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WORKSHOP

NEW! WARHAMMER: STORM OF CHAOS!

WHITE DWARF

Featuring

THE
LORD OF THE RINGS
THE RETURN OF THE KING

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Everyone here at the Games Workshop Head Office has been preparing themselves for the Storm of Chaos global campaign. I have been busy painting up Archaon's Horde to use for this campaign.

The global campaigns are my favourite time of the year for gaming, two months of frantically trying to play as many games as I can against as many differing opponents as I can find. There is nothing more satisfying than building and painting a new army to be used for such an important event as a global campaign. I also love the fact that global campaigns give me the feeling of being part of the global gaming community, thousands of gamers either trying to help or thwart me in my endeavours on the field of battle just add to the joy I get each year.

While I am waxing lyrical about gaming, I thought I would also mention that this month we have a short article on page 84 discussing some of the changes to Warhammer 40,000 when the new rulebook is released on September 1st.

I will go on record now and state that I love the changes that have been implemented. Whilst recently in the UK I had a game using the new rules against Graham McNeill and had an absolute ripsnorter of a fight, in the end I beat Graham's Necrons but only just. It came down to the last assault phase and was a closely fought battle. The changes that have been made are great and really add to the depth of Warhammer 40,000.

Anyway, that's all from me, check out the magazine instead of what I am saying, it is much more interesting.

Catch you next time.

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FORGE WORLD NEW RELEASES

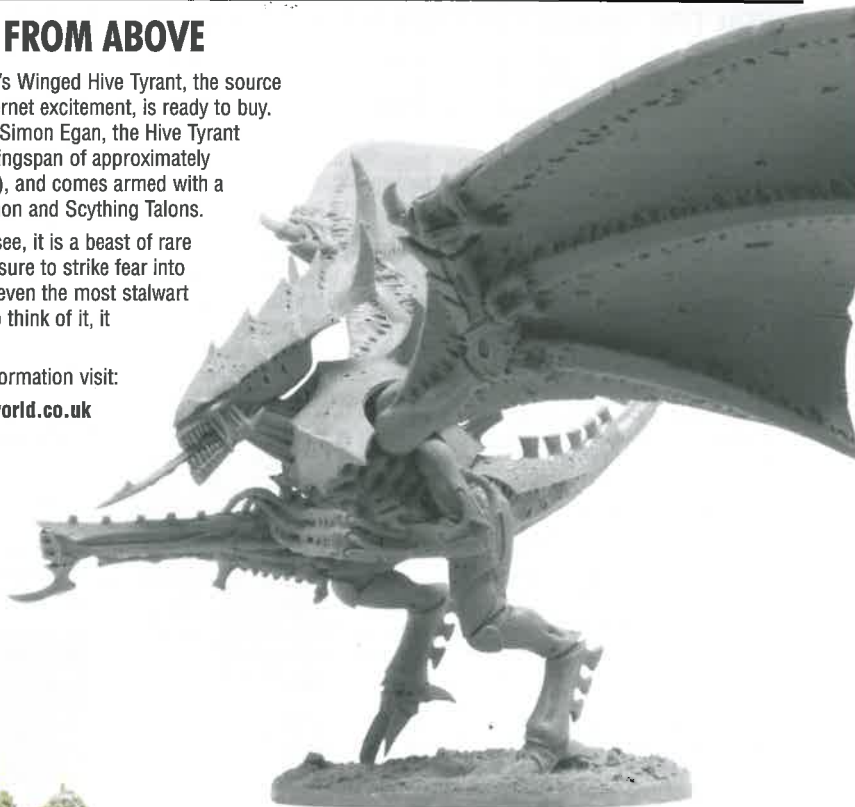
DEATH FROM ABOVE

Forge World's Winged Hive Tyrant, the source of much internet excitement, is ready to buy. Sculpted by Simon Egan, the Hive Tyrant features a wingspan of approximately 30.5cm (12"), and comes armed with a Venom Cannon and Scything Talons.

As you can see, it is a beast of rare proportions sure to strike fear into the heart of even the most stalwart foe. Come to think of it, it frightens us.

For more information visit:

www.forgeworld.co.uk



ADEPTS OF THE MACHINE GOD

This month Forge World have really surpassed themselves. The first of their amazing new Imperial releases is a Titan crew on foot. The three figure set, sculpted by Simon Egan, includes a Princeps and two Moderati cast in resin on integral terrain bases. These guys would make excellent objectives for Warhammer 40,000.

In a similar vein, and possibly even more fantastic, is the Titan Techpriest. Consisting of an incredible nine parts, this Warhammer 40,000 scale model includes a superbly detailed Techpriest servo harness and a servo skull. The Techpriest is sculpted by Simon Egan and Will Hayes.

Simon has also sculpted two new Imperial Tank Commanders, one from the Death Corp of Krieg and a Commissar.



JUSTIN "BOO" KEYES

WORKING ON:
Dark Angels

PLAYING WITH:
Chaos

LAST RESULT:
Win



TERO KANKO

WORKING ON:
Still Orcs

PLAYING WITH:
Deathguard

LAST RESULT:
Win

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 flammers, 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

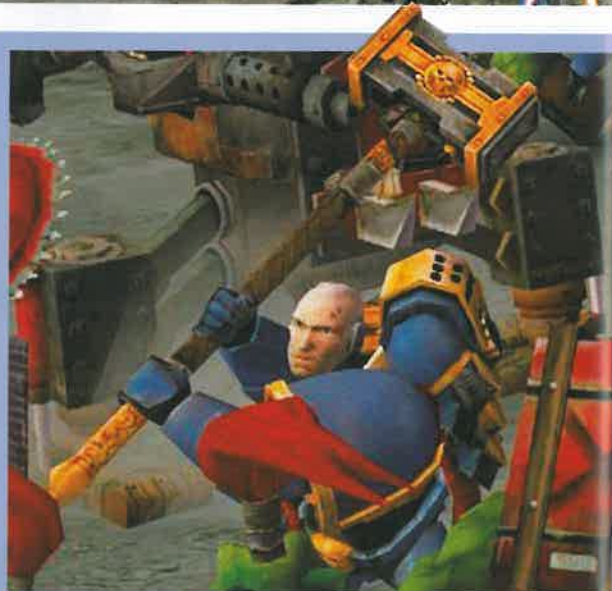
reserves? Exactly – using Drop Pods. And when a Drop Pod lands, you'll know about it. Obviously, brakes are a pre-heresy concept...

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!

THE LEAGUE OF EXTRAORDINARY GAMERS

Brisbane's New Tabletop Games Club

The League of Extraordinary Gamers offers Brisbane's largest tabletop games venue with an enormous capacity for 200+ people, all in air-conditioned comfort. We have tables for Warhammer 40,000, Warhammer and the Lord of the Rings.

At the venue there is lunch and refreshments available for sale. We meet every 3rd Sunday at the Sleeman Sport Centre Theatre at Chandler which is located on the corner of Old Cleveland and Tilley Road, Chandler and hold regular competitions and tournaments.

Make a day of it - visit the Chandler Markets early in the morning, join in the fun and games at the League and finish the day with a swim in the Aquatic Centre. If you don't have a car then you can use public transport via the BCC Bus route.

Phone: 3398 8745

Website: <http://au.geocities.com/qldlegs>



THE AUSTRALASIAN TOURNAMENT RANKINGS

By Geoff Tewierik & David Capon

Warhammer Fantasy and Warhammer 40,000 Tournaments are played all around the world. The Australasian region has its fair share of Independent tournaments. Due to the tyranny of distance not all players get to play against each other in tournaments but we still like to compare ourselves to see who is the "better" player, all in the name of fun. This is the basis of Australasian Tournament Rankings <http://users.tpg.com.au/gandnt/> which compares all the results from tournaments against each other and ranks all players based on those results.

This tournament ranking system deals specifically with the area of Australia and New Zealand (other Australasian results welcome!). Everyone competes in these events for their own reasons, be it for fun or to win either the event or a criteria category. The scoring systems used at tournaments are all relatively similar, players score points when they achieve something which adds up to determine the winners. It's the availability of these results which allows this system to work. While the ranking system requires the raw scores to input into the system, they are not made available at any stage, nor can the system be accurately reverse engineered to determine raw scores. We respect Tournament Organisers right to not publish "raw" results.

The way the system works is fully detailed on the website for those interested. Initially the rankings were setup for Warhammer Fantasy tournaments but players of Warhammer 40,000 found them very interesting, and thus the decision was made to make rankings available for them as well. At the end of 2003 there were 17 tournaments in the Warhammer Fantasy rankings covering 395 different players and for Warhammer 40,000 there were 21 events covering 546 different players. In 2004 we have received results for 9 Warhammer Fantasy tournaments and 3 Warhammer 40,000 tournaments so far. With support from tournament organisers around the country, including Games Workshop the Tournament Ranking system keeps getting bigger and better. So keep on sending in those results via the website.



GAMING CLUB

To see your club in the pages of White Dwarf, send in details of your Club along with some photos of any events you may have had, a recent club day, family days or anything you think the public would like to know about your Club.

If you are interested in this opportunity, send any information you have on your Club (including photos) to us here at the White Dwarf bunker. The one condition for us to consider your Club is that it must play Games Workshop Games.

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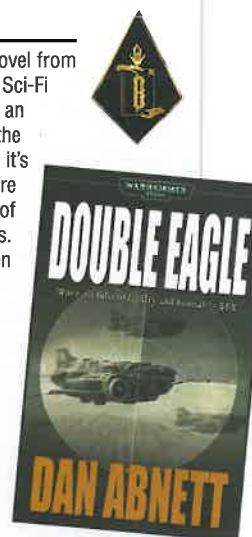
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TERRACON VI

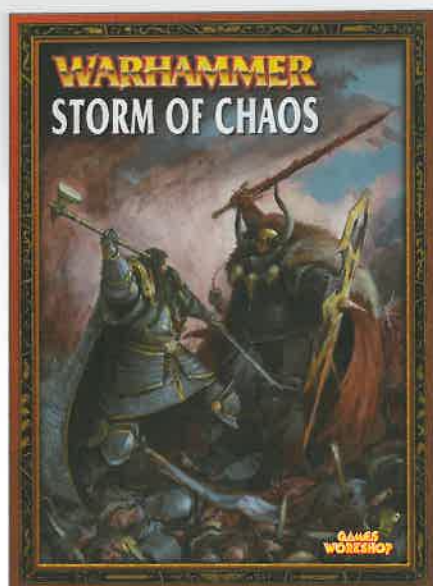
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Warhammer 40,000
Legion Wargames Club
Naracoorte South Primary School
Naracoorte SA
Contact: Danny Lawrie
Phone: 0400 073 415
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DOUBLE EAGLE

Watch out for the latest novel from Dan Abnett as the king of Sci-Fi storms in this winter with an awesome new tale set in the Sabbat System! This time it's not Gaunt's Ghosts who are the heroes, but the pilots of the Phantine Fighter Corps. Flying dangerous and often suicidal missions, they struggle to hold back the vast squadrons of the Blood Pact's air cadre. As the desperate fight for air supremacy begins, the fate of the entire crusade hangs in the balance. Look out for this awesome hardback novel.



For more information visit:
www.blacklibrary.com



STORM OF CHAOS ARMY BOOK AUS\$40 NZ\$45

The Storm of Chaos has engulfed the Old World. The forces of Archaon the Everchosen march upon Middenheim, City of the White Wolf. The might of the Empire, the Dwarfs and the Elves muster to fight the immense horde, but will the defenders of Middenheim hold out against the tide of unholy warriors and legions of Daemons?

Inside you will find:

BACKGROUND

The scene is set for the greatest invasion of the Empire since its founding, including the history of the mighty heroes and villains struggling for Middenheim.

VARIANT ARMY LISTS AND NEW RULES

This section contains army lists detailing the multitude of armies involved in the Storm of Chaos, including Archaon's Horde, Siege Defenders of Middenheim, Grimgor's 'Ard Boyz, Slayers of Karak Kadrin and many others. There are also rules for new special characters, troop types and war machines used in these forces.

PLAYING THE STORM OF CHAOS

Two new scenarios and a section on how to fight your own Chaos campaign, plus advice on fighting multi-player battles and other gaming ideas.

PAINTING AND MODELLING

Painting guides for the featured armies, modelling advice on new troop types, plus many inspirational photos on which to base your own painting and colour schemes.

SIEGE ARMIES

It would seem by many to be folly for Archaon to assault Middenheim. Dominating the land atop a mile-high rock, the City of the White Wolf is virtually impregnable to siege or assault. Yet Archaon was driven by a burning desire stronger than any wall. His soul burns with the need to destroy the Empire, and its false patron god Sigmar.

ARCHAON SIEGE ATTACKERS ARMY AUS\$400 NZ\$445

This boxed set contains 1 Champion of Chaos, 1 Army Standard Bearer, 24 Warriors of Chaos, 5 Knights of Chaos, 5 Chaos Marauder Horsemen, 16 Marauders of Chaos and 1 Hellcannon of Chaos, designed by Jes Goodwin, Aly Morrison, Dave Thomas, Brian Nelson, Alex Hedström, Colin Grayson and Mark Harrison.

These models require assembly.



MIDDENHEIM SIEGE DEFENDERS ARMY AUS\$375 NZ\$415

This boxed set contains 1 Empire White Wolf Grand Master, 16 Empire Knights, 19 Empire soldiers, 20 Teutogen Guard, 1 Empire Cannon/Mortar, 20 Empire Militia and 1 Empire army standard bearer, designed by Michael Perry, Alan Perry, Dave Thomas and Adam Clarke.

These models require assembly.



top a mile-high rock,
by a burning desire
in god Sigmar.

GARAGRIM IRONFIST AUS\$22 NZ\$25

Garagrim has taken the ancient title of War-mourner, an old rank that was once used by the High King's champions. It is the duty of the War-mourner to act in the King's stead in battle, accepting the King's honour as his own, and vice versa.

This blister pack contains 1 Garagrim Ironfist model, designed by Dave Thomas.

This model requires assembly.



AR-ULRIC AUS\$22 NZ\$25

Ar-Ulric's divinely granted powers are greater than any other priest of Ulric.

This blister pack contains 1 Ar-Ulric model, designed by Gary Morley.

This model requires assembly.



HELLCANNON OF CHAOS AUS\$85 NZ\$95

Part daemon, part war machine, the Hellcannon of Chaos is a massive construct of iron and brass that growls and shakes with diabolic sentence. In battle these arcane engines heave great blasts of daemonic energy that arc through the air toward their targets, incandescent explosions liquefying anything they touch and sending the survivors screaming in all directions.

This boxed set contains 1 Hellcannon and 3 crew members, designed by Aly Morrison.

This model requires assembly.



CHAOS WARRIOR REGIMENT AUS\$50 NZ\$55

This boxed set contains 12 Chaos Warriors, designed by Brian Nelson, Jes Goodwin, Alex Hedström and Colin Grayson.

These models require assembly.



EMPIRE BATTALION**AUS\$150 NZ\$170**

The Empire was forged from battle and hardship, Sigmar leading the tribes of Men to drive the Greenskins from the forests. Since that day, the descendants of those great warriors have waged a constant war to defend their realm from threats of all kinds.

This boxed set contains 20 Empire Soldiers, 12 Knights, 8 Empire Militia and 1 Empire Cannon/Mortar, designed by Michael Perry and Alan Perry.

These models require assembly.

**TEUTOGEN GUARD COMMAND****AUS\$22 NZ\$25**

Being selected for a tour of duty in the Teutogen Guard is one of the highest accolades a Knight of the White Wolf can receive, for it strengthens their already fearsome resolve due to the weight of the honour and duty they bear.

This blister pack contains 1 Standard Bearer, 1 Champion and 1 Musician, designed by Adam Clarke and Dave Thomas.

