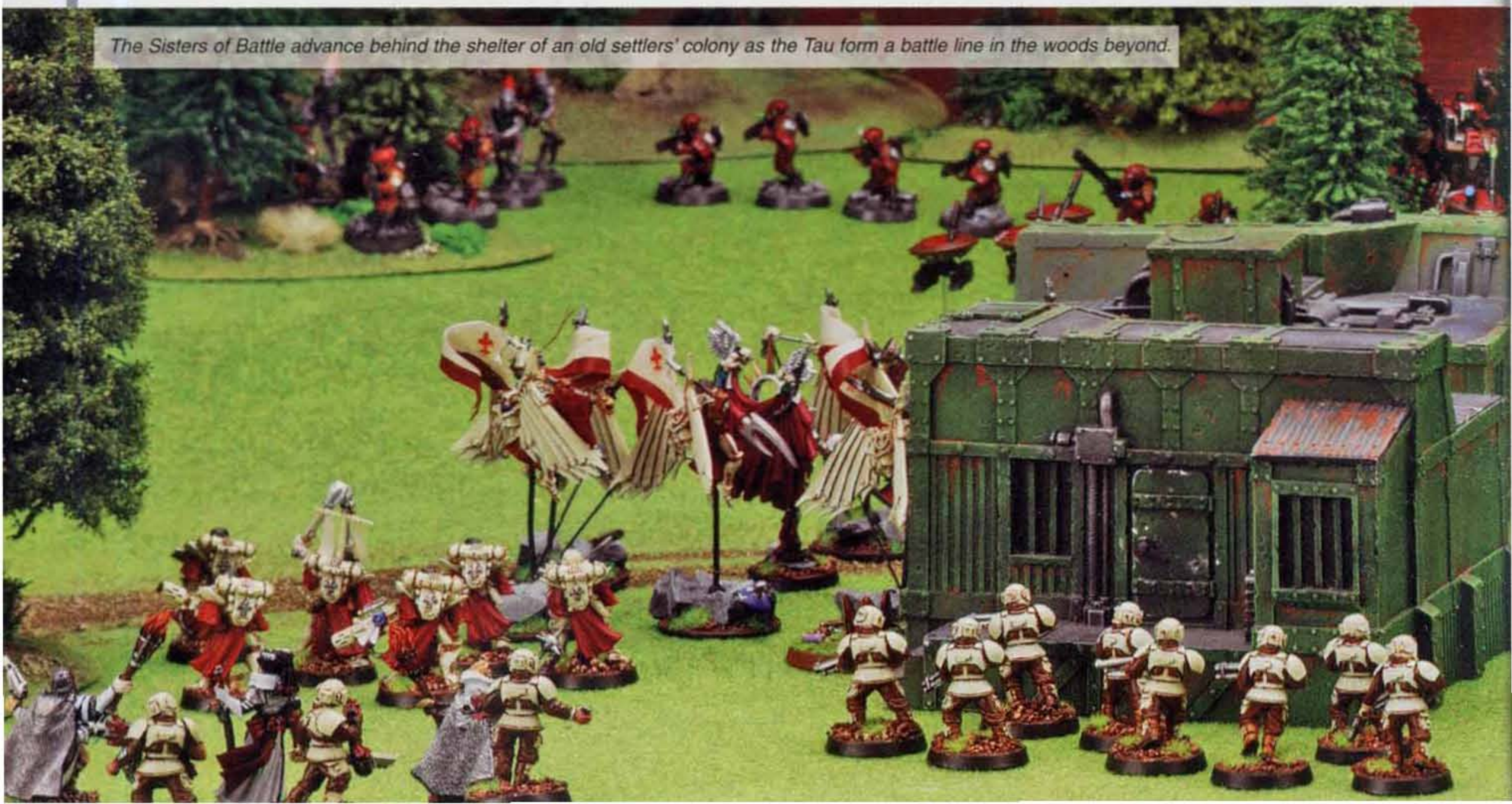
woods on Joe's left but the rail guns merely blew the pintle-mounted storm bolter off. This was very poor. Shas'vre Or'es in Battlesuit #2 tried to show his brothers how it should be done and also shot at the Rhino, but all his fire came to nothing. The transport must have been protected by the Emperor himself, and had to be dealt with.

Three seeker missiles were guided at the Sisters by the Pathfinders. Two of these hit home and one Sister was killed. Following this the Pathfinders with rail rifles opened up on the same squad. If I could get rid of them then the Inquisitor's retinue and the Seraphim would be more open to fire, but sadly the rail rifles only managed to kill one squad member. I couldn't let the Sisters squad disembark from their Rhino without giving them something to think about. Shas'O Kauyon and his bodyguard would teach them a lesson. A hail of plasma bolts flew at the daughters of the Emperor, but only one more was felled, so Fire Warrior squad Kais pitched in and killed another.

Finally, my Hammerhead with the ion cannon targeted the Rhino that had stubbornly refused to blow up. With three ion bolts smashing into it, it exploded to tiny, tiny pieces, with a 5" blast that caught the Seraphim and Saint herself! Unfortunately no-one from inside the rhino was hurt. You can't have everything.

The Assault phase, or "jump back" phase, as I now call it, consisted of all my Battlesuits jumping to protective positions and the Gun Drones moving forward to absorb any charges that might come my way.

The Sisters of Battle advance behind the shelter of an old settlers' colony as the Tau form a battle line in the woods beyond.

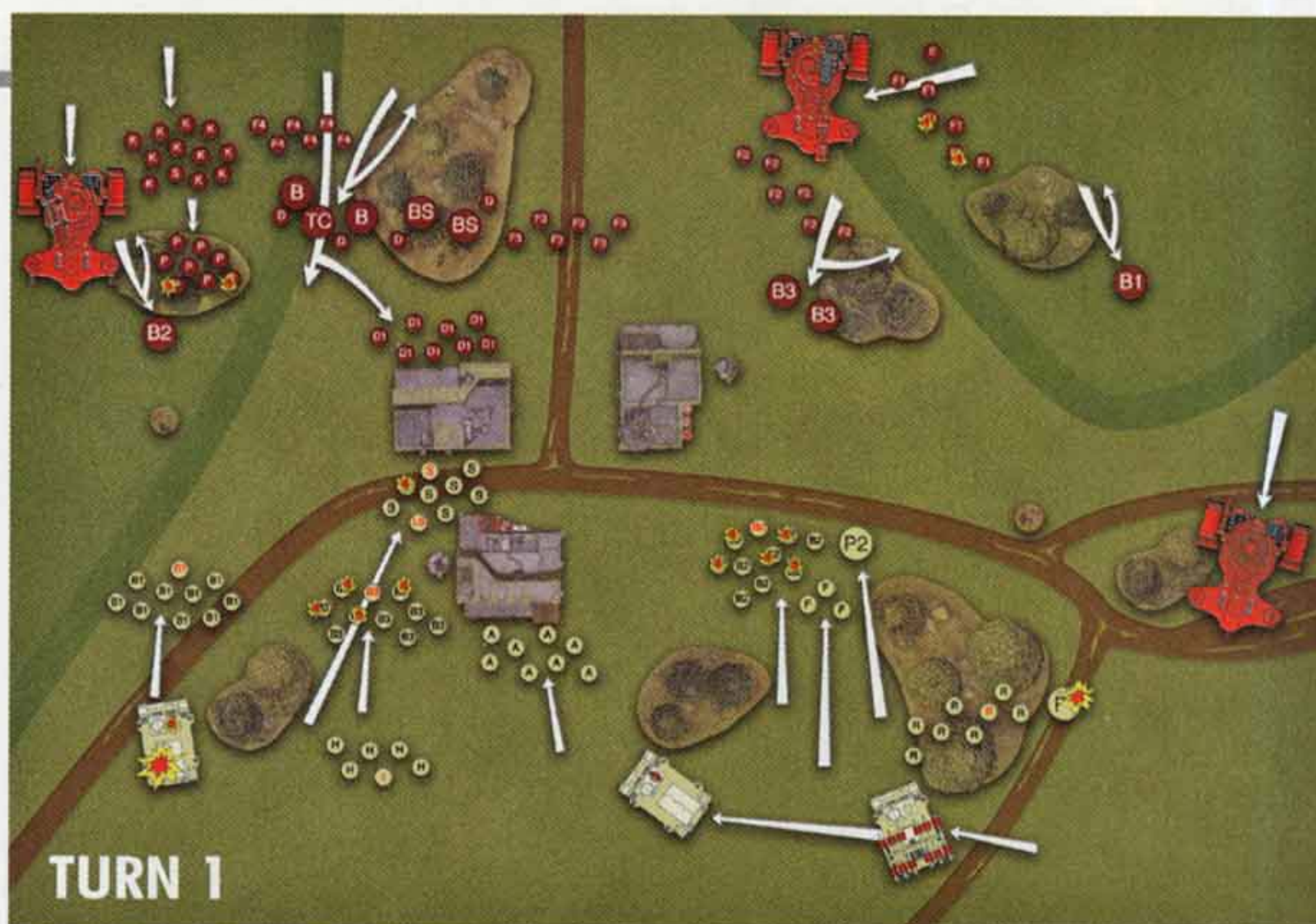


WITCH HUNTERS TURN 1

Joe: My infantry were taking a real beating, but more importantly, I was now beginning to reconsider my deployment. Without the Rhino, the Tau forces on my left seemed far more formidable. The psychological effect of massed firepower really should not be underestimated. Purely in terms of body count, relatively heavy damage had been done, but more important was the thought of five more turns of the same. Hardly pleasant.

First things first. The Penitent Engine moved 11" towards the nearest target, which happened to be the Crisis Battlesuits right in front of it. I normally try to hold back the Arco-flagellants for a turn, advancing them behind a screen of Sisters of Battle. However, I really needed to present the Tau with as many targets as possible, so Inquisitor de Shilo muttered a trio of code words into her vox and off they went. Thankfully, a 9" move just allowed me to get the Task of Bravery, living up to their name, in front of them.

The left flank desperately needed reinforcing, so the Celestians redeployed closer to the centre, and the Arbites moved up behind the buildings in the centre. The extreme left, however, caused me quite a dilemma. The Task of Piety, who were expendable, moved up to threaten the Hammerhead or Crisis Battlesuits with their meltaguns, but the Seraphim, who were not expendable, looked to be out on a limb. I was tempted to hold back for a turn and try and co-ordinate the assault of the Arco-flagellants, Celestians and Seraphim. However, this would run the risk of blunting my cutting edge, especially after another couple of Tau Shooting phases



like the first. I therefore took a deep breath and moved the Seraphim forwards, shielding them as much as possible with terrain and the remnants of the Task of Subtlety. Even so, a worrying number of guns seemed to be pointing at them. I just had to hope that my Faith Point rolls and Armour saves left a few survivors to get some payback.

I've become used to the pathetic amount of firepower my army can muster in the first few turns, and this battle looked like being no exception. The Hammerhead with its submunitions could potentially dominate a whole flank, so the Exorcist generated two missiles, both of which hit but bounced off its front armour. The Retributors picked out two stray Fire Warriors through the mass of terrain, and treated them to twelve Heavy Bolter shells. The squad remained resolute, but it was better than nothing. I had high

hopes for the Inquisitor's retinue, and selected the Pathfinders as the highest priority target, with their rail rifles and an unknown number of seeker missiles remaining. I was disappointed, however by a miserable two kills, not even enough to force a Morale check. The second Tau turn loomed. I prayed to the Emperor that it would leave me with enough of an assault element to strike back.

THE EXORCIST

Exorcist missile launchers are ancient and temperamental pieces of technology based on the Rhino chassis. The secrets of building them are barely understood, and many of the extant examples of the vehicle date back to the Age of Apostasy. To represent this, the Exorcist fires a random number (D6) of missiles per turn. Each of these is Strength 8, AP 1. Ouch!





TAU TURN 2

Paul: The Witch Hunters had shown that their technology was inferior to that of the Greater Good when their mighty Exorcist launched two of its deadly missiles at my Hammerhead and barely scratched it! The Pathfinders could have ceased to exist when the Inquisitor's retinue opened up on them with three heavy bolters, but they only managed to kill two. In short – I got off lightly.

The second turn began with much the same plan of action. My Battlesuit teams jumped forward to get better firing positions. The Devilfish pushed further down the Sisters' right flank. My two Hammerheads moved in on the buildings as I was now faced with a threatening squad of Seraphim. The Gun Drones moved out from behind the buildings to get a better view of things, hopefully the pinning ability of their pulse carbines could slow the Sisters down.

The shooting started with the Devilfish opening up at the Retributor squad in the hope of killing at least one so that the Gun Drones nearby could have a chance of pinning them. Unfortunately their power armour shrugged off the shots like rain.

Joe had moved his last remaining Penitent Engine up the field towards the centre along with a Sisters of Battle squad and the Arco-flagellants. If these were allowed to get to my lines unopposed then the Tau might as well roll over and die. So Shas'vere Mont'yr aimed both missile pods and plasma rifles at the Penitent Engine but no damage was caused to the metal beast.

Fire Warrior squad J'kaara took aim at the shield of Sisters guarding the Arco-flagellants. The wall of pulse rounds hit them and shredded two more Sisters. Only three were left. That squad would definitely be getting a promotion!

Two of the Arbites moving round the back of the outpost were riddled with pulse rounds from Fire Warrior squad Vral, and hit the ground as smoking corpses. Now the grand spectacle of Tau fireworks would really begin. I had not forgotten about the Seraphim hiding in the outpost buildings and a sheer wall of nasty death was about to hit them. Being the closest unit, the Gun Drones fired first, but sadly to no effect. Shas'vere Or'es targeted his Crisis Battlesuit's weapons on them as well, and managed to kill two. Brave Fire Warrior squad Kais also popped off a volley at the Seraphim causing three wounds and killing another two.

Shas'O Kauyon and his bodyguard levelled their weapons, fired and missed every shot. The Pathfinders fired their pulse carbines and rail rifles as well but fared little better than the rest and only killed one. I had fired a massive chunk of my army at these ladies and still they were there! Even a couple of them in my lines might spell doom for the Tau but I couldn't afford to use the ion cannon-armed Hammerhead at them as I needed to thin down the squad of Battle Sisters from the wrecked Rhino.

Then I remembered that Broadsides don't only have rail guns – they also have smart missiles. They do not need a line of sight for these so the buildings would cause no trouble for their fire. With great joy I fired the missiles at the Sisters. Normally, the Broadsides could not actually have seen anything but their devastating salvo removed every single one of the chiselled-featured, winged models from the board. Praise be to the Greater Good!

The ion-armed Hammerhead managed to kill one of the advancing Sisters from the ex-Rhino squad. And then came what might have been a fatal blow for Joe. My other Hammerhead sent a rail



gun shot at the Penitent Engine and penetrated, causing it to be immobilised. Again this result was boosted up because of the machine being Open-topped. This meant I had destroyed one of its weapons. Cruel fate – just for once a vulnerability turned out to be an advantage!

In the Assault phase all my Battlesuits resumed their positions behind cover and the Gun Drones returned to hiding behind the building, hoping to entice the dreaded Living Saint Justine into a diversionary combat and hold her up for another turn.

WITCH HUNTER TURN 2

Joe: Having an Invulnerable save is all well and good, but you still have to pass the accursed tests. It was the Strength 5 AP5 shots that did the majority of the damage. I wasn't too disheartened, however, as virtually everything else apart from the Seraphim had survived. The luck that had abandoned the Seraphim had obviously gone to the Penitent Engine, and a 9" move left it well within assault range of a Crisis Battlesuit team. Saint Justine was also in assault range, a pity she would only have Gun Drones to face off against. A sweeping advance into the Broadsides afterwards shouldn't be too dangerous though, especially as the Spirit of the Martyr would give her a 2+ Invulnerable save.

The rest of my moves were less dramatic. The Arco-flagellants charged past their bodyguard, and now posed a real threat. Hopefully, they would draw fire away from the Celestians, whose



Led by Saint Justine, the Seraphim emerge to face the fury of the Tau's guns.

Rhino fired its smoke launchers, moving into cover in the centre of the board. The Exorcist moved to pursue the Hammerhead, as I really couldn't afford any more big templates landing on my battered troops. The Retributors now had a paucity of targets, so moved to the edge of the tree line, ready to jump on an objective in the next turn. Showing more promise, the Tasks of Subtlety and Piety on the left looked to be within meltagun range of the Hammerhead. In addition, the Task of Piety would be able to get up close and personal with the Pathfinders next turn, which might in turn draw out Paul's Kroot.

I had more of a Shooting phase this turn. Six missiles from the Exorcist produced four hits, but not one of them scratched the armour of the Hammerhead. What was the cursed thing made of? A barrage of meltagun fire stunned and shook the ion cannon wielding Hammerhead. As it was so close to lots of terrain I looked forward to it drifting next turn. Saint Justine did not risk her flamer – a failed Morale check from the Gun Drones would leave her very much high and dry. The Penitent Engine had no choice however, being in range it had to fire, toasting a Fire Warrior. Finally, de Shilo's retinue had a chance to redeem themselves, which they blew spectacularly. A grand total of two hits from their nine shots against the Pathfinders managed to remove just one from the Emperor's most holy territory.

It was high time for a little assault. Saint Justine cut down four Gun Drones,

adding the survivors to her tally as she swept into the Broadside – more Gun Drones to kill! The Penitent Engine was far more satisfying. Five attacks at Strength 10 reduced a Crisis Battlesuit team to bloodied chunks of armour, and the behemoth swept on into the nearby Fire Warriors.

Things suddenly looked a little rosier for the Witch Hunters. I had managed to neutralise much of the Tau firepower, and the Celestians, Arco Flagellants and the Task of Piety were all ready to strike. If Paul failed to eliminate two of these in his third turn, not to mention Saint Justine and the Penitent Engine, then the real pain would begin. A bit of luck with the Exorcist or Retinue wouldn't go amiss either.

ACTS OF FAITH

The Adeptus Sororitas are the very paragons of Imperial Worship. Their faith in the Emperor means they can pray to their benefactor in times of need and perform miraculous deeds of skill and endurance. Any Faithful unit can perform an Act of Faith by rolling 2D6 against the number of models in the squad. There are many Acts of Faith such as Hand of the Emperor which adds +2 to the squad's Strength in an Assault or Spirit of the Martyr which gives the squad an Invulnerable save equal to its normal Armour save.



TAU TURN 3

Paul: Things had become interesting. To my surprise the Penitent Engine had managed to move 9" before assaulting and as a result I had lost a Crisis Battlesuit. A squad of Fire Warriors would soon be in bits on the floor too.

Not only did Joe have his army in position to take all the objectives, he still had the Arco-flagellants running around looking for something to kill. Things were about to go horribly wrong. However, the death of my Gun Drones from the Saint's onslaught and her sweeping advance into the Broadside meant that I could shoot her to bits now if I wanted. Joe's army had taken such a beating that other than the Saint and Penitent Engine I had comparatively little else to worry about. Bearing this in mind the Broadside unleashed everything they had at the Saint. Smart missile and rail gun were not enough to touch this incarnation of all that is holy, and based on this I decided that nothing else would shoot at her. The Sisters were starting to break my line now and that had to be stopped. Thankfully, the Saint was in combat with the Broadside and their Shield Drones. Which would hopefully keep her busy for a few turns.

The Devilfish moved back to try and deal with the Sisters' command Rhino in the centre. Burst cannon fire managed to immobilise it, much to my relief.

The Arco-flagellants were looking very threatening, so Fire Warrior squads Kais and J'kaara fired at them. This caused some controversy as the Penitent Engine had just consolidated into squad J'kaara and they were now engaged in combat. But the rulebook states that shooting from the squad was still possible as they were not in base-to-base contact. It all amounted to nothing anyway as I could

not wound the enemy. The rail gun from the Hammerhead launched submunition ordinance at them and failed to hurt anything.

This upset me and in revenge I shot at Saint Justine again with Fire Warrior squad Shi who were at the other end of the field guarding the Ethereal. They landed three hits managing to cause a wound. "If she can bleed she can die" the Ethereal could be heard proclaiming over the comm-link. Shas'vere Mont'yr failed to kill any of the Sisters edging towards the objective by the outpost. His brother Crisis Battlesuit Shas'vere Or'es took aim at the Sisters on my left flank but only killed one. The Kroot I had moved through the woods shot at the same squad but their weaker weapons failed to harm the Sisters.

The Pathfinders, along with Fire Warrior squad Kais, sent a storm of pulse and rail shots at the closing Sisters of Battle and blew three of them away. Shas'O Kauyon and his mighty guard shot at them too but in another display of ineptitude to make an impact.

In the Assault phase the Kroot leapt on the Battle Sister squad that had managed to get to the objective in front of the woods (unsurprisingly, the only charge that the Tau were to make in the whole game). The Penitent Engine saw off squad J'kaara. Three Fire Warriors were killed outright while the others ran for their lives. Fortunately, the presence of their honoured Ethereal helped to stop the deserters before they left the battlefield. The Penitent Engine then consolidated into squad Shi steadily closing on the Ethereal.

In the woods Saint Justine managed to kill one Shield Drone. In reply I caused no wounds but stayed in combat,

continuing to hold her up. On my right flank the Kroot slammed home into the Sisters, hacking one of them to pieces, as they prayed for Hand of the Emperor in reward for their Faith. In return, the Sisters struck back killing four. After a disappointing round of combat the Kroot held their ground.

WITCH HUNTERS TURN 3

Joe: Given that Paul's Shooting phase opened with my failing a Leadership 10 Faith Point test, I really could not have hoped for a better result from the rest of the turn. Saint Justine somehow got away with only one wound after embarrassing herself, the Task of Piety's Hand of the Emperor was far more effective though, and the only minor hitch was the thrown track on the Celestians' Rhino.

Thus began one of the most surreal game turns I have ever encountered.

At first, life continued to be rosy for the Witch Hunters, as the lone survivor of the Task of Subtlety passed her Morale check. She now had two jobs – get into close range of the stricken Hammerhead with her meltagun, and charge into the Pathfinders, both of which would be highly useful in restricting the Tau firepower. The Penitent Engine was unscathed, and in a position to threaten the Ethereal, moving 10" towards its bodyguard of Fire Warriors.

Grumbling about incompetent Tech Priests and unreliable mechanics, Canoness Aemelia and Priest Aunt Agatha disembarked with their bodyguards. The right presented the tempting target of the Ethereal, to the left an equally promising goal was Paul's Shas'O. In the end, I decided to let the Penitent Engine have its fun. It seemed to have a charmed life, and moving to support it would involve a trek across exposed ground. Advancing to help Saint Justine allowed the Celestians to take advantage of the cover of the buildings. The Arco-flagellants had no choices to make – Fire Warrior squad Vral was closest, and would soon regret it. The Arbites moved in to cover Inquisitor de Shilo, in case the Kroot managed to break through.

Things started promisingly. Four shots from the Exorcist at the rail gun Hammerhead hit three times, all of which caused glancing hits, proving enough to destroy it twice over. The Inquisitor's retinue continued to under perform, managing just two more kills on the Pathfinders, but the last survivor of the Task of Subtlety earned her place at the side of the Emperor, taking out her Hammerhead with a well-placed shot. I rewarded this Sister by christening her Sister Louisa.





Led by the Canoness, the Arco-flagellants and Celestians surge towards the Tau lines.

The Assault phase opened with yet another 6 for the Penitent Engine's attacks, as it wiped out the Fire Warriors around it and swept into the Ethereal, who was suddenly looking a little pale. Sister Louisa tied up the Pathfinders nicely, neither side able to make much of an impression, and the Moral High Ground roll ended as a tie. The Task of Piety passed their Hand of the Emperor Faith test, but lost five of their number to the Kroots' 22 Attacks. The survivors dragged down two Kroot in return and fell back in good order. I wasn't too worried, as they could always rally using the Light of the Emperor.

A small audience had gathered around the table to watch the Arco-flagellants by this time. They are already amassing a reputation for being horrendously destructive, and did not disappoint. Each rolling D6+1 Attacks, they ended up with a grand total of 15, reducing six Fire Warriors to a mist of blood, with one of the Flagellants succumbing to an overdose of combat-stimulants in return. Pausing briefly to determine the closest enemy target, they barged gleefully into the Broadside's.

And now the Living Saint... She had already failed one Faith point roll (on a 10), and had done nothing apart from despatching a few Shield Drones. With the Arco-flagellants moving in, the entire Tau flank looked precarious. There was just the small matter of the Broadside's return attacks first. Hitting on 5+ produced two hits and two wounds, but with a 2+ Save and two Wounds remaining I was hardly concerned. A roll of snake-eyes later, and all that had changed. However, all was not yet lost. In a similar manner to the Green Knight in Warhammer, the Living Saint can return to battle after losing her final



wound. She is effectively placed in reserve, and can Deep Strike back in on a 4+ from my next turn. All I had to do was pass an unmodified Leadership test for this to happen. Two 6s. Oh dear. Just to make a bad situation that little bit worse, there was one more thing. Upon departing, the Living Saint takes with her D6 of the army's Faith points. If this brings the total to zero or below, no more Martyr points can be earned for the rest of the game, basically meaning the Witch Hunters player must fight the rest of the game without the Emperor's blessing. At this point of the game, I had six Faith Points remaining, and everyone around the table knew precisely what the result of the dice roll would be. The 6, of course, came up. No more holy tricks for me.

What in the name of the Emperor happened? You really can't legislate for a 201-point special character being lost

to an orgy of bad dice rolls. My plans had now flown out the window. If the first half of the game had been a test of the players' strategic mettle, the second half would be a battle of improvisation.

THE LIVING SAINT

Saint Celestine is the embodiment of the Sororitas' faith in the Emperor. Touched by his divine will, Celestine can be saved from death by Miraculous Intervention. Upon losing her last wound, if the Living Saint can pass an unmodified Leadership test she is removed from play and placed in reserve with 1 Wound remaining. Combined with a 2+ Armour save and a 4+ Invulnerable save from the Armour of Saint Katherine, she is usually extremely hard to kill. But unfortunately for Joe, she is not impossible to destroy.



Disarray erupts within the Tau army as the impact of the Ethereal's death is felt.

TAU TURN 4

Paul: Ouch! What just happened? Joe's third turn had to be the most fantastic turn I have ever seen in any game. I lost both of my tanks, one to the Exorcist, (which frankly deserved to do some damage after its pitiful performance so far) and the other to a very jammy glancing hit from a solitary Sister with a meltagun. This had seriously weakened my options, and raised quite a few laughs from those around the table. The Penitent Engine now had my Ethereal in a rather delicate situation, and the Arco-flagellants had shown that they were not to be messed with. I had thought that all was lost, that was until the combat between the Saint and the Broadsides. All her attacks having to be directed at the remaining Gun Drone was quite a surprise to Joe but then having the Broadsides crush her to a pulp was quite possibly one of the most gratifying experiences of my gaming life and brought me back into the game.

The Kroot finished eating the Sisters and went straight towards the Arbites. Shas'O Kauyon led his squad forward to support the Kroot in an effort to clear this flank and eventually kill the Inquisitor and take the objective near her. The Devilfish pulled back to the objective on my left flank and also covered the advance of Shas'vre Mont'yr. Shas'vre Or'es moved forward again to lend fire to the Kroot.

Shas'vre Or'es killed one of the routing Sisters nearby, whilst his brother Shas'vre Mont'yr killed two Sisters by

the objective at the side of the outpost. The Kroot shot two of the Arbites they would later be assaulting making them that little bit easier to deal with.

My mighty Shas'O's squad and the unengaged Broadside fired at the Sister command squad, killing three of them. It was not enough to make them run. Rounding off my much-reduced shooting Fire Warrior squad Kais killed another of the Sisters that were fleeing.

Combat was brutal for both sides. The Kroot charged in and ripped the Arbites apart and only lost one in of their number in return. They then followed up by sweeping into the Inquisitor's retinue. Hopefully a few would survive the onslaught from the heavy bolters facing them.

The Arco-flagellants were poised to butcher the Broadsides but before this could happen another of their number died as its body ruptured from the combat drugs and implants pushing it forwards. The other two failed to touch the Broadsides as my brave boys survived another round of combat. In the woods the Pathfinders somehow managed to kill the power armoured Sister they were fighting and got ready to react to whichever way the tide of battle turned next.

All across the battlefield the Tau were filled with an overwhelming sense of dread as in the distance their revered leader Aun'O Ke'ishan Kauyon lost the negotiations he was having with the Penitent Engine and was split down the

middle. The result was a disaster for me as several units failed the resulting Morale tests— Shas'vre Mont'yr who had taken up position behind the Devilfish ran for his life all the way back to the woods right by the Penitent Engine, and on the other flank my Shas'O felt it was time to retreat and fell back with his squad almost to the edge of the battlefield. To complete my woes the Pathfinders joined him. How could I deal with Inquisitor de Shilo properly now?

THE PRICE OF FAILURE

The Ethereals are the top tier of Tau society, commanding unswerving loyalty from the Earth, Air, Fire and Water castes. Though they seem to combine the role of both priest and king in their person, the unthinking way that other Tau respond to their orders has led some human Tech-Adepts to believe that they exert some kind of psychic or pheromonal control over other Tau.

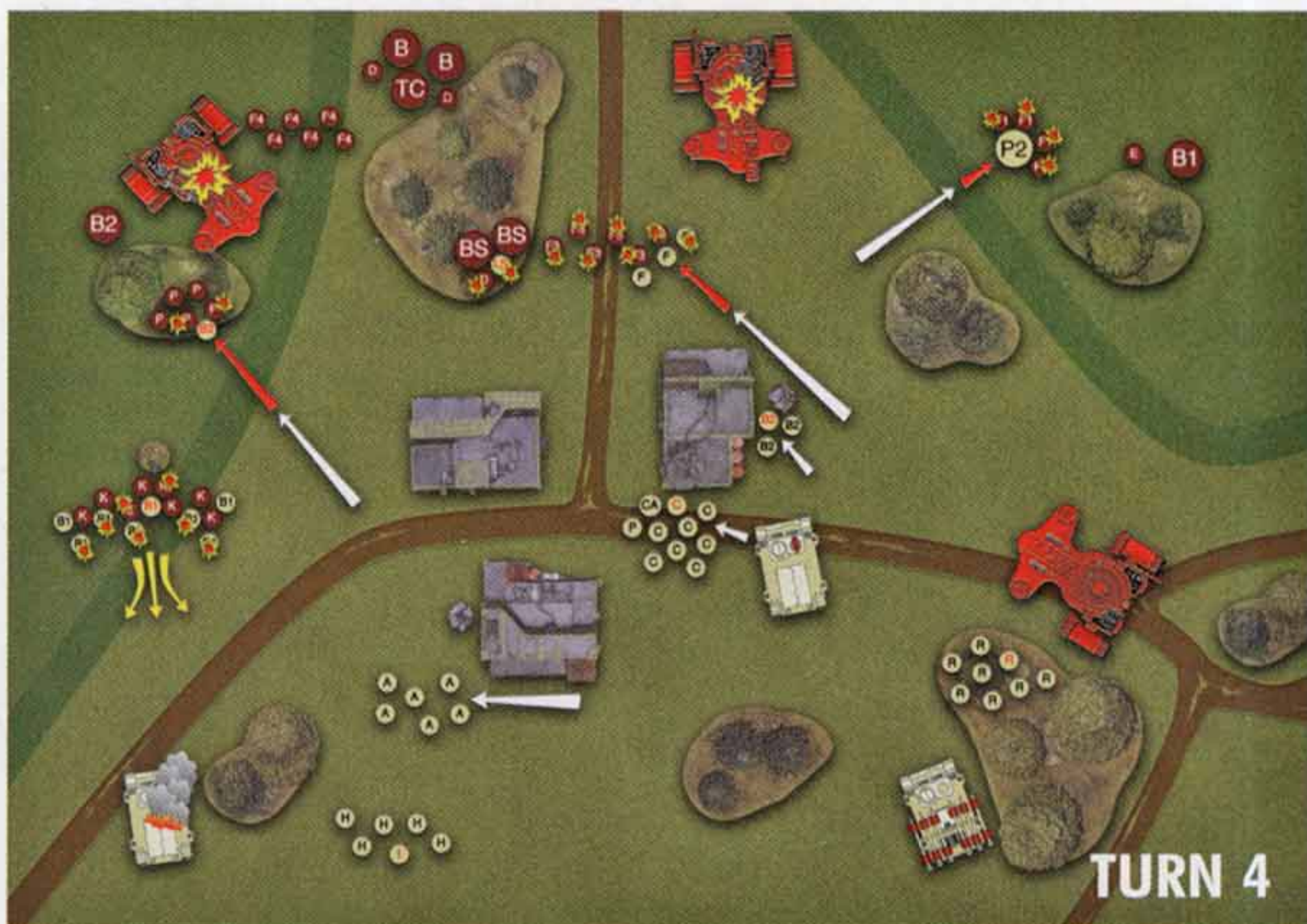
On the tabletop, if an Ethereal is present all Tau can re-roll any failed Morale checks once to represent this Inspiring Presence. Likewise, any Tau unit that the Ethereal joins becomes Fearless. However, if this living champion should be killed, all remaining Tau must make an immediate Morale check. This is what happened to Paul, with disastrous results. It is The Price Of Failure.

WITCH HUNTERS TURN 4

Joe: The Penitent Engine had saved the righteous forces of his Imperial Majesty's Inquisition the bother of dissecting the Ethereal after the battle. Four Strength 10 wounding hits would not leave much to sweep up. Another huge slice of luck was the Shas'O and his bodyguard failing their resultant Morale check, which would at the very least relegate them to observers for the rest of the battle. All I had to worry about now was consolidating my hold on the objectives and killing as many Tau as possible.

The Penitent Engine enthusiastically started this process, crashing into the Crisis Battlesuit that had fled past it. The coward failed its Rally check and was unceremoniously removed. Having accomplished its primary objective, the Exorcist turned its attention to the Devilfish that was loitering around the right flank objectives. Its brand new dozer blade at once made its value felt, as the Difficult Terrain test for moving into the woods was of course a 1, safely re-rolled. The Celestians took advantage of the Tau Shas'O's unfortunate positioning to move up and put a wood between them.

The Shooting phase got off to a rousing start with the immobilised Rhino managing to self-repair. The Exorcist failed to make an impression on the Devilfish, despite mustering four



missiles. Having performed miserably all game firing against the distant Pathfinders, Inquisitor de Shilo and her retinue were suddenly faced with a rather more urgent problem in the form of a squad of exceedingly angry Kroot. A grand total of 15 shots against them only managed to kill five, and I was very grateful when the Shaper decided enough was enough and called it a day.

Having struggled in Paul's turn, I now rolled a pair of 5s for the Arco-flagellants

attacks, which resulted in 7 hits, 6 wounds, and a dead Broadside team. Oh, how I wished at this point that they could consolidate behind the forest, but the rules for Holy Hatred mandated a sweeping advance, so they went 3" towards the Fire Warriors.

I don't think Canoness Aemelia was too perturbed at this point about having more potential targets to draw Tau gunfire away from her. And the majority of the objectives seemed well within her reach.



Concentration is etched on both player's faces as Joe meticulously plans his attack.



After rallying my Shas'o and his guard I consolidated them away from the Arco-flagellants towards the woods so that I could use their 6" jetpack move to get them out of sight of the heavy bolter Servitors in the Inquisitor's retinue. They, along with my only remaining Fire Warrior from squad Kais let loose for all their worth and wiped the remaining Arco-flagellants out. Phew! With them out of the way Shas'vere Or'es fired at the

Sisters of Battle command squad that had been making their way towards my remaining squads, but he only managed to kill one of them. Last, but not least, the Devilfish shot at the Retributor squad, killing one but failing to pin them, meaning they would easily be able to take the objective they were covering.

All that remained for me to do was to jump all of my Battlesuits out of range of the Inquisitor's retinue's heavy bolters and hope for the best.

Joe: Decision time again. I was sure that the Celestians could reach Fire Warrior Squad Kais before them for the purposes of hacking and rending. However, the more important question was whether they could consolidate into the Shas'O and his bodyguard afterwards. The alternative was to call up the Rhino, hop in, and either strike next turn if it somehow survived, or jump on an objective. Were this a tournament game, I'd probably have gone for the latter option, but I just couldn't get rid of the image of the Canoness and Priest charging through a hail of fire to bring

scarlet ruin to the enemies of the Emperor. Even if they had to sweep into the Shas'O, Paul could not leave a single one of them alive, or suffer the fury of Aemelia's Blessed Weapon, so I went for it.

Everything else moved enthusiastically towards their objectives, all except the lone survivor of the Task of Bravery, who failed her Last Man Standing Morale check, and the Inquisitor's retinue, who had a line of sight to the Tau commander's Drones. Getting rid of these would very much help out the Celestians, and they were certainly within a 6" move of the objective before them for next turn.

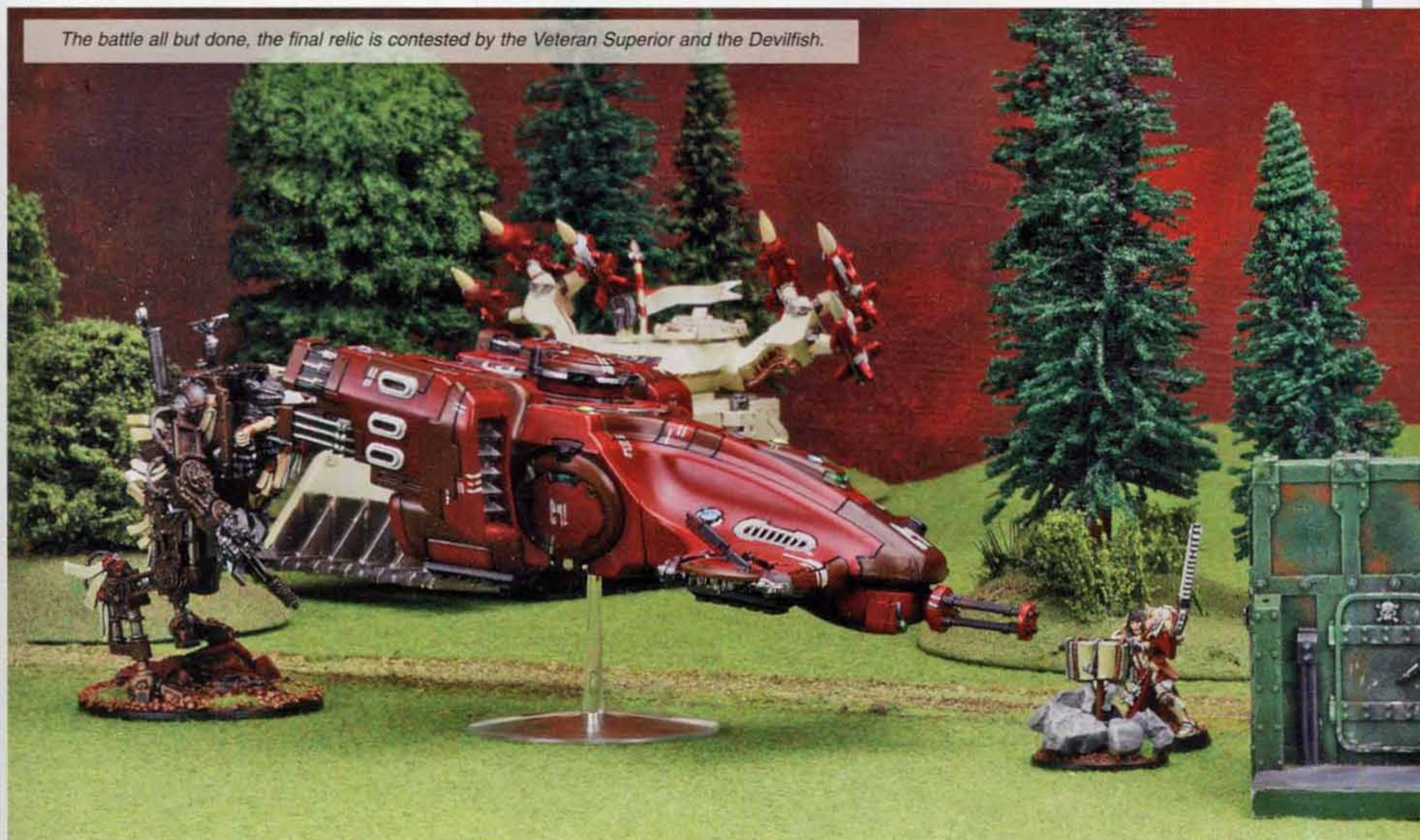
With so little left on either side, the Shooting phase was relatively uneventful. Having disposed of any direct threat, de Shilo's retinue only managed to summon enough firepower take out one Drone. The Exorcist's missiles again bounced off the front armour of the Devilfish, and the Celestians finished off the fleeing Kroot with a hail of pistol fire. It was at this point that I remembered that the Penitent Engine had to fire if it was in range, and its flamer certainly could hit the rear armour of the Devilfish. Picking up the dice with the words: "You never know, I've rolled a lot of sixes in this game," I rolled a 6. The result only shook the Devilfish, but it was better than nothing, and worth it just for Paul's expression at the time.

In the Assault phase the Penitent Engine failed to catch its skimming target, but I was praying for a poor display of dice rolling from the Celestians. The rank and file Sisters certainly played their part, managing only one kill, before Canoness Aemelia ruined a beautiful plan, hitting five times and killing the remaining five Fire Warriors. There was no chance of a fortunate low roll for their Morale check now and making the best of a bad situation, the Celestians charged on into the Shas'O.

The Fire Warriors are crushed by the zealous might of Canoness Aemelia and her Celestians.



The battle all but done, the final relic is contested by the Veteran Superior and the Devilfish.



TAU TURN 6

Paul: Thankfully the Devilfish had survived the attentions of that damned Penitent Engine. Seeing as it could no longer hold the objective it was on, it scooted back its full distance to the unclaimed objective by the outpost. It was a shame to see the brave Fire Warrior squad Kais die to at the hands of the Sisters but in selling their lives they had spelt the doom of the Sister command squad as they had fanatically swept into my Shas'O and his bodyguard. Rather annoyingly, Joe had managed to restart his immobilised Rhino and so he had even more chance of denying me objectives. This I could not allow to happen.

Shas've Or'es stepped forward and with a show of pure skill destroyed the machine with a glancing hit. Shas'o Kauyon and his men picked the Sisters off one by one who had swept into them. Not one was left. At this point I let out a sigh of relief, things looked like they were going to be a draw. As long as the Devilfish could survive one more turn, Joe and I both had two of the holy relics each and things would result in a stalemate.

WITCH HUNTERS TURN 6

Joe: Oh for a Faith Point or two! An Invulnerable save against all that plasma fire would certainly have seen the Canoness and Priest alive right now, merrily carving heretical xenos leaders into pocket-size chunks, but it was not to

be. It was now that I regretted my actions with the Inquisitor's retinue last turn. Had they moved onto the objective in Turn Five, they would have had free reign to unleash fury on the lone Crisis Battlesuit clinging to my left-flank. Instead, they were too busy advancing, so the Exorcist was given the job again. For the last time, the Penitent Engine moved towards the Devilfish. One more six to hit in combat was all I needed.

Hitting on 3+, killing on 2+. That's what the Exorcist had to remove the lone Crisis Battlesuit representing a potential 300 Victory Points, sitting as it was right

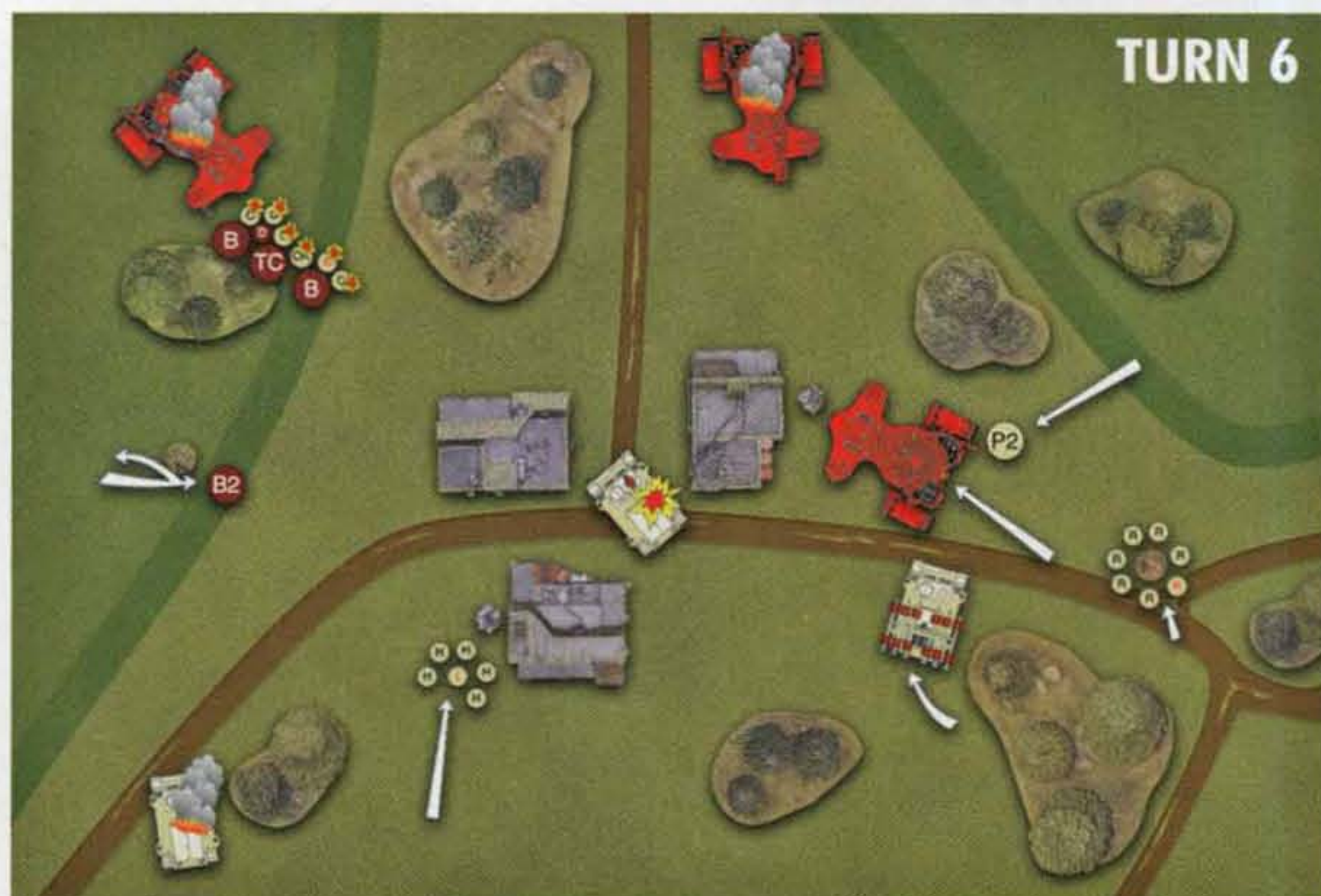
on top of an objective. Therefore, when the dice came up with only one missile, and that shot missed, I had to give up any hope of a clear victory. The Penitent Engine was unable to damage the Devilfish sitting pretty surrounded by my forces on its objective. It was time for a handshake and some mathematics.

VICTORY POINTS

Tau.....1796

Witch Hunters1933

Result: DRAW



STRENGTH THROUGH UNITY

Paul: Well that's that. Undoubtedly one of the toughest games of Warhammer 40,000 I have ever had the pleasure to play. I could not keep track of all the swings that the dice gods sent our way, though I think that in essence my plan worked. I did what any good Tau commander would and selected the Sister squads shielding the Arco-flagellants and Inquisitor retinue. Joe really needed these guarded units to survive, so the sooner I killed their shields the sooner I could kill them. The independent Crisis Battlesuits worked a treat. They were able to lend support, bag some good targets of opportunity and move up the flank to take objectives when I needed them to. For the time that my tanks survived, they did what I wanted, which was to kill as many of the Sisters as they could. The Kroots' counter-attack worked better than I could have imagined, wiping out two squads before finally being overwhelmed by the firepower of heavy bolters.

All my units did what I wanted them to do. Until turn three, that is. Then just about everything I fired missed or bounced off the Sisters' armour. Not only that, but Joe robbed me of both my tanks, both of them! Aaaagh! This took away the very big chance I had of wiping the Sisters out with nothing bad happening to my army. I'll go further and say, in fact, it just about signalled the defeat of the Tau. And the Penitent Engine – what an absolute killing machine! And the Arco-flagellants! I underestimated them and did not take

enough notice of their advance. That spelled the doom of half my army and, ultimately, my Ethereal, changing my plans beyond all recognition. The one other saving grace I had was the timely death of the Saint. Having Joe fall for going against my Broadsides was heart-warming enough as they would have potentially held her up for most of the game. But to have them mash her, and then as a result, the Sisters losing all their Faith points made me physically jump up and down. The crowning glory was when she failed her Leadership test and was forever dead, with no chance of coming back to the table. It had all been down to Joe's inability to roll good dice. Sweet!

My army performed very well but as soon as an assault unit reaches a Tau battle line and close combat ensues, it becomes very hard to push the plan you had forward. From then on every turn is a new day. Having said that, my command squad nearly managed to pull off what I wanted – to sweep down the right flank to confront the Inquisitor retinue and secure the objective they were guarding. But, as everyone expected, my Ethereal did not fare well against the Penitent Engine, and when he died my command squad ran for it. This took victory away from me. I admit, I really messed up when placing the Ethereal – it was my biggest mistake of the game by far.

There were high points. Killing the Seraphim in one turn rid me of some of

my fears. On the other hand, this maybe made me too confident and all the firepower I poured into them was perhaps needed elsewhere.

Joe really soldiered on. The first and the second turn saw him lose a serious number of troops and if the third turn had been the same then I don't think the Sisters could have survived even with Joe's high level of generalship. But Joe turned it around, gave me a bloody nose in return and gained the initiative. The very fact that his Acts of Faith rarely worked, even before the death of the Saint, shows that the Witch Hunters is not a gimmick army. It can survive without the fancy stuff, which is just what they ended up doing. The overriding feeling that we all got from this game was that it could go on forever. Even after Turn Two it felt as though we had played four or five turns, so much had happened. We battered each other until no end was in sight, and no outcome was definite.

So I guess that my battle plan did not work out that well... but what battle plan ever does?

In the end it was a draw. From the bad position I found myself in during the second half of the game, a decent result.

The Tau may have lost a lot of troops but the Sisters have lost one of the rarest things in the realms of man, a Living Saint. For the Greater Good I claim a moral victory!



A MISSIVE TO THE HEAD OF THE ORDO



It's handshakes all round after a hard-fought battle.

Joe: For the Emperor, that was a bloodbath, and one that could have swung either way at the end. Two objectives are in the hands of the Ordo Hereticus. They had better be worth the effort.

As Paul remarked earlier – it is an oft-told truth that few plans survive contact with the enemy. Mine didn't survive the first round of Tau shooting. An orderly advance, with enemy fire drawn onto the more aggressive assault elements was hardly feasible with a Rhino reduced to a smoking crater and half of my infantry in need of urgent medical attention. In the end, I was forced to sacrifice the Seraphim (yeah, that's what I'm calling it) to divert the Tau firepower and allow the rest of my army to close.

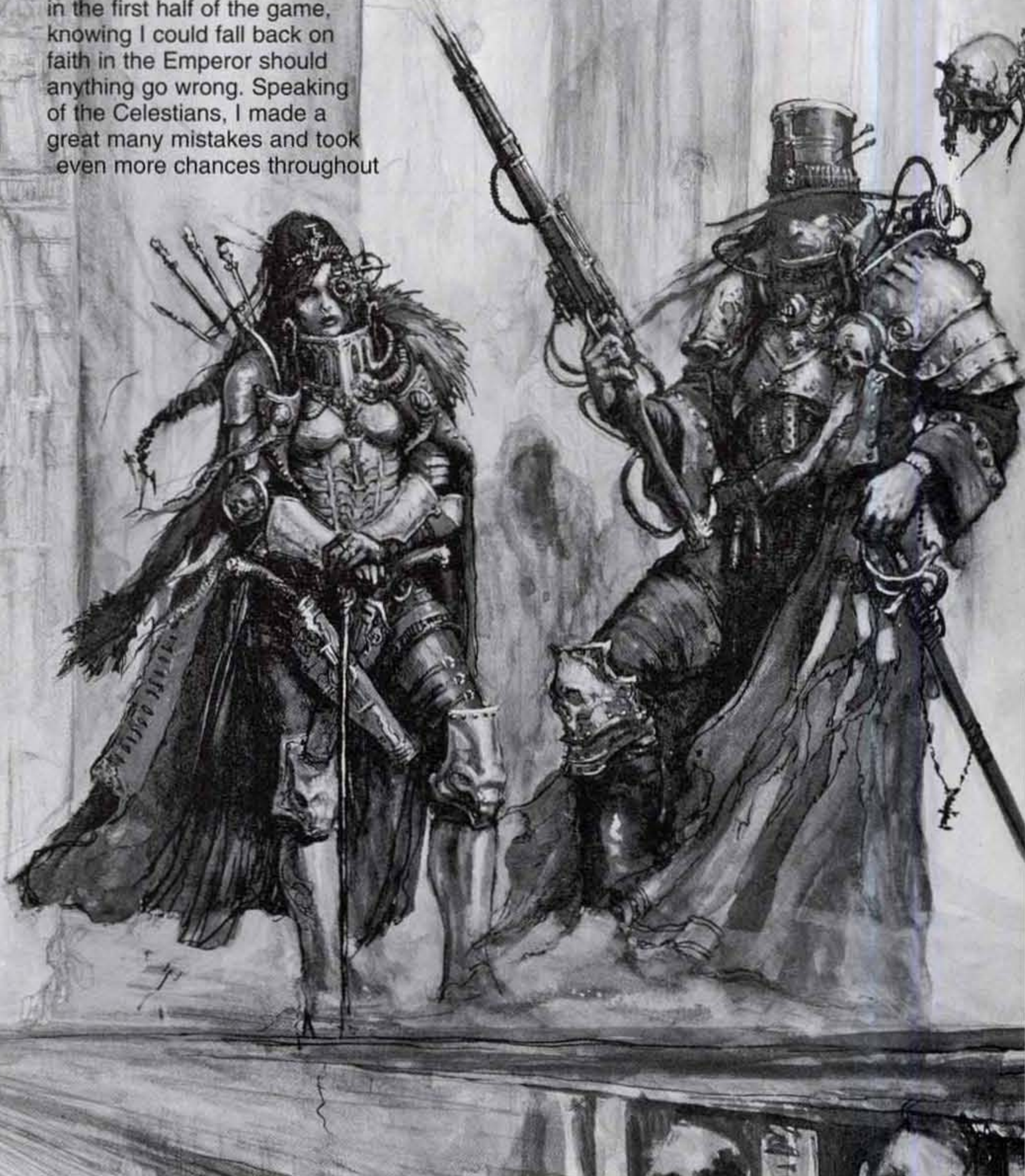
The Witch Hunters' Turn Three really was the pivotal point of the battle. An atrocious round of Tau shooting, and some minor miracles in my Shooting phase, and the situation just begged for me to go in for the kill. What I got instead was the Living Saint debacle. I have no idea where she got the dove, sword and cherubs, but that individual was obviously an impostor. Ironically though, the whole sorry episode probably made for a more interesting game. With her still alive, the Celestians would have been rather better protected against the hail of fusion and plasma shots that caused their downfall, and the Shas'O would have been introduced to the business end of Mr Blessed Weapon by the end of the fourth turn at the very least. It does however illustrate the importance of Faith Points to the Witch Hunters army, as a safety net if nothing else. I was much more confident in taking risks

in the first half of the game, knowing I could fall back on faith in the Emperor should anything go wrong. Speaking of the Celestians, I made a great many mistakes and took even more chances throughout

the game, but even though charging them at the Crisis Battlesuits in the last turn did not pay off, the character of the army demanded it.

The problem was that the lone surviving Penitent Engine had used up all of my available luck. It never seemed to roll anything lower than a 5 for its Attacks or its move distance, and I was very surprised that Paul did not devote more effort to its downfall once it became clear just how much of a threat the blessed thing was to the Ethereal. Even so, it was certainly the star performer, and I had considered the pair a deadweight before the battle! If only it had finished off the Devilfish, or contested its objective (it was a fraction of an inch too far away).

All that remains is to berate heartily my dice rolling, and reflect on what might have been. You'll be for it next time, accursed xenos...



The Tau believe that now is their time. Their empire will bring unity to all. There is no foe their technology cannot overcome, no quandary their science cannot resolve. The very stars themselves will be reformed in the name of the Greater Good.

FOR THE GREATER GOOD

Models and boxed sets for starting a Tau force



Codex: Tau

£12

Codex: Tau contains a full army list, special rules and loads of inspiring pictures. This guide also contains painting advice, army ideas, conversion tips and more.

Denmark.....kr 125.00
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Euro.....€ 17.50

Pathfinders

£6

This blister contains 3 Pathfinders.

Denmark.....kr 70.00
Swedenkr 80.00
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Pathfinders with railguns

£6

This blister contains 2 Pathfinders with railguns.

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



Tau Fire Warrior Team

£15

This boxed set contains 12 plastic Fire Warriors and 2 Drones.

Denmark.....kr 200.00
Swedenkr 225.00
Euro.....€ 25.00

Tau Pathfinder Shas'ui

£6

This blister contains 1 Pathfinder Shas'ui and 1 Shield Drone.

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



Kroot Carnivore Squad

£15

This boxed set contains 16 plastic Kroot.

Denmark.....kr 200.00
Swedenkr 225.00
Euro.....€ 25.00

Models shown at 75% actual size. Models supplied unpainted.



Broadside XV88 Battlesuit

£15

This box set contains
1 Broadside XV88 Battlesuit.

Denmark.....kr 200.00
Swedenkr 250.00
Euro.....€25.00



Devilfish Troop Carrier

£18

This boxed set contains 1 plastic Devilfish Troop Carrier.

Denmark.....kr 225.00
Swedenkr 270.00
Euro.....€30.00



Tau Ethereal

£5

This blister contains
1 Tau Ethereal.

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



XV15 Stealth Battlesuit

£6

This blister contains
2 XV15 Stealth Battlesuit.

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



Crisis XV8 Battlesuit

£10

This boxed set contains 1 plastic
Crisis XV8 Battlesuit and 2 Gun Drones.

Denmark.....kr 125.00
Swedenkr 150.00
Euro.....€17.50



Hammerhead Gunship

£20

This box set contains 1 plastic Hammerhead Gunship with railgun and ion cannon options.



Hammerhead Gunship equipped with ion cannon.

Denmark.....kr 250.00
Swedenkr 300.00
Euro.....€35.00

Models shown at 75% actual size. Models supplied unpainted.

Ever been at your local Games Workshop and there wasn't a table free for a game? Fear not, Gaming Rooms are coming. We sent Nick Kyme along to Games Workshop Shrewsbury for an in-depth look at a Gaming Room and how this evolution will affect gamers.

Nick: A revolution is at hand. In fact it's already begun. Gaming Rooms are the next stage of evolution for Games Workshop Hobby Centres. Aimed at veteran gamers, these new facilities, accommodated in the basement levels or upper floors of existing Hobby Centres, are areas dedicated to hobby activities alone. Something that a standard Games Workshop, filled as it is with tons of awesome miniatures, games, books, introductory gaming tables, cabinets and painting tables, just can't be.

One of the first things you'll notice upon entering a Gaming Room is the amount of space purely for gaming. In fact, Gaming Rooms are all about the gaming. There's loads of room to store your abundant figure cases and array your forces. You don't need to worry about bumping into other players or dodge the end of a flailing pointy measuring stick anymore. At last you can relax in comfort as you and your opponent attempt to pound the living Troll dung out of each other in civilised surroundings.

Gaming Rooms are a great way to meet new players. If you've ever moved to a new town, you'll know it's not always easy to find new opponents to play with or maybe you're just bored with hammering your little brother with your all-conquering Chaos army of spiky death and want to expand your gaming group. Since they are only open to veteran gamers, age 16 and above, you can be certain of finding some suitable new opponents. There are some great benefits in meeting new opponents. As well as gaming, being able to discuss tactics, army composition and unit combinations can really improve your gaming skills and there's nothing better than a hard-fought battle against an experienced and challenging player.

A green blanket, some trees and a thick book for a hill, doesn't sound much like the Empire, or any battlefield of the Warhammer world for that matter. It's true, while most of us gamers are all too ready to brandish clippers and glue to assemble our armies and then paint them up magnificently it seldom leaves enough time to make scenery. From trees to temples and hills to hovels, Gaming Rooms have a wealth of well-constructed, high quality scenery for

A NEW GAMING EXPERIENCE

An Introduction to Gaming Rooms

your games. There is also a host of excellent tables, ranging from the generic green type where players can devise their own battlefields with scatter scenery to awesome modular and themed boards. Here battle-scorched city ruins, sun-seared deserts, barren ice worlds and many more potential theatres of war await you.

Another great aspect of a Gaming Room is the sheer number of Games Workshop and independently organised events going on there. They are a free venue for tournaments, campaigns and, in fact, any kind of gaming event you might want to get involved in or even set up yourself! All tastes are catered for with Warhammer, Warhammer 40,000, The Lord of The Rings and all of our specialist systems like Epic, Blood Bowl and Battlefleet Gothic. Simply chat to the staff or consult the events board to find out what's going on.

As well as a gaming area, Gaming Rooms also provide a place to paint and model. We've all worked long into the small hours, crouched over a cluttered desktop, having been banished from the kitchen table, striving to finish that

awesome showcase unit for a coming battle. Our rewards for these sterling endeavours? Waking up to the sensation that your entire body has been folded in half like cardboard during the night. Meanwhile, the unit you were working on has transformed by the cold light of day into something resembling a child's effort at finger painting. Gaming Rooms to the rescue. Their painting rooms, in keeping with the ethos of these establishments, are spacious and relaxing, with some venues providing music for a chilled-out experience. You can take your time, chat to other gamers, learn new techniques safe in the knowledge that your miniatures will turn out how you have envisaged.

Gaming Rooms certainly have a lot to offer. There are already 14 throughout the country with many more planned for the future. With free entry and regular, reliable opening times, they are the changing face of Games Workshop Hobby Centres. They are here now, and here to stay. Check out our trip to Games Workshop Shrewsbury's Gaming Room below to find out what you could be enjoying.

GAMES WORKSHOP GAMING ROOMS

Fourteen gaming rooms are already open across the UK. If you'd like to drop in for a game, check out the list below to find out where your nearest Gaming Room is.

Games Workshop Aberdeen

Unit 1, 12-14 Upper Kirkgate.
Tel: 01224 621 261

Games Workshop Bromley

Unit 24, The Mall, Bromley. Tel: 02004 660 678

Games Workshop Burton on Trent

Unit B, Union Court, Union Street.
Tel: 01283 535 865

Games Workshop Carlisle

Unit 2, Earls Lane. Tel: 01228 598 216

Games Workshop Chester

112 Foregate Street. Tel: 01244 311 967

Games Workshop Exeter

12 Paris Street. Tel: 01392 490 305

Games Workshop Ipswich

49 Buttermarket. Tel: 01473 210 031

Games Workshop Macclesfield

Unit 38, Chestergate Mall, Grosvenor Centre.
Tel: 01625 619 020

Games Workshop Maidenhead

Unit 2, 17 Market Street. Tel: 01628 631 747

Games Workshop Middlesbrough

Unit 33, 39 Dundas Street. Tel: 01642 254 091

Games Workshop Newport

25 Skinner Street. Tel: 01633 256 295

Games Workshop Poole

Unit 12 Towngate Centre. Tel: 01202 685 634

Games Workshop Uxbridge

Unit 32, Chequers Mall, The Pavilions Shopping Centre. Tel: 01895 252 800

Games Workshop Worcester

23 Lychgate Mall, Cathedral Plaza.
Tel: 01905 616 707

GAMES WORKSHOP SHREWSBURY

Games Workshop Shrewsbury's Gaming Room has been open for just over a year. From store level up a winding stairway, bedecked with cool images of the Warhammer and Warhammer 40,000 universes, I set foot upon what Richard Taylor, the store manager, refers to laughingly as the foyer. Suddenly, I was face-to-face with a Genestealer head – I guess the Ultramarines had visited before me.

The Shrewsbury store, much like the rest of the town, has an ancient heritage and the building is over 300 years old. As such, Games Workshop Shrewsbury has a unique layout. It has the advantage of the gaming action being split between two rooms. One way lies the ravaged industrial battlefields of Warhammer 40,000. This room has three tables, including an impressive scenery-crammed City Fight board where Black Templars fight toe-to-toe with servants of the Ruinous Powers. Great scatter scenery is available for players to use on the two generic tables for creating their own battlefields. Across the corridor lies the Old World and the tumultuous conflicts of Warhammer. Three more battlefields beckon here, where, on the night I visited, Wood Elves clashed with the Empire over an Imperial farmstead. Other generic tables games are available for Warhammer and The Lord of the Rings.



Two gamers fight it out in the Warhammer room.



Players battle over the green fields of the Empire.



A Genestealer head, your first sight upon entering Shrewsbury's Gaming Room.



Two players fight it out over an awesome ruined city-scape battlefield.

As well as two games rooms, Shrewsbury also boasts a separate painting and modelling room, dubbed the 'chill out room' by its occupants. In there is a CD player and generous table space for hobbyists to engage in all-manner of modelling activity. You can chat with other gamers about tactics, army

building or pretty much anything that takes your fancy. The whole place is pervaded by an air of calm that even soothed us after a week of frantic endeavour having reached the White Dwarf deadline!

Paul Bridges, a first-timer at the Gaming Room told me about what

he thought of the gaming rooms, "It's a nice area, peaceful, where you can just get on with your games." Paul, who plans to make a regular visit to the Gaming Room every Tuesday, was most impressed with the great tables available to play on and the fact that there was so much room to battle.



The painting, or chill-out room, is a great place to model or paint your army as well as chat with other gamers.