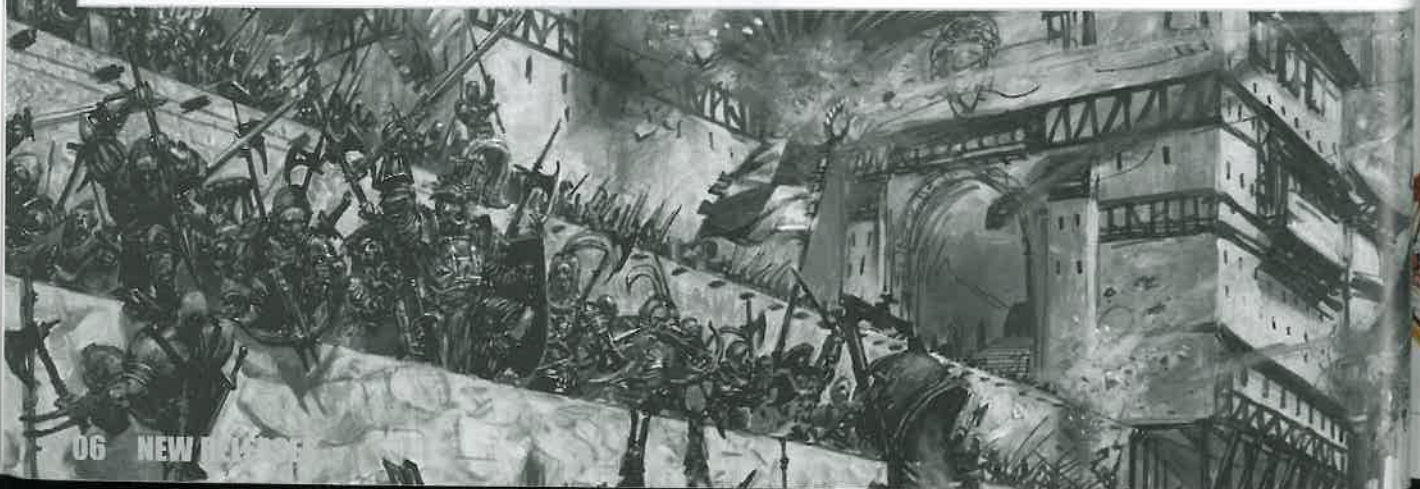
These models require assembly.

**TEUTOGEN GUARD****AUS\$18 NZ\$20**

Each year the Teutogen Guard is renewed, with its members selected by the Grand Master and Ar-Ulric himself, often from the Order's Inner Circle.

This blister pack contains 3 Teutogen Guard, designed by Adam Clarke and Dave Thomas.

These models require assembly.



SISTERS OF BATTLE SPECIAL WEAPONS AUS\$18 NZ\$20

The vast majority of the Orders Militant is made up of Battle Sisters. Orphans raised by the Schola Progenium, Battle Sisters are well disciplined and highly devoted to the Emperor. Their greatest strength is their unquenchable faith in the God-Emperor of Mankind, in whose name they bring fiery retribution to the mutant, the witch and the heretic.

This blister pack contains 2 special weapons figures, designed by Jes Goodwin and Juan Diaz.

These models require assembly.



SISTERS OF BATTLE CANNONESS AUS\$18 NZ\$20

This blister pack contains 1 Sisters of Battle Cannoneer, designed by Juan Diaz.

This model requires assembly.



BATTLE SISTER SERAPHIM SUPERIOR AUS\$16 NZ\$18

Seraphim are experienced warriors who are exclusively trained in the use of jump packs. They are also highly dextrous, having perfected the technique of firing two pistols at once. This makes them very mobile, hard-hitting, and able to fight in close combat if necessary.

This blister pack contains 1 Seraphim Superior, designed by Jes Goodwin and Juan Diaz.

This model requires assembly.

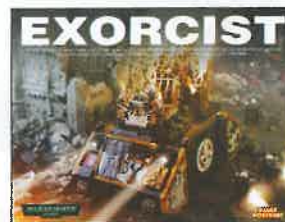


SISTERS OF BATTLE EXORCIST AUS\$85 NZ\$95

This arcane machine of war is only vaguely understood by the Techpriests who must service it, and many Exorcists have been in service since the Age of Apostasy, further adding to their temperamental nature. Each machine is an individual work of art, its battlefield role of providing devastating long-range fire support being secondary to its significance as a potent, divine symbol of the power of the Emperor.

This boxed set contains 1 Sisters of Battle Exorcist, designed by Tim Adcock, Jes Goodwin and Aly Morrison.

This model requires assembly.





STORM OF CHAOS

This month sees the release of Warhammer's first campaign sourcebook. Loremaster Gav Thorpe takes a look at this landmark volume, and the global campaign that will follow it.

Warhammer has reached a unique stage of its two decades of development. The game system itself, in this 6th edition, is fundamentally sound and any future developments are not likely to make radical changes to the game mechanics themselves. We have almost completed the update of the Warhammer Armies range to the new edition, and it is our intention that these volumes will be on the shelves for many years to come.

THE EYE OF THE STORM

This means that we have an opportunity to broaden the range of supplements available to Warhammer. Our long-term plans include new and revised army books, but also books that change the way Warhammer is played, such as the ever-popular Siege rules. Storm of Chaos is the first of a third type of volume we plan to introduce, that of the Campaign Sourcebook.

THE CONCEPT

Since Warhammer's earliest inception, the idea of campaign packs and books has existed. These earliest supplements, such as the infamous McDeath campaign and Terror of the Lichemaster, allowed players to recreate detailed events in a series of linked battles. Most veteran gamers out there will no doubt, like me, fondly remember these campaigns (although I'm not too sad to see some of

the more obvious joke character names consigned to history!). This concept was revisited towards the end of 5th edition, with campaign packs, such as Idol of Gork and Circle of Blood.

The campaign sourcebook is simply a new take on this well-established idea, so I take no credit for originality however, a good idea is a good idea nevertheless! The principle is straightforward enough. Each campaign sourcebook contains the background, army lists and additional gaming material to enable players to re-fight a particular series of battles from the history of Warhammer. That history is replete with all manner of epic conflicts ranging in scale from the centuries-long Clan Pestilens invasion of Lustria, to the fall and attempted reclamation of Karak Eight Peaks, to the tumultuous times of the Elven Sundering.

Campaign sourcebooks allow us to look at these periods of history and add detail to the characters and battles that took place. Not only can we do this with events already mentioned in the background, but also to create new areas of conflict for players to explore with their games.

At the heart of a campaign sourcebook are its army lists. Storm of Chaos boasts an impressive ten variant army lists, though it is our intention that most future sourcebooks will focus on three or four armies. The majority of these army list variants will be designed to integrate with the Warhammer Armies range and be usable by players in their regular gaming, as well as in the campaigns detailed. Of course, some of these lists will be designed for specific scenarios or opponents, such as the War of the Beard lists published in White Dwarf last year.

A part of this is to look at the heraldry, colour schemes and iconography of the armies involved, so that players can not only collect a variant army, but also characterise it with their painting. We hope to show shield and banner designs of the heroes and regiments involved, and also to provide modelling tips on different types of



Valten, Exalted of Sigmar

IE

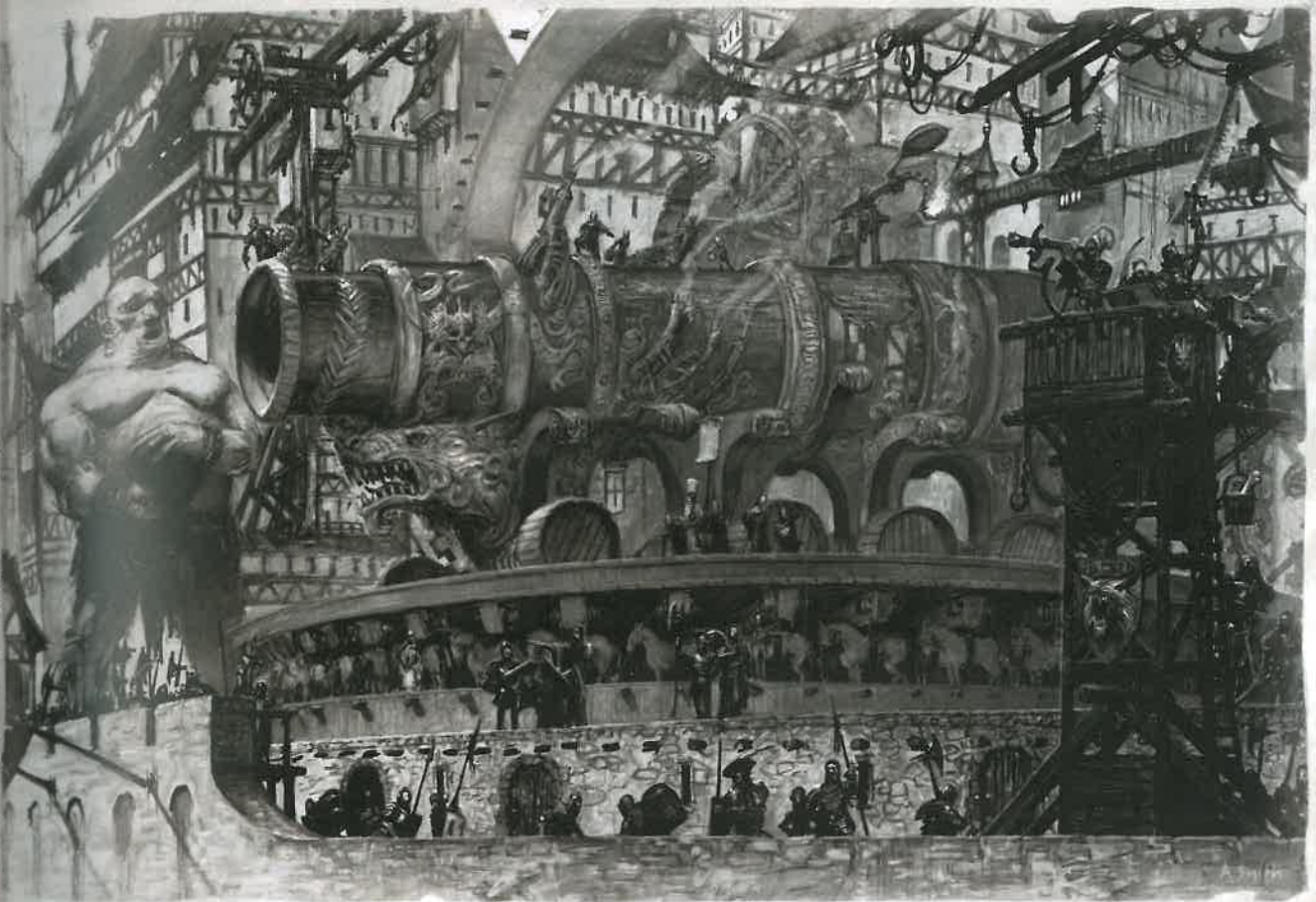
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terrain or unique features of the armies not covered by the miniatures released.

As well as the background, and the army lists, it is important that these books contain the information and guidance to enable players to recreate the campaign that is detailed. The exact nature of this gaming material will vary from book to book depending on what is appropriate, but will commonly include scenarios and campaign trees, alternate terrain rules, special characters and perhaps even things such as unique weather, supply or magic rules.

So, all-in-all, each book contains everything a hobbyist needs to collect and play with their army within a specific place and time. It provides an opportunity to expand your collection, create new challenges for your skills of generalship and generally take your games in as many different directions as you like.

THE NARRATIVE

So that's campaign sourcebooks explained, but you want to know about Storm of Chaos, don't you? Well, regular readers will know that it is the culmination of many storylines that we have been publishing through the army books and White Dwarf over several years. There's far too much going on to summarise properly here, but the basics are:

The Chaos Champion Archaon has recovered the six artefacts required for him to be recognised as the Lord of the End Times. Once a noble servant of the Empire, Archaon has now turned on Sigmar and his worshippers and is resolved to destroy them both. In Storm of Chaos, his attention is focussed upon the city of Middenheim, and the great temple of the god Ulric that stands there. Meanwhile, his Herald, Vardek Crom, attacks the Empire from the east.

In response to this threat, Emperor Karl Franz has forged a grand alliance with the other Electors, the High Elves and the Dwarfs. He is aided by the enigmatic youth called Valtan, believed by many to be the reincarnation of Sigmar himself. Even as their armies assemble, Middenheim must stave off the attack of Archaon. The hordes of Chaos must storm Middenheim and sack the temple of Ulric before the forces of Karl Franz and Valtan arrive with overwhelming strength of arms. The race is on!

This is only the broadest gist of all the stories that have gathered together to create the Storm of Chaos, but our website will contain an archive of all the articles you may have missed if you've only joined us in the last few months.

THE MINIATURES

As you can see on these pages, there are quite a few new miniatures being released alongside Storm of Chaos. Some of these can be used by players in their regular armies, such as the new Warriors of Chaos regiment (more on them elsewhere) and the Black Orcs with great weapons. Some of them are specific to the armies detailed in the Storm of Chaos book, of which my favourites are obviously the new Dwarf Doomseekers and Garagrim Ironfist.

It is common practice to praise the efforts of those who have designed and sculpted these miniatures, and I am not one to make an exception. I have a great job working in the Design Studio, seeing the best stories, illustrations and miniatures as they roll off the desks of our design teams. It is sometimes easy to succumb to 'quality fatigue', whereby one merely accepts that everything will be fantastic. However, the quality of the miniatures for Storm of Chaos has once again raised the bar in terms of design and sculpting quality. It is a testament to everyone involved in the project, including concept artists and miniatures designers, that I believe a new standard has been set for Warhammer for the future. I hope you agree.



NEW CHAOS WARRIORS

I want to single out the new plastic Warriors of Chaos regiment, not only because of the excellent miniatures themselves, but also to explain our future plans for Chaos plastic kits. This regiment set is but the first in what we hope to be a project extending over the next few years, creating the most flexible and characterful plastic range in Warhammer.

These Chaos Warriors are assembled from two sprues – the Body sprue and the Command sprue. This first set provides bodies for Warriors armed with hand weapon and shield or two hand weapons, and a Command sprue for Chaos Undivided. In the future we are planning to produce a new Body sprue to enable players to assemble warriors with great weapons and halberds. After that, we'll be turning our attention to the Command sprue, looking at each of the Chaos gods in turn, with themed weapon designs, shields, banner tops, helmets and so on. There's even wild talk about plastic Knights and a chariot someday down the line, but we'll have to see how that works out. The fittings on these will be interchangeable across the sets, so that a player could, for instance, create Nurgle Warriors with great weapons, or Khorne Knights.

All of this has been made possible by the planning and foresight of the esteemed Jes Goodwin, Design Manager Gordon Davidson, and immeasurably useful input from many others. I'm very excited about the prospects for this range and the future of Warhammer plastics in general, and I hope we'll see the fruits of this vision in the coming years.

THE GLOBAL EVENT

Back in the days when everything was made of wood, and I was working as part of the White Dwarf crew, the venerable Jervis Johnson (who probably won't thank me for calling him venerable) had an idea. As he wrote at the time, good ideas generally end up with a lot of work being done, and that was true, but the result was a first for Games Workshop (and miniatures gaming as a whole, to my knowledge). I am referring to the Ichar IV Warhammer 40,000 campaign.

Back in those days, when the Internet was still something most people had never heard of, Jervis decided the fate of the Tiranid-stricken world by sifting through a massive pile of postal results, ably aided by others around Games Workshop in various countries.

Suffice to say, Ichar IV was a massive success, and the idea was revisited with the Third Armageddon War a few years later. By this time, the rest of the world had caught up with this interweb-thingy, and a website was created for players to register their results on. This has now become the norm for these global campaigns.

Last year saw the Eye of Terror campaign for Warhammer 40,000, the most successful event we've ever run. Not to be outdone by all those raygun fanatics, it is our duty as Warhammer players to make Storm of Chaos every bit as massive! To this end, our US Web team (veterans now of three global campaign websites) have done a tremendous job with Storm of Chaos. Taking on board all the lessons of

previous campaigns, we have planned a website that is easy to access and yet contains a wealth of information for Warhammer players.

"But how will the campaign work?" hear you crying! Well, I'll be looking at the mechanics in more depth in the future, but here's the general principle.

I've drawn on the fact that Warhammer has a very specific geography to drive the campaign. As outlined in the section on the narrative above, the focus of the campaign will be Archaon's drive on Middenheim. The campaign takes place on a map that shows the approaches to Middenheim, with twenty-five battlefields. The forces of Archaon start on the east of this map, with several of these battlefields open for results. Each of these battle sites will have one or more victory conditions, which, if achieved, indicate it has fallen to Chaos. As one town, castle or battlefields, it will open up one or more closer to Middenheim. In this way, the campaign progresses, we can chart the progress of Archaon's armies towards Middenheim. The period of the campaign is the amount of time the attackers have to sack Middenheim and defile the temple of Ulric, before Karl Franz, Valten, Teclis and the other great heroes of the world arrive with their armies.

As the players input these results, we'll be reviewing the victory conditions of each active battlefield to see if they have been met. I'll be acting as Loremaster of the campaign, providing updates on the progress of the fighting, detailing which locations have fallen and also introducing storylines and events the players can incorporate into their games.

As well as these 'common' battlefields, there are a number of 'local' battlefields, varying from country to country. These local battlefields are tied to specific real world activities and events, such as a store gaming nights, roadshows, Games Day and so on. Winning these specific events will garner a bonus for the victors in their fight for nearby common battlefields.

In addition to the campaign map, we plan for the website to contain even more scenarios and scenario suggestions, modelling articles and stories that relate to the battlefields the players can fight over. On top of this, we'll also be providing specific community areas for players to discuss strategy with their fellow generals so that they can coordinate their attacks or defence, swap tactics and army comment or just generally chat about the events they are helping to unfold.

When the time limit is up, we'll be measuring the success of the Chaos attack against our victory criteria to determine how well Archaon has done, and what

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THE ARMY LISTS

Of course, you're all eager to find out about the variant army lists. I've saved them to last though, to allow each of the designers to explain (in their own idiosyncratic fashions) a little bit about each of their creations.

ARCHAON'S HORDE

Phil Kelly: At first, they seemed like two innocuous enough words: Archaon's Horde. Unfortunately, that means:

- A Warhammer Chaos Army that is as competitive (but not more so) than the hugely versatile parent army list
- Ideally led by Archaon – 855 points of spiky death
- Adequately fulfils the term 'Horde'.

And therein lay the rub. Anything including the term 'Horde' and including one of the most expensive special characters in the game is kind of mutually exclusive, a bit like an intelligent Ogre or a fat Elf. After you've spent the best part of 900 points on Archaon, his 'horde' would comprise of about thirty of his drinking

DARK SHADOWS

Storm of Chaos is not the first Warhammer global campaign. A couple of years ago, Dark Shadows (also known as the 'Albion Campaign') saw players from all over the world sending in the results of their games to decide the fate of the fog-shrouded, storm-wracked island in the north of the world.

The feedback on the free Dark Shadows supplement that was given out in White Dwarf at the time taught us a lot about what players are looking for in their campaign games. The special scenarios and weather rules in particular were very welcome, and we've taken that to heart when devising our ideas for Storm of Chaos and the future.

In addition, Dark Shadows also began one of the plot threads that have culminated in the Storm of Chaos story – the introduction of the shadowy being known as the Dark Master, now known to be the insane Daemon Prince Be'lakor.



The Daemon Prince Be'lakor

buddies and a couple of favourite gribbles for laughs. As Archaon's Stag Party didn't have the same ring to it, I began to think outside the box a little.

Help was at hand in the form of Eldreth and his Last Stand (from the Warhammer mission). It's one of my

favourite scenarios – pitting the defender against twice his amount of points. Sure, the defender will probably get annihilated, but if he can take out his own points value from the enemy force, he claims victory. I love this kind of challenge, and the core rule mechanic



The forces of Chaos assault an Empire fort.

has always proved to be very nicely balanced. So I nicked it.

As a result, Archaon's Horde can be used as a standard variant list with the focus on Chaos Undivided troops, including Chosen Chaos Warriors, Chosen Knights and the siege-specialist Flayerkin as Special choices, plus the mighty Hellcannon as a Rare choice. However, it is best used with the big man at the helm in the Halting the Tide scenario, vastly outnumbering their pitiful foes and sweeping all before them in a tide of blood. Take up the challenge if you dare, and face (or field) Chaos troops of twice the points of the defenders, led by either Archaon or Crom the Conqueror. You may want to keep a record of your 'high score': the highest number of Victory Points you have scored against the Horde when trying to Halt the Tide, and compare it to the high scores of the other gamers in your group.

MIDDENHEIM SIEGE DEFENDERS

Gav Thorpe: This army will not be new to players who have seen the Cult of Ulric list, written by Ian Hawkes. The followers of the god of battle, wolves and winter eschew the more ranged elements of the Empire army for a bit more meat in close combat. At the time we published that list, we also gave details of Boris Todbringer and the army of Middenheim. As the principle leader of the defence against Archaon's attack, it would have been unthinkable not to spend a bit more space on his army. This combines units and characters from both the regular Empire list and the Cult of Ulric, allowing Priests of Ulric and units such as the Wolf-kin, but without all of

those volley guns and engineers.

This emphasis on priestly virtues over blackpowder and magic gives the army a distinctive close-in feel, and the Ulric-specific items and abilities are also available to the defenders of Middenheim. Now with miniatures for the elite Teutogen Guard – Knights of the White Wolf on foot – I hope that many of the fans of this northern army will be able to expand their collection.

In addition, we have created a new special character, Emil Valgeir. The current Ar-Ulric, head of the worship of Ulric in the Empire, Emil Valgeir stands shoulder to shoulder with Boris Todbringer in his defiance of Archaon. His inspirational abilities are a great boon when facing the terrors of the Northern Wastes.

GRIMGOR'S 'ARD BOYZ

Pete Haines: As usual I was minding my own business, working out some new naughtiness for Warhammer 40,000 4th edition and Codex: Space Marines when my spider sense started tingling. Mere seconds later, I was (apparently) writing the list for Grimgor's 'Ard Boyz.

Now it's not that I don't play Warhammer, I do, but I use Dwarfs and the Slayer list would have to be prised from Gav's cold, dead fingers before I got a go at that. So I went off and quizzed every frothy Orc player, who would stand still long enough, about what needed doing.

Thanks to lots of insight from Gordon "I want a Level 4 Shaman and a Black Orc on a Wyvern" Davidson it soon became apparent that dropping the Goblin tricksiness from the army would leave the Orcs carrying a lot of the strain. As there was no way I was going to fiddle with stat

lines for what was basically a variant list, needed some way of making basic Orcs a bit more potent. Once again the solution came from Gordon who evoked the image of a monolithic effigy, large enough for a full song and dance number complete with drummers and capering Shaman. For my part I playtested a version of the Effigy that acted as a source of various Bound Spells. This didn't work (big time!). So after a bit of fiddling I came up with the idea of using it as a focus for units of Orcs to gain the blessings of Gork and suddenly all was well. Rather than relying on guys with balls and chains and wolfie chariots, Grimgor's Boyz could boast a solid line of tough Orcs able to take on the enemy as Gork intended, eye to eye and choppy to intestine.

SLAYERS OF KARAK KADRIN

Gav Thorpe: If I were a Member of Parliament, it is at this point that I would have to declare a vested interest. It is no secret that I have a Dwarf army, and I have a place in my heart for the bearded little beggars. Some would consider it a hideous abuse of my position when I declared that one of the new army lists Storm of Chaos should be a Dwarf list. With new soldiers to boot!

That aside, it's been a good while since the Dwarf book was released, and some fresh blood would be welcomed by Dwarf players and their opponents. We started off initially with two ideas for Storm of Chaos, those of an Engineer Guild Expeditionary Force, and a Slayer Army from Karak Kadrin. Well, the headline above gives away the result of that decision. The Engineers are gone, but not forgotten.

The combined forces of Middenland and Middenheim



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Let's face it, Slayers are cool. From Ungrim Ironfist to Gotrek Gurnisson, everyone likes Slayers. They epitomise Dwarfishness in such a simple and spectacular fashion that they deserve some extra attention.

It would be unfair of me to steal more space than the other designers, so I'll be brief. With some new releases to play with, I've done away with the appendix list in Warhammer Armies: Dwarfs, with its reliance on Clan Dwarfs as a Special choice. This is an army of Slayers, and if it wasn't a Slayer, it wasn't going to get in!

To add variety and to offset some of the disadvantages Slayers face when fighting lower Toughness, well armoured troops, I have given them the option of swapping their two axes for a great axe. In a similar vein, I have introduced the Doomseekers, even crazier than normal Slayers, which wield axes on chains. There is also the revealing of the crazed Slayer Engineer Malakai Makaisson, and his latest invention – the Goblin-hewer. Like a bolt thrower, the larger more numerous the target of this axe-chucking war machine, the more potential for damage it has. Incidentally, the Goblin-hewer is a Regiment of Renown and so is also available to normal Dwarf armies and Empire generals. To top this off, I have also introduced the Brotherhood of Grimnir (sort of Inner Circle Slayers) and a number of Slayer Skills with which to upgrade your characters.

Without a doubt, the Slayers of Karak Kadrin are very close-combat orientated, and some measures have been taken to offset their vulnerability to shooting and magic. On the whole, they provide Dwarf players with an extremely offensive army,



Dwarf Doomseekers seek their doom

providing you've got a nice, quick technique for painting orange hair and Dwarf flesh...

CULT OF SLAANESH

Anthony Reynolds: When it came around to dishing out the work for the Storm of Chaos, there was one particular army list that I had a hankering to do – the Cult of Slaanesh. I've always thought that Dark Elves are cool – their imagery, their background, their unrepentant viciousness and their awesome models. The Cult of Slaanesh was basically what caused the catastrophic rift that broke the Elves into High Elves and Dark Elves, so it holds a pretty important position in Elven history. The idea behind the list is that Morathi has kept the Cult alive, though secret until now, and has sought

more allies to fight for her cause. The Chaos worshippers of the north are an obvious ally for her – and are certainly people whom she could easily manipulate and throw away once they had fulfilled their use to her.

In game terms, the Cult of Slaanesh started as a Dark Elf army with all the Khaine elements stripped away (as Khaine is diametrically opposed to Slaanesh). As such, there are no Witch Elves, Executioners or Harpies (who are often regarded by the Druchii as an aspect of Khaine). In addition, there is no Black Guard as they are the personal guard of Malekith – and if Malekith truly knew what Morathi was doing, he most probably would not be too impressed. Another removal from the list is Cold One Chariots – being that Morathi is





leading her army into the swamps of Lustria, they would probably get bogged rather quickly. However, all is not grim, for the Cult of Slaanesh has access to some Chaos troops (all suitably marked by Slaanesh, of course). And not only Mortal troops – the Cult has access to Slaanesh Daemons, the Devoted of Slaanesh (think near-naked Witch Elf types that have dedicated themselves to Slaanesh rather than Khaine) and the powerful Druchii Anointed – an ancient Dark Elf from the time of the Sundering who harnesses the power of a Daemon Prince within his Elven form. Add in some extra magic items, some tweaking of the position of units between Core, Special and Rare, and you have an army list variant that will hopefully add something new, slightly different and interesting to existing Dark Elf and Chaos players alike.

ARMY OF SYLVANIA

Mat Ward: Where the mainstream Vampire Counts list represents what happens when the dead are abroad, this one allows players to field a von Carstein army on its own turf. Foremost in my mind when I started writing the list was that this army should play very differently to a standard Vampire Counts list, and two themes began to jockey for attention. The first stemmed from the fact that in Sylvania, the land itself possesses a

peculiar form of awareness, and reacts to invasion as a living body reacts to a wound by spitting forth Undead warriors into the path of an invading army.

With this in mind, the first thing that needed to go into the army list was a way of allowing players to do this. By placing markers at the start of the game, a von Carstein player can dictate points at which he can summon reinforcements throughout the game without relying on an Invocation of Nehek. Moreover, because the von Carsteins maintain state troops, I wanted these newly risen dead to be equipped on par with other Empire warriors (albeit with much older, pre-blackpowder weaponry), leading to options for crossbows, spears, and shields both on the risen troops and those purchased for the army.

The second, and slightly more predictable, theme was that of the von Carsteins' predilection for bats and wolves. This was easily fixed, with a few tweaks to the troops available to the army and a few magic items and bloodline powers to give this side of the army a real kick.

Naturally, the von Carsteins do have a weakness, in this case their stiff-necked pride. On the basis that they would refuse to acknowledge any need for Necromancers on their land, I cheerfully stripped these cadaverous wizards out of the list – I've never been a fan of Vampire

armies led by Necromancers anyway. While this makes the army a little prone to magical attacks, the von Carstein player is able to use those Hero slots on Wights and Thralls instead so, if anything this army hits a little harder than a standard Vampire Counts list. Happily, enemy wizards need to really take care where they stand because of the huge numbers of Dire Wolves and Fell Bats that take the field in this list. Ultimately, if you like powerful characters, ambushes, or purple and black uniforms, it's worth giving this army a look.

CLAN ESHIN

Phil Kelly: The Clan Eshin list was a fresh challenge for me, and a great chance to have a crack at one of my favourite Warhammer armies, the Skaven. As with the Archagon's Horde list, to really get the theme of the army across (teams of stealthy and elite rat-men doing everything possible to get a blade to your throat) I reasoned I would have to try something a little off the wall. Again, it's possible to play the Eshin list as a fairly straightforward variant of the Skaven army list, but the real fun is in a slightly more off-the-wall version – an all-skirmishing force that attacks by night.

The Under Cover of Darkness rule will be familiar to Warhammer players who remember the Albion campaign. On any given turn, simply roll an Artillery

dice and multiply it by three – this is how far your units can see for that turn. This throws up some nice tactical situations and stops the Eshin force from getting shot to pieces before it can engage.

This is very much an army that can pick its fights, as almost all of the skirmishing army can move 12" as skirmishers. New additions (at the expense of many of the clans' other specialists) are the Eshin Triad, a small, super-elite unit of three Skaven Assassins (no magic items I'm afraid) and the Eshin version of *Skitterleap*, allowing you to teleport your killers right into base contact with enemy characters – I promise you this keeps the opponents on their toes!

The icing on the cake was provided by Anthony Reynolds, whose suggestion that every character assassinated counted for an extra 100 Victory Points, just like a slain general, was unhesitatingly incorporated. The end result is an army which excels at killing off the top brass and leaving a leaderless army milling behind it as it vanishes into the darkness – just the ticket!

LOTHERN SEA PATROL

Andy Hoare: The Sea Patrol was an interesting list to write, as a sea-borne force engaged in ship to shore missions is essentially a light infantry army. However, the Lothern Sea Guard, who would form the obvious core of the list, cannot really be described as light troops.

So with the Lothern Sea Guard as the mainstay of the army, I needed to decide what other units from the High Elf list would be appropriate to include. I added Shadow Warriors in the guise of the Lothern Sea Rangers, as I felt the army could use the extra dynamic such a unit can provide, and this helped to build the idea that the armies are engaged upon specific missions in which the Sea Guard provide a solid, defensive line while the more mobile and stealthy Sea Rangers infiltrate forward to capture an objective, assassinate an enemy leader or retrieve an artefact.

I added the Ship's Company as such a troop type felt appropriate, and Repeating Bolt Throwers were a must as they are carried in land from their mounts on ship. Eagles were appropriate, as were the Heroes and Lords of the High Elves, albeit with slight tweaks (like not being allowed Elven Steeds), and some new spells.