One regular is James Sherry, the chairman of the local Games Workshop registered Shrewsbury gaming club – The Gate Keepers. "I like coming to the Gaming Room because I can get an extra game in the week," he told me.

Stephen Farrington, another gamer at the store, commented on the varied terrain and space afforded to gamers with the introduction of a Gaming Room. "I come here once a week and I really like the relaxed atmosphere," he said.

As the players became engrossed in their games I took the opportunity to speak to Richard Taylor, the store manager. "Our goal is to create a really good atmosphere for the players," he explained. With their six tables upstairs, and the tables downstairs in the store available as an overspill, the thirty players who attend a Tuesday Veterans Night can usually play at least one game and between battles can build their models in the chill-out room. Richard has grand ambitions for the future. "We want to have two themed

rooms," he told me. "A Cadian Regimental Mess and a White Wolf Knights Lodge." These rooms will specifically cater for Warhammer 40,000 and Warhammer respectively, functioning in much the same way as they do now but adorned with netting, ammo boxes and company banners in the Cadia Room and wolf pelts, hammers and ragged standards in the White Wolf room to create an even more involving atmosphere.

Richard and his team are currently hard at work creating more boards and scenery for the Gaming Room including an Epic table complete with a large dam, a desert board with an Imperial Warhammer 40,000 research station and a Warmaster board, ensuring that every player's taste is catered for.

"We want people to play as many games as they can," said Richard. Shrewsbury is a town with a strong gaming community and with this in mind, Games Workshop Shrewsbury is helping Games Workshop clubs too. Working with such groups as

The Gate Keepers and the Shrewsbury Wargame Society, as well as ten school clubs, Games Workshop Shrewsbury's Gaming Room is a free venue for tournaments and campaigns for gamers across the region. The good news is that this is a pattern that will soon be adopted up and down the country.



Richard Taylor, GW Shrewsbury Store Manager, "We want people to play as many games as they can."

GOTHENBURG BATTLE BUNKER

Gaming Rooms are not just restricted to the UK. They are set to appear all over Northern Europe too, except over there they are not Gaming Rooms, they're called Battle Bunkers.

The first of these Battle Bunkers is Gothenburg in Sweden. Much like a Gaming Room in the UK it boasts a sizeable gaming area with great lines of tables. It has somewhere to paint too. Gothenburg can be proud of some excellent scenery and is a regular hive of activity!

GOTHENBURG

Regeringsgatan 30, 111 53, Stockholm, Sweden. Tel: +46 82 13 840



In part three of Jeff Leong's Warhammer tactics series, he takes a look at the factors you need to consider when deploying your troops and how these first moves are crucial to the fruition of your battle plan.

THE ART OF WARHAMMER: DEPLOYMENT

Setting up your forces for battle in Warhammer



Jeff Leong sets his army out for a battle.

Jeff: In our last discussion we took a look at movement in Warhammer and discussed some basic rules to make this critical phase of the game work for you. By **anticipating** your opponent's moves and **coordinating** your forces to **support** one another, you can ensure favourable Combat Resolution in your fights. While all of these principles are important, let's take a step back and analyse how you set this up before the first dice are rolled – **deployment**. Your decisions during the deployment phase are critical to your battle plan – a good deployment sets your units to manoeuvre effectively, just as a poor deployment of forces can severely handicap your ability to overcome your foe.

From what I've seen, many people consider deployment to be one of the most difficult phases of the game. That's really not such a surprise if you think about it – deployment is the basis of your plan for the entire game and must account for a tremendous number of

things, including; terrain, scenario conditions, opposing forces, future movement and even shooting to an extent. So how do you take all of these things into account? I like to look at deployment as a three-step process: Identify your advantages, design a plan to maximize those advantages and then deploy to support that plan. Let's look at each of these steps a bit closer.

KNOW YOUR ENEMY, KNOW YOURSELF

The real key to good deployment is to array your forces in a way that accentuates the strengths of your army while exploiting the weaknesses of your opponent's force. That's the beauty of Warhammer – each army has unique strengths and weaknesses that make it a challenge. To be successful, a player must be able to use an army's strengths while overcoming its weaknesses. To accomplish this, we must first identify the strengths and weaknesses of the various armies involved. Let's look at a few major areas: Movement, Shooting, Magic and combat power.

Manoeuvrability: Is your army more manoeuvrable than your opponent's? Manoeuvrability includes how quickly an army can advance across the board, but also how easily it will be able to position itself once it is there. For instance, an army of heavy cavalry units can quickly advance across the board, but might find itself outmanoeuvred by an army consisting of Fast Cavalry (who have the ability to reform freely throughout their movement) or Skirmishers (who can always double pace and have a 360 degree movement arc). If your opponent is significantly more manoeuvrable than you are, you will have to account for this disparity in your deployment. One approach to counter this disparity is to concentrate your forces over a smaller area, using your local superiority of numbers to cover potentially exposed flanks.

Shooting: Can your shooting affect your opponent and vice versa? This does not always mean who has the most, or even the best, shooting capability. Against a horde of more than 300 Skaven, even a large amount of shooting is of little consequence. If you have several small, fragile units, even a small amount of shooting could disrupt your battle plan. While not always critical to the game,



most armies do have some form of shooting attack, and it is important to consider this. You will have to be careful to set up your shooters to maximize their impact. Likewise, you must account for your opponent's shooting capability when you deploy to ensure that you are not exposing vulnerable, high-value units to unnecessary fire.

Magic: Whose Magic phase will affect the game most? This is not a question of winning or losing the Magic phase, but rather of being able to control the impact. We'll discuss this in more depth in a later article, but you can often control a superior magic attack with an adequate magic defence and careful selections of dispel attempts. However, there may be some losses that you are not prepared to accept, and you may have to adjust your deployment to account for them sufficiently. For instance, if you know that you face the Lizardmen and their Slann Mage-Priests, you will often face the dreaded *Comet of Cassandra* (a spell which does 2D6 Strength 4 hits to everything within a given radius). Knowing this, you may want to spread out your troops a bit more to minimize the impact of a single Comet dropping in your ranks.

Combat Power: Which army is better in combat, and under what circumstances? This takes into account such things as Armour saves, Toughness, Strength (including bonuses for charging, such as with a lance), and Leadership. Leadership is important because it will give you a decent gauge of how long your opponent will be able to stay in a losing combat (ie, how likely his troops are to pass a Break test). This can often be a rather localised advantage, usually based on proximity to the army general. In this case, you may want to spread out your troops a bit to attack units who are outside the influence of the general's Leadership. On the other hand, if your troops are better in combat than your opponent's, he will have to use multiple units and combined charges to maximize combat resolution and defeat you. Here, you want to ensure that you deploy your superior forces with solid units or terrain to anchor their flanks, forcing an overmatched opponent to face your units one on one.

As you gain experience, you will get a better idea of what these strengths and weaknesses really mean. A strategy that may enhance one of your army's advantages may also expose one of its disadvantages – deployment is a delicate balancing act that takes practice and preparation. We all make subtly different choices, and our playing styles will differ, but with this general idea of the strengths and weaknesses of both your and your opponent's armies, we are ready to move on to the next step – the plan.

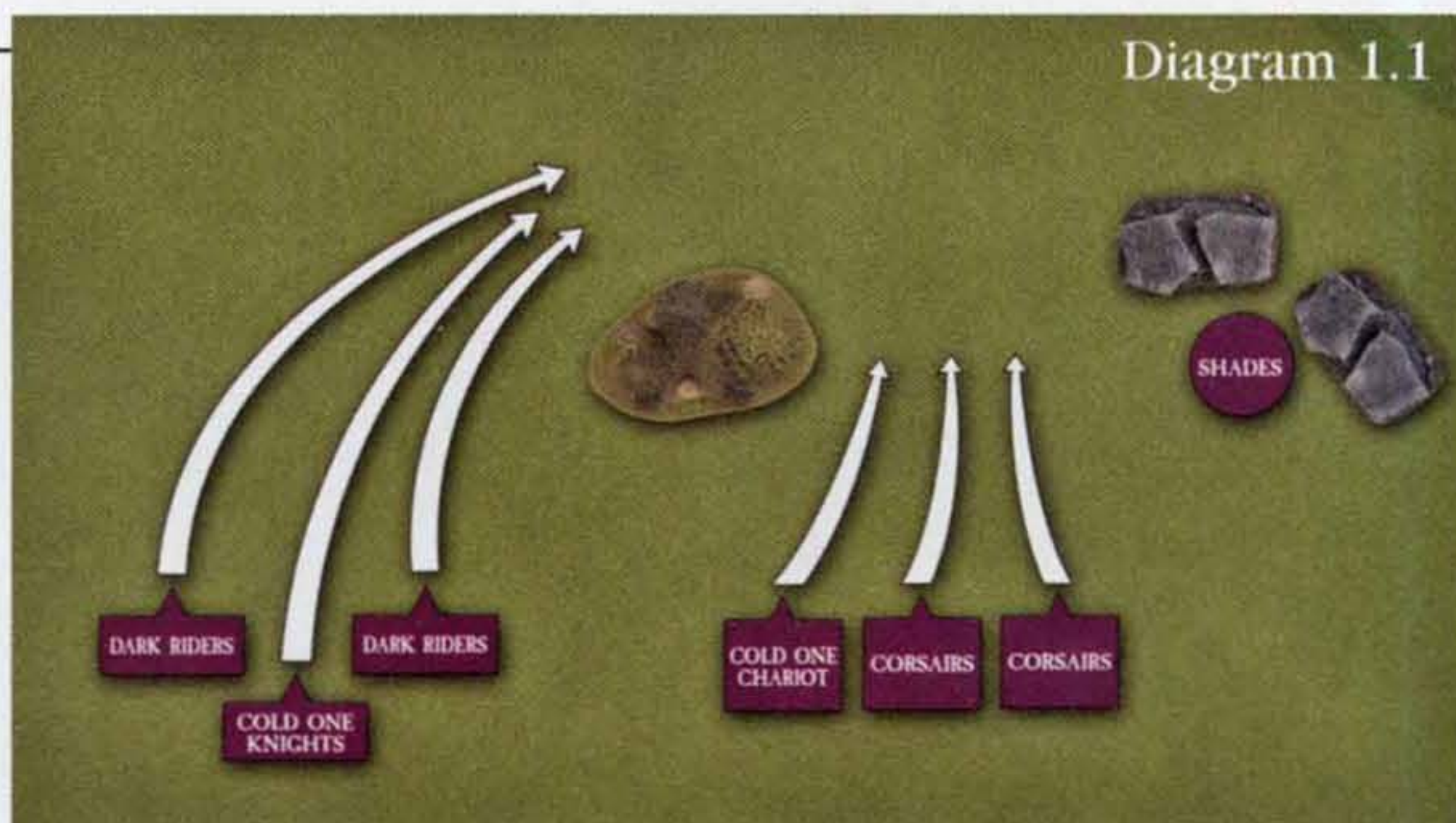
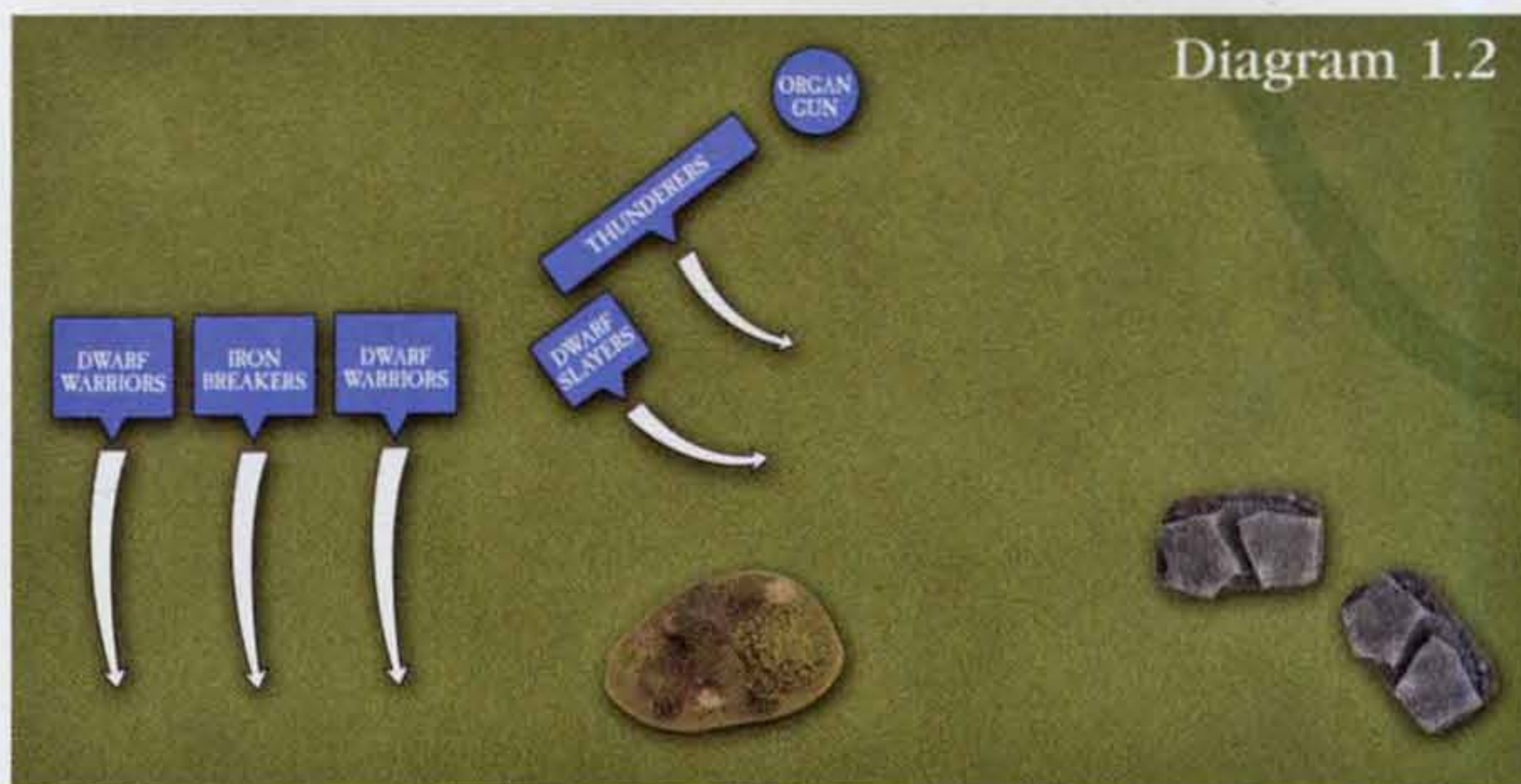


Diagram 1.2



PLAN YOUR GAME

You've heard it before: 'No plan survives contact with the enemy.' Although that is true, let me assure you that you won't survive contact with the enemy without a good plan. The key to a good plan is the ability to *anticipate* what may happen throughout the course of the battle. You don't need to be able to predict every move and countermove, but, after evaluating both armies, you should be able to envision the general flow of the game. Try this exercise a couple of times – after terrain is set up, draw out a quick map of the table layout. When you're done, mark where you want to put your units and then draw some lines to show how you think they will manoeuvre throughout the game. Looking at the possible flow of battle may even allow you to alter your deployment to better advantage. Once you learn to take a longer view, your ability to develop good plans will greatly improve. Here is a quick example:

Dwarfs versus Dark Elves: Ah, a battle near and dear to my heart, and the perfect battle of polar opposites – speed and fragility against slow toughness. Let's look at the plan from the Dark Elf side first – the Druchii general knows that he is faster than the Dwarf player, but also realises that his combats must be decisive, as the fragile Elves will not last long in combat with doughty

Dwarfs. For this battle, he chooses to spread his forces out, allowing maximum room to manoeuvre his units into proper position for an overwhelming attack. Since he can count on the movement advantage throughout the battle, he envisages a grand and sweeping assault on the Dwarf line, focusing his strength of manoeuvrability against the Dwarf's lack of movement to counter their natural Leadership and Toughness. The Druchii's crafty goal is to draw out individual Dwarf units so that he can defeat them piecemeal by combining multiple attacks on their front and flanks (Diagram 1.1).

The Dwarf, on the other hand, knows that he is severely outmatched in manoeuvrability, but can count on his excellent Leadership and Toughness to win any protracted fights. In an attempt to negate the Dark Elf movement advantage, the Dwarf player sets up in a refused flank – using the wood to anchor his advance while the remainder of his army marches across a constricted field. The Dwarf Lord knows that his forces must stay concentrated to protect themselves from being enveloped by the faster Druchii. Contrary to the Dark Elf plan, the Dwarfs see the battle unfolding down the right flank of the field, as the flighty Dark Elves are crushed under the booted heel of the Dwarf juggernaut (Diagram 1.2).

An Orc and Goblin army deploys for battle with the Savage Orc general at the centre to bolster the Leadership of his Goblins.



There are a couple of quick things we can learn from this example – the first is that you don't have to use the whole deployment zone. If you are outnumbered or significantly slower than your opponent, counter this by forcing him to fight on your terms by limiting your deployment to only a portion of the deployment zone. On the other hand, a speedy or numerically superior opponent is well advised to spread out his forces to provide the most opportunities to breach the enemy line. The second thing we see is that a good battle plan must recognise both your strengths and your opponent's weaknesses – for instance, a Dark Elf player, while speedy against Dwarfs, would be foolhardy to assume they have the same advantage against a Wood Elf player, whose own Fast Cavalry and Skirmishers make them as fast if not faster than the Druchii.

In addition to these lessons, there are a few more things that we must consider during deployment: terrain and psychology.

Terrain: Never underestimate the effect of terrain on a battle plan. Don't just look at your deployment zone – also look over the field to see where you are *anticipating* that your units will go. It is important to know what the hill in your deployment zone can do for you, but it is even more important to know how the wood in the middle of the board may affect you. It is easy for a

piece of difficult terrain (which halves the speed of normal units and prevents march moves) to cause a huge traffic jam, keeping your critical units from where they need to be. A good plan (and good deployment) will prevent this from occurring.

Psychology: Although you can accentuate a movement advantage over an opponent by spreading out your deployment, don't forget about the effect of psychology on your army. When facing a *fear*-causing opponent, it may be preferable to keep units within radius of the general's Leadership (usually 12") to benefit from his higher Leadership for *fear* or other Psychology tests. This is critical if you have a significant disparity of Leadership values in your army. Orcs and Goblins come to mind. The average Leadership of an Orc is 7, while the skittish Night Goblins come in with a Leadership of only 5. If your numerically superior Goblin forces are spread across the board, only a few will benefit from their general's Leadership (Diagram 1.3a), versus the significantly higher percentage in a more concentrated deployment (Diagram 1.3b).

Always ensure that you consider terrain and psychology in addition to the strengths and weaknesses of the armies involved as you *anticipate* the flow of the game. If you have focused the design of your plan on these points, it's time to think about the next stage.

Diagram 1.3a



Diagram 1.3b



EMPLOY YOUR PLAN

Now that you have a plan (and potentially even a map) of how you intend to deploy your army, you need to stay the course and deploy according to your plan. Keep your focus on how you will defeat your opponent rather than focusing on what he will do to you – in other words, make your opponent react to you instead of the other way round. This is not to say that you ignore your opponent's deployment, but rather that

you focus on keeping your deployment strategy intact as much as possible. There are a couple of techniques that may help with this: timing and flexibility.

Timing: When you put down certain units is a strategic decision. In some cases, you may want to place certain units early in order to affect your opponent's deployment. Certain war machines, like the Empire's Helblaster Volley Gun (with the potential to deliver 30 Strength 5 hits at close range), can affect enemy deployment as he seeks to stay out of range of this lethal device. If I want to push my opponent into deploying heavily to one side of the field, I may well place my Hellblaster early in the deployment phase to nudge him in that direction. Conversely, there may be times to hold back such a weapon until you know more about your opponent's disposition to ensure that you get maximum effect from its capabilities. The same can be said for any units that can significantly affect the battle – heavy cavalry, elite infantry and even chariots come to mind. The bottom line is this: consider the effect that the timing of your deployment of certain units will have on your opponent. Placing a powerful unit early in deployment might adjust your opponent's plans, but it may also allow him to neutralise your most powerful force. Placing the same unit later means that you may be able to find a weakness in your opponent's already deployed forces, but it may lose you some of the initiative in the early turns.

Flexibility: When I develop a deployment plan, I will often only plan for 75% of my units, leaving the remaining 25% as a deployment reserve to counter any surprises from my opponent. This allows me the flexibility to keep with my plan for the overall flow of the game while still being able to adjust to my opponent's deployment. In the example above (Diagram 1.4), I am setting up my Slaaneshi Chaos army to face a horde of Orcs and Goblins. Because I know that my opponent likes to field Night Goblin units with Night Goblin Fanatics (Night Goblin nutters hidden in the unit who come spinning out when the enemy approaches within 8" and do D6 Strength 5 hits with no Armour save), I have elected to keep my Chosen Knights of Slaanesh as part of my deployment reserve. The picture shows the board as it looks after I've put down the majority of my force. I had originally planned on putting my Knights towards the left centre of my line (Location A), looking to sweep around the woods in the middle to



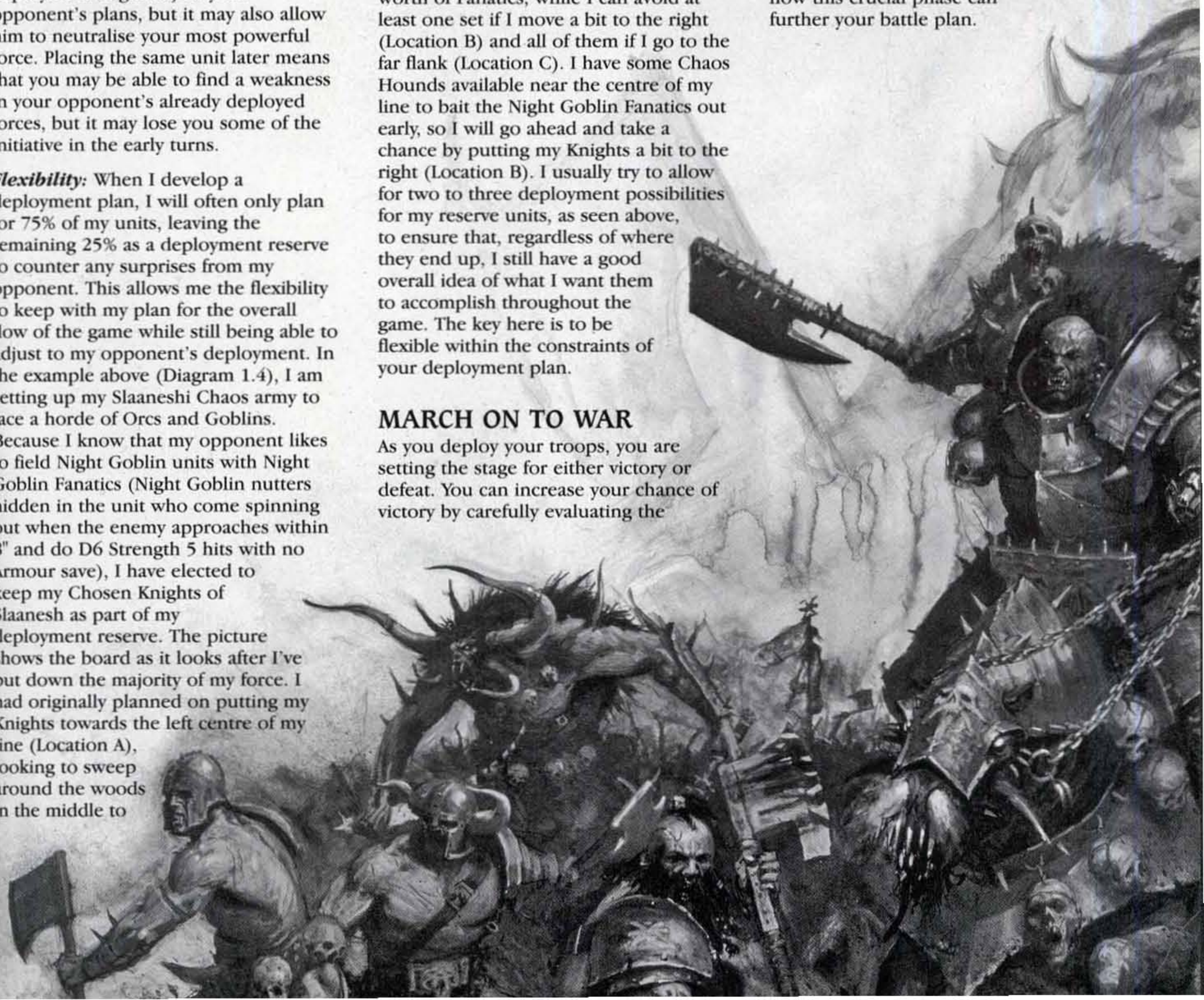
Diagram 1.4

break the greenskin line. However, I also left myself the option to put them more to the right of my line (Location B), or even on the far right flank (Location C). As my opponent has already deployed his Night Goblin units, I can see that my first choice would probably result in my expensive Knights facing two units' worth of Fanatics, while I can avoid at least one set if I move a bit to the right (Location B) and all of them if I go to the far flank (Location C). I have some Chaos Hounds available near the centre of my line to bait the Night Goblin Fanatics out early, so I will go ahead and take a chance by putting my Knights a bit to the right (Location B). I usually try to allow for two to three deployment possibilities for my reserve units, as seen above, to ensure that, regardless of where they end up, I still have a good overall idea of what I want them to accomplish throughout the game. The key here is to be flexible within the constraints of your deployment plan.

MARCH ON TO WAR

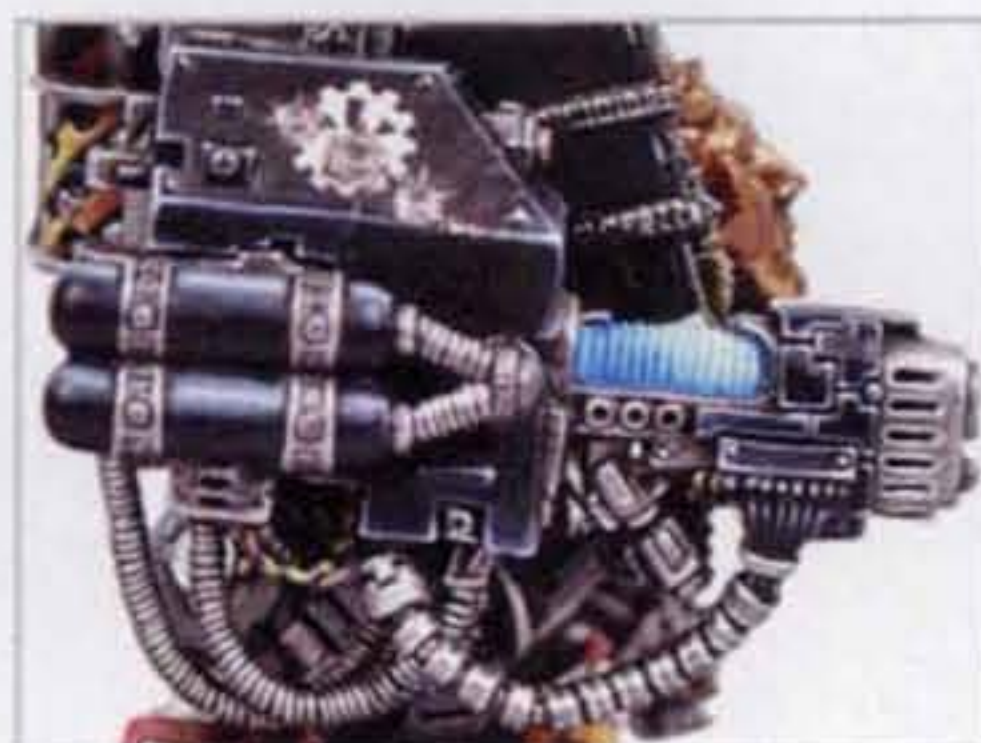
As you deploy your troops, you are setting the stage for either victory or defeat. You can increase your chance of victory by carefully evaluating the

strengths and *weaknesses* of both armies, developing a *deployment plan* that enhances your strengths while exploiting your opponent's weaknesses, and then sticking to your plan, using *flexibility* and *timing* to keep your opponent off balance. Next month, we'll explore the Magic phase, and look at how this crucial phase can further your battle plan.



In this month's 'Eavy Metal showcase we bring you a unique selection of models. All are amazing examples of what you can achieve when creating either an exciting themed army or stunning competition-winning entry.

'EAVY METAL SHOWCASE



Iron Hands
Venerable Dreadnought.
Converted and painted by
Kiril Kanajew.





Inquisitor Scale
Emperor's Children
Chaos Space Marine,
converted and painted
by Neil Hodgson.



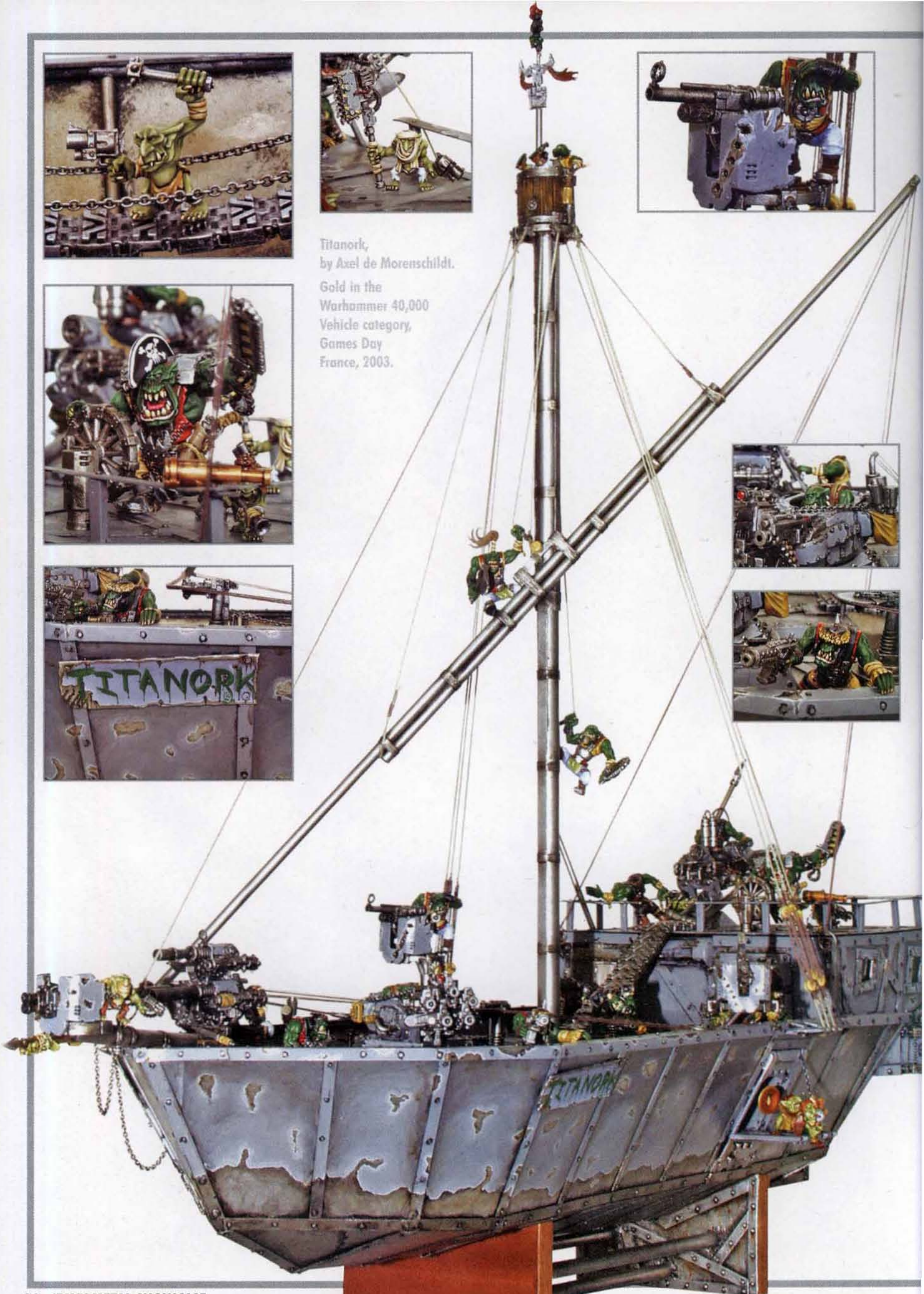
Death Guard, Chaos Space Marines.
Converted and painted by
Alexander Witkowski.





Titanork,
by Axel de Moreschildt.

Gold in the
Warhammer 40,000
Vehicle category,
Games Day
France, 2003.





Sigmar on his throne,
by Christophe Roque.

Gold in the
Staff Diorama
category,
Games Day
France, 2003.



Nurgle Minotaur,
by Allan Carrasco.

Silver in the Warhammer
Monster category,
Games Day
France, 2003.