But I still felt the list needed a little something to theme it as coming from a seagoing race. That something was the Merwyrm – a category of beastie that represents the monsters of the deep that populate the vast oceans of the Warhammer world and that the mightiest mages of Lothern can summon and bind to their will. Of course, these beasts

aren't always as willing to help out as are the Dragons of Caledor, and are wont to run amok should the mages lose control of them.

In all, the Sea Patrol is a High Elves army with a difference – shooty certainly, but solid in defence and with a few tricks up its sleeve in terms of magic, stealth and those unpredictable beasts from the deep!

BRETONNIAN ERRANTRY WAR

Anthony Reynolds: When it came time to write up the rules for the Bretonnian Errantry War variant list, I was fresh from just finishing off the Bretonnian army book itself, so all those knights and noble deeds were still running around in my head. As a coincidental bonus, I had already drawn up a rough draft Errantry War list just for fun while I was working on that project. I had a think about what really characterised an Errantry War – not surprisingly, the majority of the force consists of Knights Errant, for this is their chance to prove their worth and attain their full knighthood.

After having a think about how the army would operate, I came to the conclusion that I wanted it to be a bit more uncontrollable than a normal Bretonnian army. I wanted the army to feel like it was filled with a bunch of slightly overenthusiastic youngsters determined to prove themselves (and so fight with great passion) but one that could inadvertently get itself into some hot water by being that little bit too exuberant.

The most characterful and simple way I saw to do this was to play around with the Knights Errant Impetuous rule. I came up with the idea that ALL Knights Errant would carry the Errantry Banner (thus making them more likely to charge when you might not want them to, but when they do charge they get +1 Strength to simulate them trying extra hard). To further push this theme, I introduced a table of additional negatives to the Leadership check made to try and hold them back. For instance, they will be a bit more likely to charge if the enemy is particularly frightening (causing *fear* or *terror*) as they want to prove how brave they are. In the same vein, if they are wildly outnumbered, they will be more likely to charge. And of course, if there is a lady nearby (a Damsel), they will obviously want to try and impress her, so will also be more likely to charge.

A bit of tinkering around with the army list (such as Grail Knights acting as unit champions for the reckless young knights rather than units in their own right), and the Errantry War army list was done.

DAEMONIC LEGIONS!

Alessio Cavatore: Since writing the army list and rules for the Daemons in the Hordes of Chaos book, battlefield experience had convinced me that I hadn't done justice to them. I think the Daemons there make an interesting addition to a mortal army, but they cannot really stand as an army of their own. A player trying to field a Daemon-only list from the Hordes of Chaos book is too limited in the amount of troops, and would end up with an army that is quite predictable and very similar to every other Daemon army (big blocks of Daemonic infantry accompanied by one or two flying large Daemon characters).

It was with great gusto that I accepted Gav's offer to write the new Daemonic Legions army list in Storm of Chaos, to finally allow players to field varied and competitive armies made only of Daemons. I began with retouching the basic Daemonic rules. First I raised their Leadership by one point, as Instability tests were proving too much of a deadly weakness for them, putting people off from fielding large units and Greater Daemons in the fear of seeing them disappearing in a puff of smoke. That weakness is needed and still there, but it's now considerably less likely.

Secondly I turned their Daemonic Save into a true Ward Save, as the relatively low Toughness of the core troops was making them too vulnerable to magic heavy armies (and to Skaven warpstone-based firepower!).

I then added a new Hero to Daemons, allowing them to have characters that are not flying large targets and can therefore be used to bolster the fighting effectiveness of units as well as carry the army battle standard (and made sure that the Banner of the Gods has an effect on Daemons!).

I also eliminated the 0-1 from some Core troops, allowing each one of the Chaos Powers to field main Core units of Daemonic infantry (eg, Bloodletters) and secondary Core units of wacky Daemons (eg, Flesh Hounds).

Then the real fun began with Special and Rare units. For the Specials I resurrected some old Daemonic cavalries and made up some new ones, again to insure an even spread among the Powers, and so were born the scary Changebringers (Flamers riding Discs of Tzeentch) and the Pleasureseekers (Daemonettes heavy cavalry, mounted on the new large Steed of Slaanesh that is normally ridden by the Champion).

For the Rare choices things got even weirder and the Four Chariots of Chaos were created, really powerful war engines in the arsenal of any Daemonic general.

Now to battle!



STORM OF CHAOS

PREPARING FOR THE STORM

Welcome to the second part of *Preparing for the Storm*. With so many army lists available for the Storm of Chaos campaign pretty much everyone in the Studio and beyond has had a chance to give their existing armies a new slant, or even start one afresh. Here's what some of the players from around Games Workshop HQ have to say about their plans for their armies so far...

THINGS THAT GO SQUEAK IN THE NIGHT

Phil Kelly: Skirmishers with move 6" are just great. The feeling of freedom when your troops scoot a full foot through that wood or marsh and out the other side, in any direction, at a speed that leaves your opponent's eyes widening... not to mention neatly getting out of his charge arc and threatening his flank. Excellent fun. Any fellow Skaven player with a squad of Night Runners, Gutter Runners or Rat Swarms knows just what I'm talking about. Well, the Clan Eshin army has these in spades, so with the Storm of

Chaos campaign approaching I thought what the hell. It's ninja time.

With such an abundance of skirmishers – including probably the best skirmishers in the game – you can really engage the enemy on your own terms. So I broke open yet another boxed set of Skaven Nightrunners to use as Gutter Runners (let's face it, those twin fighting claws are just the coolest). The slings also come in very handy – nothing like a full squad of Gutter Runners unleashing a hail of 30 BS 4 shots into the enemy ranks every turn to give your foe a nasty surprise. Poisoned throwing stars are also good fun. In fact, combined with items such as the Headsplitter and the Warpstone Stars, the Eshin army has a solid short-ranged shooting ability you'd do well to capitalise on before combat starts – as most players know, skirmishers have trouble against full units.

But it's the party tricks of the Eshin list that really appeal. The Master Assassin is a lightning-fast killing machine (Initiative 10, lovely) who can run as fast as a horse and has a Weapon Skill most special characters would be jealous of – all before you buy him his magic items. The best news is that he and his Assassin buddies can be *Skitterleaped* straight into base contact with the enemy – perfect for dispatching that troublesome Archmage

or Helblaster crew. Even my Eshin Sorcerers have nabbed themselves a Skink Priest here and there. Your opponent really ends up dreading the Eshin Magic phase in case he fluffs his dispel attempts – the new Eshin *Skitterleap*'s something I'd even swap the notorious Warp Lightning for.

Naturally, the list lacks almost all of the other Skaven clans' goodies, and if you're thinking of taking advantage of the special Under Cover of Darkness rule you'll have to field all skirmishers and therefore restrict your choices even more. However, in return the Eshin lads have a new unit – the Eshin Triad – a trio of Skaven Assassins (no magic items mind you) that form an elite skirmishing unit quite capable of taking down detachments, light cavalry and especially characters without breaking a sweat.

I think I might even keep a tally of the characters those little ninja rascals behead over the summer. The best thing about the Eshin army? Just spray 'em black, give the furry bits a brown drybrush and they're pretty much painted already...



*Phil's Tunnel
Team marker*



Martin Isaakson's Eshin Triad join forces with Phil's Sorcerer-led Gutter Runners.

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Phil's Tunnel
Team marker



The core of Anthony's von Carstein army

DEAD AND LOVING IT...

Anthony Reynolds: I've collected Undead models for years now – the old Skeleton Horde was an early purchase at a tender age, and the appeal of ancient, long dead people continuing to fight still seems strangely attractive. As such, when Mat Ward began writing up the von Carstein list for Storm of Chaos, I took a keen interest in how it progressed. It wasn't long before I started trying it out myself, and now I've started to put some new models together to make a variant army from my usual Vampire force.

The army that the ever devious and cunning Mat has devised places less emphasis on Necromancers, and more onto the Vampires themselves. For myself, this has got to be a good thing, as Vampires are pretty much the coolest things about the army and I always think it's a shame there aren't more of them. Having a 2,000-point army with three or four Vampires is pretty cool. The magical side of things comes through Grave markers – these are essentially marking stones for massed graves – and in true horror style, a near endless horde of the dead claw from these graves every turn. Scary stuff for your opponent! So there was my first couple of painting and modelling missions: paint up another von Carstein Vampire and a handful of Grave markers.

The von Carsteins, being the most archetypal of the Vampire bloodlines, have a particular affinity with wolves

and bats and things that go bump in the night. I decided to reflect this in my variant army by painting up a host more Dire Wolves and some more Fell Bats and some Bat Swarms. I really wanted my von Carstein army to look rather different from the one I usually field, and five units of 5 Dire Wolves will certainly go a long way towards that.

Another typically von Carstein unit is the Black Coach (which incidentally costs less points in this list than normal to reflect this). I do not field one of these in my usual army, so decided now was the time! Preferring to make the models in my armies unique, I decided to convert one, using the Mordheim Stagecoach as the basis. So far, the army is running quite



Anthony's Grave marker

well. It plays very differently from my normal army, and my Vampire force has expanded. We will have to see how it fares in the Studio Storm of Chaos campaign...



Anthony has used the Mordheim stagecoach as the basis for his Black Coach.



Kenton's first Knights Errant unit, ready to make their names on the field of battle.

FOR THE LADY!

Kenton Mills: My gaming obsession began many years ago, with Hero Quest, and since that time I have dallied with Chaos hordes and legions of the Undead, but no army captured my imagination more than the gallant Bretonnians.

With tales of an uncountable horde of Chaos spilling from the Northern Wastes, and unprecedented numbers of



Kenton's converted Bretonnian General.

Beastmen massing in the forests of fair Bretonnia, it became clear that only one course of action lay before me. It was time to take up lance and shield once more and sally forth to face the coming Storm of Chaos.

Unfortunately my old Bretonnian army has not heard the rattle of dice on table for some time and although when I painted them I thought I'd done a great job, they're looking a little shabby now. So, with resignation, I decided to paint up an entirely new army, using all those fantastic new models.

Although I'm familiar with the Bretonnian army on the battlefield the stunning new range of models was going to complicate my army selection. I wanted them all! In an effort to begin gaming as soon as possible I set out to put together a 1,000-point core army, to which I could bolt on extra units as I finished them. A perusal of the new Bretonnia army book and the first units chose themselves. I decided to go one better and field an Errantry War list, to take the fight to Archaon. In any Bretonnian army the Battle Standard Bearer becomes a compulsory, albeit freely upgraded, Hero choice. This means that even in the smallest army you need both a Battle Standard and General, as a single Paladin cannot fulfil both roles. A unit of Knights of the Realm are also obligatory,

and in larger point games you shouldn't hesitate to take two units of them. For my starting army, however, a unit of Knights Errant was compulsory, as their charge can be devastating, given the Errantry banner that all Knights Errant in this list must take.

Despite their combat prowess, a Bretonnian army's knights need to be adequately supported by Peasants, or risk being pinned in combat and surrounded. I've previously found that two small units of Peasant Bowmen to each unit of knights works well, although the new Men-at-arms models look so intimidating with their tower shields that it would be rude not to take a large unit of them too. Finally a small unit of the new Pegasus Knights would add a previously unavailable tactical edge to my army – no units of pesky fast cavalry would be interrupting my knight's plans, not with such a formidable counter strike waiting for them.

With most of my core troops chosen I still have a host of cool units to be worked into the mix. There's the new Questing Knights, oozing character and ability, and the new Trebuchet too, which is just far too imposing to be left behind. And I haven't even thought about the new Battle Pilgrims yet, or Grail Knights. Oh and I'll need a Damsel, and a...

WAR PAINTING

Gil Surepi: Last month, I was ranting about all the cool and interesting new units and rules in the Storm of Chaos Karak Kadrin Slayer Army list. This time I'll be updating you on my progress with assembling and painting the new unit with which I can convert my Dwarf army into a full Slayer horde.

Already having a unit of Slayers painted up helped me with deciding on the colour scheme for the Army – I wanted something other than just flesh tones and orange, so I went for blue (as seen on the facial tattoos on the Slayers in the last article) and black as secondary. Of course, with Slayers, you don't have much room to play around with other colours except for their trousers and tattoos. After finishing the Battle Standard Bearer in this colour scheme, I started on four Doomseekers and, to make them look different to the ones that the 'Eavy Metal team had painted (these guys also had blue tattoos), I painted the trousers blue and the tattoos black in a different pattern. I decided to keep half the face tattooed blue across the whole army.

Next on the agenda was the Brotherhood of Grimmir – most of these super-Slayers were converted using the normal Warhammer Slayers and all the different ones from Mordheim and Blood Bowl. I also put together a standard bearing the heads of a Chaos Troll, a Minotaur, a Rat Ogre and a Stone Troll, showing that these guys have met and bested all kinds of evil monsters. I needed something making them stand out from the "normal" Slayer units, and, after much thought, decided on making them similar to the Doomseekers, with their hands completely blue. Although I painted a 20-strong unit, I don't see me fielding more than 16 of them in battles of 2,000 points – they're quite pricey, and rightly so.

I have already tried a few 2,000-point battles with the army, and am very happy

Gil's Doomseekers



with the way they work. Now I just need to paint a Daemon Slayer, a Dragon Slayer, one more unit of Troll Slayers, Long Drong and friends and, to finish it off, Malakai Makaisson and his Goblin-hewer. A hobbyist's work is never done!

Hopefully by the time you read this I should almost be there, and should be able to give all followers of Chaos, or Grimgor's horde for that matter, a good kicking.

Have fun with your own projects and enjoy the campaign.

DARK ELVES ARE GOOD

Adam Troke: Dark Elves are good. No, actually that isn't quite true. Dark Elves are very, very bad, but in a good way. Deadly warriors and wicked, cruel weapons, combined with powerful magic and high Leadership, they really do have a lot to offer. Dark Elves who have cast their lot in with Slaanesh, by all standards, should be even nastier then, right?

Anthony Reynolds is the sinister figure behind the Cult of Slaanesh list found lurking with the Storm of Chaos. And what a list it is! It contains most of the staples of a standard Dark Elf army, with some truly horrific additions. The Druchii Anointed is simply devastating. He has a 5+ Ward Save, Weapon Skill and Attacks to make most Lord characters quake, as well as the potential to be a Level 2 Sorcerer.

Dark Elf Nobles and Sorceresses can ride the incredibly fast Steed of Slaanesh, and all units within the army can bear the Dark Prince's Mark. I realised within a few seconds that this list offered me the chance to put down a very fast moving, and impossible to panic, force: Regiments of Dark Elf Warriors undaunted by casualties from shooting and magic; Shades racing forward unfazed by the losses they suffer from incoming fire; Cold One Knights, who will hold their position regardless of who flees around them. I realised very quickly that I could get on well with a Cult of Slaanesh army.

A number of Dark Elf options are not open to this force, however, and at first this concerned me. No Hydras, no Dark Elf Highborn, no Executioners, no Black Guard. My resolve nearly crumbled. Nearly. This list plays host to Daemonettes, Mounted Daemonettes, Fiends of Slaanesh, Marauders of Chaos and Chaos Warriors. All able to bear the Mark of Slaanesh. Sure, Cult of Slaanesh players find themselves losing some traditional Dark Elf options, but the alternatives are so very enticing...

The biggest problem I find myself facing is how to squeeze enough of everything into the army I've found myself making. I really

should take a Druchii Anointed, and I owe it to myself to include a sizable unit of 'Devoted of Slaanesh' (think Witch Elves, but loyal to the Dark Prince). Of course, I need a couple of large units of Warriors, armed with spears and shields, and no army I field in Warhammer ever goes to battle without some Heavy Cavalry. One unit of Cold One Knights later and my army is starting to take shape. Include two small units of Shades, and a Repeater Bolt Thrower for support, and things are looking really nasty for my opponents.

I've penned a quick 2,000 point army, and to be fair it's nothing short of intimidating. Traditionally an Empire player, the superior fighting ability of the Dark Elves comes as a welcome change. I can see the others in the Games Development encampment mustering their own armies, but, with an army where every model bears the Mark of Slaanesh, I am not afraid. In fact, I've almost forgotten what fear is.

Well, that's all from us at Games Workshop HQ. Hopefully these articles have inspired you to customise your own army, or to build one from scratch – it's really quite simple and will breathe new life into your existing Warhammer games. Whether you want to drag the Old World into anarchy and chaos, or to uphold civilisation and cast the invaders back to the hell they crawled from, go forth and conquer, and have fun!

Adam's Reaper Bolt Thrower proudly bears the mark of Slaanesh.



CONVERTING FLAYERKIN

MODELLING MASTERCLASS

The Flayerkin are a converter's dream. Specialist unit types such as this, which don't have miniatures to represent them, are just the kind of project they are looking for. They can be quite easily made using Citadel's wide range of plastic models, a few additional bits and pieces and a little imagination. Here is a guide to how we made ours.

We used a mixture of parts, mainly leftover bits from the Orc, Chaos Warrior, Mutation and Marauder plastic kits. These were assembled from the feet up into basic human forms, using the Orc legs, torsos and arms as the basis, and ensuring that they all had spikes or claws for hands. They were then finished off with lengths of chain bundled behind them.



The foul and fearsome Flayerkin attack with a brutal ferocity.

Heads



The bare heads are a couple of the less decayed examples from the Zombie sprue. The helmeted heads are spares from the Chaos Warriors sprue. The third example has had its horns removed.

The great thing about these models is that they look deadly and muscular but are all made from nothing more than leftover parts. They are so simple to assemble that, with a little imagination, you can easily come up with plenty of unusual combinations of your own.

To help get your creative juices flowing, here's a list of metal parts and plastic sprues with parts on them that you can potentially use...

Dark Eldar: plenty of spikes/blades

Tyranids: Gaunts and a variety of pointed metal components

Chaos Accessory Sprue: spikes, hooks, chain and skulls

Beastmen Chariot: Tuskgor horns

Chaos Marauders: banner tops, flails, horns and weaponry

Dark Elves: plenty of cruel-looking blades

Chaos Warriors: horns, blades and spikes

Plastic Orc Chariot: arms, bodies, legs and spiked prodgers

Zombies: heads, weapons and body parts

Claws

The hands were cut from the muscular Orc arms and clawed weapons fitted the stumps. The arms that were used usually featured metal greaves or bandages, so the clawed weapons blended in naturally.



The claws are cut from the banner top from the Chaos Marauder. A little plastic rod was cut to size and glued in place to represent bolts holding the claws in place.



This warrior's weapons are from the other Chaos Marauder banner top.



The horns from spare Chaos Warriors heads replaced the hands on this Flayerkin model.



The horns were from the banner pole on the Warhammer Orc Command sprue. They are positioned so they curved inwards.



Inspired by the fighting claws on the Skaven Nightrunners sprue, these claws are cut from the spiked prodder on the Orc Chariot driver.



MUTATED MARAUDERS

Chains



A small hole was cut in each models back into which a length of chain was secured. The chain was cut to length and a spiked ball, cut from a flail off the Chaos Marauder sprue, was glued in place. The chain was then bunched together and soaked in superglue to keep it in place.

Jeff Leong returns with part two of his Warhammer tactics series. This month the veteran gamer takes an in-depth look at how to coordinate and support your attacks in the Movement phase.

Jeff: Last time, we looked at a broad overview of the Warhammer game – the basic principles of getting more of your guys to a critical spot (*mass*) while keeping the other guy in a bad position (*manoeuvre*) and forcing him to react to you (*initiative*). Now, I'd like to focus a bit more on how exactly to accomplish that – **movement**. The Movement phase is the most critical phase in Warhammer – if you can outmanoeuvre your opponent, you will defeat him more often than not.

MOVEMENT, MOVEMENT EVERYWHERE

As with most things worth doing, this is more easily said than done. While you're trying to outmanoeuvre your opponent, your opponent is also trying to outmanoeuvre you, and is continually working to thwart your carefully constructed battle plan. In the end, it comes down to who does the better job of manoeuvring and who makes fewer mistakes. What are you really trying to do in the Movement phase? Simple: set

THE ART OF WARHAMMER: MOVEMENT

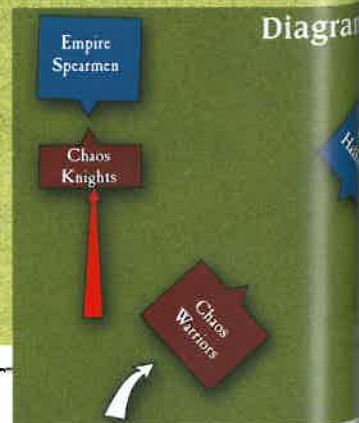
Outmanoeuvring your opponent in Warhammer

up desirable combats. Just remember that these are not always the combats in which you are favoured to win. If properly planned, the doomed stand of a hopelessly outclassed unit can divert a powerful enemy formation from the centre of your battle line. This sacrifice can often mean that this powerful enemy unit is now effectively out of the game for two or three turns as it must reposition to get back into combat. I'll address this tactic (called *diversion*) in more depth in a later article. We don't really have the time to go into every situation, so let's look at a few key elements to the Movement phase. I call them the Four Rules of Movement:

ALREADY KNOW WHAT'S BEHIND DOOR NO.1

The first Rule of Movement – *Anticipate*. Fortunately, you don't have to belong to the Celestial School of Magic to be an effective general – but you should be able to predict what will happen in the next turn.

Part of this is knowing when to charge and when not to. Before you decide to declare a charge, know the answer to these two questions: "What happens if win?" and, perhaps more importantly, "What happens if I lose?". Most players have a good idea of what will happen if they break the enemy and run him down, but the real problem lies in failing to plan for your enemy staying even worse, your unit running away. Many is the time that failure to plan for these possibilities has spelled the doom of a battle plan. In the example below (diagram 1.1), the Chaos Knights have charged the Empire Spearmen, hoping to open the door for the Chaos Warriors to advance on the Empire Halberdiers. The Chaos Warriors have confidently pushed forward to trap the Halberdiers and give them no option but to fight. If the Knights win their charge and beat back the Spearmen, all is well. However, if the mighty Empire fighters drive the Knights back, the Spearmen now have the run of the Chaos Warrior's flank, a sure disaster for the Chaos player.



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To expand on this, we must also consider Pursuit and Overrun moves. Whether as a result of a charge or from a continuing combat, one side will eventually wear down (or just go away, as in the case of Undead, who will crumble due to combat resolution, or Daemons, who are subject to Instability instead) and flee. When this happens, it is key to consider a couple of things before you make the decision to Overrun (in the case of a charge) or Pursue (in the case of a continuing combat). First, you should consider the timing – if the pursuit or overrun is occurring in your turn, your opponent will move next and have the opportunity to react. However, if it occurs in your opponent's turn, you will have another Movement phase before your opponent can capitalise on any problems your pursuit may cause for you. You must also consider where your unit's pursuit is likely to take them. Although Pursuit and Overrun distances are variable (2D6" if you move 6" or less and 3D6" if you move more than 6"), you can approximate where your unit will end up. Look at this probable position and decide if it will adversely affect your battle plan. Of course, it may not be up to you – remember that Frenzied units must pursue (and overrun) and other units must pass a Leadership test to restrain pursuit. I still remember a game against the Skaven – I had a Dark Elf Spearman unit in combat with a unit of Slaves (diagram 1.2). After much effort, I finally beat them back, forcing them to run. Unfortunately, my over-eager Spearman failed to restrain their pursuit and ran after the Slaves, only to present their flank to the Skaven Warlord's own unit. Needless to say, the resulting Skaven charge blasted my Spearman off the table – they are now the slaves of their rat-men captors.

In general, the key to anticipation is to visualise the battlefield as it will be once you are finished moving and then place yourself in your opponent's position and



predict his most likely responses. Consider possible charges, but don't forget to account for other movement, such as the ability for Fast Cavalry to sweep around and expose a flank or for his infantry to skulk behind terrain that he may use to block access to his critical units. This can be quite challenging, but it gets easier with practice. Start by taking a few minutes after your Movement phase to jot down what you think your opponent will do (although, as this will slow things down, make sure he doesn't mind). Then, as your opponent moves in the next turn – see how well you anticipated his movements. After a while, you won't need to write anything down, and, eventually, you will be able to think about it *before* you move, rather than afterwards. Eventually, you want to be able to envision the next two or three turns and predict what your opponent is going to do and where his forces will be, but this is a more long-term goal.

I'M WITH YOU

The second Rule of Movement – *Coordinate*. This works on both the tactical and strategic levels regarding unit 'teams' and the overall battlefield. Both are critical to the overall success of your battle plan.

In the tactical sense, you develop 'teams' of units and manoeuvre them together to target your opponent's army. The goal, of course, is to overwhelm your opponent at a single point so that you can break his battle line, destroy a vital unit, or occupy a position critical to the battle. Teams usually consist of different unit types, for instance, an infantry unit and a chariot or Heavy Cavalry and Fast Cavalry. These teams then focus on a specific objective, for instance overwhelming a key enemy unit (diagram 1.3). In this example, an Orc Boyz/Boar Chariot (infantry/chariot) 'team' is advancing on a lone Chaos Marauder infantry unit. Without some quick help, the Marauders will stand little chance against the ensuing charge. While important to coordinate individual units, you must also realise that these 'teams' need not be strictly applied, as the changing situation throughout the game will no doubt alter both the make-up and mission of various teams. If, in the example above, the Orc Boyz were somehow taken out of the fight (perhaps through *animosity*), the Boar Chariot could now team up with another unit, the nearby Boar Boyz, for example. As you get used to working with teams of two to three units, try adding units to the teams and operating them against larger enemy formations. This sort of 'game within the

Diagram 1.2

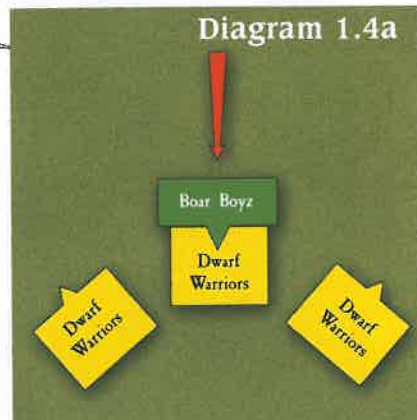


Diagram 1.3



game' eventually builds to a more strategic coordination of forces.

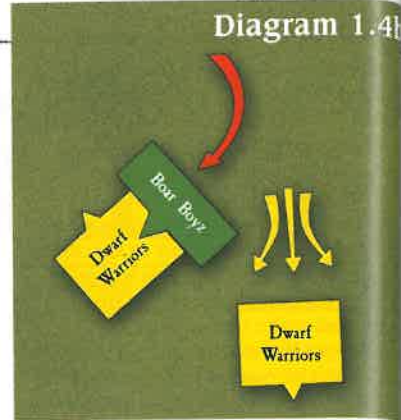
As a battle unfolds, most people see the battlefield in discrete sections – just think about how you would describe a fight to a friend. You'll talk about how the knights charged between the forest and the building, how the infantry held the middle and right flank, and how the Fast Cavalry zipped around the woods on the far left. In a sense, your mind broke the field into four distinct sections. This is a good start to visualising the battlefield, but you have to take the next step. Within each section, you are coordinating unit teams, each consisting of one or more units, but you must also plan for and achieve coordination between sections as well. This is usually the real problem: coordination at the seams, or where two sections or two unit teams overlap. While you may be able to coordinate them once they are in place, a failure to anticipate their arrival often means that they are not in the ideal positions. You may now be in a bad position yourself or be unable to capitalise on your enemy's weakened condition. It really just takes practice – you're already seeing the sections of the board, just take the next step and use that to your advantage. As you learn to coordinate your forces across the sections, you will be able to view the battlefield from a more strategic, 'big picture' perspective. The more strategic your view, the better your coordination, and the more deadly your army becomes.



HEY, A LITTLE HELP OVER HERE!

The third rule of movement – *Support*. While coordination is vital to battlefield success, your units must also *support* one another at all times. You have seen it before – a unit of unstoppable nastiness (Chosen Chaos Knights, with a 1+ Armour save and two Strength 5 attacks each come to mind) goes charging across the field only to be mobbed and overwhelmed by hordes of lesser troops. Why did this happen? The Knights weren't supported properly.

The most obvious need for support is to protect the flanks of your advancing army. We all know what happens when someone gets around the flanks of your battle line – combats are easily lost as you scramble to realign and stop the carnage. We'll get into more detail on this in a future article, but for now let's address a few things. The best way to



protect your flanks is to keep your units aligned so that your opponent can't charge your flanks, but there are a couple of important things to consider: Pursuit/Overruns and large flyers.

You can see that, in my haste to ensure that my flanks were covered from an Orc and Goblin horde, I aligned my Dwarf Warriors in a semi-circle to protect the flanks from being charged (diagram 1.4a). Unfortunately, the Boar Boyz blasted through my initial Warrior unit which gave them an overrun path directly into the flank of another Warrior unit (diagram 1.4b). Needless to say, the initial disaster was only the beginning of my problems. Also, never forget that Large Targets can see over interposing units... and that Flyers can charge over another unit so long as they can see their target before they charge. In combination, this means that scary, flying monsters, such as a Dragon or Wyvern, can be very hard to stop. If a

High Elf Spearmen valiantly confront a Dark Elf Dragon preparing to fly over them and charge into the flank of the Swordmasters.



Diagram 1.5



Dwarf Warriors

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Large Flyer gets to the flank of your line, he has his choice of targets, not just the one in front of him (diagram 1.5). This Dark Elf Highborn can easily fly his Dragon over the interposing High Elf Spearmen that have turned to meet him, and slam into the flank of the waiting Swordmasters. The combination of the flank charge (and resultant removal of ranks, as the Dragon has a Unit Strength of greater than 5) and the attacks of the Highborn and Dragon are likely to rout the unit with ease.

You can also support your overall battle plan by denying certain movement areas to the enemy. This can be done in a variety of ways – for example, shooters can often make an opponent hesitant to bring his fast (and often lightly-armoured) units into range, thus closing off a flank area. The Empire's Helblaster Volley Gun is superb at this task – this fearsome weapon can keep an entire portion of the board free of enemy manoeuvre simply through its presence. You can also use Chariots or Cavalry units in this role (diagram 1.6). Here you see the White Wolf Knights lurking around the edge of a forest on the far left flank of the Empire battle line. The High Elves have loaded this side with a unit of Dragon Princes, a unit of Reavers and a Chariot. However, the positioning of the White Wolves means that the White Wolves will be able to charge anyone who comes around the woods. Almost certain death for whoever sticks their head out first.



The final, and perhaps most underutilised, means of support is what is referred to as 'asymmetric' support, meaning that you utilise the strengths of different types of units to support each other. War machines excel at dealing death at a distance, but they rarely fare well once engaged in combat. Combat infantry, on the other hand, lack the ability to affect other units at range, but they excel at receiving a charge and winning combats. If you team up a war machine and an infantry unit to support one another, you can combine their strengths while accounting for their weaknesses. In the example shown, (diagram 1.7) the Empire Great Cannon can strike at the advancing Dragon Princes, safe in the knowledge that the Swordsmen will interpose themselves to prevent the Elven elites from charging the vulnerable war machine. Similar tactics can protect cavalry from unwanted charges by using infantry to absorb or divert threats as the cavalry advances. Asymmetric support enhances the survivability and effectiveness of both units. While not always appropriate in all situations, this technique can be decisive if used properly.

WE ARE INVINCIBLE!

The fourth Rule of Movement – *Resolution*. While no unit or army is ever invincible, remember that combat resolution, not just casualties, wins combats. Although some might disagree, I hold that movement determines combat resolution more often than hand-to-hand fighting.