A series
focusing on the
threat to the safety
of Mankind

THE BLOOD PACT

An investigation into
this notorious threat
to the Imperium

by Dan Abnett

From obscure origins as a Chaos cult in the heathen fringes of the Segmentum Pacificus, the Blood Pact has risen to become a notorious threat to the Imperium of Mankind, for they are that rare combination: a fiercely disciplined military order with an unswerving loyalty to the ruinous daemon-gods of the warp.

Physical characteristics

The true and natural likeness of the beings sworn into the vile Blood Pact is rarely seen, for they choose to conceal their faces behind snarling iron face-masks of a crude and ancient pattern. It is certain for the most part that they are humans or human-mutants, though unconfirmed rumours speak of other xenos breed creatures inducted into their ranks.

In general terms, the Blood Pact warriors encountered by Imperial forces usually resemble a ragged or barbaric regiment of the Imperial Guard. They wear fabric battledress uniforms either looted from the corpses of Guardsmen, or manufactured to resemble a basic Imperial design. Over this are worn packs, webbing and the usual assortment of infantry kit, including heavy field boots and a steel bowl-helmet. Because their kit, equipment and battledress is essentially a mix of plunder and homemade, no two Blood Pact troopers are ever identical. Their appearance is rough and ill-kept: their clothing torn, patched and dirty, and helmets chipped and grazed.

True to their name, the warriors of the Pact present themselves in blood red. The helmets are painted an arterial crimson, and the uniforms dyed red. It is common knowledge that the blood of enemies is used for this latter purpose as one of the Pact's sorcerous rituals prior to battle. As a result, the Blood Pact warriors exude a revolting, charnel stink, made even less pleasant by the unguents and oils with which they anoint their bodies, and their own parlous standards of hygiene.

A Blood Pact warrior's hands always remain bare and ungloved to display the ghastly ritual scars across the palms and knuckles, made at the time of induction to the Pact. In cases where Blood Pact troops have been captured, or when opportunities have arisen to examine their corpses, it has often been found that this ritual scarring covers other parts of the body and face.

The ritual iron visors – known as grotesques – worn by the Blood Pact are variations on a single basic design. The masks portray a howling, screaming, grimacing (some say

leering) face, often with a great hooked nose or chin, or both, like a carnival mask. For most ranks, this mask is pitch black, though senior commanders may wear silver or even gold grotesques. Such officers also affect uniform styles equivalent to the Imperial Guard, with epaulets, gold frogging and jackboots, etc.

The Blood Pact speak all the languages of corruption and – thanks to their many origin worlds – a haphazard mix of Imperial dialects and sub-dialects. However, Warmaster Macaroth's tactical advisors have determined that the Blood Pact use their own unique 'battle tongue' or combat jargon in the theatre. This, so far, has proved indecipherable.

"If you are the last man standing, you're not fighting hard enough."

- attributed to Colonel Kaldenbach's commissars, facing the Blood Pact at the Civitas Beati, Herodor, 773.M41.

Homeworld

The Blood Pact, by their very nature, have no homeworld. They recruit from the murky feral worlds of the Chaos Marches beyond Imperial territory, and also from the populations of worlds they conquer and overrun.

Myths and hearsay speak of the order arising on an outworld called Ghourra or Gaurra on the edge of the disputed Sabbat Worlds. This would be some three thousand years ago. The dynastic, tribal society of Ghourra was ruled by a feudal overlord, or Gaur (alt 'Ghour' or 'Gour'). The Gaur surrounded himself with an elite warrior priesthood who conducted the ritual observances by which the Gaur made tribute to his daemon-god, Khorne. This priesthood evolved over time into an outright bodyguard which practised its martial skills as strictly and diligently as the priesthood had conducted their bloody rites.

As the Gaur's strength grew, and his influence began to spread to neighbouring worlds, it was this bodyguard force that led the conquering armies. Soon it became a mark of respect to be 'bloody pacted'

to the Gaur. Numbers grew, recruiting from vassal worlds, and the bodyguard became an army in its own right. Thus was the Blood Pact as we know it spawned.

Uniquely, every single member of the Blood Pact (and tactical estimates suggest there may be as many as three quarters of a million Blood Pact warriors) is personally inducted into service by the Gaur himself. To prove his allegiance in blood to both the Gaur and the Blood God, each aspirant ritually gashes his hands on the sharpened edges of the Gaur's battle armour.

First Contact

The Blood Pact were first encountered during the Imperial Crusade to liberate the Sabbat Worlds, a chain of nearly 100 inhabited systems along the edge of the Segmentum Pacificus. An oft-disputed area, the Sabbat Worlds had first been colonised as part of the Imperium in M35, when Chaos was driven from that sector by the original crusade of St Sabbat, a shepherd girl from Hagia, after whom the worlds were named. In the late 600's and early 700's of M41, a vast Chaos host commanded by the abominable warlord, or 'Archon' Nadzybar swept through the Sabbat Worlds and tore them out of Imperial hands. Nadzybar's host – raised in the feral marches beyond Imperial space – was not one single army, but in fact a cooperative alliance of many, each one led by its own demagogue warlord. These warlords became Nadzybar's lieutenants, and the names of many live in infamy: Anakwanar Sek, Enok Innokenti, Shebol Red-Hand, Sholen Skara, Heritor Asphodel, Nokad the Blighted, Qux of the Eyeless and Urlock Gaur.

In 755.M41, the High Lords of Terra charged the great Slaydo with the task of raising a liberating army and retaking the Sabbat Worlds. Slaydo, who had already assembled a considerable force to victoriously prosecute the Khulan Wars, was named Warmaster, and quickly built a formidable Crusade host.

For ten years, this massive Imperial assault force struggled to gain a foothold in the Sabbat Worlds, for the Archon's armies were monstrously powerful. Eventually, Warmaster Slaydo manoeuvred his Crusade force into place to take on a major part of Nadzybar's strength at Balhaut. Though Slaydo himself perished in the

URLOCK GAUR AND HIS LIEUTENANTS

To the Blood Pact, the only personality of note is Urlock Gaur himself, for not only is he their warlord and commander-in-chief, but it is to him personally that they pledge themselves forever in blood. Gaur sometimes leads the massed Pact forces himself, but so tight is its discipline, and so great his faith in it, he is happy to charge divisions to the command of senior officers or other warlords. A good example of this would be the devastating attack on the Khan Group on 773. This counter-stroke against Crusade forces was conducted by Enok Innokenti, one of Gaur's trusted demagogue lieutenants. A vast force of Blood Pact warriors, including armour and Death Brigades, was entrusted to Innokenti's command, and their murderous onslaught was only brought to an end when they were fought to a standstill during the extraordinary battle to take the Civitas Beati on Herodor. Other Blood Pact elements were serving under Anakwanar Sek when he overran the forge world at Urdesh, thus providing the Blood Pact forces with a vast and ready source of armour and field weapons. Blood Pact combat resilience was also displayed during their epic defence of the fortress world Morlond, during which period then enjoyed the direct command of the Gaur himself.

fierce battle, this was a famous Imperial victory. Archon Nadzybar was slain and his forces put to rout. Under Macaroth, Slaydo's successor as Warmaster, the Imperial Crusade began to drive the Chaos presence from the Sabbat Worlds.

But even with Nadzybar dead, this was not an easy task. By 772.M41, after protracted infighting, a new Archon had emerged from the ranks of the warlords to take Nadzybar's place. This was Urlock Gaur. His forces began to counter-attack Macaroth's, thus beginning the third and perhaps most bitter phase of the protracted conflict.

Gaur's Blood Pact had been encountered in combat during the early years of the Crusade, but never properly identified. However, once he became Archon, the Blood Pact became a backbone element of the Chaos host. It is believed many other arch-enemy units and divisions, wishing to prove their loyalty to the new Archon, converted to the Blood Pact. The trained and disciplined nature of the Pact also appealed to the many converted, corrupted or traitorous Imperial Guard units captured during Nadzybar's occupation of the Sabbat Worlds. Within just a few years, the Crusade forces came to recognise the Blood Pact as elite infantry of the arch-enemy.

Combat capabilities

The Blood Pact is a martial force of distinction, a fact that often takes its enemies by surprise. The forces of Chaos are often feral, ruthless and

zealous and – while savage assets in battle – these qualities often mitigate against effective battlefield operations. Unlike, for example, the Kith who followed Sholen Skara, the Blood Pact is not an army of poorly-equipped fanatics who overrun their enemies by sheer berserk fury. The Blood Pact is drilled and trained in warfare techniques to a standard of competence at least equivalent to the



VESH ETOGAUR AND THE AKKORITE SLAUGHTER

The sheer efficiency of Blood Pact operations can be demonstrated by the battle of the Akkorite Peninsula on Belshir Binary in 771. Belshir is a vital and much-contested world due to the prometheum wells, refineries and processing depots clustered around the Gulf of Akkor. The peninsula itself provides a land-bridge access between the Hinter Deserts and the gulf-coast highways linking the refineries. Here, in ferocious, sun-blasted terrain, a force of two hundred Blood Pact troopers, supported by four stalk-tanks and two Loxatl brood groups, cut off, overwhelmed and annihilated a force of three thousand Imperial Guardsmen. The Guard elements were advancing across the peninsula with the intention of capturing the B'shen Atok refinery, and recon assessment had reported only a limited number of hostiles active in the zone. The Pact force, greatly outnumbered, was commanded by an officer called Vesh Etogaur (the second word possibly indicative of rank, as in 'demi-gaur' or colonel). Under his strict command, the Pact force lay in baking heat for three days without faltering or breaking line until the Imperial unit had moved into the cone of their ambush. The resulting slaughter lasted twenty two minutes. None of the Guardsmen survived, and the refinery remained in the hands of the arch-enemy for a further fifteen months.

Imperial Guard. They have excellent (often captured) communication systems, and an unshakeable chain of command, meaning that they can be confidently deployed with tactical precision. The Blood Pact can hit specific targets or accomplish specific missions, and individual warriors have the intelligence and field training to operate independently, if necessary, for the Pact's interests. This is what makes them so dangerous. They are not mindless fanatics; they are excellent battlefield soldiers in the sworn service of Chaos.

Certain elite or veteran sections of the Pact coterie form the so-called Death Brigades, representing the finest and most ruthless storm squads in the Blood Pact. Though comparatively few in number, the Death Brigades are often encountered at the spearhead of assaults, as the private company of senior Chaos leaders, or deployed on specialist missions, and are the most dreaded of all Blood Pact units.

Technology

A representative Blood Pact trooper will be armed with a lasgun or autogun as his primary weapon. Troopers may also carry pistols, stick grenades and bayonets. In close-quarter environments such as trenches or when storming techniques are required, they favour plate or chain

mail tunics and arm themselves with billhooks, trench clubs and grenades. Some are able combat specialists in the fields of demolition or marksmanship.

Blood Pact units will contain a mix of heavy and support weapons comparable to the Imperial Guard, including heavy autoguns, flamers, mortars and rocket launchers. Some Imperial theorists claim that the officers of the Blood Pact deliberately style their organisation on the model of the Imperial Guard, and it is certainly the case that traitor Guardsmen are used to hone and improve the basic combat abilities of the Pact. Such traitors – thankfully rare – are distributed throughout the Pact's numbers to disseminate good techniques.

Others point out that Blood Pact armaments resemble those of the Imperial Guard because these are the most commonly plundered. Several munition-producing forge worlds – especially Neffethyl and Urdesh – were amongst the planets conquered in the Sabbat cluster, and from them the Blood Pact have enjoyed a ready supply of Guard-quality weapons.

The Blood Pact – again thanks to the captured forge worlds and spoils of war – have proficient armour and artillery divisions. Imperial field pieces are often found in their possession. Blood Pact armour is generally slightly inferior to standard Imperial, most of it being Urdeshi-pattern armoured cars such as the STeG 4, and the AT70 Reaver-pattern tanks, though they do also have more limited numbers of the larger and more powerful AT83 Brigand-pattern tanks, as well as captured examples of Leman Russ and Chimera. The Blood Pact also fields Defilers, as well as a lighter-armoured

variation known as the Stalk-tank. Stalk-tanks are powered by six arachniform piston limbs, and are armed with double pulse-lasers in mini-turrets. On very rare occasions, the Pact has also been found to have Baneblade super-heavy tanks in its vanguard. All Blood Pact armoured vehicles are painted red, inscribed with numerous obscene Khornate slogans, and are often decorated with the skulls and hides of their enemies.

Threat Index and Imperial Policy

The Blood Pact is a direct and grave military threat to Imperial security in the Segmentum Pacificus. Its disciplined and trained nature means that it represents the elite branch of the arch-enemy's host. Furthermore, concern must be expressed as to its increasing size. Urlock Gaur is a charismatic leader, and the Blood Pact is an aspirational order for many young warriors. The Blood Pact is also a painful object lesson as to how the primary skills and strengths of the noble Imperial Guard may be turned against the Imperium itself.

Imperial military leaders are urged to suppress Blood Pact activity wherever it is found. The appearance of Blood Pact forces must be communicated at all costs to Fleet or sub-sector command, as it indicates a pre-planned, tactical enemy action as opposed to a random uprising or raid.

The vile and heretical legions of Chaos are ordinarily a supreme menace to the Imperium of Man because of their bludgeoning ferocity and near numberless strengths. The Blood Pact is a rare example of a more precise and deliberate destructive force.

Records also show that though the Pact show little quarter, they are more likely to attempt to turn and recruit Imperial soldiers (by force if necessary) than other Chaos forces.

Peculiarities

A marked trait of the Blood Pact is its willingness to collaborate with xenos breeds and alien mercenaries from the outworlds and marches to achieve military objectives. Most notably, the Blood Pact often operates alongside non-human mercenaries called the Loxatl, using them as shock troops.

The Loxatl are sinuous, non-humanoid quadrupeds evolved from amphibian forms. Slightly larger than a human, they are extremely swift and dexterous,

"They hide their faces in snarling iron, but the cruelty in their hearts is manifest in their brutal deeds. We are lost and we are done. May the God-Emperor forgive our failure and protect our souls."

— last transmission of
General DeLestt, Urdesh.

and use large dew-claws to give them purchase on any surface, allowing them to run up walls and across ceilings. Out of water, the vision, hearing and smell of these grey-skinned aliens is dull, and they rely on powerful taste and vibration sensing to hunt and corner prey.

The Loxatl use a weapon of alien design known as a flechette blaster. They carry these powerful weapons – along with ammunition bandoliers – on their torsos, mounted on mechanical armatures that fire the weapons via some unknown mind impulse device. This leaves a Loxatl's limbs free for climbing. The blasters fire deadly shot-bursts filled with millions of razor-sharp filaments that shred armour and cause grievous wounds in their target's flesh.

Loxatl are believed to operate in small, brood group units of biological kin, communicating by vibration, subsonic calls and – when in close proximity – iridescent patterns that they are able to flash and move across their skins. Imperial Guardsmen have reported that nearby Loxatl activity can often be detected by a nauseating smell, a mix of rancid milk and crushed mint.

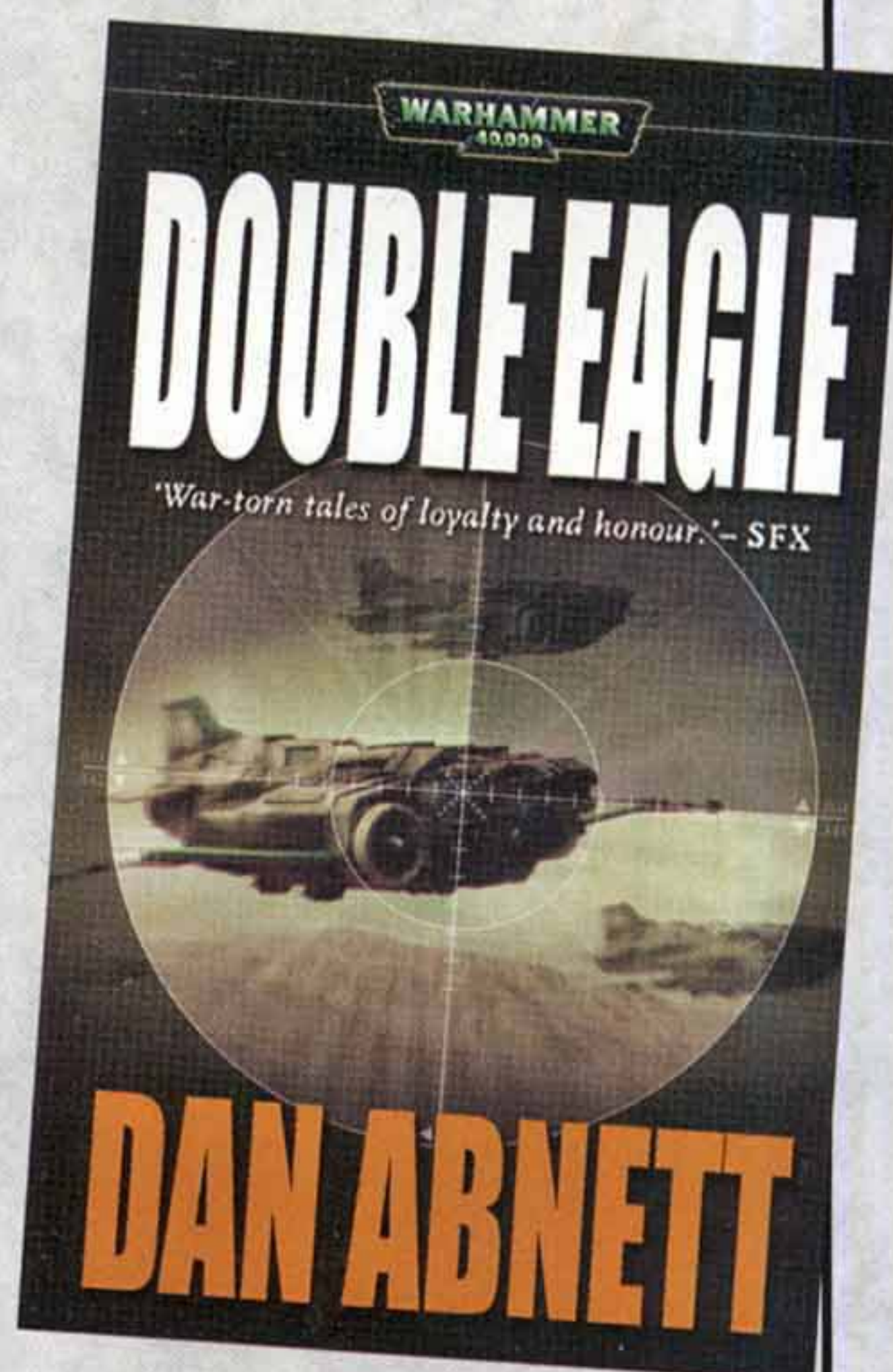


Dan Abnett

The brutal efficiency of the Blood Pact is revealed in Dan Abnett's awesome Gaunt's Ghosts novel series – The Saint. This series, comprising of Honour Guard, The Guns of Tanith, Straight Silver and Sabbat Martyr, sees the Blood Pact in action against the advancing Imperial Guard forces and gives a close quarters view of just how effective they really are.

Plus, check out Dan Abnett's latest novel, Double Eagle. Set during the Sabbat worlds crusade, it tells how the lethal air forces of the Blood Pact make huge gains against the beleaguered Imperial forces on the key world of Enothis.

Available in June 2004.



www.blacklibrary.com

BLOOD PACT DEATH BRIGADES BY ANDY HOARE

For those who wish to field a force of the Blood Pact, we've provided some rules and advice for using these dreaded warriors in your games of Warhammer 40,000.

The bulk of the Blood Pact is best represented using the Lost and the Damned army list found in Codex: Eye of Terror. Traitors can be used to represent the line troopers of the Blood Pact, and Defilers can represent Stalk-tanks. Beyond this, you should try to avoid using Chaos Space Marine allies, Daemons, Mutants etc, but as similar troop types do turn up in Dan Abnett's novels we wouldn't want to go so far as banning them from the list. For the elite Death Brigades, add the following unit entry to your Lost and the Damned army.

TROOPS

Blood Pact Death Brigade Squad

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Trooper	11	3	4	3	3	1	4	1	8	5+
Veteran	+10	3	4	3	3	1	4	2	8	5+
Squad Leader										

Number/squad: 5-10

Weapons: Lasgun and frag grenades.

Options: Any model may exchange their lasgun for an autogun, shotgun, or laspistol/autopistol and close combat weapon for free. Up to two models may exchange their weapon for a flamer at +3 points, a meltagun at +10

points, a plasma gun at +10 points or a grenade launcher at +10 points. One model may be equipped with a demolition charge at +10 points. The squad can be equipped with krak grenades at +2 points per model. The squad may be equipped with chain mail and steel plate assault armour, improving their Armour save to 4+ at +3 points per model.

Characters: For +10 points, one Death Brigade Trooper may be upgraded to a Veteran squad leader, who may be given 15 points of equipment from the Chaos Space Marine Armoury (but no Marks, Gifts or other items).

SPECIAL RULES

Veterans: The Death Brigades are made up of dangerous and experienced veterans of many wars against the Imperium. To represent this, each squad may be given a single Veteran Skill chosen from the Chaos Space Marine armoury, paying the points cost listed there. Purchasing a Veteran Skill will move the unit to the Elites section of the army list.

This Blood Pact Trooper is a very simple conversion. It's a plastic Cadian trooper, with the head of one of the classic Chaos Space Marine Raptors.



Ever torn your hair out looking for that special miniature to captain your force, or struggled to find suitable parts for a conversion? Fear not for salvation is at hand in the form of Collectors Guides. These are the ultimate resource for anyone building an army.

Collectors' Guides are the definitive resource for anyone interested in Games Workshop miniatures. They're ideal for hobbyists who want to customise their army and make it unique. Containing the full range of models for that force and their component parts, including all the Classic models that you won't find on the shelves in the stores, Collectors' Guides are an essential reference to Games Workshop miniatures.

But they're far more than a simple catalogue. They include painted examples of models in that range, detailed colour schemes of individual regiments, tribes or chapters, fantastic armies, astounding conversions, brilliant artwork from the Games Workshop studio, Golden Demon winners and magnificent dioramas.

So, whether you're an up-and-coming Chaos commander or a veteran Imperial strategist you'll find that while your army book tells you what forces you can field, the Collectors' guide will help you select your actual models. And let's face it – a great general needs a great looking army!

COLLECTORS GUIDES: THE ULTIMATE RESOURCE

Every miniature you ever wanted, all in one handy book!

COLOUR SCHEMES

The colour scheme section presents examples of some of the most notable regiments, chapters or armies of that specific range. For example, if you're a budding Commissar leading your valiant Storm Troopers to glory on the battlefield then open up the Imperial Guard Collectors' Guide for some top advice on paint schemes for Guardsmen. Here you'll find the most celebrated and interesting regiments of humanity, converted and painted by gamers to show you what can be accomplished. And if you see something that inspires you, all the models used are included within the pages of the Collectors' Guide.

UNITS AND MODELS

The largest section of the guides details the extensive range of models available for your army, helpfully arranged in the same way as your codex or army book. In the case of Warhammer 40,000 – HQ, followed by Elites, Troops, Fast Attack and finally Heavy Support. And for our fantasy Warhammer ranges you will find all the different miniatures arranged into the familiar Heroes, Core, Special and Rare categories.

Each section shows every completed model as well as each component that makes them. So, if you're after Typhus, the Herald of Nurgle you'll find him there, however if you're just after his Manreaper then you'll find that there as



SHOWCASE

Mike Cawthorne's Armies of Redemption

Mike has spent three years on his miniature wargaming, based upon a Dark Age of Conan setting. The armies of Redemption were used to win the 2002 Warhammer 40,000 tournament, and to be displayed at several events. The showcase is a fine example of the hobby, using many plastic and metal models to create a unique and powerful army. The showcase is also a fine example of the hobby, using many plastic and metal models to create a unique and powerful army. The showcase is also a fine example of the hobby, using many plastic and metal models to create a unique and powerful army.



Collectors' Guides also include some amazing examples of the armies of dedicated hobbyists.

well. In fact, in these parts of the Guide you'll find every single model that we produce or have ever produced for that race.

All the codes you need are also included in this section and all our current prices so you can plan your army out completely, making it simple when it comes to ordering that vital part for a cool conversion. Details on ordering, using our friendly and experienced Direct Sales service, can be found inside the front cover.

CLASSIC MODELS

As well as the models that make up our current ranges there are two other categories of miniatures.

The first is the Classic Models range. These are previous versions of current models that, while maybe not part of the latest range, may well be featured in many gamer's armies. For example, next to the new Cadian Heavy Weapon Teams you'll find the Classic metal versions. Ideal if you want to keep the feel of the army by using the same model range throughout or to make slight conversions to your forces. Classic models are another way to make your army unique. By finding an older piece you can create that stunning conversion which will make your army stand out on the battlefield.

The final part of the Units' section is the Collectors' Selection. This range includes many models that are no longer considered on active duty. Many of these are real pieces of Games Workshop history that will have veteran gamers going misty-eyed and thinking back to their early hobby days. In the pages of the Collectors' Guides you might just find an old friend or two, or something different that will help make your army a little bit more special.

CONVERSIONS AND DIORAMAS

On top of all this we've searched long and hard to find the most impressive example of armies we could find. Whether you're interested in vast legions of Imperial Guard, heretic forces of Chaos, the disciplined ranks of the Space Marines, hordes of Orcs and Goblins or heroic regiments from the Empire, there's a well-painted, themed army in all its glory for you to marvel at.

Coupled with the armies are some top tips from the painters about how they created their colour schemes or why they chose a particular unit.

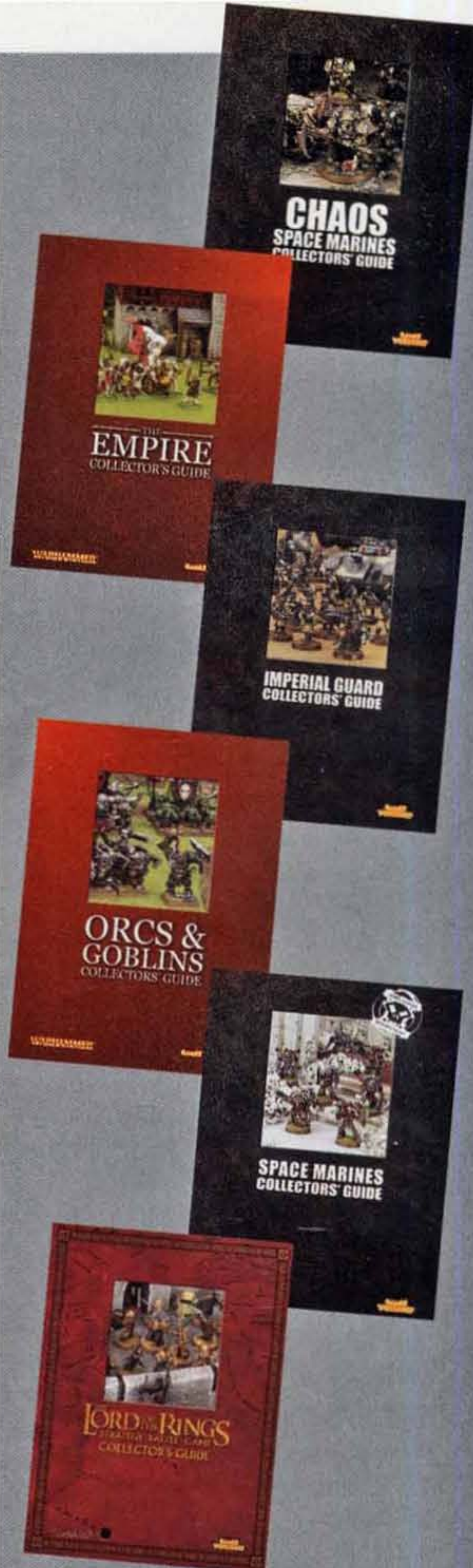
Every gamer loves to see fantastic conversions – they inspire us, impress us and usually provide an idea or two for conversions of our own. The Hobby section contains the best conversions that we could find for that particular range, collected together for you to examine and play the hobbyists' traditional game of "What on earth is that made of?"

There are few better ways to show off a well-painted miniature than in a diorama, so if you thought the models looked good on their own, just look at what adding a bit of scenery can do.

GOLDEN DEMON ENTRIES

Finally, we've included the best Golden Demon entries from that range. These include Golden Demon winners from around the world to really fire up your imagination. These are the most awesome and magical award-winning models out there.

We've produced several different Collectors' Guides. The good news is that we plan to make many more to cover each and every army we have produced, so all our hobbyists, whether beginners or veterans, can benefit.



THE STORY SO FAR...

The Space Marines, Imperial Guard and Chaos Space Marines Collectors' Guides are available now for Warhammer 40,000. The Empire and the Orcs and Goblins Collectors' Guides are out now for Warhammer. There is also a Collectors Guide dedicated to The Lord of Rings

However, don't worry if your army's guide isn't out yet because there are plans for plenty more, including Chaos for Warhammer and Eldar for Warhammer 40,000. All these Collectors' Guides are available at Games Workshop Hobby Centres or through Direct sales.

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

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

WHAT'S IN STORE FOR YOU?

A Games Workshop hobby centre is more than just a shop...



FREE GAMING AND TACTICS ADVICE

All our staff are gaming veterans (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



FREE PAINTING AND MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!



FULL RANGE OF PRODUCTS

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.



IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus many components and classic models with which to customise your armies.



BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs throughout **Sundays**, so whether you want to learn how to charge your Knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature team participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



VETERANS

Many Games Workshop hobby centres run evenings (usually **Tuesdays** and **Thursdays**) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, play games against equally experienced opponents, and also play Games Workshop's more specialised gaming systems well into the evening.



HOBBY CENTRE GAMING ROOMS

A growing number of our hobby centres now have additional space to the normal shop floor in the shape of Gaming Rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Give them a ring to find out what's going on and to avoid disappointment! The following Games Workshops all have Gaming Rooms: GW Aberdeen, GW Bolton, GW Bromley, GW Burton, GW Carlisle, GW Chester, GW Exeter, GW Ipswich, GW Macclesfield, GW Maidenhead, GW Middlesbrough, GW Newport, GW Poole, GW Shresbury, GW Uxbridge, GW Worcester.



GAMES WORKSHOP HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops spread throughout the UK. What follows below is a complete listing of all the stores that sell Games Workshop products. Alternatively, you can find a list of all our retail outlets on our website at: www.games-workshop.co.uk

We also have Games Workshop hobby centres in 16 different countries across the world (and independent stockists in even more). Call **0115 91 40000** to find out where they are. Most Games Workshop stores are open seven days a

week and open late for gaming evenings, but please contact your local store for more details. Stores highlighted in yellow indicate new stores.

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

Hobby centres marked with a cross (x) have Gaming room facilities.

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BRISTOL, Area 51:
Tel: 0117 9244655
PORTISHEAD, Makit:
Tel: 01275 844 751
YATE, Hoggosaurus Toystore:
Tel: 01454 326566

BEDFORDSHIRE

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10 Greyfriars. Tel: 01234 273 663
LEIGHTON BUZZARD, Cuddlers:
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LUTON, Ottakers:
Tel: 01582 486999

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101 High Street. Tel: 01753 575 675
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Tel: 01344 488124
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Tel: 01635 36555
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Tel: 01753 862106

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Unit 27, Old Square Shopping Centre.
Tel: 01922 725 207
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Tel: 0121 360 5080
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Tel: 0121 687 01105
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Tel: 0121 355 8300
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WIGAN, Wigan Model Centre:
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GW LEICESTER:
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REDDITCH, Hoggosaurus Toy Store:
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STOURPORT ON SEVERN, TP Activity Toys:
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HUDDERSFIELD, Toymaster:
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CO. WATERFORD, Fitzmaurice Toymaster:
Tel: 051-876566
CO. WESTMEATH, Toy City:
Athlone. Tel: 0902-79851
CO. WEXFORD, Play & Learn:
Tel: 053-23188
CO. WICKLOW, ER Harris & Sons:
Bray. Tel: 01-2867995

INTERNATIONAL ACCOUNTS

SOUTH AFRICA

CAPETOWN, The Boys and Mens Hobby Shop:
Tel: 0027 21 914 8688
CAPETOWN, Wizards Warehouse:
Tel: 021-6830360
LINMEYER, Dragons Den:
Tel: 0027 082 824 4124
PRETORIA, The Smelly Troll:
Tel: 0027 0833 079107
JOHANNESBURG, Esswex Retail:
Tel: 0027 11 8883619
JOHANNESBURG, Wizards Warehouse:
Eden Vale. Tel: 0027 21 683 0360
DURBAN, Wizards Warehouse:
Tel: 0027 031 3128271
DURBAN, Durban North, The Hobby Specialists:
Tel: 0027 031 564 9706
PORT ELIZABETH, Wizards Warehouse:
Tel: 0027 041 5810727

MALTA

Forbidden Power: 83 Triq Misrah Il-Barrieri, Msida. Tel: 00356 21 227999
K Hobbies Ltd: Hompesch Road, Fgura Pla 13. Tel: 00356 21 686423

GIBRALTER

Bon-Mau Hobbies:
15 Parliament Lane.
UNITED ARAB EMIRATES
Fantasy Games Trading:
Jumeira Plaza S# 24 Beach Road, Dubai.
Tel: 0071 506444689

GREECE

ATHENS, Action Hobbies:
Cholargos. Tel: 0030 210 6564515
ATHENS, Fantasy Shop:
3 Septemvriou 103. Tel: 0030 210 8231072
ATHENS, Fantasy Shop:
Agiou Ioannou. Tel: 0030 210 6005312
ATHENS, Fantasy Shop:
Drosini & D. Kryiakou. Tel: 0030 210 8016041
ATHENS, Fantasy Shop:
Themistokleous 43-45. Tel: 0030 210 9828877
ATHENS, Kaissa Amarousiou:
Kondili 7. Tel: 0030 210 6141675
ATHENS, Kaissa Chess & Games:
Kalidromiou 8 & Ippokratous 114 72. Tel: 00302 10366488
ATHENS, Kaissa Glyfadas:
Xorikon 4. Tel: 0030 210 8982 057
ATHENS, Kaissa Monokeros:
Tritis Septemvriou. Tel: 0030 210 8813 990
ATHENS, Kaissa Pagratiou:
Timotheou 8. Tel: 0030 210 7565435
ATHENS, Kaissa Peiraia:
Ipsilantou 174-176. Tel: 0030 210 4296 636
ATHENS, Kaissa Pigasos:
Dilou 22. Tel: 0030 210 5786707
CRETE, Kaissa Hania:
Kydonias 107. Tel: 0030 28210 88996
HALKIDA, CD Corner:
Miaouli 24. Tel: 0030 2221 087315
LARISAS, Kaissa Larisas:
Koumoundourou 22. Tel: 0030 2410 537337
PATRA, Fantasy Shop:
Pantanassis 75. Tel: 0030 2610 221014
THESSALONIKI, Fantasy Shop:
Skra 3. Tel: 0030 2310 240193

TURKEY

ISTANBUL, Sihir:
Ihlamurdere C, Altintas sok 27/a.
Tel: 0090 212 227 9955

The Northern Europe Outriders venture out to promote the hobby in cities which don't have a local Games Workshop. White Dwarf went behind the scenes at the second Outriders Gathering to find out a little more about who they are and what they do.