If you have *anticipated* your opponent's moves and *coordinated* your own forces to *support* one another, you already have combat resolution well in hand. Predicting combat resolution is easy. It is right there in the rulebook and it's just numbers. If your opponent has a fully ranked unit that outnumbers you and has a standard, he starts with a combat resolution of 5 (assuming +3 for ranks, +1 for a standard, and +1 for outnumbering). If you also have ranks and a banner, he starts combat up by 1. However, if you are able to *coordinate* your attack with a flanking unit (who will both get you a +1 bonus for a flank attack and negate your opponent's ranks), your opponent's combat resolution score drops to 2 (assuming he still outnumbers you) and *you* now have the advantage by 3. These are all things that you know before combat even starts. In the second case, you know that your opponent has to kill three more of your troops than you kill of his to even draw the combat. Unless you are facing some truly stiff opposition,



Diagram 1.6

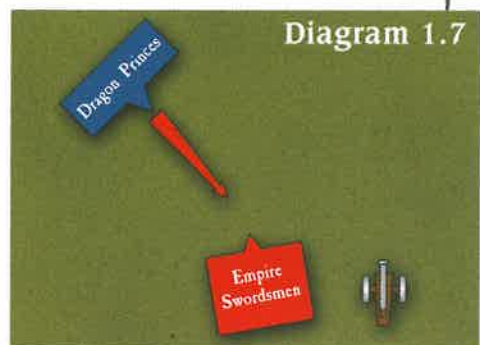


Diagram 1.7

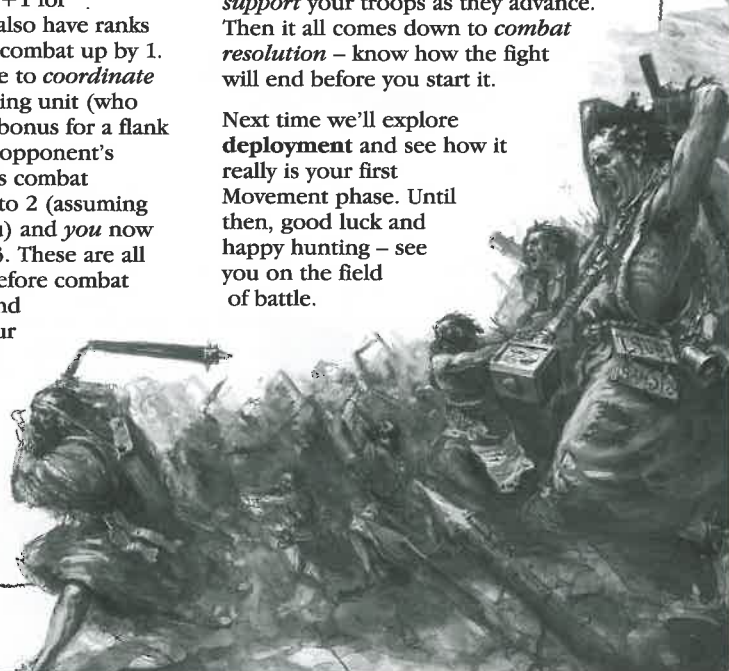
this fight is probably already over before it even starts.

Bottom line – keep in mind what's going to happen when you finally engage in combat. If you slant combat resolution sufficiently in your favour, it's all over before you even pick up the dice.

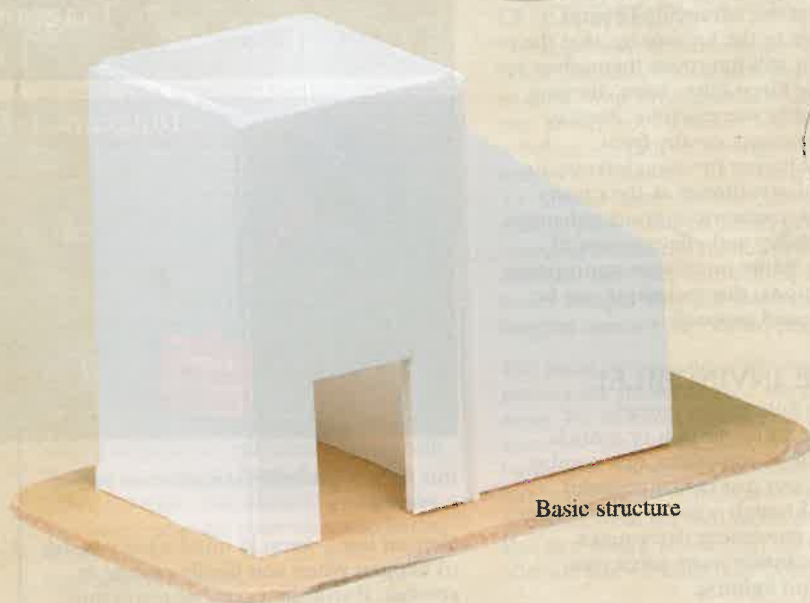
DO A LITTLE DANCE...

Movement is the key to a Warhammer battle. Learn to *anticipate* your opponent's moves and set up your forces to take advantage of his mistakes. *Coordinate* your units to maximise your hitting at the point of attack. Always *support* your troops as they advance. Then it all comes down to *combat resolution* – know how the fight will end before you start it.

Next time we'll explore **deployment** and see how it really is your first Movement phase. Until then, good luck and happy hunting – see you on the field of battle.



from concept to BUILDING



Basic structure



Message begins



Message ends



Defeat in battle
(details to follow)



Tower top section



Woodwork additions

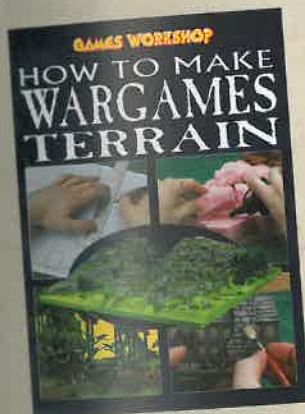
reality:

AN EMPIRE SEMAPHORE TOWER

part two



By Steve Cumiskey



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:

- Stage-by-stage instructions on how to build terrain features
- Useful techniques for basing and painting your models
- Ten 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.

b

y the end of last month's article, I had a scale drawing of the tower that I wanted to build. Before I could get on with drawing out some templates and building the tower, I had to sit down and work out roughly how it would go together.

The bulk of the tower was pretty straightforward – four walls glued together. I felt that I could do without the supports for the walls that are suggested by the terrain book, because I intended to glue the tower directly to the base right from the start.

The dwelling on the side was much the same – made up of three walls, glued directly to both the base and the side of the tower.

I decided to add an extra floor to the top of the building. This would allow me to make the upper part of the tower taller than an average Empire model, while still allowing any defenders to see over the parapets.

The templates

With all of the important decisions made, it was easy to draw out templates for the most important parts, taking the measurements directly from the scale drawing.

I used drawing pins pushed through the corners of the templates to transfer the design to foamboard. After looking at the materials I had available, I decided to use the same 5mm thick foamboard for the whole building to keep things simple.

If you decide to use templates to make your own building (it really is worth the effort), remember to take into account the thickness of the material you're working with. In this case, I used 5mm thick foamboard, which then meant that I had to make the walls 5mm narrower to allow for the way the walls were assembled.

Building the tower

Before cutting out any of the parts that make the tower, the base would have to be ready. I was counting on it to provide some extra stability for the unsupported walls. I didn't bother drawing a template for it, as the precise shape and size wouldn't make any difference to the finished model.

I chose to make it from hardboard, rather than something heavier – partly because the tower was going to be fairly small, and so wouldn't need a lot of strength, and partly because hardboard can be shaped with a knife.

I cut out the parts for the tower and dwelling walls at the same time, and glued them together on the base to form the shell of the tower.

Building the parapet

The first stage involved assembling the foamboard elements, which went together with surprising ease. When it came to the wooden parapets, I chose to use balsa wood for ease of cutting. I decided not to separate the shutters from the parapets to give the whole assembly more strength. The first change that I had to make to my plan came about when I tried out one of the wooden parapets on the foamboard walls. Instead of looking like a sturdy substitute for a wall made from stone, it looked thin and flat.

I solved the problem by cutting out a second copy of each wooden parapet and cutting out the shutter section entirely. Glued to the back of the original parapet, the new piece added some of the appearance of weight that I wanted. I added a beam running behind the shutters and a smaller beam at the bottom of each, to increase the impression of sturdiness. Once the parapet was securely glued in place, I added an extra piece of wooden framing to the walls to complete the effect.

Top Tip

To get a neat line when cutting foamboard, it's best to begin with a shallow cut, which just goes through the card on the surface, and then the second cut, going through the rest.

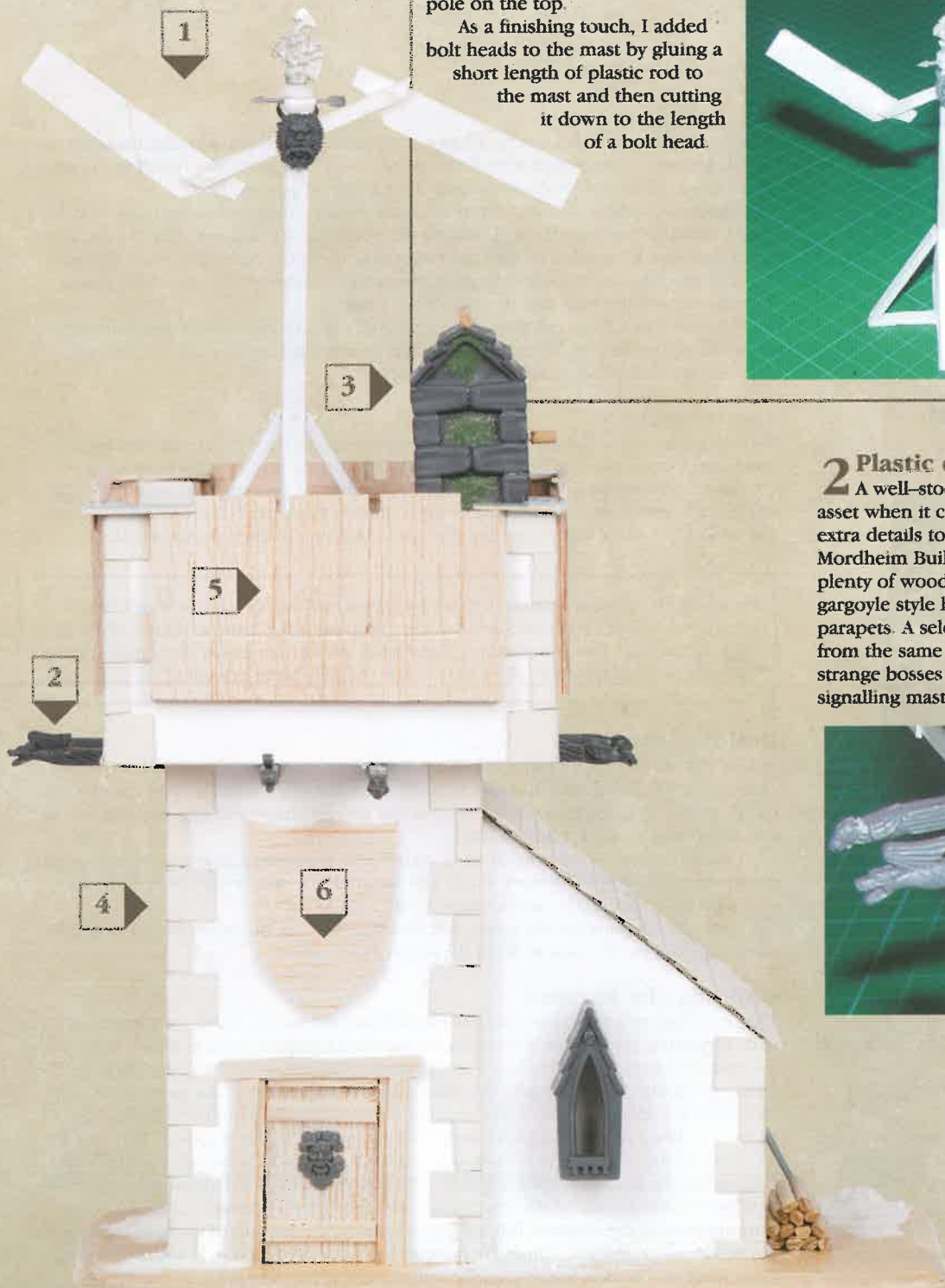
1 The signalling mast

I opted to make the signalling mast from plasticard rather than wood for the sake of sturdiness. Of course, plasticard is glass-smooth, making it necessary to find a way of creating a wood grain surface suitable for drybrushing later. I managed to create a wood grain effect by scratching the surface of the plasticard with the teeth of my modelling saw.

The construction was fairly basic, with a mast made from two pieces of plasticard glued together, mounted on a cross-shaped base and supported by four more pieces of plasticard.

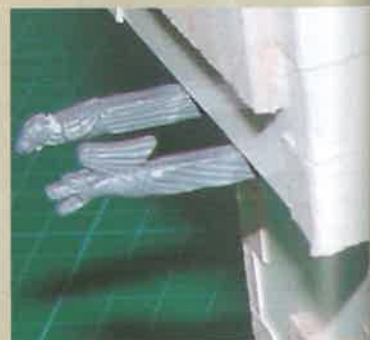
I decided to glue the signal arms in position to make the construction a bit more simple and practical. The weather vane was made from an arrow from the Skeleton Warrior sprue glued between the tops of two drawing pins, with the decoration from an Empire banner pole on the top.

As a finishing touch, I added bolt heads to the mast by gluing a short length of plastic rod to the mast and then cutting it down to the length of a bolt head.



2 Plastic detailing

A well-stocked bits box is a great asset when it comes to adding some extra details to a building. The Mordheim Building sprue provided plenty of wooden beams ending in gargoyle style heads to go under the parapets. A selection of windows came from the same source, along with the strange bosses on the door and signalling mast.



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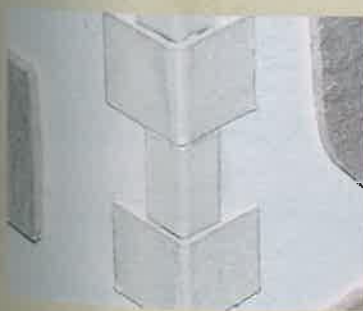
3 The observer's shelter
The shelter mostly consists of two Mordheim windows glued together back to back, with a small piece of wooden rod to cap the roof. To raise the window above the level of the parapet, I carved a block of polystyrene large enough to support the shelter and glued balsa wood around it to form a box.

The telescope was made from two rods of differing thickness glued together and supported by two slivers of balsa wood glued into one half of the window.



4 Block work
As I mentioned last month, I'd decided to create the effect of block work on the walls of the tower using card, which was cut to shape and glued around the edges of the walls. This method works well to suggest solid walls made from blocks, and also has the handy side effect of hiding the joins.

I simply cut two strips of card 10 and 20mm wide, then cut them into blocks 10mm high, folded them in half and glued them to the corners of the walls. In the end, I also used card to make capstones for the parapet walls.



5 The tiled roof
The tiled roof is made up of a sheet of card, cut to cover the dwelling roof with a little to spare, followed by layers of card tiles glued on later. I didn't draw a template for the card sheet because it seemed safer to take the measurements directly from the assembled dwelling. Doing it that way made sure that the roof would still fit, even if I'd made mistakes assembling the dwelling.

How to Make Wargames Terrain gives examples of two kinds of tiled roof, and suggestions on how to make them – a pan tile roof, made in strips that go the width of the roof, and a flat tile roof made from a selection of individual tiles. I decided to combine the two, making a flat tile roof in strips.

I created the effect of individual tiles by cutting V shapes into each strip at regular intervals and then clipping off a few corners here and there to make it look more realistic. I made sure that each strip overlapped the one before.

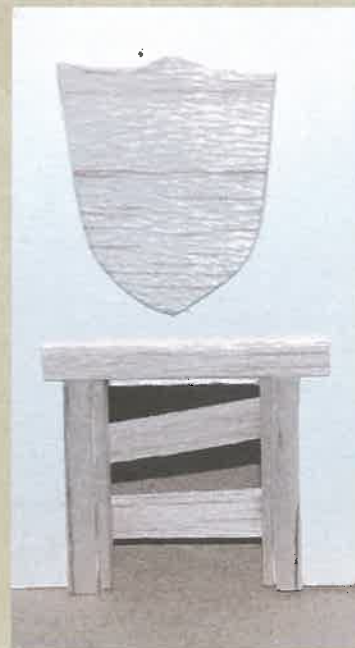


6 Wooden detailing
Most of the wooden detailing was quite simple. The shield and guild plaque were made from single pieces of wood, while the log pile was just pieces cut from a wooden rod.

The door proved to be a bit more difficult. It started well enough with a balsa wood frame for the door and then a second frame around the first on the outside of the wall. It was then that the plan hit an unforeseen snag – there was nothing to hold the door up with.

I solved the problem by gluing two planks across the hole on the inside of the tower, and then gluing the door to the planks.

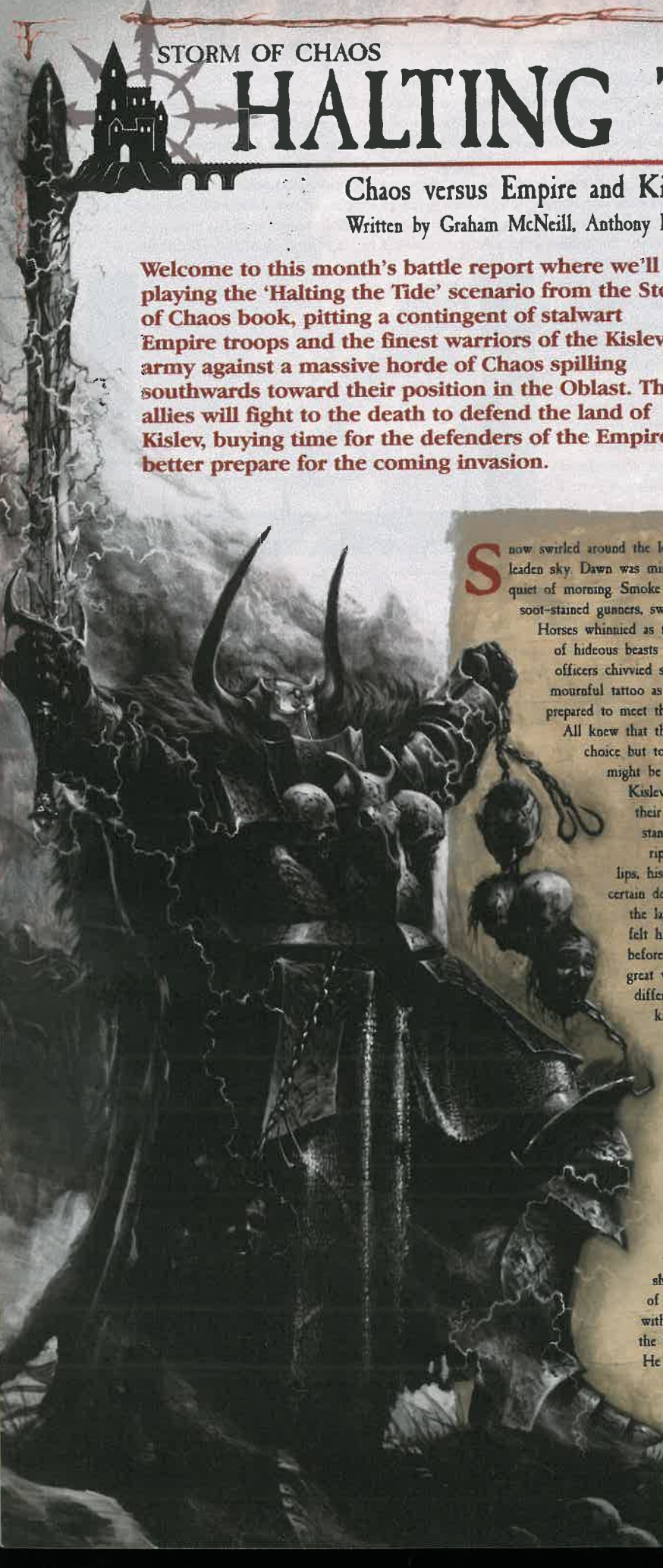
"In retrospect, it might have been better not to have cut a hole at all and simply glued the door to the wall. I'd also made things more difficult for myself by gluing the roof on before I came to doing the door. If the roof had been left off, it would have been easy to support the wooden door from behind as I glued it in place."



Construction complete

With the completed tower sitting on my desk, it's time to get painting. In next month's article, I'll be looking at painting the tower, from adding texture to the final details on the shield and guild mark. See you then.





STORM OF CHAOS

HALTING THE TIDE

Chaos versus Empire and Kislev Battle Report.

Written by Graham McNeill, Anthony Reynolds and Adam Troke

Welcome to this month's battle report where we'll be playing the 'Halting the Tide' scenario from the Storm of Chaos book, pitting a contingent of stalwart Empire troops and the finest warriors of the Kislevite army against a massive horde of Chaos spilling southwards toward their position in the Oblast. These allies will fight to the death to defend the land of Kislev, buying time for the defenders of the Empire to better prepare for the coming invasion.

This will be a bloody and heroic stand in the snow-covered Steppes. With 3,000 points of Empire and Kislev, led by Graham McNeill and Ken Kennedy, versus 6,000 points of Chaos, led by Anthony Reynolds and Adam Troke, the scene is set for a titanic conflict with no mercy expected on either side. Such a vast horde of Chaos is scary prospect at the best of times, but when led by Archaon himself, it's even more terrifying.

Now swirled around the lonely watchtower, an upthrust crag of black stone against the leaden sky. Dawn was minutes old and the tramp of marching feet already disturbed the quiet of morning. Smoke curled from the braziers set beside the cannon positions as soot-stained gunners, sweating despite the cold, hauled their bronze charges forward. Horses whinnied as they smelled the rank stench of the approaching army, the scent of hideous beasts carried on the cold air from the north. Shouting men and officers chivvied scared, pale-faced soldiers into regiments, the drums beating a mournful tattoo as the combined army of Empire soldiers and Kislevite warriors prepared to meet this day's battle with heavy hearts.

All knew that there would be no running from this battle, that there was no choice but to turn and fight: making as glorious an end for themselves as might be remembered in song and legend for years to come. Fierce

Kislevites painted the colours of war upon their horses' flanks, fixing their magnificent, feathered back banners to their saddles as Empire standard bearers unfurled their battle flags, the colourful silk

rippling in the stiff morning breeze. Captain Goscik licked his lips, his mouth dry and his blood chilled at the thought of facing his certain death. He was no stranger to war, having spent the better part of the last year and a half in the harsh, unforgiving land of Kislev, but felt his fear rise in a suffocating wave unlike anything he had known before. He had survived the massacre at Zhedevka and fought at the great victory at Urszbya, both battles he would never forget for very different reasons. Each time he had felt fear, but had quashed it, knowing that there was always a chance of survival.

But now... now there was no chance. Rumour spoke of a horde at least twice the size of their force, with wild horsemen and armoured knights behind them, cutting them off from the road south. They would fight and die here or they would fight and die somewhere else. But at least here they stood a chance of inflicting some damage on the horde. Even as he formed the thought, the enemy came into view, marching across the crest of the hillside before them in a never-ending tide of armoured warriors. On and on they came, rank upon rank of tribesmen in bloodstained armour, hundreds of them, warriors on foot, warriors on dark, stamping horses, and hellish beasts that bayed in lunatic hunger for blood. Goscik felt his limbs shake in terror as he saw the monstrous rider atop a vast stallion of terrible aspect, with burning coals for eyes. Horned and cloaked with darkness, Goscik knew he looked upon Archaon, the Lord of the End Times himself.

He felt the fear of Archaon's coming spread like a plague through the army and turned to face the men loading the cannons.

Straining to keep the fear from his voice, he shouted, "Fire!"

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Artwork from Graham McNeill's novel 'Ursun's Teeth', courtesy of Black Library Publications.

THE HORDES OF ARCHAON



Anthony Reynolds: With a total of 6,000 points at our disposal, we could have a lot of Chaos troops. And I mean A LOT. As we could only take the same number of

characters as available to the enemy, instead of spending loads of points on expensive characters, we would be spending most of our points on basic troops (not that there is anything basic about Chaos troops, of course), so this really was going to be an army with loads of warriors in it.

As I was in command of the Undivided part of the force, it just had to be led by Archaon himself. He is an absolute killing machine – I just hoped that I didn't roll too many 1s to hit, and end up striking myself in close combat. For other characters, I took a Level 2 Sorcerer (Skardrol) to provide some magical support, and an Exalted Champion (Thorkan) to add some serious fighting ability to whatever unit he joined.

I also took an Aspiring Champion (Raskath) carrying the battle standard which I decided would be the magical Banner of the Gods. This nasty little standard makes all Chaos troops within 6" *stubborn* – ideal for making units hold against the charge of hard-hitting units for long enough to get support. The one thing I feared in this game was a big unit of Inner Circle Knights or Gryphon Legion Lancers picking on our foot troops – if they rode through one of our units and punched through our line, they could easily cause enough damage to quickly rack up the points required to force a draw. Therefore, this Aspiring

Champion would be positioned where he could stem any such breakthrough.

The choice of what units to take was surprisingly straightforward – I merely picked every Undivided model in our Studio army! Every Warrior of Chaos was used, every Knight, every Marauder and every Chaos Hound! Added to this was two of the mighty Hellcannons, and the total was just about right for the army with some minor tweaking of magic items and banners.

Adam and I really had to be careful in this game. I know that sounds strange as we so clearly outnumbered (and could outfight) the Empire and Kislev forces, but it's true. With such an overwhelming force, it is easy to become complacent and start losing units – these quickly add up, and then you find to your surprise that you have lost the game. We had to be vigilant against this. Also, because of the sheer number of units we had in the army, we had to be careful that they were used effectively and didn't cause problems by units getting in each other's way.

We also had to be fairly careful with our deployment. If I were on the Empire side, I would want to deploy with a big refused flank, so that I would only have to fight half of the Horde. I fully expected Graham and Ken to do the same, so we had to make sure our key units were in the right place and didn't spend all game getting into position. I see Archaon and his Swords of Chaos being my main unit for dealing out the pain, so would try and make sure they were able to get into combat as soon as possible without getting shot to pieces on the way in. I'm confident that if I deploy the Swords of Chaos in the right place, that they should be able to tear

the heart out of the Empire army by themselves – and hopefully Graham and Ken will be so distracted by such hard hitting and fast units as the Swords of Chaos and Adam's Chosen Khorne Knights that all our big units of ranked up warriors will get to their lines almost intact, and be able to destroy anything that remains in our path...



Adam Troke: If you ever happen across a game of Warhammer that I am playing, you will almost always see me desperately trying to marshal the warriors of my Empire

army. For years I've fought on the side of Karl Franz, throwing knights and hot lead at my foes in equal amounts. Not today however. Today, in my first ever battle report, I am taking dual command of Archaon's Horde with Ant. While Ant takes control of Archaon and the Undivided part of the horde, I get the undeniable joy of using a 2,000 point Khorne force, painted by the 'Eavy Metal team.

A Lord of Khorne riding a Daemon Steed was the order of the day, armed with the Great Fang to negate armour saves. I gave him the Crown of Everlasting Conquest, granting him the regenerate ability so that he could ride the vanguard of the army soaking up vast amounts of punishment and keep going strong. I backed him up with an Exalted Champion wearing the Helm of Many Eyes allowing him to always strike first with his great weapon even if charged. After choosing ten Chosen Knights of Khorne and a unit of Chosen Warriors of Khorne, a block of Marauders, a Khornate Chariot and a Bloodbeast, I was just shy of 2,000 points.

I wheedled and whined until Anthony agreed to let me use one of the Hellcannons and that was me set. I had a strategy and a personal mission. My Lord of Khorne was going to race forward with the Khornate Knights and drive a hole through the Empire battle line. The remainder of my warriors would rush forward at full pace and split the hole in the cavalry would make wide open. Simple and effective.

Surveying the battlefield with a careful eye I laid the challenge down. The Khornate Lord would take more skulls than Archaon. Ant looked doubtful. But there would be no stopping me. The gore-soaked warriors of Khorne would lead the way south, carving a bloody path to the very heart of the Empire. I hope



Adam and Anthony devise a diabolical plan.

EMPIRE AND KISLEV ALLIANCE



Graham McNeill: Going into this battle report was a lot like climbing into the ring to wrestle Trish Stratus from the WWE. You know you're going to get

squashed, but that it's going to be a lot of fun anyway. Against such a vast horde of Chaos, there was no way they were going to do anything but steamroller us into the ground – that was a given, but by the manner of our deaths shall ye know us! Just because we were all going to die was no reason to be downhearted. With Ken playing the Empire army, I would be in charge of the Kislev allied contingent.

Our strategy was going to have to revolve around a refused flank and large blocks of infantry that would be able to stand up to a charge of frothing Chaos lunatics long enough for a countercharge of cavalry to take them in the flank.

Pinning units in place and hopefully running them down was the only way we were going to rack up enough points to force a draw, or, if Sigmar and Ursun were with us, a victory. Picking the Kislevite contingent was simplicity itself. I had 1,000 points to spend, and the bulk of that went on two large units of Kossars, with Boyar Leontov to lead one of them (and make them *stubborn*). A unit of Ungol Horse Archers would hopefully slow the Chaos advance and give our artillery more time to inflict some serious damage. A unit of Winged Lancers and one of the feared Gryphon Legion were next up, and I knew they'd be more than capable of dishing out some damage to our abominable foe.

We arranged our army in a refused flank on the eastern side of the table in a staggered formation; infantry blocks forming the first wall against the Chaos foe, and the cavalry slightly further behind with enough space to charge out and hit a pinned enemy unit in the flanks. It's not the most foolproof plan in the world, but what plan ever is?

Ah, small chance of victory... almost certain death... what are we waiting for?



Ken Kennedy: I must admit that I was full of fear and anxiety when I was told that I would be playing a 2,000 point Empire army in a desperate battle against a

massive, 6,000 point Chaos horde led by Archaon himself! I'm a Dwarf player of

old and have only ever played with Empire troops once when a crazy tournament scenario forced me to fight against my own troops. The only thing that I remembered about that battle was that the Volley Gun reduced an unfortunate unit of Miners into hamburger, and that I won. What was I worrying about, I had been batting 100% with Empire. I couldn't lose!

I felt much less concerned when I discovered that Jim had selected the Empire troops that I would use in the battle. Jim has an intimate knowledge of the Empire army and I was guaranteed to have a great army to field. Even better, I now had a scapegoat if things went poorly.

As for a plan, Graham put things in perspective with his realistic observation that all of our troops were assured to die horribly gruesome deaths and that no

one actually expected us to win. That made things easier. Adam and Anthony had equally great outlooks. They were there to have fun first and destroy the Empire second. If some work got done at the same time, so much the better.

Our deployment and strategy would be very Dwarfen, set up on one half of the table and shoot. Hopefully we would destroy the nasty fast units first and then maybe panic a few units of Marauders before our line got assaulted. Graham and Jim had a devilishly clever scheme of counter-attacks worked out, so all we had to do was wait to see what Chaos would do. Everything was falling into place... the vastly superior Chaos horde was falling into our trap.

By Ghal Maraz and the bears (yes, bears) of my ancestors, we will choke our rivers with their dead!



Jim Butler: Since Ken was only in the UK for a few days, I agreed to help out with choosing the army. Graham sorted out the Kislev contingent, which left just under 2,000 points for the main Empire force. We had to bear in mind the victory conditions for the scenario: utter annihilation was assured; we just had to take as many of the cursed hell-spawn with us.