From the North they come, braving land, air and sea, bringing word of great deeds done in the name of Games Workshop. They walk among us, swathed in mystery. The word 'Outriders' floats on the breeze like some half-remembered memory. "Who are these mysterious travellers," I hear you cry, "and what do they do."

The Outriders are a group of volunteers who work tirelessly to bring the hobby to those cities in Northern Europe not lucky enough to have a Games Workshop within easy reach. They run tournaments, assist clubs and independent stores, even stage events in libraries and other venues. The 10th and 11th of January saw the second Outriders Gathering in Games Workshop history. Where all the Outriders from Denmark, Sweden, Norway, Holland and Finland all came together for a weekend of fun and games. A packed two days followed with various special seminars detailing forthcoming projects and campaigns, future plans for the Outriders and a chance for them to air their views and ask

THE OUTRIDERS GATHERING

An event report by Nick Kyme

some questions, run by the Head of Marketing for Northern Europe, Bo Tolstrup. An awards ceremony ended the first day, recognising those Outriders who had particularly distinguished themselves in the field and the whole weekend culminated on Sunday in a frantic 1,000 points Warhammer tournament.

White Dwarf went along to see the action unfold and check out the tournament armies. Our intrepid reporter, Nick Kyme, even managed to get a couple of games in himself...

THE TIME OF THE GATHERING...

Nick: I don't know if you've ever been in a room full of foreign invaders possessed of unfettered enthusiasm, but it's a scary thing. A packed and throbbing canteen filled with excited chatter was my first sight as I turned up early on Saturday afternoon, hobby fever gripping the impassioned ranks of the Northern Europe Outriders. I decided to dive in quickly and find out if this mass of Danes, Dutch, Norwegians,

Finns and Swedes were as mad as their reputation suggests...

"I am here from Denmark to reclaim this land," the booming voice of Morten declared, an Outrider from the city of Aalborg. Question answered, I thought.

Between jokes, Morten told me of his love for the hobby and although he has only been an Outrider for just over three months, he was a dedicated hobbyist of some nine years.

"I have a fully painted Dark Elf army, which I try to battle with as often as possible, when not running introductory games and Outrider events," he told me.

A lot of the events that the Outriders run are on a large scale such as campaigns and tournaments said Patrick, an Outrider for five months working in Copenhagen.

"I recently helped to co-ordinate and run a 4,000 point Warhammer 40,000 Tournament which involved team play."

There is a strong-narrative theme in many of these campaigns, a real testament to their passion for the hobby.

"I also run a Warhammer skirmish campaign and I like to introduce Black Library characters like Malus Darkblade and Gotrek and Felix to make them more interesting."

I was really heartened by the dedication and tireless efforts of the Outriders. Particularly inspiring was the story of Kasper, from Denmark. He has been with the programme since the beginning, joining when he was just 15.

"I was really keen to get more involved with the hobby," he said. Unfortunately when the training programme of the Outriders was revised and the minimum age requirement brought up to 18, Kasper, then 17, had to leave. But such was his dedication that he stuck around and helped out at tournaments until he was old enough to rejoin the programme. He has been running events as a fully-fledged Outrider for a few months, working at two of the major tournaments in Copenhagen, Fanatic and Giant Fanatic. Kasper also runs some of the more unusual events. "One of my favourites are the Squig Races," he said.

I enjoyed chatting to the Danes but it



Gav Thorpe delivers a seminar to a group of eager and rapt Outriders.



The Outriders Warhammer Tournament gets underway in the exhibition hall.

was now time to hurry over to the seminars.

Within a full seminar room, Warhammer Loremaster Gav Thorpe presented a host of secret information about projects that the Outriders would be involved in. Between 'oohs' and 'ahs' as each new miniature was revealed, I managed to collar a pair of Outriders called Chris and Magnus and ask them why they joined the organisation.

"I wanted to do more in the hobby, and when I read about the Outriders on a website, I couldn't wait to join," Chris (aka 'Splut') told me. An Outrider for three years, Chris works in Zeeland in Holland. Among other events, he has refereed and run tournaments and even been a painting judge. "One of my biggest events was the Spellen Spectakel," he said, which roughly translates as 'Games Spectacular'. Magnus works in Helsingborg, Sweden and has been an Outrider for two years. "I joined the Outriders because I wanted to get an insight into the hobby and learn about all the exciting projects in development."

One of Magnus's duties is to create a strong rapport with independent store managers, but he also transports scenery between various events, happily travelling from Sweden to Denmark to do so.

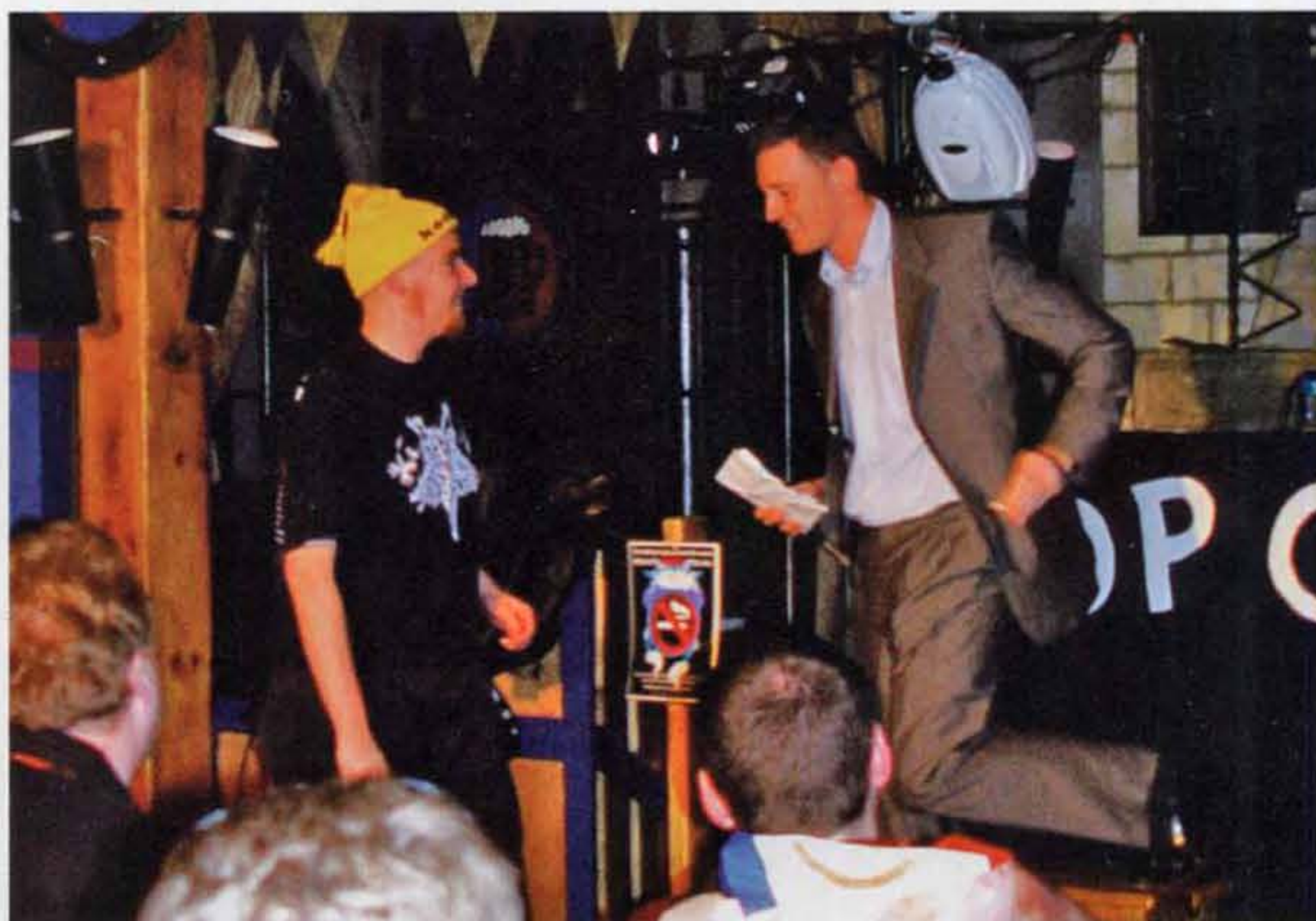
The smell of coffee wafted down the corridor, announcing a break. So I took the opportunity to ask Martina, an Outrider Sergeant from Holland, a few questions about her role. "It is my job to plan out the event schedule and ensure there are Outriders at the various events to run them," she explained.

Martina has been with the Outriders since its inception. She is responsible for a staggering 19 Outriders who run such great events as The Battle of the Clubs, a huge tournament attended by 120 gamers and involving club teams of up to nine players.

Later that night we all convened in Bugman's Bar for the awards ceremony. There was a great atmosphere and a real sense of camaraderie as Outriders wearing horned helmets and draped in their national colours and flags piled into the bar. Amongst the Outriders honoured at the event was Kai Glerum who won the coveted title of Outrider of the Year. The party got into full swing, Kai blasting out a scary rendition of The Darkness' /

believe in a thing called love on the karaoke. Morten had challenged me to a grudge match battle, one of many challenges issued that night and a special type of battle just for the Outriders Tournament (in the second turn you may re-roll all of your to hit rolls in close combat), so I left the festivities early to prepare my army for the tournament the next day.

On Sunday morning Bo spelled out the rules of the tournament to the bleary-eyed Outriders. We all then moved through to the Warhammer World exhibition hall and battle commenced. I fought my grudge match first, against Morten's Dark Elves. A fun and exciting contest followed with my Dwarf



Bo Tolstrup presents the prizes at the packed awards ceremony in Bugmans.



OUTRIDER OF THE YEAR

In the lull between tournament battles I sought out newly crowned Outrider of the Year, Kai Glerum.

"I have gone on 14 missions in the last year," he told me, "and run three Fanatic Tournaments in Holland." The list of his achievements is almost endless and as well as over 60 introductory games and writing and running 'The Battle of the Clubs', Kai has even been on a solo mission to Belgium!

"I went to the White Knight club and gave them advice and ideas on how to run their own events and tournaments," he said. The New Year will bring fresh challenges for Kai who is preparing for the next Fanatic tournament and planning a Lord of the Rings introduction day at a library in Rotterdam. It seems there is no stopping him.

Congratulations Kai!



Morten and I do battle in my first game of the tournament, the grudge match.

Thunderers and Bolt Thrower wiping out Morten's Cold Ones. Despite some notable casualties to my Warriors and Ironbreakers from a hail of repeater crossbow and Bolt Thrower fire, my Dwarfs were victorious. Morten was magnanimous in defeat and we both agreed it had been a cool battle as we went to report the result. My next game was against a Vampire Counts army bristling with Black Knights and Dire Wolves. I knew I would be greatly outmatched for speed and when my Bolt Thrower crew fell to a Banshee wail I knew I was up against it but the tenacity of the Dwarfs won out in the end. Although we had to finish the game early, I emerged the unlikely victor.

With the tournament over it was time for the awards and the end of the day. As the winners took away their trophies, the Outriders disappeared off to Warhammer World and Bugman's Bar, making the most of their time before the coach came to pick them up. After chatting with some of the Outriders about their armies, I reflected on my weekend. I couldn't help but feel enthused by the passion and excitement of this slightly crazed and disparate group of hobbyists. I was left with the impression of a great bunch of ambassadors for Games Workshop who work really hard to enrich the hobby for everyone. I recommend you check out some of the great events they have in the pipeline.

The Outriders of Northern Europe, a tireless band of dedicated hobbyists.



OYSTEIN BERG'S WOOD ELVES

Location: Oslo (Norway)

Time as an Outrider: 1 year

Oystein wanted a wild theme for his Wood Elf army and has converted almost all of his units, including Glade Guard, Glade Riders and Warhawks, from Wardancer models. His favourite units are the Glade Riders and Glade Guard and the entire army took him around 30 to 40 hours to paint. The most difficult unit to paint were the Warhawks and Glade Riders as their long spears kept getting in the way of Oystein's brush work.



MAGNUS OHMAN'S CHAOS MARAUDER ARMY

Location: Stockholm (Sweden)

Time as an Outrider: Over 3 years

Magnus's Marauder Chaos Horde was painted in just two months. Magnus's favourite unit is the Dragon Ogres but the Marauder horses were the most difficult to paint and convert. Magnus's philosophy on building armies is to use cheap troops so he can have a really big army with lots of models.



MARTIJN NAS'
CHAOS ARMY OF NURGLE

Location: Gelderland (Holland)

Time as an Outrider: 2 years

Martijn's favourite unit in his army is his Chaos Ogres, they also took the longest to paint, but it was his unit of Chaos Warriors that was the longest to finish as all of the models are converted. Martijn's friend Rogier, bet him that if he ever finished the army he'd eat his shoe. You want salt and pepper with your shoe, Rogier?



ROB KNEEPKENS'
BLOOD DRAGON VAMPIRES

Location: Eindhoven (Holland)

Time as an Outrider: 1 year

Rob's Blood Dragon Vampire Count's army is part of a larger 2,000 point force. His favourite unit is the Banshee but it was the Black Knights that were the most difficult to paint and convert, being a combination of Empire Knights, plastic Bretonnian Knight heads and plastic Skeleton heads.



ELLEN EVERS' NIGHT GOBLINS

Location: Tilburg (Holland)

Time as an Outrider: 1 year

Ellen speed-paints her armies, usually because she tries to finish everything last minute. Her Night Goblin army took three weeks to paint. Her favourite unit are the Squigs. She had to paint night and day to complete the army, even adding some finishing touches in the hotel on the morning of the tournament!



THOMAS KRYSTING

Location: Zeeland, Copenhagen (Denmark)

Time as an Outrider: 2 months

An avid painter and converter Thomas brought some great models to the Outriders Gathering. They were so good we had to show them off!

Thomas's favourite model is his Inquisitor, Wolfgang Steinbacker (bottom). It was extensively converted, based upon a Space Marine, with Abaddon's head (with added hair), a High Elf shield, Imperial Missionary staff and a profusion of green stuff (the entire right hand was green stuff!). We were also impressed with his Techpriest (top) that took over 20 hours to convert and paint.



You too can get involved in some of the great events and Tournaments organised by the Outriders wherever you see this sign!

Here is a list of Games Workshop stores in Sweden, Finland, Iceland and Estonia. Each of the independent stockists has a large range of Citadel Miniatures boxed sets and blister packs, as well as boxed games, rulebooks and supplements for Warhammer, Warhammer 40,000 and The Lord of The Rings Strategy Battle Game.

Stores in **red** are Games Workshop stores, while stores marked in **blue** are Elite stores who stock the full Games Workshop range and offer hobby events and demonstration games. Stores marked in **green** are Partnership stores who stock a wide range of Games Workshop products.

SWEDEN

Alingsås, BARNENS-BUTIK

Kungsgatan 25, 441 30
Tel: 0322634511

Ängelholm, LEKSAKSMAGASINET

Framtidsgatan 1, 262 84
Tel: 043182350

Borås, HOBEX

Skaraborgsv 62-64, 506 30
Tel: 033418380

Borås, EB GAMES

Stora Brogatan 7, 503 30
Tel: 033126710

Borlänge, BARNENS HUS

Hantverkargatan 7, 781 71
Tel: 024382001

Borlänge, TRADITION

Kupolen, 781 70
Tel: 024380860

Enköping, TV SPELSBÖRSEN

Rådmansgatan 11, 745 35
Tel: 0171479494

Eskestuna, LASSES LEKSAKER

Kungsgatan 21, 632 20
Tel: 016130335

Falun, TV-SPELSBÖRSEN

Falugatan 2, 791 71
Tel: 02327775

Färjestaden, LEKSAKSMAGASINET

Ölands Köpstad, 386 31
Tel: 048534570

Farsta, TRADITION

c/o Spelia Storforsplan 42, 123 47
Tel: 086058160

Gällivare, LEKIA

Metall Vägen 14, 982 38
Tel: 097066502

Gävle, HOBBYSHOPEN

Drottninggatan 25, 803 11
Tel: 026186299

Göteborg, GAMES WORKSHOP

Kungsgatan 28, 41 119
Tel: 031133958

Göteborg, TRADITION

Järntorget 4, 413 04
Tel: 031241468

Göteborg, TRADITION

Femmanhuset, 411 06
Tel: 031150366

Göteborg, EB GAMES

Kungsgatan 58-60, 411 08
Tel: 0317010890

Gustavsberg, BUSKUL-LEKSAKER

Odelbergs Väg 17, 134 40
Tel: 0857036800

Halmstad, TRADITION

Drottning Kristina Passagen, 302 42
Tel: 035128260

Halmstad, LEKCENTER

Köpmansgatan 8, 302 42
Tel: 035128650

Helsingborg, FANTASIA

Norra Kyrkogatan 10, 252 23
Tel: 042242494

Hudiksvall, ALBINS-LEKSAKER

Storgatan 24, 824 30
Tel: 0650595082

Järfälla, HOBEX

Flygavfarten, 175 38
Tel: 0858018091

Järfälla, TRADITION

Tornérplatsen 30, 177 30
Tel: 0858032300

Kalmar, PARTAJ

Skeppsbrogatan 26, 392 31
Tel: 048029850

Kalmar, KALMAR LEK & HOBBY

Södra Långgatan 32, 392 32
Tel: 048024717

Karlskoga, LEKLÅDAN

Bergsmansg 17, 691 31
Tel: 058633333

Karlskrona, PARTAJ

Rönnebygatan 25, 371 33
Tel: 045515470

Karlskrona, FACT & FICTION

Norra Kungsgatan 7, 371 33
Tel: 045516710

Karlskrona, LEKSAKSHUSET

Lallerstedtsgt.5, 371 54
Tel: 045524082

Karlstad, TRADITION

Bergvik Köpcenter Fryhmans Väg,
653 46
Tel: 054560830

Karlstad, ROLLSPELS & FANTASYBUTIKEN

Kungsgatan 6, 652 24
Tel: 054157350

Karlstad, BARNENS HUS

Kolugatan 1, 653 45
Tel: 054134900

Kiruna, LEKHUSET

Box 2081, 921 02
Tel: 098082550

Köping, LEKSAKSHUSET

Stora Gatan 11, 731 31
Tel: 022116900

Kristianstad, PARTAJ

Östra Boulevarden 28, 291 22
Tel: 044106690

Kristianstad, HÖNAN AGDA

Östra Storgatan 47, 291 31
Tel: 044102288

Kungsbacka, LEK & HOBBY

S.Torggatan 6, 434 30
Tel: 030014136

Kungsbacka, TRADITION

Kungsmässan, 434 38
Tel: 030071240

Laholm, LEKSAKSAFFÄREN

Trädgårdsgatan 14, 312 22
Tel: 043010069

Landskrona, LEKSAKSHUSET

Timmermansg. 45, 261 38
Tel: 041810790

Linköping, TRADITION

Storgatan 54, 582 28
Tel: 013137840

Ljungby, LEKMAN

Eskilsgatan 1, 341 30
Tel: 037213481

Luleå, BARNENS HUS

Barnv 25, 973 40
Tel: 0920220095

Luleå, TRADITION

Storgatan 51, 972 31
Tel: 0920258702

Lund, TRADITION NOVA LUND

Företagsvägen 10, 277 61
Tel: 046128940

Malmö, TRADITION

Hamngatan 3, 21122
Tel: 040230380

Malmö, PHANTACITY

Gustav Möllersgatan 2, 211 51
Tel: 040123719

Malmö, AVALON

Stora Nygatan 53, 211 37
Tel: 0406118003

Malmö, TRADITION

Per Albin Hanssons v 40, 214 32
Tel: 040855-98

Malmö, EB GAMES

S.Förstadsgatan 41, 211 43
Tel: 040124550

Norrköping, HOBBYHÖRNAN

Drottningg 18, 602 24
Tel: 011162120

Norsborg, TRADITION

Hallunda Torg, 145 62
Tel: 08531 751 00

Nyköping, LAKA TV SPEL

Östra Storgatan 22, 611 04
Tel: 0155281001

Nyköping, BARA-SPEL-O-HOBBY

Bagaregatan 35, 611 30
Tel: 0155286780

Nynäshamn, SVENS LEK & HOBBY

Stadshusplatsen 4, 149 30
Tel: 0852010991

Ödåkra, TRADITION

Marknadsvägen 9, 260 36
Tel: 042202140

Örebro, TRADITION

Krämarer Drottninggatan 27, 702 22
Tel: 019120140

Örnsköldsvik, SOUND & VISION

Skolgatan 11, 891 33
Tel: 066019924

Östersund, HOBBYBODEN

Köpmangatan 31, 831 30
Tel: 063513310

Piteå, BARNENS HUS

Backev 55, 941 47
Tel: 091119910

Säffle, HOBBYKÄLLARN

V:A Storgatan 6, 661 30
Tel: 053314594

Sala, ELONS-LEKSAKER

Rådhusgatan 10, 733 30
Tel: 022410314

Skärholmen, TRADITION

Storholmsg. 6, 127 48
Tel: 08740 51 00

Skellefteå, BARNENS HUS

Uppfinnarv 5, 931 42
Tel: 091013990

Skövde, TV-SPELSBUTIKEN

Kyrkogatan 11, 541 30
Tel: 0500488810

Söderhamn, BARNENS HUS

E-Center, 826 40
Tel: 027014220

Södertälje, KRINGLANS-LEKSAKER

Box 613, 151 27
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Södertälje, EB GAMES

Storgatan 4, 151 71
Tel: 0855016232

Sollentuna, BARNENS HUS

Boilstanäsv. 1, 192 78
Tel: 086269940

Solna, GAMESHOP

Råsundavägen 157, 169 36
Tel: 087304030

Solna, TRADITION

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Tel: 08470 54 00

Stenungsund, BARNHUSET

Stenungstorg, 444 30
Tel: 030380384

Stockholm, GAMES WORKSHOP

Regeringsgatan 30, 111 53
Tel: 08213840

Stockholm, TRADITION

Hamngatan 37, 111 53
Tel: 084112151

Stockholm, SF BOKHANDELN

Västerlång Gatan 48, 111 27
Tel: 08215052

Stockholm, TENNSOLDATEN

Rörstrandsgatan 26, 113 40
Tel: 08316629

Stockholm, EB GAMES

Karlplan 13, 115 20
Tel: 086603310

Stockholm, EB GAMES

Hamngatan 37, 111 53
Tel: 084112151

Strängnäs, TV SPELSBÖRSEN

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Tel: 015210191

IN SWEDEN, FINLAND, ICELAND AND ESTONIA

Strömstad, KJELLS LEK & HOBBY
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Tel: 052615989

Sundsvall, TRADITION
Vårdshuset Storg. 26, 852 30
Tel: 060538473

Sundsvall, ORION SPEL
Köpmangatan 5, 852 31
Tel: 060155947

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Tel: 040400318

Täby, HOBBY & PRYLAR
Vallatorp 1F, 18752

Täby, EB GAMES
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Trollhättan, PARTAJ
Ladugårdsvägen 12, 461 70
Tel: 052079499

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Tel: 0853038000

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Tel: 090777702

Umeå, TRADITION
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Tel: 090701590

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Tel: 018711590

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Tel: 037214550

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Storagatan 33, 722 12
Tel: 021104494

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Tel: 049036171

Västra Frölunda, TOYS
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Tel: 031459401

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Klosterg. 4, 352 30
Tel: 047021802

Växjö, PARTAJ
Bäckgatan 17, 351 03
Tel: 0470711987

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Tel: 049231188

Visby, LEKSTUGAN
Hästgatan 18, 521 57
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Ystad, TV-SPELSHÖRNAN
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FINLAND

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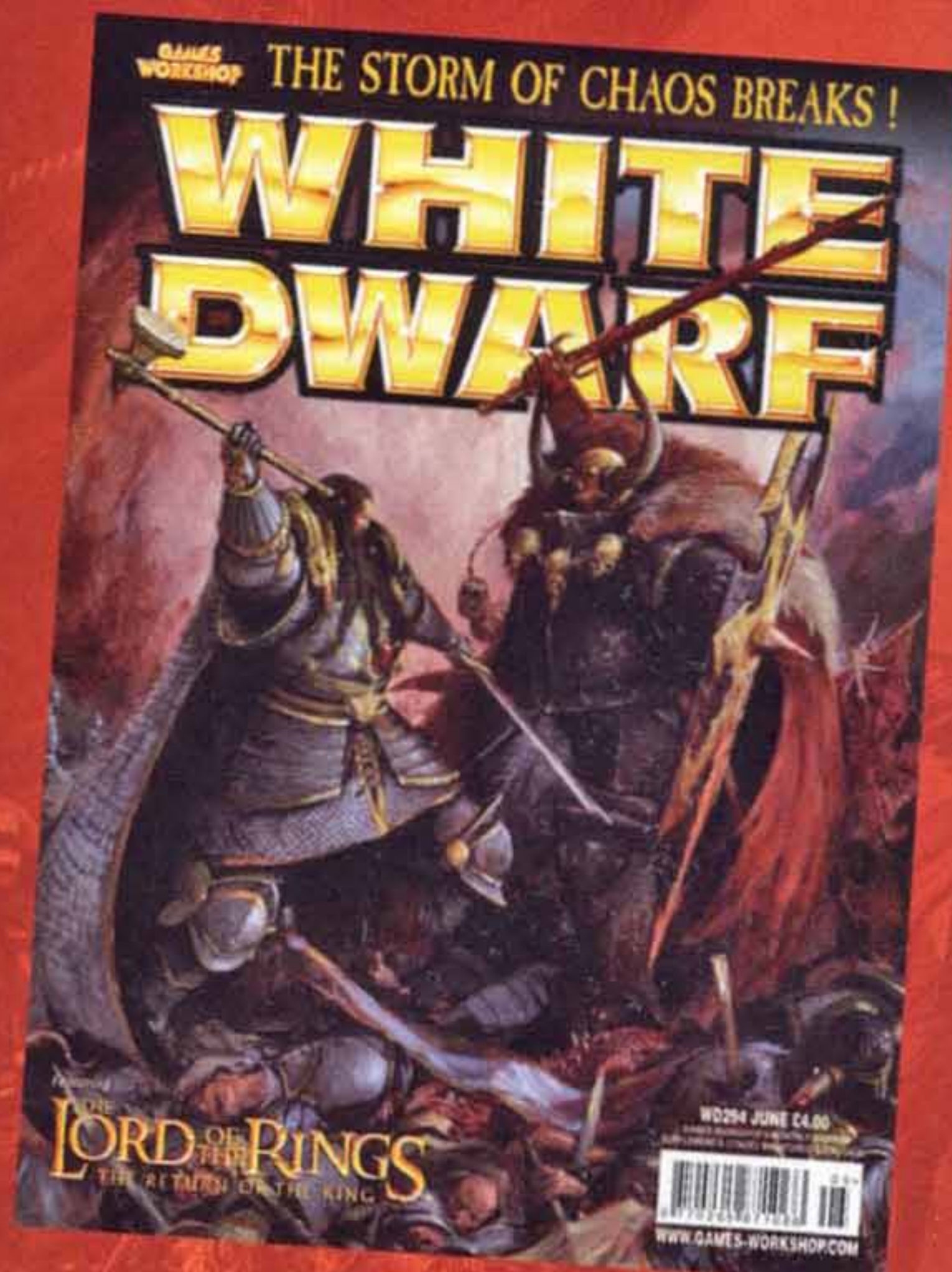
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* The Witch King and Éowyn and Merry are components of The Fall of the Witch King boxed set. The King of the Dead is a component of the Army of the Dead boxed set. Items marked with an * are only available by ordering direct via the in-store order point, by calling on 0115 91 40000 or via our website at www.games-workshop.co.uk/storefront



"It was no mere brigand or Orc-chieftain that ordered the assault upon the Lord of Mordor's greatest foe. A power and mind of malice guided it."

Mat Ward introduces brand new rules with which players can now field the Elves of Mirkwood in their battles against Sauron's forces of Evil.

The Studio The Lord of The Rings campaign is going great guns at the moment, with about 15 players and representatives from all the major races of Middle-earth. Of course, some themed armies are more complete than others – Gondor has a wide range of cavalry and infantry, as do the forces of Mordor and Isengard. Others have only a few basic troop types to rely on.



Throughout the Third Age, Thranduil has ruled the Elves of Mirkwood. He has spent much of his life beneath the trees of Mirkwood, but unlike many Elves has often maintained an interest in that which occurs beyond his borders. If Thranduil has a single flaw, it is one of greed – a weakness that has caused the fall of more than a few Elves of noble blood. Though Thranduil has not yet been consumed by this unseemly trait, his actions in its service have more than once strained his relationships with other realms, particularly that of the Dwarves of Erebor.



We have included this option to have one or more Mirkwood Captains as part of your force – note that you can include more than one if you wish. These represent the leaders amongst the Elves of Mirkwood

who go unnamed in the story of The Lord of The Rings. If you choose Elven Captains, invent suitable names for each.

MIRKWOOD ELVES

New troops for The Lord of The Rings

As it happens, one of the players (Dylan Owen, who you may remember as the evil genius behind the Bloodlands campaign) has chosen to field Mirkwood Elves as his force. Now being somewhat, well, obsessive, about the Elves of Mirkwood myself, this seemed like far too good an opportunity to pass up. So without much ado I developed some new warriors for him to field. I thought it'd be a

fine idea to give you all a taster of what he's been able to field.

These rules are provided for you to add an extra dimension to your game if you wish – as normal, please remember that you must have your opponent's consent to use these in a game.

GOOD HEROES

Thranduil, King of Mirkwood (Wood Elf)

Points value: 125

	F	S	D	A	W	C	Might:	Will:	Fate:
Thranduil	6/-	4	4	3	3	7	3	3	3

Wargear

Thranduil carries an Oak Staff, the symbol of his authority, which may be used as a Mirkwood spear (note that the rules for Mirkwood Elves and spears also apply to Thranduil). He also carries an Elven blade and wears an Elven cloak.

Special Rules

Bad Blood. As the result of past arguments and quarrels with the Dwarves, no Dwarf will willingly accept Thranduil's leadership in battle. Dwarves may never use Thranduil's Stand Fast rolls.

Magical Powers

Aura of Dismay. Range: Self. Dice score to use: 4+. This spell may only be cast at the end of Thranduil's move. If successfully cast, any friendly models that end their move within 6"/14cm of Thranduil (including Thranduil himself) count as causing Terror until the end of that move phase.

Nature's Wrath. Range: 6"/14cm radius. Dice score to use: 4+. This spell affects all enemies within 6"/14cm of Thranduil – but only one affected foe can attempt to resist it. If resisted, all foes are unaffected, but if the foe fails to resist then all are affected. All enemies within 6"/14cm of Thranduil are knocked to the ground.

Mirkwood Captain (Wood Elf)

Points value: 50

	F	S	D	A	W	C
Mirkwood Captain	6/3+	4	4	2	2	5

Wargear

A Mirkwood Captain carries a dagger. Mirkwood Captains can be given any of the following items at additional cost:

Elven Cloak	10pts	Mirkwood Spear	5pts
Elven Blade	5pt	Shield	5pts
Elf Bow	5pts		

GOOD WARRIORS



As their forest realm has been corrupted about them, the inhabitants of Mirkwood have become engaged in an unrelenting battle against the darkness. Almost all of the Elves of Mirkwood have been called to fight at some

time or another, using their deadly skills with bow, spear and blade in the defence of their homes. The Elvenkind of Mirkwood do not wear armour, preferring instead to rely on stealth and manoeuvrability to win the day for them.

Warrior of Mirkwood (Wood Elf)

Points value: 7

	F	S	D	A	W	C
Warrior of Mirkwood	6/3+	3	3	1	1	5

Wargear

Every Warrior of Mirkwood carries a dagger. Any Warrior of Mirkwood can be given any of the following items at the additional cost:

<i>Elven Cloak</i>	3pts	<i>Elf Bow</i>	2pts
<i>Elven Blade</i>	1pt	<i>Mirkwood Spear</i>	1pt



Sentinels are the guardians of the hidden ways of Mirkwood, the first line of defence against the encroaching evil of Dol Guldur. Patient and watchful, little escapes their

keen sight as they stand sentry over the Elven realm. Should intruders cross the path of the Sentinels, they are greeted with a volley of precisely aimed arrows, held in abeyance by a few Elves while other Sentinels summon assistance.

Mirkwood Sentinel (Wood Elf)

Points value: 20

	F	S	D	A	W	C
Mirkwood Sentinel	6/3+	3	3	1	1	5

Wargear

Sentinels carry an Elf bow, a dagger and wear Elven cloaks.

Special Rules

Expert Shot. Sentinels are archers almost without peer. Sentinels are allowed to fire twice in the Shoot phase instead of just once.

Stealth. After both sides have deployed their force, but before the game begins, the Good player may move any Sentinels up to 6"/14cm, providing any Sentinels moved in this way are at least partially concealed from the view of the enemy.



The Taurdirim are the King's Guard, charged with protecting him against all threats. Even amongst the royal guards of other realms, few can match the skill and resolve of the Taurdirim – such is their dedication that they will fight to the last even in the face of overwhelming odds.

Taurdirim (Wood Elf)

Points value: 9

	F	S	D	A	W	C
Taurdirim	6/3+	3	3	1	1	5

Wargear

Each member of the Taurdirim carries an Elven blade. They can be given the following items at additional cost:

<i>Elven Cloak</i>	3pts	<i>Mirkwood Spear</i>	1pt
<i>Shield</i>	1pt		

Special Rules

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

Mirkwood Spear. A Mirkwood Elf may support a friendly model as normal. In addition, Mirkwood Elves can use their spears two-handed and are able to parry as if they were carrying a shield. A Warrior of Mirkwood that carries a spear may use the shielding rule.

Elven Cloak. If the wearer is partially concealed from view he cannot be seen at all at distances of more than 6"/14cm – the wearer appears to melt in to the background. This means that enemy archers may not shoot at ranges of greater than 6"/14cm unless they have a completely clear view of the target. If the model is riding a mount, the cloak has no effect.



MIRKWOOD ELVES TACTICS

Tactics for playing The Lord of the Rings

It's all well and good revealing new troop types, but here Mat Ward discusses in detail how to utilise these Wood Elves to maximum effect.

NONE SHALL PASS!

While High Elves are amongst the most durable troops of Middle-earth (something to do with the high Fight, Defence, Shoot values and the ability to take Elven bows, I suspect), their Mirkwood cousins are a different matter entirely. In a Mirkwood force you'll normally see very little in the way of shields and nothing at all in the way of armour, simply because these are encumbrances that they cannot afford. That said, they do have some other tricks by way of compensation...

TRICKS AND TOOLS

The first, and often telling, advantage, is how Mirkwood Elves use their spears. Unencumbered by either shield or armour, these Wood Elves can use their spears as quarterstaves if they so choose, allowing them to use the 'shielding' rule. By and large, the shielding rule is an under-rated trick that can be pulled when outnumbered. It's doubly useful if you have a higher Fight value – as indeed Elves often do – as it enables you to hold ground and keep your warriors alive just a little longer. Of course, if the fight is swinging your way you can go back to using the spears in a more conventional manner...

However, Mirkwood Elves do have more than one string to their bow. Their second major

advantage is their ability to take Elven cloaks as wargear for their warriors. In a skirmish game such as The Lord of the Rings, the ability to maximise the advantage you receive from terrain is a crucial one, and Elven cloaks go a long way to help you in this regard. Due to the fact that suitably concealed models cannot be shot at or charged from more than 6"/14cm away, an Elven cloak really does force the enemy to come to you – an ideal situation when you are outnumbered and relying on bowfire to whittle the foe down before he reaches you. With careful use, Elven cloaks can pretty much neutralise enemy missile fire, spells and cavalry charges – which is just as well, because the low defence makes you more vulnerable than normal to all of these things. Bear in mind though, that the Elven cloak is only as good as the terrain makes it – always remember to deploy to make the most use of the terrain that is available.

THE DEFENDERS OF MIRKWOOD

As the tools they employ are different to those used by their High Elf kindreds, so too do the types of warrior vary. The core of a Mirkwood force should always be a large contingent of warriors. Their armament can vary enormously depending on what you're hoping to do, but it's always a good idea to squeeze as many bows as

you can into your force, although, as many scenarios have a limit on the amount of missile weapons you can field, you'll need to think about other alternatives too. Elves armed with spears are always a good investment, doubly so as they can 'shield', although you may find that you need some of the killing power that an Elven blade can give you. The final decision that you'll need to make concerns Elven cloaks – normally 'how many?' While incredibly useful, at 3 points a pop the cost can swiftly mount up, reducing the size of your force and thus the number of bows you can take. On the other hand, the ability to sneak around with relative impunity is one that is not to be sniffed at.

While we're on the subject of stealth, give a consideration to the worthy Mirkwood Sentinels. True, they are incredibly expensive at 20 points a model, and true, they die just as easy as any other Elf (ie, slightly more easily than a Goblin), but the truth is that they are just fantastic. That expensive 20 points does buy a fair amount of kit, namely an Elven bow and an Elven cloak. Not only that, such is their stealthy skill that they can redeploy before the game has begun. Finally, and most importantly, they have the Expert Shot special rule, which allows them to fire twice in each Shoot phase. Good as this final ability is, it becomes even better on further examination –



on the total number of models, not on the total number of points spent on missile troops. Because the Sentinels can fire twice they effectively count as two archers during the Shoot phase, but only one when working out your force. Make no mistake, the Sentinels are the finest scout-style troops you can wish for – don't leave home without some.

Rounding off the selection of troops available to a Mirkwood force, the Taurdirim are the closest you get to shock troops. By this I mean that they can have shields. Properly used, a solid core of Taurdirim can form a solid bulwark in your lines, their high Fight value and Bodyguard rule are more than enough to keep them in the battle – any other options (shields, spears, Elven cloaks) will depend almost entirely on what role you intend them to fulfil.

THE KING OF MIRKWOOD

Naturally, you'll want one or two heroes to lead your Mirkwood force to glory. You can settle for some captains if you wish – with access to Elven cloaks they become a fairly horrible proposition for the enemy. Equally, you can field Legolas – after all, as a prince of Mirkwood he has a fairly good claim to be there. However, if you're really wanting to go to town, Thranduil is the gentleman you need to lead your force. As an Elf Lord, Thranduil is amongst the most powerful fighters in the game, cheerfully capable of hacking up the biggest and ugliest Heroes that an Evil player can throw at him.

By dint of the Oak Staff he carries, Thranduil is able to cast two spells. Veteran gamers will be familiar with both *Nature's Wrath* and *Aura*

of Dismay, both of them very useful defensive spells. *Aura of Dismay* allows Thranduil to make himself and nearby friends to cause Terror for a turn. This is a perfect tool for disrupting an enemy attack in the final moments before it hits – if half of the enemy flee instead of charging, it becomes that much easier to repel them. On the other hand *Nature's Wrath* can knock the enemy over like matchsticks, leaving them open for a devastating countercharge. Of course, the best way to use them is in precisely this order – scatter them with *Aura of Dismay* and then pin them with *Nature's Wrath*. With Thranduil on your baseline your defensive position becomes that much more deadly.

BRINGING IT ALL TOGETHER

So you've got your force, you've got your opponent, and you're ready to go. So, just how do you win with your Elves? The accepted (and rightly much maligned) tactic that Elf players the world over have developed is the 'walk-away-from-the-enemy-while-firing' technique, which does exactly what you might think. The Elves move backwards at half rate, sniping as they go and, by the time the enemy reaches their lines, there should be very few left. Straightforward as it is, there are three main problems with this tactic:

- If it goes wrong, then it really goes horribly, fatally, wrong. Your Elves get swarmed, butchered, and you lose decisively.

- You're giving up ground. In some scenarios this can be more fatal than losing half your army.
- It's not a fun way to play. Also your opponent is likely to reach across the table and throttle you, just to get some form of enjoyment from the game.

With this in mind, what's the best thing to do? Simply use a Mirkwood army. Though slowed by a lack of cavalry, it is an incredibly mobile and flexible force. Most enemies will rely on large numbers to crush your troops – by spreading them out across the board it makes it far harder for your enemy to focus his minions in this way. Try creating a single solid group of Taurdirim, backed up by a Hero or two to use as your main force – they are suitably resilient to hold an enemy charge. The key part, though, is to split your remaining forces into small groups – no more than two or three to a group – and use them to harass the enemy all the way across the battlefield. If the enemy breaks some of his forces off to deal with these small pockets of resistance, so much the better – without extensive back up, there is no way that small groups of Orcs or Goblins can begin to match the skill of carefully led Elves.

As a final note, I thought I'd share a couple of force lists that I've been playing around with for my Mirkwood Elves.

Thranduil's Guard

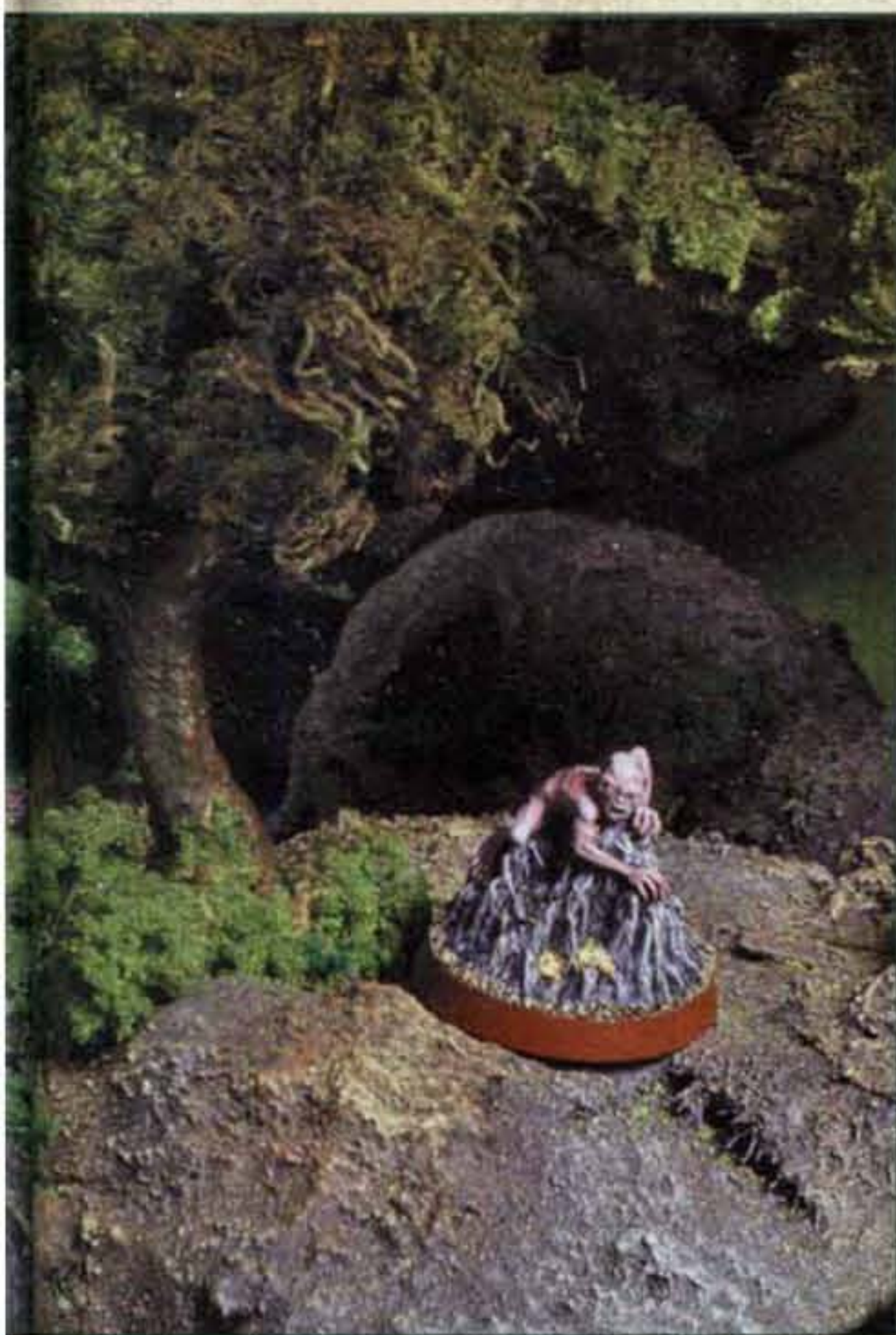
Thranduil	1	125	125
		<i>Subtotal</i>	<i>125</i>
Troops	No.	Points Each	Points
Mirkwood Warriors with spear and Elven cloak	12	11	132
Taurdirim with Elven cloak	8	12	96
Mirkwood Sentinels	5	20	100
Mirkwood Warriors with Elf bow and Elven cloak	4	12	48
		<i>Subtotal</i>	<i>76</i>
		TOTAL	501

This force exemplifies the tactic of taking a small, elite party to battle. It is very fragile, but has a lot of firepower in only a few models (14 shots each turn). Providing that I'm careful with where I put my shots, this army can deal with most things – though a true 50 model Goblin swarm can be touch and go.

Mirkwood Border Patrol

Tolfar (Mirkwood Captain with shield and Elven blade)	1	60	60
Sindri (Mirkwood Captain with shield and Elven blade)	1	60	60
		<i>Subtotal</i>	<i>120</i>
Troops	No.	Points Each	Points
Mirkwood Warriors with spear	12	8	96
Taurdirim with spear and shield	7	11	77
Mirkwood Warriors with Elven blade	8	8	64
Mirkwood Warriors with Elf bow	14	10	140
		<i>Subtotal</i>	<i>377</i>
		TOTAL	497

By contrast, this force is an example of reducing your opponent's numerical advantage at a cost of your skills. Though it contains few elite troops it has a similar amount of bowfire to the other force and is a little more flexible. The only problem is that with no Elven cloaks to shield them, cavalry and enemy bowfire may cost you dearly.



Mat Ward's scenario details the confrontation between the Elves of Mirkwood led by Thranduil, King of the Wood Elves, and a party of Orcs from the stronghold of Dol Guldur.

THE DEPTHS OF MIRKWOOD

A New Scenario for Mirkwood Elves

Description

A large party of Orcs sallied out of Dol Guldur, Sauron's stronghold in southern Mirkwood, and began to terrorise the nearby villages. Small, lightly defended and widely spread, the woodsmen stood no chance against such a large group of enemies and, as a result, many men lost their lives in just a few days. It would have gone ill with the Men of Rhovanion but for one thing: Thranduil, King of the Wood Elves was abroad on errands of his own. Proud and often indifferent, he did not have any intention of becoming involved with the affairs of the embattled Men. Fortunately for the woodsmen,

the Orcs trespassed into the Wood Elf realm and, upon learning of their transgression, Thranduil led his escort to meet them in battle – a battle that would swiftly become confused and disordered...

Participants

Good

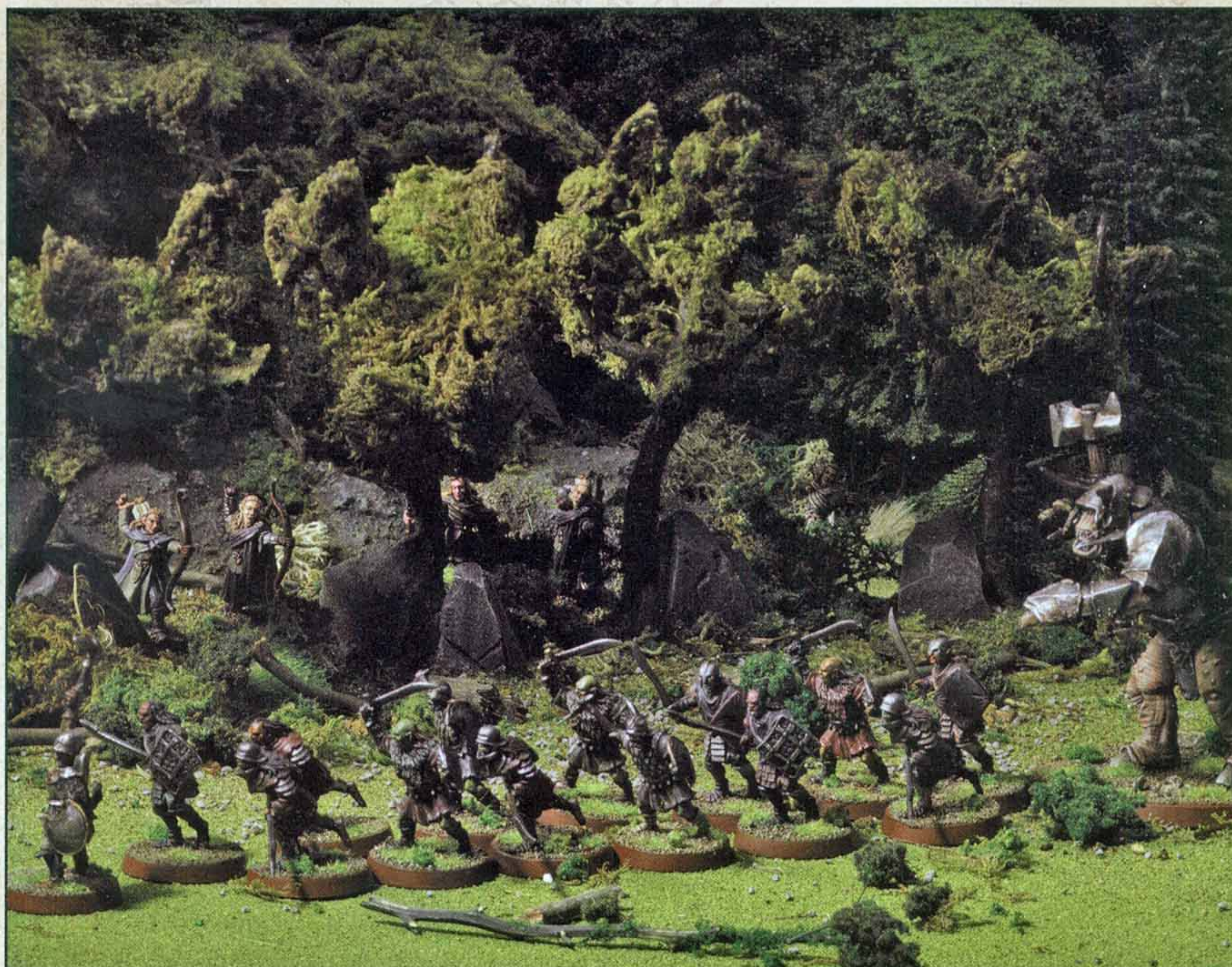
Thranduil
1 Wood Elf Captain
5 Wood Elf Warriors with spear
5 Wood Elf Warriors with Elf bow
5 Taurdirim with Elven blade and shield
5 Mirkwood Sentinels

Evil

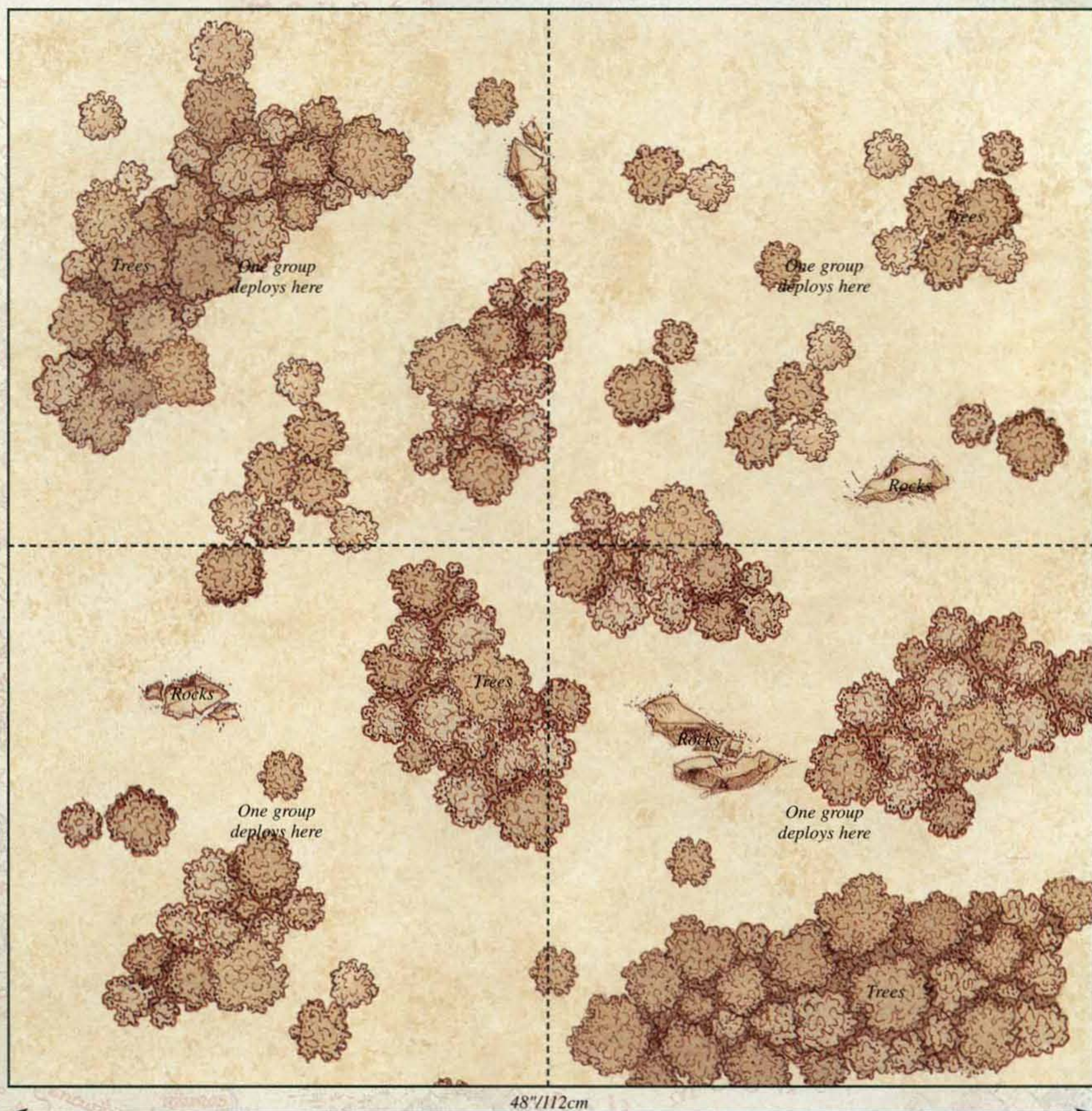
3 Orc Captains
8 Orcs with shield
8 Orcs with spear
4 Orcs with Orc bow
4 Orcs with two-handed weapons
3 Mordor Trolls

Points Match

If you want to play this game with other forces, choose at least 500 points for each side. Each side must contain at least two Heroes. No more than 33% of the Evil models may carry missile weapons.



Unseen eyes track an Orc war party on the edges of Mirkwood.



Layout

The scenario is played on a board 48"/112cm by 48"/112cm. Set in the southern regions of Mirkwood, the board should be covered with a large number of trees with a few hills and rocky outcrops interspersed over the scope of the board.

Starting Positions

The map is divided into equal quarters. Each player divides his force into two numerically equal groups, each containing at least a Hero. The Good player chooses one of his groups and deploys it within a table quarter of his choice. The Evil player then deploys one of his groups in a different table quarter. When this has been done, the Good player deploys his second group in one of the remaining quarters. Finally, the

Evil player deploys his last group in the remaining table quarter. At no point may a model be deployed within 6"/14cm of an enemy.

Objectives

The Good side wins if the Evil side is reduced to 25% or less of its starting numbers.
The Evil side wins if the Good side is reduced to 25% or less of its starting numbers.
If both sides reach 25% in the same turn the game is a draw.

Special Rules

Disordered Battle. Given the almost accidental nature of this skirmish, the combatants are not as well prepared for the battle as they might be – there are no standing orders and warriors will have to act upon their own initiative. To

represent this, the Stand Fast rule may not be used in this scenario. In addition, to represent the disorganised nature of both forces, each player rolls a D6 whenever one of their Heroes attempts a heroic action of any kind. On the roll of a 4+, the action succeeds and may be carried out normally. On a roll of 3 or less, the action fails and the point of Might is lost – the Hero may not call another heroic action of that type this turn.

Swift Reactions. The Mirkwood Sentinels are quick to react and strike against an enemy presence. To represent this, after both sides have deployed, but before the first turn begins, each Sentinel may take a single free shot. The normal rules for Shooting attacks apply.

Mat Ward provides new rules for including Easterling and Mordor Uruk-hai Siege Bows in your forces of Evil. He also details how he converted the crews for his own force.

THE MIGHT OF MORDOR

Mordor Uruk-hai and Easterling Siege Bows

Hopefully by now many of you have had a chance to get to grips with the Siege of Gondor supplement and have experienced the joy of siege engines raining down their lethal missiles onto the foe. Personally, my favourites are the bolt thrower-esque machines available to the forces of Good and Evil, from the rapid-firing destructiveness of the Minas Tirith Avenger Bolt Thrower to the brute force of the Mordor Siege Bow. Alright, I admit it, I much prefer the Mordor Siege Bow – it just makes such a mess of enemy formations.

As it happens, when Siege of Gondor was written, there was only so much space that we had available. Even though the book is much bigger than Shadow and Flame, things still had to be trimmed out. For example, in the armies of Mordor there are, as we all know: more

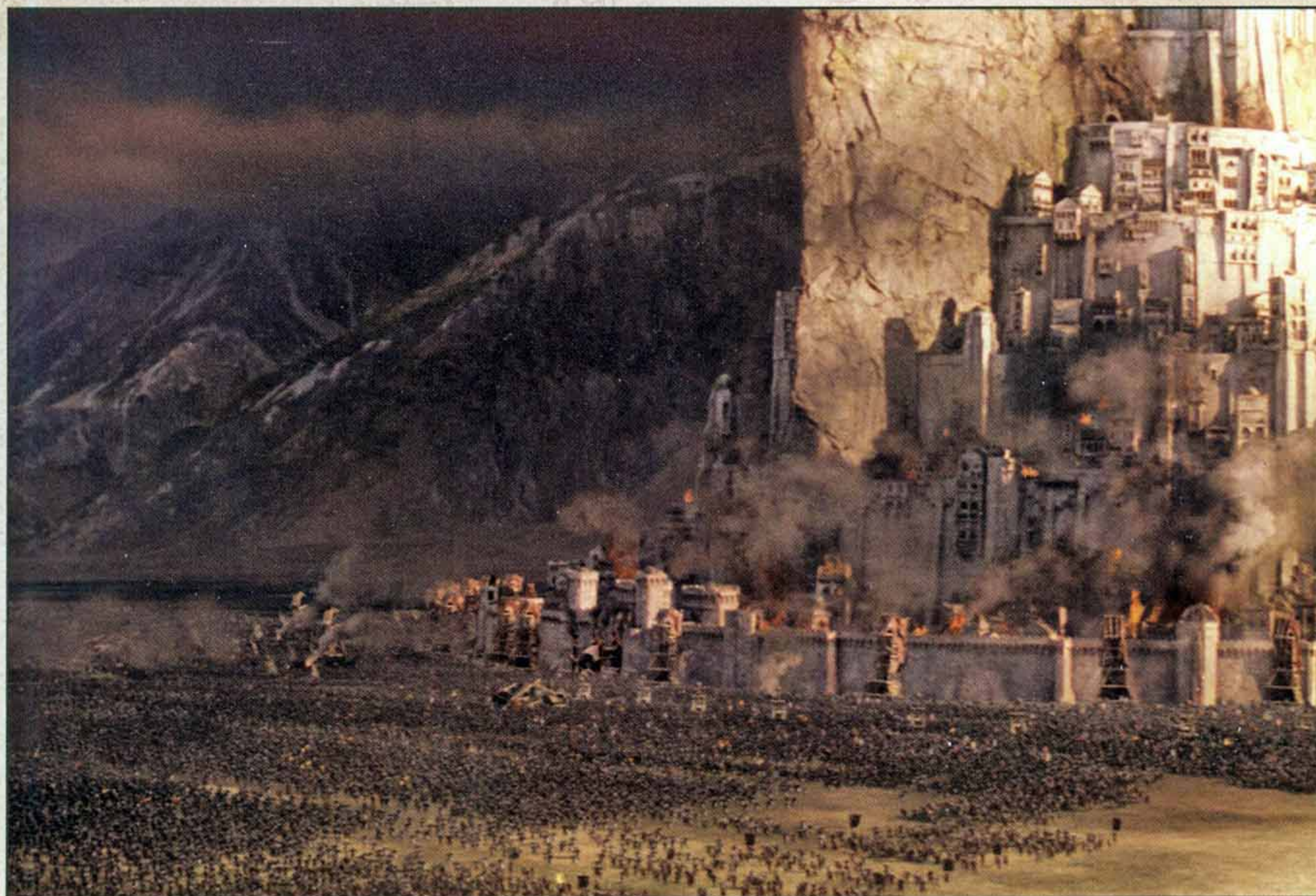
than just Orcs to worry about. Easterlings, Uruk-hai, Haradrim, Variags, Half-trolls – the list is endless.

One thing I really wanted to get into the book was some siege engines crewed by things other than Orcs – the Troll that crews the Mordor War Catapult is a good example of this. However, two things that didn't make it into the book were some more crew variants for Mordor siege weapons, specifically those crewed by Uruk-hai and Easterlings, and to save them going to waste I thought I'd share them with you.

The armies of Mordor employ Uruk-hai crewed siege bows in battles where the artillery is close to the front lines. The Uruk-hai crew can be depended upon to hold their positions in the face of the enemy – something that Orcs are notoriously poor at doing – and should the

enemy close with them, they are more than capable of fending them off without assistance. At the same time, hailing as they do from a land that has almost constantly been at war with Gondor and its other neighbouring realms, Easterlings have long been accustomed to war. Accordingly, their siege engines are crewed by veteran warriors, able to pick a weak spot in a fortification or a single man from a crowd with ruthless skill and efficiency.

As with all rules published in these hallowed pages, please remember that you must have your opponent's consent to use them in a game – the only official rules are those that you can find in the The Return of The King rulebook and the range of supplements. These rules are provided for you to add an extra dimension to your game if you wish.



The hordes of Sauron lay siege to Minas Tirith.

EVIL WARRIORS



EASTERLING SIEGE BOW

Points Value: 60

	Strength (9)		Defence 10	Batter Points 3		
	F	S	D	A	W	C
Easterling	3/4+	3	5	1	1	3

Crew

An Easterling Siege Bow consists of a siege bow and two Easterling crew armed with daggers and wearing heavy armour. Extra crew can be added at an additional cost:

Easterling crewman

7 pts each

Special Rules

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck once at the Strength of the siege engine, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Siege bows are easier to aim than catapults and other heavy siege engines. When firing a siege bow at a Battlefield target the shot will only scatter 3"/8cm rather than 6"/14cm.

Like the Uruk-hai Siege Bow, this Easterling weapon team has been made using a single additional blister – in this case, the Easterling Command group. The loader was made by removing the banner from the Standard Bearer and replacing the top of the pole with the tip from a Gondor spear.

The commander was made by removing the halberd from the Easterling Captain model and replacing it with a dagger made from the halberd's tip. Finally, to make them stand out from the other Easterlings, the horns on their helmets were carefully clipped off.



MORDOR URUK-HAI SIEGE BOW

Points Value: 70

	Strength (9)		Defence 10	Batter Points 3		
	F	S	D	A	W	C
Uruk-hai	4/4+	4	5	1	1	3

Crew

An Uruk-hai Siege Bow consists of a siege bow and two Uruk-hai crew armed with daggers and wearing armour. Extra crew can be added at additional cost:

Uruk-hai crewman

10 pts each

Special Rules

Piercing Shot. If shooting at a Battlefield target, the missile can conceivably hit several enemies. The target model is struck once at the Strength of the siege engine, is knocked to the ground, and is flung 2D6"/4D6cm directly away from it. Except as noted below, any other models that lie within the path of the victim suffer a single Strength 6 hit and are knocked to the ground if they have Strength 5 or less. If the propelled model hits an obstacle or Siege target, it immediately stops and inflicts a single Strength 6 upon it.

Accurate. Siege bows are easier to aim than catapults and other heavy siege engines. When firing a siege bow at a Battlefield target the shot will only scatter 3"/8cm rather than 6"/14cm.

The crew for this siege bow were made from ordinary Uruk-hai warriors. The loader had his two-handed mace clipped away before drilling a hole through his clasped hands. The bolt he is holding was made from a length of brass rod with the tip of a Gondor spear used for the arrowhead.

To make the commander look more dynamic, both of his arms were positioned by bending or cutting off and repositioning the arms. Finally, his left hand was remodelled with a little Green Stuff to make him look like he is pointing at the target.

Upgrades

These siege bows may be given the following upgrades at additional cost (see page 36 of Siege of Gondor for details).

Easterling Engineer Captain*	75 pts
Uruk-hai Engineer Captain**	85 pts
Siege Veterans*	15 pts

* Easterling Siege Bow only

** Uruk-hai Siege Bow only

Adam Troke introduces a scenario in which Casabar the Grim and his squadron of Corsair raiders launch a surprise attack on a Gondorian garrison.

THE CORSAIRS OF UMBAR

A New Scenario for The Lord of The Rings

DESCRIPTION

Forty years before Aragorn captured the fleet of the Corsairs and sailed to the rescue of Minas Tirith he led a mighty army of Gondor against them, crippling their power and leaving their fleet in ruins. This attack was in reaction to the frequent and violent raids the Corsairs perpetrated along the coastline of Gondor. The dreaded Corsair ships would strike suddenly, catching the beleaguered defenders of Gondor unawares, retreating with their spoils before help could be summoned. The might of Gondor was sorely tested at this point in its history, and as the Corsairs harried the coastline, their raids becoming more daring and regular.

This battle details one such raid. The Corsair squadron of Casabar the Grim has spied a garrison town. Determined to make a name for himself and strike out against hated Gondor, he and his raiders wait until dusk and strike as the sun sets. A handful of Warriors of Gondor patrol the perimeter of the town, unaware of how close at hand death is this night.

PARTICIPANTS

On the Good side there are:

- 8 Sentries (use Warriors of Minas Tirith with bows).
- 4 Captains of Gondor on foot.
- 8 Warriors of Minas Tirith with bows.
- 8 Warriors of Minas Tirith with hand weapons and shields.
- 8 Warriors of Minas Tirith with spears and shields.

On the Evil side there are:

- 1 Corsair Captain on foot (use Easterling Captain).
- 2 Corsair Lieutenants on foot (use Wild Men Chieftains).
- 9 Corsair Guard (use Easterlings).
- 8 Corsair Warriors with sword and shield.
- 16 Corsair Warriors with two-handed weapons (use Wild Men of Dunland).

Five models in the Evil force may exchange their weapons for oil and tinder – see Firing the Buildings. They count as armed with daggers in combat.

POINTS MATCH

Whilst this scenario relives a raid conducted by the Corsairs of Umbar you can also use it to fight another 'Raid' scenario that uses alternative forces and/or occurs in a different location and time. If you want to play this game with other forces, choose two forces of equal points value. Each side must include at least one Hero and may not equip more than 33% of its starting models with bows or crossbows. Neither side may have banners in this scenario.

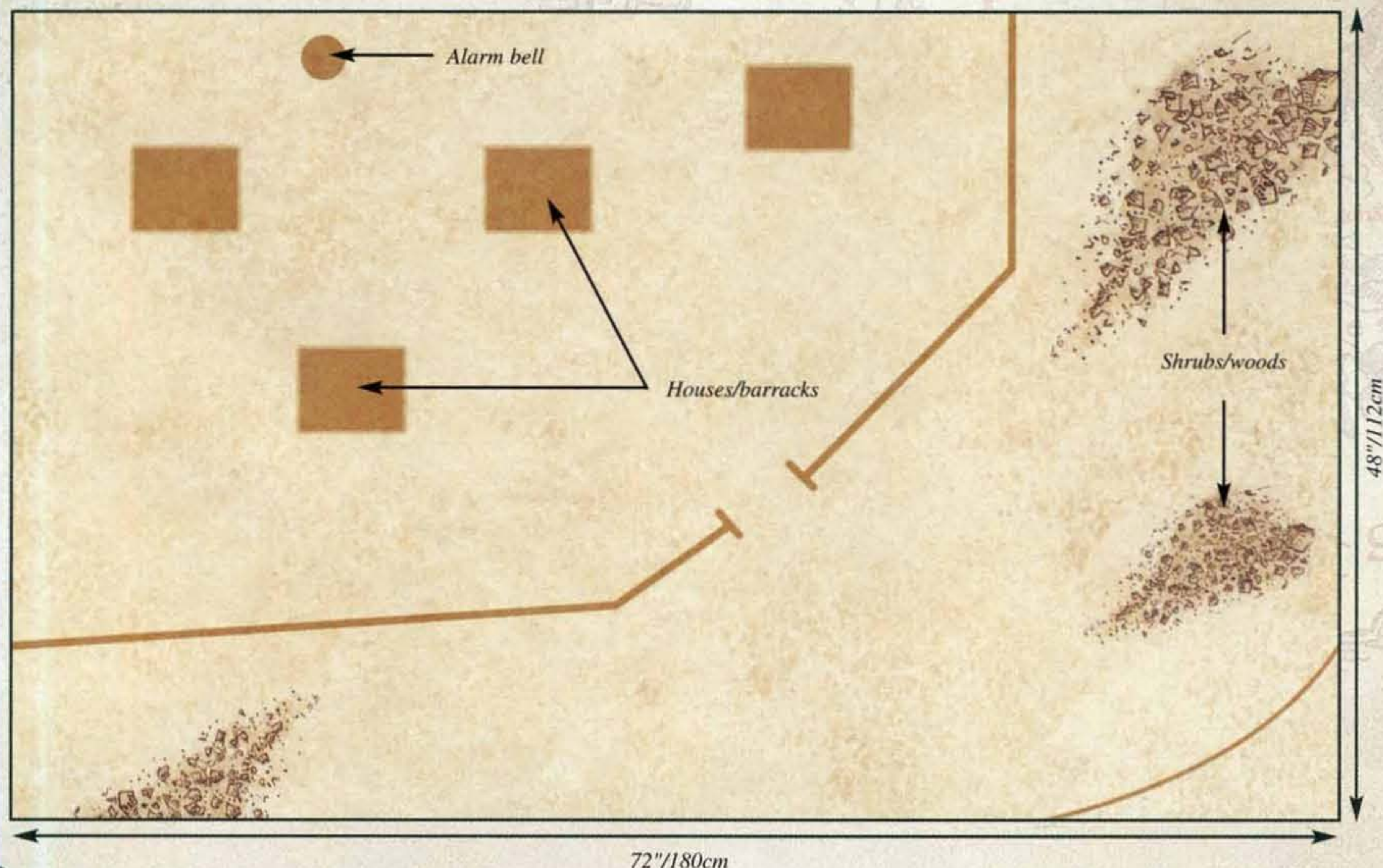
LAYOUT

This scenario is played on a board 72"/180cm by 48"/112cm. The coastal town has a low wall surrounding it, and is sited near a bay. There should be four guardhouses and an alarm bell to the North. Outside the town shrubs and trees can be placed at intervals.

STARTING POSITIONS

The Good player deploys his eight Sentries anywhere within the town.

The Evil player places all of his raiders within





6" of the water's edge, representing them disembarking from their rowing boats.

OBJECTIVES

The Corsairs seek to make a daring raid on the garrison town, inflicting as much damage as possible before falling back to their boats. The Evil player must set fire to all the houses before the Good player can eliminate half of their number. The game ends when the Corsairs are reduced to half strength or all the guardhouses have been set alight. If the Evil player can only set fire to two or three of the buildings, the game will be a draw. If they only set fire to one or none at all, the Good side wins.

SENTRIES

Deployed around the town are eight Sentries. Their role is to patrol the town, watching for intruders, and ensuring all is safe and well. Because of the way they inevitably wander around their patrol areas, in the Priority phase, until they are aware of the intruders, roll for each Sentry in turn on the following table to see how they move:

SPOTTING THE ENEMY

The Sentries are not expecting an encounter, and are simply carrying out their night-time duties. Therefore some special rules apply to the way they act in this scenario.

Unless alerted a Sentry may only charge at or shoot an enemy model that is within 4"/10cm at the beginning of its own Move or Shoot phase.

The Sentries on the board become alerted to the enemy if:

- A Sentry is hit, but not killed by enemy shooting.
- A Sentry is charged by an enemy, but not killed.
- A Sentry is killed in the Fight phase, and the Good player rolls a score of 6 on a D6.
- A Sentry is alive at the end of the turn and there is an enemy model within 4"/10cm.
- Any building is set alight.

If any of the above conditions are met, the Sentries count as being alerted from the beginning of the next turn on. From this point on they may move, shoot and fight as normal.

SUMMONING REINFORCEMENTS

To the north of the town is the alarm bell. Any alerted Sentry who ends their move in contact with the bell may ring it, summoning reinforcements. From this point onwards in the Good player's Movement phase a dice should be rolled for each guardhouse. On a 3+ the warriors within have managed to scramble into their armour and take up their weapons.

The warriors inside the building may move out of its doors as normal in the Move phase.

Within each guardhouse are two Warriors of Minas Tirith with hand weapons and shields, two Warriors of Minas Tirith with spears and shields and two with bows. Additionally, each guardhouse contains a Captain of Gondor.

FIRING THE BUILDINGS

The five models carrying the oil and tinder must set the guardhouses alight for the Evil side to win the scenario. To do this, they must be touching the building at the beginning of the Fight phase, and not engaged in combat.

Providing the above conditions are met, they can successfully set the building on fire on the roll of a 5 or 6.

The Warriors with the oil and tinder may attempt this once per turn, however there is no limit on the number of turns in which they can attempt this.

Once a building is fired, any guards within are considered incapacitated or killed, and play no further part in the battle. If a building is set on fire, the alarm is considered to be raised and the Good player may begin rolling for reinforcements as above.

Dice	Result
1	Unawares. The Sentry has seen nothing unusual and, in fact, is more concerned with keeping awake. The model may not move this turn.
2-5	Suspicion. The player with Priority may immediately move the sentry the distance rolled in inches (or twice that rolled in centimetres) in a direction of their choice. The Sentry may not move further this turn.
6	Patrol. The Good player may move the Sentry during his Move phase as normal.

This tower makes an excellent piece of terrain for The Lord of The Rings games and, together with the Rohan building (building instructions can be found on the website), makes for the beginnings of a Rohan village. Mark Jones, our resident terrain maker, talks us through how to make it.

BUILDING A ROHAN WATCHTOWER

The Lord of The Rings Strategy Battle Game terrain modelling

Materials

- 3mm balsa sheet
- 5mm balsa sheet
- Thin card
- Fake fur
- Thick card
- PVA
- Gravel
- Sand
- Ready-mixed filler

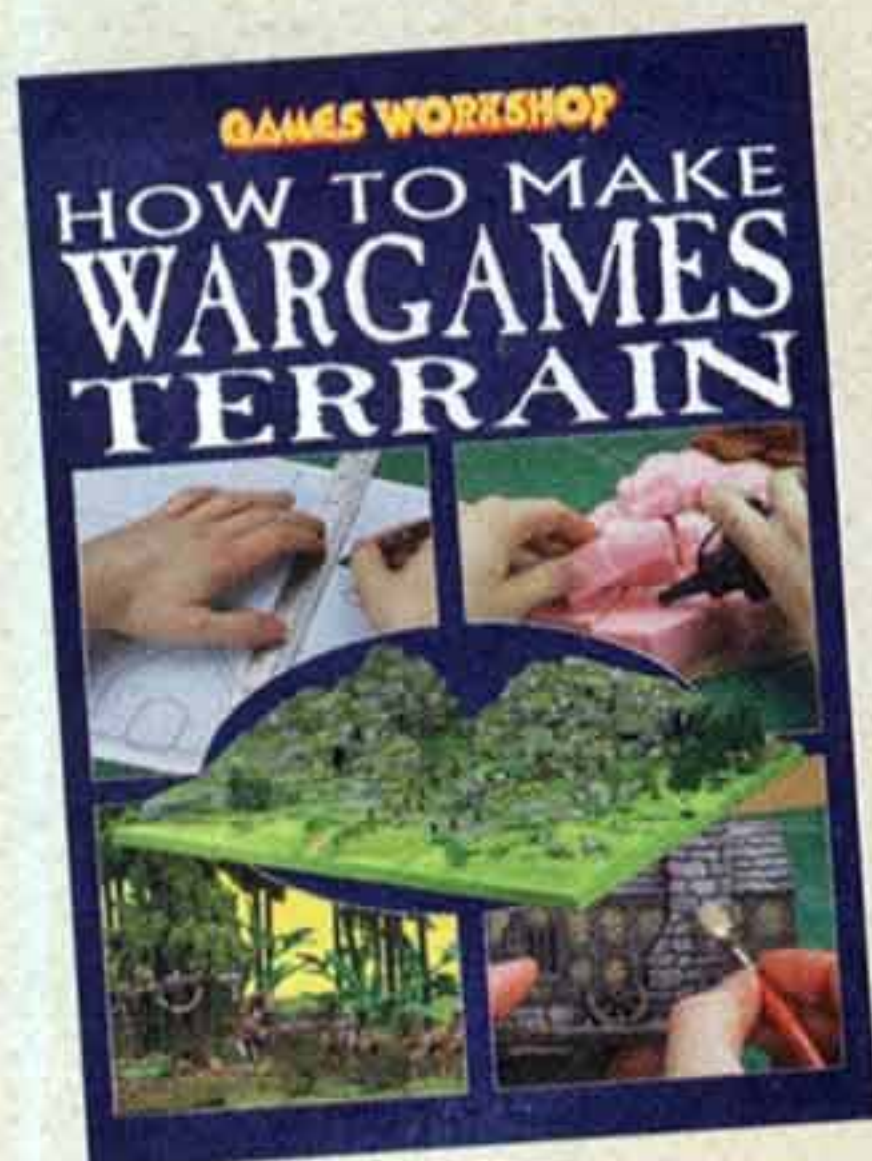
Tools

- Craft knife
- Ruler
- Pencil
- Scissors
- Pin vice
- Old toothbrush
- Sandpaper

Templates

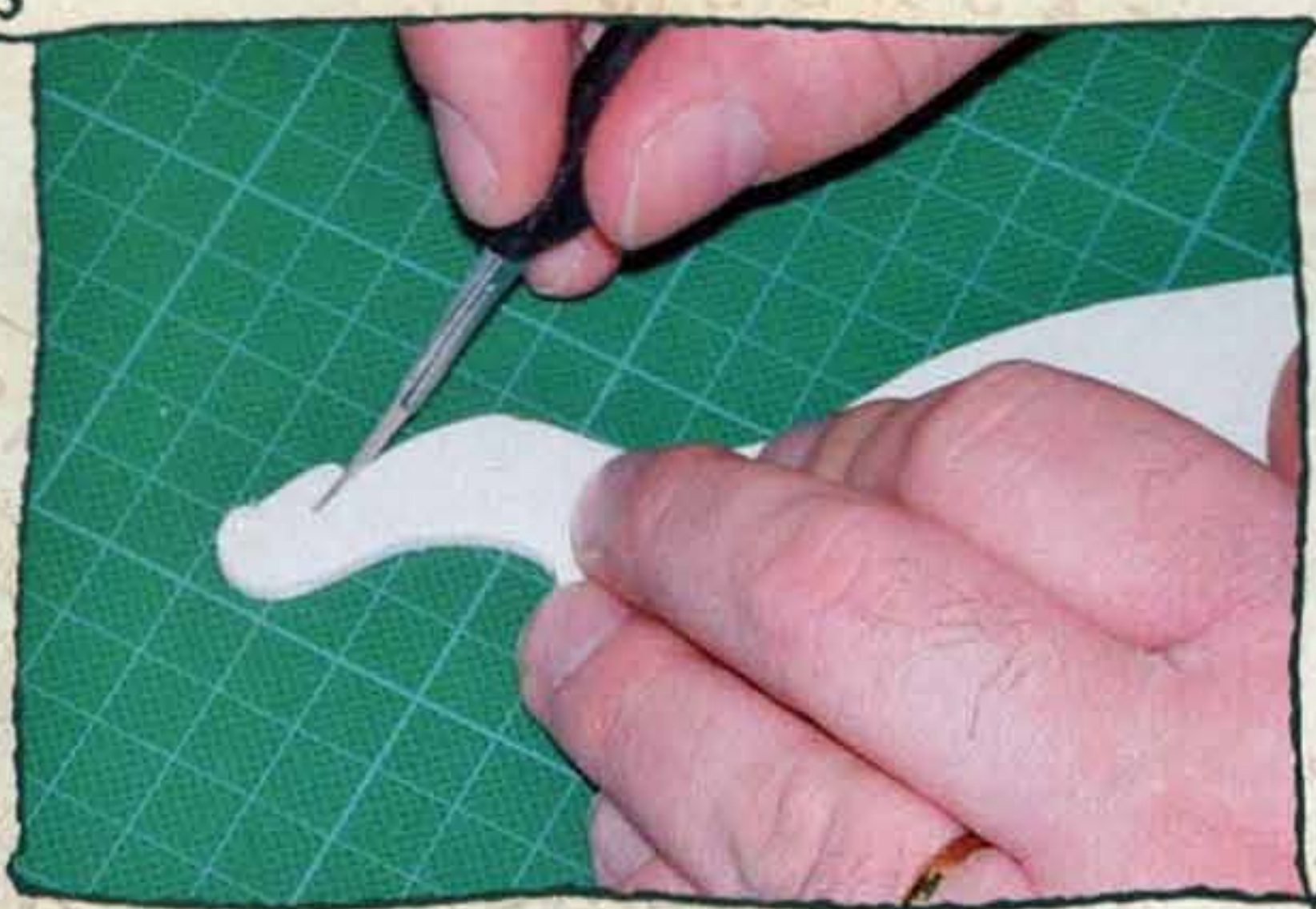
To begin building the watchtower, you will first need to photocopy the templates and stick them on some thin card before cutting them out. You'll be making multiple versions of some of the parts so the card will make them more robust. You can find the templates at:

www.games-workshop.com/lotr



If you're interested in building one of your own terrain pieces *How to Make Wargames Terrain* can show you how. Fully illustrated throughout, this book will help make terrain building as easy as possible.





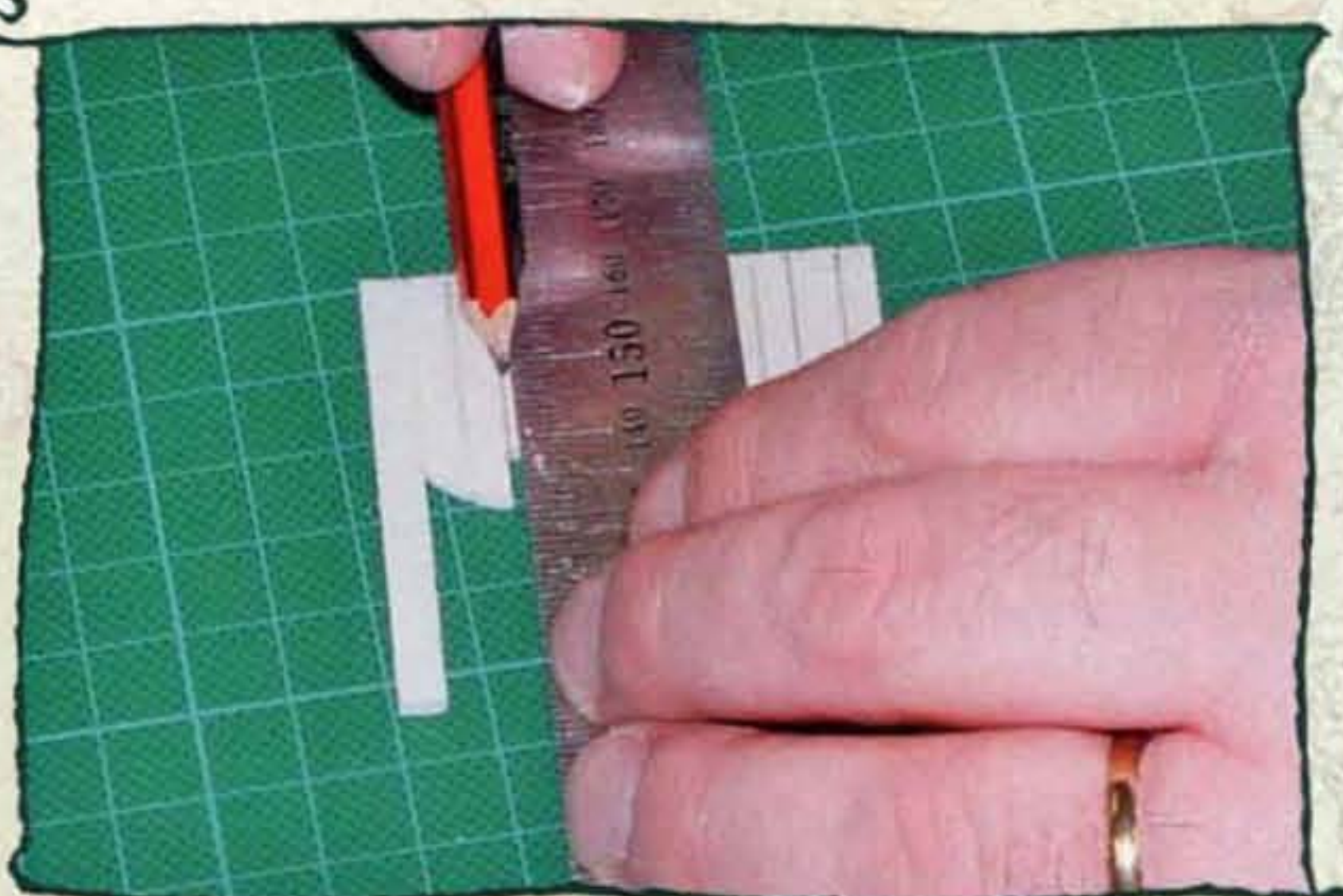
1 Trace around the leg template, onto the 3mm balsa wood, four times. Using your craft knife, carefully cut out the legs. For the thin slot under the jaw on the horse's head, use your pin vice with a 1mm drill bit and drill a few holes along the jaw line. Then cut out the gap one bit at a time; this prevents the wood splitting. To finish off, use your sandpaper to smooth out the curves on the legs.



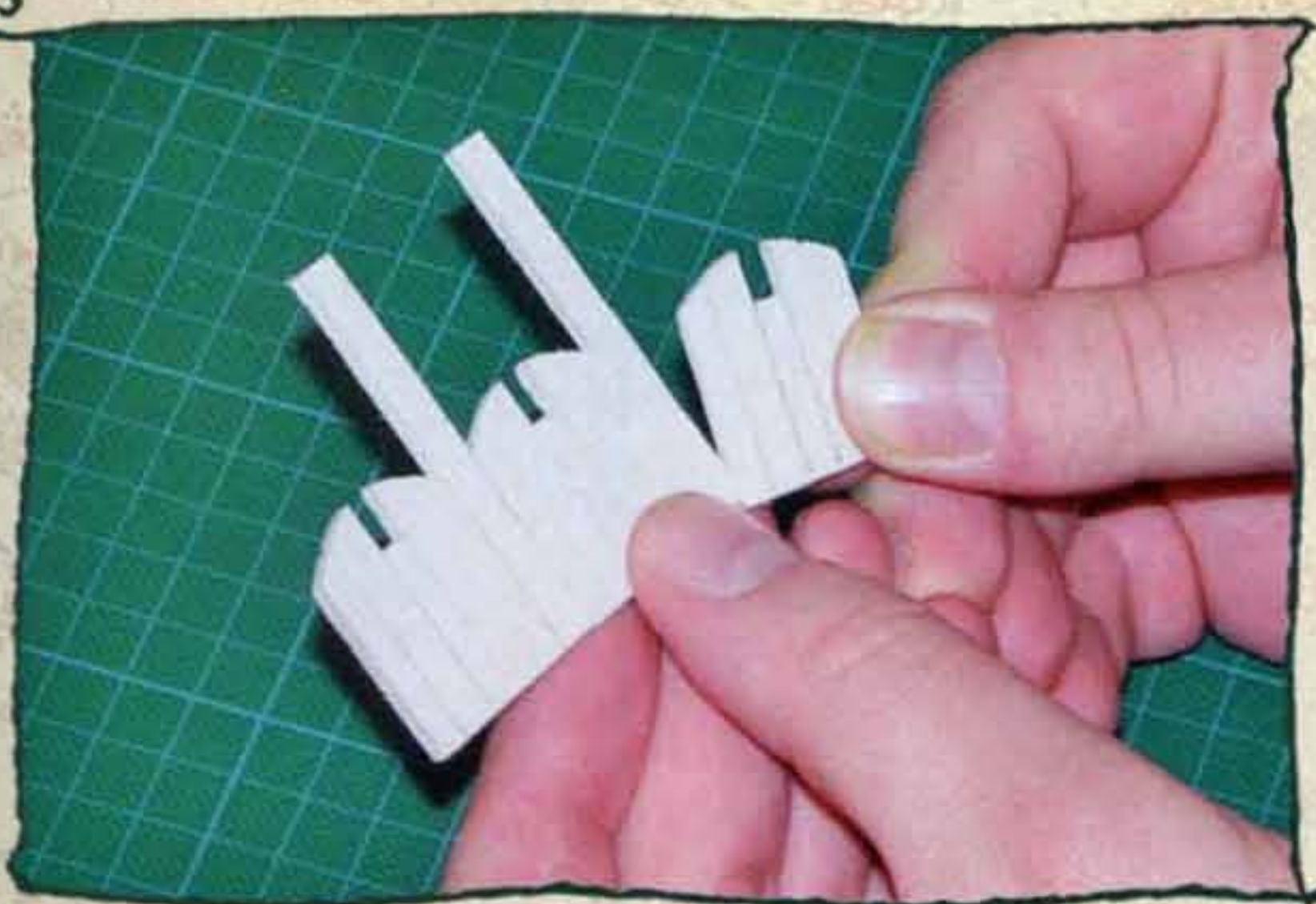
2 Trace around the floor template onto your 5mm balsa wood, and cut out the floor using your craft knife. Take a sharp pencil and ruler and draw lines to represent planking on the floor. For a more realistic effect, cut the ends of the planks to different lengths.



3 Slot the leg panels onto each corner of the floor panel and use a ruler to line up the legs across the corners. When you're happy with the position, glue them in place with PVA glue. Leave these to dry while you can start on the wall sections.



4 Trace the wall panel template onto the 3mm balsa wood, nine times. When cutting it out, be careful not to split the balsa wood. Trace the wall support posts out onto the 3mm balsa wood. The strips for the sides are wider than the ones for the front and rear, so be careful not to mix them up. Rule lines onto the walls to look like planks.



5 Make up the side panels by gluing a wall section on either side of one of the wider support beams.

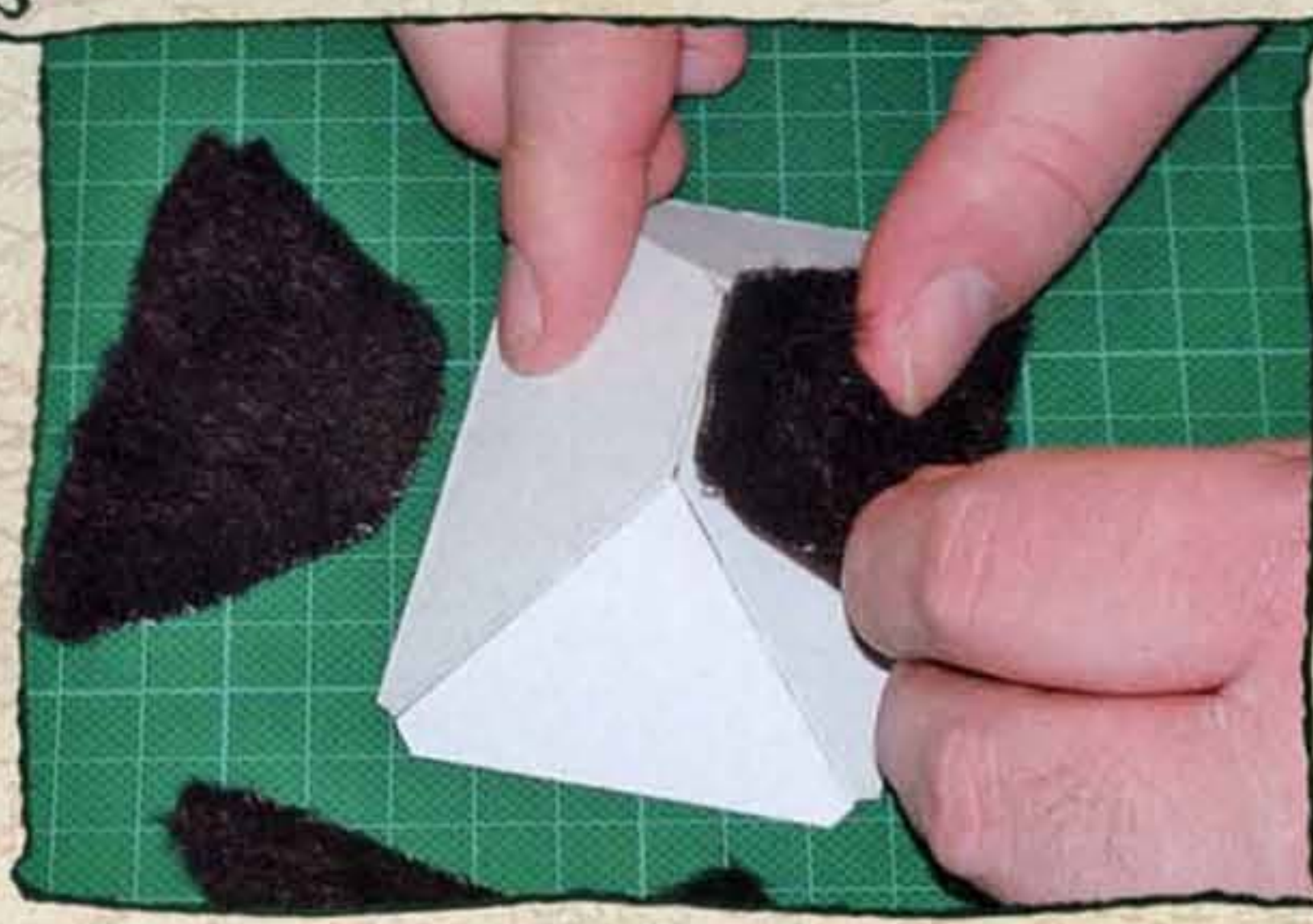


6 The front panel was made in the same way, using three wall panels and two wall support beams. The rear wall uses the remaining two. To add extra strength to the panels, glue 5mm wide strips of 3mm balsa approximately 4mm in from the base of the panels. Starting with the side panels, slot the panels between the leg supports and glue with PVA. Next glue the rear wall in place and finally the front wall.

THE ROOF



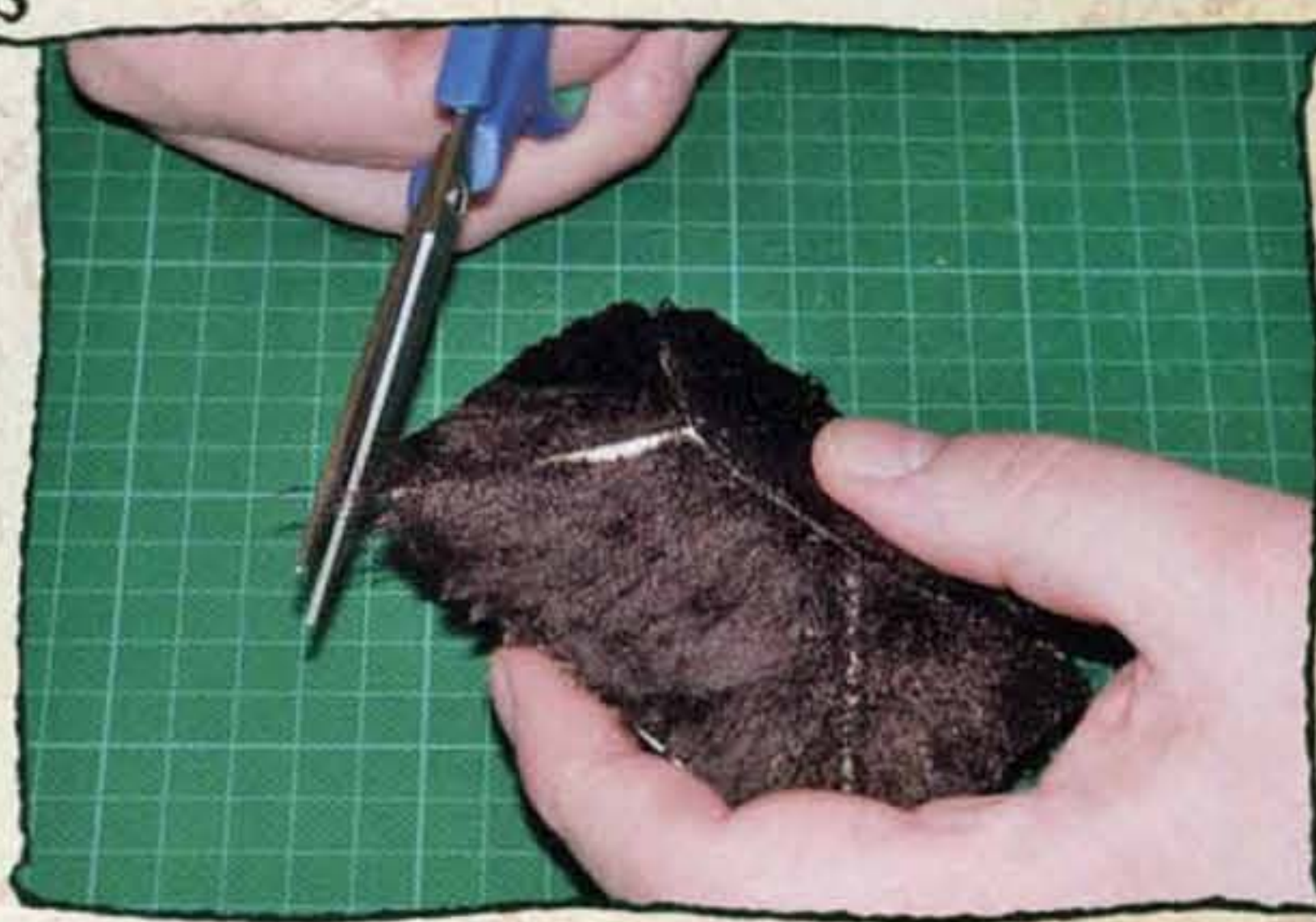
1 To start making the roof trace both roof sections onto the thin card twice. Cut these out with your craft knife and use them as a template for cutting out the fur. Make sure that the lay of the fur is aimed down towards the bottom edge of the roof.



2 Tape the panels together to give you your basic roof shape, and test fit on your tower. As you may need to adjust the cut-outs in the corners. When you're happy with the fit, glue the fur in place on the roof with PVA and allow to dry thoroughly.

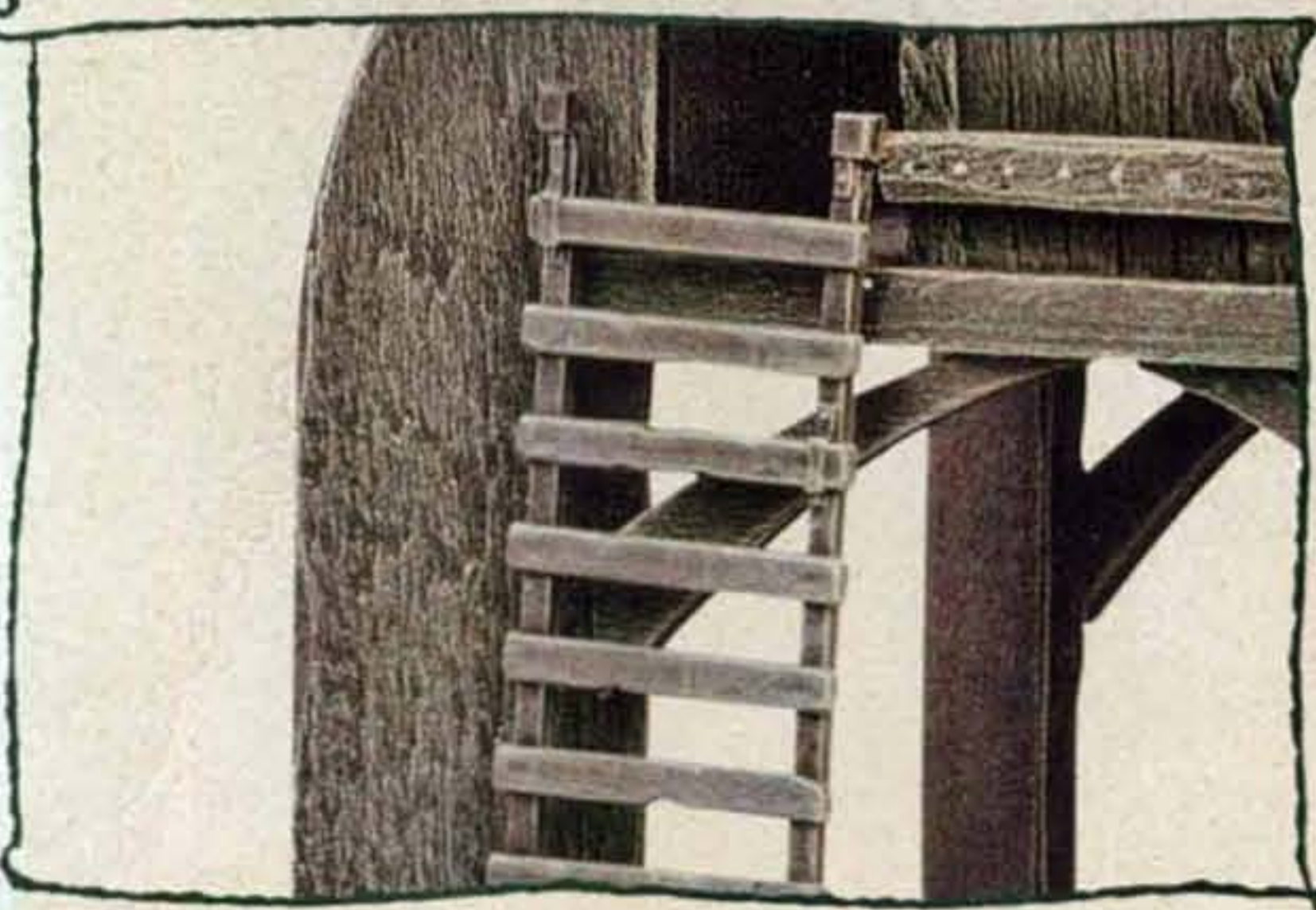


3 Mix up one part of PVA glue with one part water. Then, taking an old toothbrush, apply the mixture generously to the fur. Once thoroughly saturated, brush down on the fur to reduce the volume and create the thatch effect.

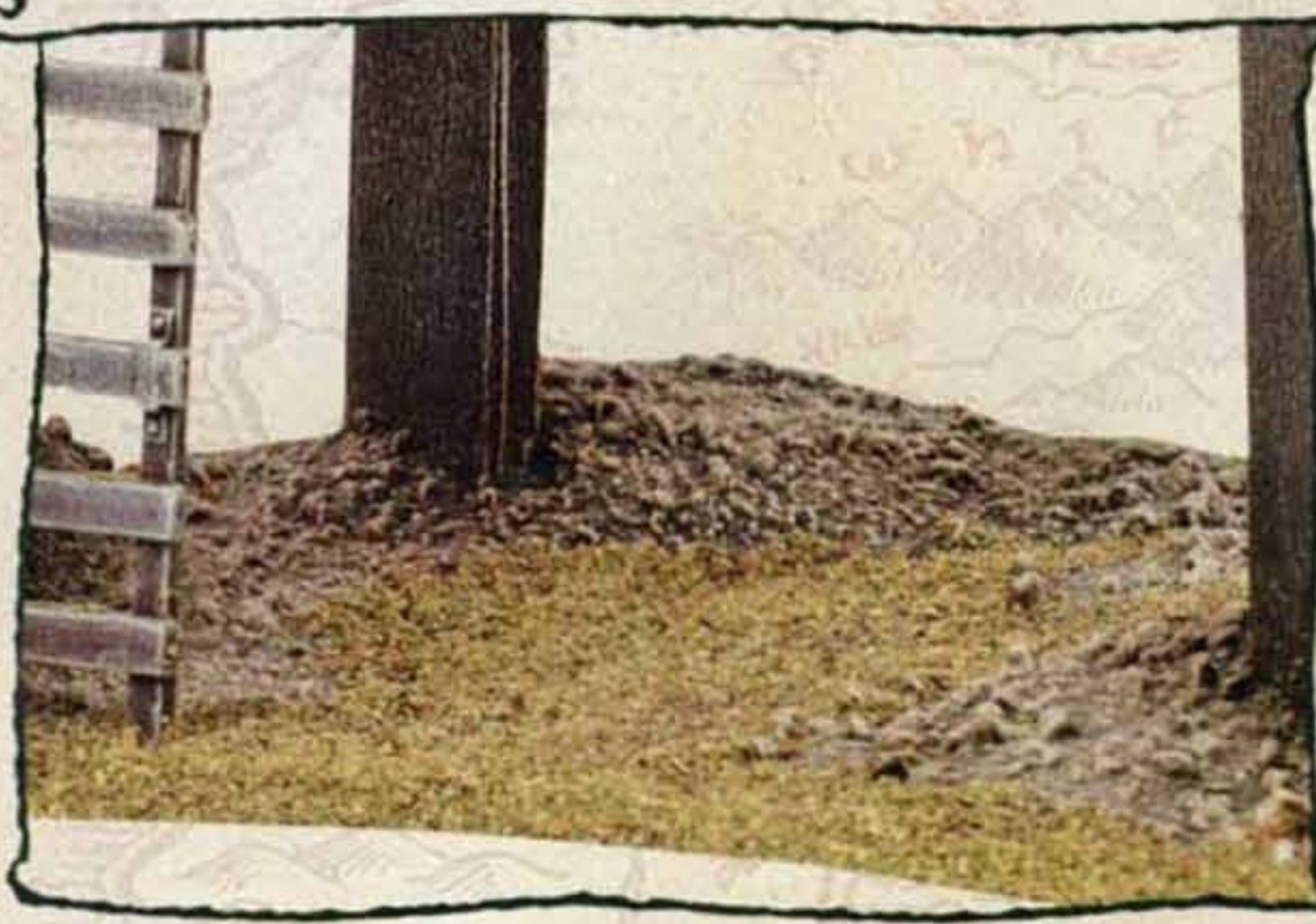


4 Let the glue/water mixture thoroughly dry. Then trim away any excess fur from the corners. Test fit it to the model and then trim off more if you need to, to get as snug a fit as possible.

BASING

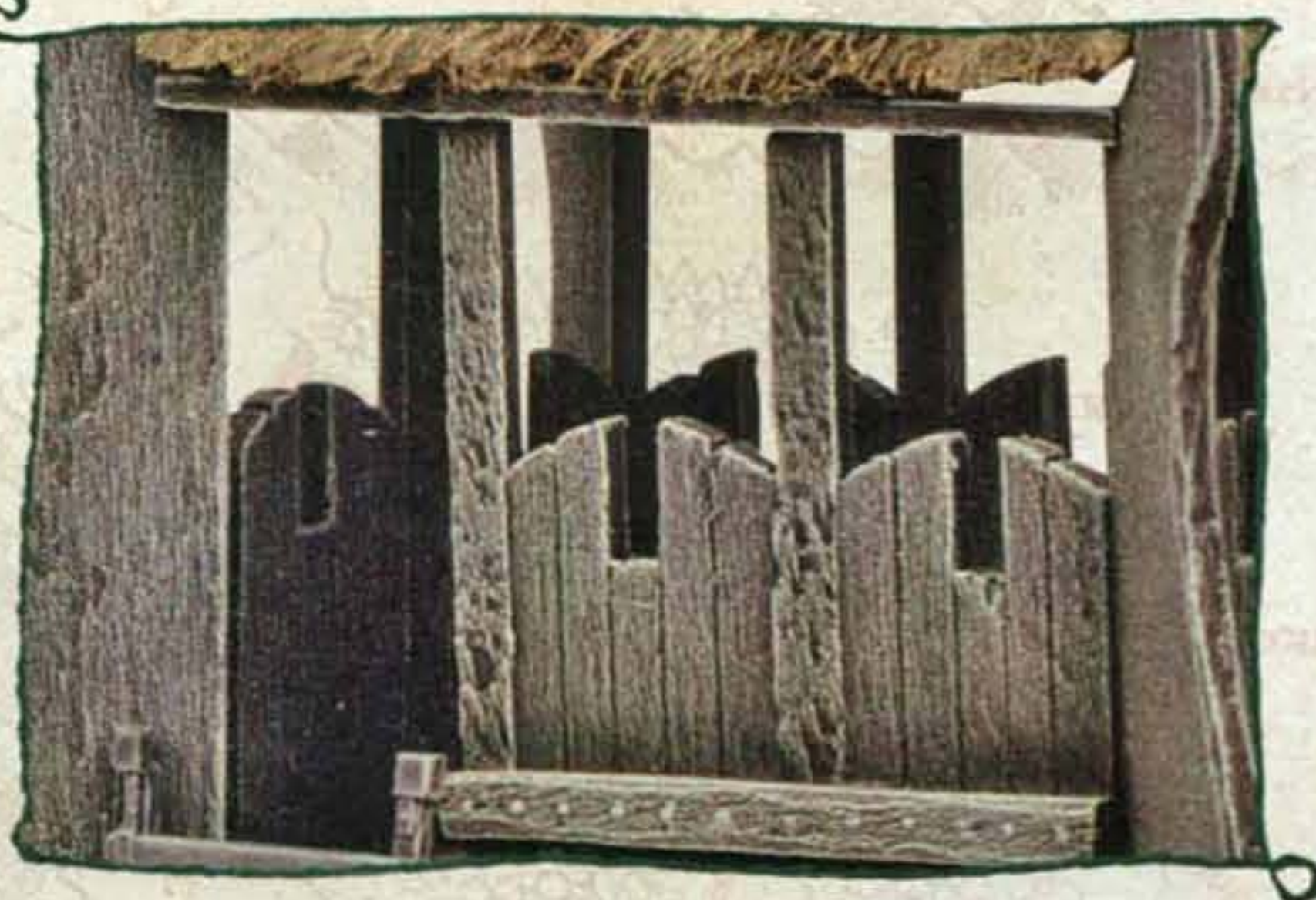


1 Cut out the base for your watchtower from the thick card and glue the tower down with PVA. Take a plastic ladder from The Two Towers Uruk-hai plastic sprue and cut off the blades on the ends with a pair of clippers. Then glue it in place.



2 Using ready-mixed filler, cover the bottom of each leg of the tower for extra sturdiness. When the filler has dried, paint the filler with PVA glue and stick sand and gravel to it to give the appearance of rough earth. Drybrush the base using Bestial Brown and Bleached Bone, then apply flock to finish.

PAINTING THE MODEL



1 Undercoat the building with Chaos Black. Drybrush the woodwork with a mix of Chaos Black, Scorched Brown and Codex Grey. Finish off with Bleached Bone.



2 Paint the thatch using the same mix for the basecoat as for the woodwork. Add Snakebite Leather to this mix and heavily drybrush the thatch. For the consecutive highlights add Vomit Brown and Bleached Bone to the mix.



The Rohan Watchtower is a fairly simple model to make that will bring a lot of character to your The Lord of The Rings games. Using the basis of this building, you can create all kinds of Rohan buildings, and eventually, if you want, you can make your own Rohan village.

Alessio Cavatore has collected and answered all the most important questions that have arisen since the release of The Lord of The Rings Strategy Battle Game over three years ago.

CAVALRY

Q1: Say that the Evil side has Priority, and Éomer on a horse performs a heroic move to charge a Warg Rider. Then, Éomer is countercharged by an Orc (on foot), and the Warg Rider is countercharged by a Warrior of Rohan. The fights are split up, and end up being Éomer vs the Orc, and the Warg Rider vs the Warrior of Rohan.

Éomer charged a mounted model, so he wouldn't normally get a charge bonus, but when is this worked out? Because after the combats are split Éomer is only fighting a warrior on foot, does he in fact keep his charge bonuses? Are bonuses like this therefore worked out during the Move phase, or during the Fight phase?

A: There are two conditions for a cavalry model to get the cavalry charging bonuses.

1. The cavalry model must have charged (that is not stood still and be charged).
2. In the Fight phase it must be in contact only with infantry.

If both these conditions are met, he will get the bonuses, regardless of any other factor. In the first example above, Éomer would get the charge bonus (as he has charged and is in contact only with infantry), while the Warg Rider wouldn't (as he has not charged).

Another example is: Éomer does a heroic move and charges an Orc on foot. Then Éomer is charged by a Warg Rider before the Warg Rider is then charged by a Warrior of Rohan. Fights are split Éomer vs Orc and Warg Rider vs Warrior of Rohan. Both Éomer and the Warg Rider get the cavalry bonus, since they both charged and ended up in combat with only infantry.

Another way of looking at it is that the action in reality would be continuous and not split into phases, so in the second example the Warrior of Rohan would have intercepted the Warg Rider before he could get to fight Éomer, but would still have to fight against a fast moving Warg.

Q2: On p36 of The Return of The King book, Advanced Rules – Passengers, the text says: "If the rider is killed or dismounts, the passenger is automatically thrown". Shouldn't it be: "If the rider is killed or thrown"?

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

FREQUENTLY ASKED QUESTIONS

The Lord of The Rings Strategy Battle Game rules queries



The defenders of Osgiliath bravely prepare for the Orcs' onslaught.

Q3: In the rules for monstrous mounts, it says that they are treated as a multiple combat (rider and mount). So if, say, a Ringwraith on a Fell Beast charges two Warriors of Minas Tirith, presumably this means that the combat should be split (as for any multiple combat on both sides), eg. with one Warrior of Minas Tirith versus the Ringwraith, and one Warrior of Minas Tirith versus the Fell Beast. Similarly to Q1, when are the charge bonuses worked out? If it's in the Fight phase, then only one Warrior of Minas Tirith will be knocked down if the Fell Beast wins its combat, whereas if the Ringwraith was on a horse, it would be a single combat, and both of the Good models will be knocked down if Evil wins the fight. It doesn't seem right that the bigger Fell Beast wouldn't knock down the models that a horse would.

A: I'm afraid that the rules for monstrous mounts in fights are not as clear as they could be. If a Fell Beast and rider are charging a single enemy, then there is no problem, but if the Fell Beast and rider are fighting two or more enemies, the fight should be resolved as one big fight with multiple models on both sides (ie. all Evil side dice are rolled together, with different coloured dice for the Fell Beast and rider).

Q4: If a cavalry model charges into combat, can a passenger on the mount jump down into base contact with the enemy as well in that same turn? The rules say that a passenger can jump down during the cavalry model's movement, so could he jump down at the end of a charge move, into combat?

A: Yes.

Q5: The Fell Beast rules say it can carry a single rider. Does that mean it cannot carry a passenger?

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

Q6: On p38 of The Return of The King rules it says that Cavalry can defend barriers. But on p172 it says that they can't. Which is correct?

A: Page 38 is correct, they can.

WEAPONS

Q7: Can Might be used when Volley Firing (to alter the chance to hit and/or to wound), or is the Volley Fire shot classed as "random", meaning that Might can't be used?

A: Yes it may.

Q8: If a model hurls a throwing weapon whilst charging, kills its intended target and has enough movement to reach another target, can it throw a second weapon against the next model it is charging during the same Move phase? And, if this second target is killed, can it do the same if there's another target within reach (and so on)? In other words, how many throwing weapons can a model use in a single Move phase?

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

Q9: The rules for Volley Fire do not mention rolling to wound. Does this mean that the target is automatically wounded if it is hit?

A: *No, you still have to roll to wound in the usual way.*

Q10: If Legolas or Haldir are part of a group of archers performing Volley Fire, can they still benefit from their special rules to let them have multiple shots?

A: *No, in this case they may take one shot only.*

Q11: What is the benefit of the bladed bow feature of Orc bows, since Moria Goblins, Orcs and Uruk-hai can have a hand weapon for free anyway?

A: *Hand weapons need to be shown on the model. If the model does not have any visible hand weapon it counts as armed with a dagger. If it has a bladed bow, that will be his hand weapon. Of course, players are free to agree with their opponents that all models have hand weapons if they wish.*

Q12: Can a group of 12 or more models fire more than one volley during the same Shoot phase by splitting their fire (for example, 15 models firing a volley of 7 and a volley of 8 arrows)? This could be useful when having large groups firing at a limited number of enemies.

A: *It's perfectly fine, especially because in the Move phase the controlling player is free to split the group up as he likes.*

Q13: A model has been shown of Éowyn on a horse, wielding a spear. However, she does not have a spear or throwing spear in her wargear options. Is this an omission in her profile?

A: *Éowyn may be equipped with throwing spears for 5pts.*

Q14: Can a model with a spear (or pike in the third rank) support a model who is attacking or defending a barrier?

A: *Yes.*

Q15: When using Volley Fire, say the target is at the limits of the range of the bow, eg. Elves doing Volley Fire at an enemy that is 48" away. If there are multiple hits, then according to the rules, secondary targets can be selected within 6". Does this mean that a secondary target could be selected that was actually out of range, eg. 52" away (but still within 6" of the original target)? The same question applies for minimum range, could a secondary target be under the minimum range?

A: *Only the primary target needs to be between the minimum and maximum range.*

Q16: The pictures of the Warriors of the Dead models show that they have shields, yet they have none in their wargear. Should they have a shield as an option? Would their Defence increase by 1?

A: *The Defence value for the Warriors of the Dead represents the fact that they are insubstantial creatures rather than physical. Their equipment (shields, spears etc.) is entirely decorative and has no effect in gaming terms. Effectively the Dead are simply armed with hand weapons, regardless of what equipment they are carrying.*

Q17: Do spearmen supporting friends who are fighting Boromir also count in the numbers to determine if Boromir is outnumbered, or don't they count because they are not in base contact with Boromir?

A: *They do not count.*

Q18: Is a mounted model authorised to use an Elven blade as a two-handed weapon? It is specified that it's impossible in Glorfindel's description in *Shadow & Flame*, but it is not clearly specified in *The Return of The King* rules manual.

A: *Two-handed weapons cannot be used from horseback, and Elven blades count as two-handed weapons in all respects if used with both hands, therefore a mounted model cannot use them in this way.*

Q19: Can a model on a ladder support with spear or pike another model on a ladder?

A: *No.*

Q20: Do throwing weapons-armed models (eg. Warg Riders) count as missile troops in the Points Match rules, where it's specified that no more than 33% of a force may be armed with missile weapons?

A: *Throwing weapons do not count as missile weapons for Points Match purposes, only bows (all types) and crossbows.*

MAGICAL POWERS

Q21: If a Goblin is wounded within range of two Goblin Shaman using *Fury*, can he make two rolls to save the wound?

A: *They get to make this roll if they are in range of a Shaman with the spell in effect, ergo if they are in range of two or more Shaman they are in range of 'a Shaman' and therefore get to make a single roll if they suffer a wound.*



Desperate fighting erupts at the barricades.

Q22: Can *Command/Compel/Sorcerous Blast* be used to move a model off the gaming area, thereby removing it from the battle?

A: As a general rule, models can leave the gaming area only if retreating, otherwise they must stop at the edge of the table (and count as trapped if backing away from combat). Note that some "breakthrough" scenarios include rules allowing models to voluntarily leave the board.

Q23: If a Ringwraith *Compels* a Good model into base contact with another Ringwraith, does the Good model have to take a Courage test (since the Ringwraith is a terrifying enemy)?

A: No.

Q24: Can I cast *Sorcerous Blast* on inanimate objects (ie. enemy war engines or fortifications)?

A: Providing the target has a Defence characteristic, yes. Note however, that unless the target has a move characteristic it will not be moved nor it will be knocked to the ground by the *Sorcerous Blast*.

Q25: Can a model be moved more than once in a turn via multiple uses (from multiple models) of *Command/Compel*? For example, could several Ringwraiths all use *Compel* to move a model several lots of a half move, in addition to the model's usual move that turn? This does not appear to have been limited in the rules, so is it right that a model can be moved multiple times?

A: Yes, it can.

Q26: Is the rider of a monstrous mount knocked down if it is in the path of a creature hurled by a *Sorcerous Blast*, and if that creature hasn't the Strength necessary to throw down the monstrous mount itself?

A: The rider is not knocked down either, as we assume that the creature propelled by the blast would hit the mount and not the rider.

Q27: Does an *Immobilised* model still have the 1" control zone?

A: Yes.

Q28: Can *Might* be used on the roll to wound for the secondary effect of a *Sorcerous Blast*? For example, when *Sorcerous Blast* is used on model A, and model A flies into model B and knocks it down, can *Might* be used on the roll to wound of the Strength 3 hit on model B?

A: Yes.

SPECIAL RULES

Q29: If a combat is in range of two Goblin Drums or two banners, can two dice be re-rolled (using separate dice)?

A: They get to re-roll a dice if the combat is in range of a Drum or banner, therefore if they are in range of two or more Drums or banners they are in range of 'a Drum' or 'a banner' and therefore get to re-roll a single dice in the combat.

Q30: Would the King of the Dead's Drain Soul special ability mean instant death for the Balrog or Sauron if he rolls a 6 to wound them (since they have no regular Fate points)?

A: The Balrog would die instantly. On the other hand the chances of the King defeating it in combat, and then wounding it, are quite slim. Sauron would lose all his Wounds, but then would get to use the One Ring save to recover his last wound.

Q31: Can someone else pick up and benefit from Gamling's Rohan standard if he drops it and/or if he is killed?

A: Yes.

Q32: Gríma and Gollum can't be shot or struck in combat by the Good side, but can they be attacked with magical powers?

A: Yes, a wizard is not as easily fooled!

Q33: Can Saruman use the Palantir to see enemies and therefore direct Volley Fire? The rules for the Palantir don't say specifically that it gives line of sight on the battlefield (whereas it is explicit for Radagast and his Raven), but presumably it must give line of sight since magical powers need to be able to see the target?

A: Yes, the Palantir effectively gives Saruman line of sight to the entire battlefield.

Q34: If Frodo is wearing the Ring, can Gollum still follow him (via smelling him, or sensing the Ring perhaps)?

A: All models can, and Gollum must.

HEROIC ACTIONS

Q35: For heroic actions, are the *Might* points expended when they are declared, or when they are actually used? For example, the Good player loses Priority but declares a heroic move with Boromir. The Evil player then responds by declaring his own heroic move with a Goblin Captain. The Evil player gets to perform his heroic move first, since he won Priority, and he charges Boromir and engages him in combat. Boromir now can't carry out his heroic move after all, because he is in combat. Does Boromir still have to expend a *Might* point even though he didn't carry out the heroic move?

A: The Hero loses the point of *Might* as soon as the heroic action is declared.

Q36: According to the rules, if a Hero is already in a fight when it's his turn to move, and his forces are reduced to 50%, he does not have to test for Courage. Is it possible for that Hero to call a Stand Fast even though he is in combat? Presumably he doesn't count as having tested his Courage, and the rules require a Courage test to be able to call a Stand Fast. Can the Hero then optionally choose to make a Courage roll, even though he is in a fight?

A: Heroes cannot call a Stand Fast if they are engaged in combat. Engaging them is therefore an effective tactic to stop them helping other models around them.

SCENARIOS

Q37: In all The Two Towers scenarios where it says Gandalf is on horseback, is it assumed he's riding Shadowfax?

A: Yes.

Q38: The wargear requirements for many of the scenarios seem unclear for the Heroes.

A: As noted in the scenarios intro in the rulebook, players may field Heroes with any or no additional equipment available to them unless the scenario specifically states otherwise.

Q39: In the UK WD284 scenario The Second Hall, how can Evil deploy? It's a 48"x 48" battlefield, the Dwarves start up to 12" in from top and bottom which then allows Evil to set up in the 24" wide strip between the Dwarves and there is a 6" wide chasm running left to right through the middle of that, yet they are not allowed to set up closer than 12" to any Dwarf model. Should it be no closer than 6" from any Dwarf instead?

A: Yes, you're right, this is a typo. The Goblins should set up no more than 6" from any Dwarf (not 12").

Q40: In The Return of The King rules manual the board measurement in Scenarios 4 and 5 (p128-130) are different in the text and the map. In Scenario 4, the text says the board is 120cm x 180cm, whereas the map says it is 112cm x 112cm. And in Scenario 5 the text points out 120cm x 180cm, whereas the map specifies 112cm x 180cm. Which one is right?

A: 48" should always be 112cm. The map is correct in both scenarios, however, the text is wrong.

Q41: In Scenario 5 of the War of the Ring section - Dain's Last Stand, is the Good side's deployment the 12" x 24" box on the map? And where do the reinforcements turn up on the roll of a 6?

A: Yes, the Good side deploys inside the 12" x 24" area on the south edge of the table, while on the roll of a 6 the reinforcements arrive from the north edge.

Q42: In Scenario 2 (p124), it is said that the Elves are deployed within 12"/28 cm of the Mirkwood board edge, but the map says the Elves deploy within 6"/14 cm of that edge. Which option is the right one?

A: The map is wrong, the text is right. It should be 12".



Q43: In the participants section of some scenarios, Orcs or Uruk-hai are listed as "equipped with shields", and that's it. Does that mean they have no hand weapons? And sometimes they are listed as armed with bows rather than Orc bows. Is that right?

A: No, they should always have at least a hand weapon and they always have Orc bows.

MISCELLANEOUS

Q44: Is there a mistake in the Wounds chart for Strength 5 versus Defence 10? It looks like this value should be 6/4, not 6/5 as shown.

A: No, the chart is right.

Q45: The Moria Goblin Shaman looks rather expensive in terms of points. It is only 5 points less than an Uruk-hai Shaman, despite having a much lower Fight value, lower Strength and lower Courage. A Moria Goblin Captain is 10 points cheaper. Is the points value correct?

A: Yes, the points value is correct. The Goblin is wearing armour – the Uruk is not. The Goblin Shaman should have the word 'armour' in his wargear.

Q46: When the profiles of Heroes/warriors in the rules manuals are changed between editions, is it correct that the latest version always applies, as with the rest of the rules? For example, when playing scenarios from the TFOTR rulebook, should the TROTK Ringwraith profiles be used, or the TFOTR ones? Similarly, is it allowed to use the older versions of profiles in tournament-style games, eg. using the TTT profile for Saruman so that he still has the ability to use *Sorcerous Blast* through the Palantir or using FOTR Arwen and her *Confound* magical power? What about those who have had minor adjustments, eg. Théoden and Éomer having 1 more Defence than in TTT?

A: The profiles given in the TROTK always take precedence and should be used in all occasions instead of any profile given before, with the following exceptions: Ringwraiths, Merry, Pippin and Sam. The changes to their profiles represent the evolution of those characters in the book, and so players are free to buy either version in Points Matches and, in scenarios, should use the most appropriate profile to the scenario they are playing.

Use the 'old' Ringwraiths for scenarios set before their 'destruction' on the Bruinen Ford and the 'new' ones at any time afterwards. Use the Hobbits 'old' profiles for games of TFOTR or TTT, but use the 'new' ones for TROTK games.

Q47: In the introduction of The Return of The King rules manual, p4, Introduction, penultimate paragraph, the text says: "turn to p158 for an example encounter". There is no such encounter on that page.

A: The encounter is now on page 174.

Q48: On p21, third paragraph, the text says "if the warrior at the top of a vertical surface falls, then roll a dice for every model that is climbing right below him". Does it mean this only applies if the falling warrior is at the very top of the surface or also if the falling warrior was fighting to get to the top?

A: At any point of the climb.

Q49: There appear to be some ambiguities in the use of centimetres for measuring as opposed to inches. For example, on p35, there is an example of cavalry moving through difficult terrain. It says that distances are multiplied by four, eg. a rider who moves 2"/4cm across difficult terrain counts as having moved 8"/20cm. This is very clear when using inches, since 2" x 4 is 8".

However, it isn't clear when using centimetres – 4cm x 4 would be 16cm, but the example says that it counts as 20cm. It appears that the measurements all work in inches, but in the examples, the respective values in inches are converted into centimetres, ie. 8" is indeed closer to 20cm than 16cm. This makes life harder for the player using centimetres due to the text saying a 4x multiplier is used.

Another example is on p20 regarding falling damage where it says that if a model falls it suffers one Strength 3 hit for each full 1" or full 2cm. So, a model that falls 4"/10cm suffers four Strength 3 hits. Again, it is clear for the inches example, but using cm, should it not be five Strength 3 hits for a 10cm distance? Are both the examples given wrong for using centimetres?

A: Unfortunately the measurements given in centimetres do not always correspond to the ones in inches. This is because sometimes inches are counted as two and sometimes as three centimetres to use round, even numbers. In reality this is not the case and this rounding up or down creates a difference. Players should always agree to either use inches or centimetres, and never compare the two.

Q50: Shooting – if an archer is in base contact with an enemy, but during the Move or Shoot phase his enemy is killed, does that mean he is now free to shoot that turn?

A: Yes, providing he didn't move at more than half rate.

Q51: In Lurtz's wargear it says he has armour (not heavy armour), yet his Defence is 6. Is this correct?

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



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