First on the roster were several war machines, as these would have the best chance of punching big holes in the Chaos lines. Two Cannons, a Mortar and a Helblaster fitted the bill nicely, with two units of Handgunners to bolster their firepower. We also needed a solid 'bastion' of infantry to hold the horde up for a turn or two. As well as a big block of Spearmen, we went for some Greatswords, who are *stubborn*, and some Flagellants, who could be relied upon to hold till the last man.

No self-respecting Empire army marches to war without a Griffon Standard, so an Elector Count (allowing us to give the banner to the Spearmen unit, and not need an Army Standard Bearer) was the obvious choice, and we also took a Captain with the Rod of Command to stiffen up the big unit of Handgunners. We decided against wizards, guessing Ant and Adam would plump for a hefty Khornate contingent, but a Warrior Priest seemed a must-have, considering the foe. Finally, we opted for an Engineer, to give us more chance of those cannon balls denting some Chaos armour.

Seasoned Empire generals might be surprised that we didn't include any detachments. This was down to a couple of factors. The main reason was that we wanted as dense a deployment as possible. By concentrating our forces, we hoped to make the massive Chaos Horde get in its own way, and 'channel' the army into a (slightly) more manageable lump. Secondly, close combat detachments, like Halberdiers or Swordsmen, are useful for negating enemy rank bonuses when you are charged, even if they rarely cause much damage themselves. However, we figured the Chaos Horde would be numerous enough to charge both the parent unit and the detachment simultaneously, and even if they did get to countercharge, Chaos troops are often so deadly in combat that the idea of bringing more troops into contact voluntarily just didn't seem like a good idea. Also, fleeing detachments don't cause *panic*, so they are often useful for drawing out charges, but in this scenario we were immune to *panic* anyway.

Essentially, then, the army was a fairly traditional mix of infantry, missile troops and artillery, with a unit of Knights and one of Pistoliers to provide counter-attacking options. We were a little heavier on the big guns than usual, but given the defensive nature of the battle this seemed entirely appropriate.

- LORDS**
- Archaon 855 pts
 - Kulkoth, Khorne Lord with Mark of Khorne, Great Fang, Crown of Everlasting Conquest, shield & Daemonic Steed 403 pts

- HEROES**
- Thorkan, Exalted Champion of Chaos Undivided with great weapon, Armour of Damnation & shield 136 pts
 - Raskath, Aspiring Champion of Chaos Undivided with Army Standard Bearer & Banner of the Gods 230 pts
 - Skardrol, Level 2 Sorcerer of Chaos Undivided with 2 Dispel Scrolls 170 pts
 - Murdrum, Exalted Champion of Khorne with Mark of Khorne, great weapon & Helm of Many Eyes 164 pts

- CORE UNITS**
- 20 Chaos Warriors with hand weapons, shields, full command & Flesh Banner 350 pts
 - 20 Chaos Warriors with additional hand weapons & full command 340 pts
 - 20 Marauders with light armour, shields & full command 165 pts
 - 20 Marauders with light armour, shields & full command 165 pts
 - 20 Marauders with light armour, flails & full command 165 pts
 - 16 Marauders with light armour, shields & full command 137 pts
 - 5 Marauder Horsemen with shields & full command 105 pts
 - 5 Marauder Horsemen with spears, shields & full command 110 pts
 - 6 Chaos Hounds 36 pts
 - 6 Chaos Hounds 36 pts
 - 6 Chaos Hounds 36 pts

- SPECIAL UNITS**
- The Swords of Chaos**
 - 8 Chosen Knights of Chaos Undivided with full command & Warbanner 435 pts
 - Chariot of Chaos 120 pts
 - 16 Chosen Warriors of Khorne with Mark of Khorne, additional hand weapons & full command 443 pts
 - 10 Chosen Knights of Khorne with Mark of Khorne & full command 545 pts
 - Chariot of Chaos with Mark of Khorne 150 pts
 - RARE UNITS**
 - Hellcannon 270 pts
 - Hellcannon with Diabolic Splendour 290 pts
 - Spawn of Chaos 60 pts
 - Bloodbeast of Khorne 75 pts
 - TOTAL** 5991 pts

Note: In the Archaon's Horde army list command groups are free in Chaos Warrior units containing 16 or more Warriors. Also, the restriction of 0-1 Hellcannons does not apply in Archaon's Horde.



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 290 pts
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EMPIRE AND KISLEV ALLIANCE



LORDS

The Prince of Talabheim, Elector Count with great weapon & Armour of Meteoric Iron
116 pts

HEROES

Brunnel, Engineer with light armour & repeater pistol
67 pts

Kreiger, Warrior Priest with heavy armour, great weapon & barded warhorse
117 pts

Goscik, Captain with full plate armour, shield & Rod of Command
110 pts

CORE UNITS

20 Spearmen with shields, Griffon Standard & full command
215 pts



7 Inner Circle Knights of the Blazing Sun with full command
222 pts



11 Handgunners with standard & Marksman with Hochland long rifle
123 pts



10 Handgunners
80 pts



SPECIAL UNITS



1 Great Cannon
100 pts



1 Great Cannon
100 pts



1 Mortar
75 pts



6 Pistoliers
114 pts



15 Greatswords with full command
210 pts



RARE UNITS
Hellblaster Volley Gun
125 pts



16 Flagellants with Prophet of Doom
188 pts

KISLEV ALLIED CONTINGENT

HEROES

Leontov, Kislev Boyar with heavy armour, & great weapon
98 pts

CORE UNITS

20 Kislev Kossars with full command
205 pts

20 Kislev Kossars with full command
205 pts

6 Ungol Horse Archers with full command
137 pts

7 Winged Lancers with full command
208 pts

SPECIAL UNITS

5 Gryphon Legion Lancers with full command
170 pts

TOTAL

2985 pts





The Chaos horde vastly outnumbers the allied forces.

ALLIED TURN 1

Graham: Given that idea of advancing towards the Chaos force didn't seem too clever, we decided that the best course of action would be to sit tight and wait for them to come to us. The majority of our units stayed where they were, though on the eastern flank the Pistoliers moved forwards, hoping to tempt the Chaos Hounds forward into a volley of well-aimed pistol fire. If we could get these guys round the back of the Chaos army, then they could wreak havoc, charging the rear of units and getting us that vital +2 combat resolution. The Ungol Horse Archers moved into position as well, ready to use their bows to harry the approaching foe. We didn't expect much of these guys' missile fire, but you never can tell – sometimes a battle will be won or lost on the fate of a single wound...

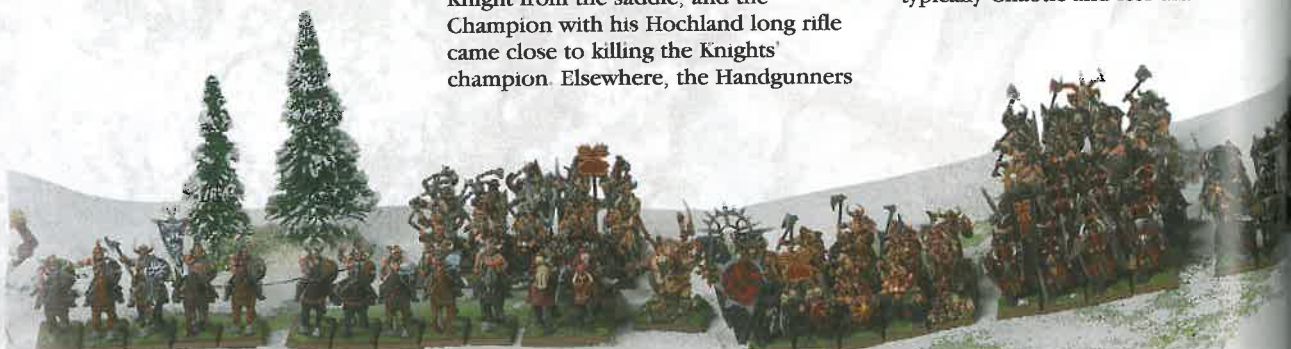
With our Movement phase a fairly short affair, and the Magic phase an even shorter one (what with us only having a single Warrior Priest and the partly

Khornate enemy owning the monopoly on Dispel dice), it was time to move onto the really fun part of our turn – the Shooting phase. First up were the cannons, and even though the field before our army was very definitely a target-rich environment, there was one unit that truly stood out as needing a good cannon-balling. Following Admiral Akbar's advice, we concentrated all our firepower on our equivalent of the Super Star Destroyer: the Chosen Knights of Khorne. The first cannon ball smashed two of the Knights to their doom, though the second overshot and slammed through a unit of Undivided Chaos Warriors and Marauders, killing two from each unit. The silver lining of being outnumbered so badly was that no matter where our shots landed, it was entirely likely that even our misses would still hit something. Of course, that was then disproved when the Mortar completely failed to hit anything. Our Handgunners in the centre blew another Knight from the saddle, and the Champion with his Hochland long rifle came close to killing the Knights' champion. Elsewhere, the Handgunners

on the eastern flank, together with the Kossars, were able to cut down four of the approaching Hounds. Unfortunately with Archaon standing next to them, they didn't run off with their tails between their legs as we'd hoped. We'd killed some expensive models, but needed to kill a lot more if we were ever going to claw enough points back to avoid being horribly massacred.

CHAOS TURN 1

Anthony: Having weathered the first Empire Shooting phase without terrible casualties (and there were certainly plenty more devotees of Chaos to fill in for those who were killed), we ordered our forces to advance. The Empire and Kislev generals visibly quaked as rank upon rank of Chaos Warriors, Marauders and Knights closed on their position. Archaon and his Swords of Chaos moved rapidly towards the Kislev lines on the Chaos left flank, eager to get into combat as soon as possible. Also choosing the typically Chaotic and less-than-subtle



The Chaos horde marches towards the embattled Empire lines.



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route, Adam moved his Chosen Knights of Khorne in a direct path towards the heart of the Empire army, ready for a charge next turn. The rest of the Chaos army moved forwards as quickly as possible (which was not very quick for my Spawn as I rolled a double 1 for its movement).

In the Magic phase, Archaon unleashed the *Red Fire of Alteration* upon the Pistoliers lurking near the edge of the table, killing one of their number. He followed this up with a *Yellow Fire of Transformation*. This gave his unit a 5+ Ward Save which could prove very handy when the inevitable cannon balls started heading their way.

We were rubbing our hands with glee when they got to the Shooting phase. A Chaos army, and they had something to shoot with! Hurrah! And not only that, they were the brand new, spiky and very scary (for Graham and Ken anyway) Hellcannons... Adam made a perfect

guess aimed at the cluster of artillery on the hill – however, his shot was not quite on target, and scattered into just about the only place in the Empire and Kislev lines where there was nothing to hit!

Nevertheless, the smirks were soon wiped from Graham and Ken's faces when the other shot landed right in the middle of the Empire Greatswords, killing almost half the entire unit!

VICTORY CONDITIONS

While this game looked like it would be an easy win for the forces of Chaos, as they had 6,000 points of troops against a paltry 3,000, this was one of the special scenarios in the Storm of Chaos book – the Halting the Tide scenario especially designed for Archaon's Horde. Basically, the Empire troops were resigned to their fate, and it was just a matter of how long they could last and how much damage they could inflict before being utterly overrun. If the Chaos forces lost between 1,500 points and 3,000 points, then the scenario would be regarded as a draw. If the Chaos forces lost over 3,000 points of their army, then it was considered a victory for the Empire troops. If the Empire troops managed to kill over 4,500 points of Chaos, then it was a Massacre for the Empire (even if all their own troops are killed in the process). This simulates the intentions of the Empire army – to try and cause significant damage to the advance of Archaon, and stall them for as long as possible. By doing this, they are buying valuable time for the Empire to continue to gather its defences. The allied forces automatically get the first turn, and all their troops are immune to Panic as they are so determined to stand fast. This makes for an interesting game, and it is quite a challenge for both sides. The Chaos generals had to be careful in this game not to lose too many of their own units, because the result could easily become a draw – especially when there were some juicy targets, such as the Khorne Chosen Knights. If just that one unit was destroyed, the allied force would be a third of the way towards achieving a draw...



ALLIED TURN 2

Graham: Ouch! We hate Hellcannons! Our proud Greatswords unit reduced to almost half their starting strength in one fell swoop! But they stood firm and, as the hordes of Archaon advanced, we knew that there was no way we were going to be able to stop them by shooting alone. Again, the only real movement was over on the eastern flank, though the Flagellants on the far west strung themselves out in a long line to cover the flanks against some rapidly moving Hounds and Marauders. Boyar Leontov's Kossars attempted to charge Archaon's Swords of Chaos, while the Pistoliers charged the battered group of Warhounds next to the Lord of the End Times. Backing up the charge of the Pistoliers, the Gryphon Legion moved into position behind the Kossars and the Ungols moved into a better firing position (and one that would hopefully lure the Undivided Chaos Chariot into a charge). We were banking on the Kossars and Leontov holding firm and thus allowing the Gryphon Legion to take Archaon in the flank – if we were lucky...

Unfortunately our luck was out as the Hounds fled our charge and the Pistoliers

slammed into the edge of the Swords of Chaos. That might not have been so bad if the Kossars hadn't been a gnat's whisker out of charge range, leaving the Pistoliers to face the wrath of Archaon and his mightiest warriors alone. Right... that'll work out well.

Once again, our Magic phase was non-existent, so it was straight into the Shooting phase. Our guessing was a little off with the Mortar (again), the shell deviating slightly and only managing to kill a single Marauder. However, the cannons did quite a bit better, both cannon balls smashing through the ranks of the Chosen Knights of Khorne, despite cries from the other side of the table that we were being mean by picking on them. The cannon balls killed three Knights and five Chaos Warriors from the following unit and the Knights' Champion was shot from the saddle by the Handgunner Champion with his Hochland rifle in a bravura display of marksmanship. When the rest of the Handgunners joined in there was nothing left of the Knights at all, they had been totally blown away by our massed shooting. Now that's how the Empire's firepower is supposed to work! Even if we

went on to lose this game horribly, it was worth it to see the look of horror on Adam and Adam's faces as they realised how many points we'd just earned from killing that unit. Feeling confident, we then unloaded the Helblaster at the Khornate Lord on his Daemonic Steed. Upon rolling 14 hits, we were pretty confident that he'd be filled with more holes than a fine Swiss cheese. Unfortunately that proved not to be the case, as of the ten hits on his mount and four on him, not a single wound was actually caused. Damn that Daemonic Ward Save!

Predictably, the Close Combat phase was bloody and painful for the Pistoliers. We counted as charging and had hoped maybe to do at least a wound or two to Archaon's unit, but such hope was in vain and two Pistoliers were hacked down. The Pistoliers fled from this unequal struggle and managed to avoid being chased down, though the Swords of Chaos pursued into the Kossars who had tried to charge them earlier. Not exactly the outcome we'd hoped for, but at least the Pistoliers had gotten away and the Kossars had a chance of holding fast long enough for the Gryphon Legion to save them.



Archaon leads his Swords of Chaos against the Kislev allies

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CHAOS TURN 2
Anthony: Ok, now that was a bit more of an impressive display of shooting from the Empire. The Chosen Knights of Khorne being killed to a man was particularly painful (that unit was almost 550 points!). Nevertheless, we were still feeling rather confident, and were looking forward to getting their troops involved in combat. On the left flank, Archaon and his Swords of Chaos had overrun straight into the big unit of Kossars led by a Boyar, and we were pretty certain that the Kislevites would soon be butchered. We were not let down either, as Archaon hacked left right and centre (fighting with 10 Attacks as he had unleashed the power of the Daemon bound within his weapon, the Slayer of Kings), killing a swathe of Kossars. Showing complete disdain for his foe, Archaon let his Daemonic Steed fight the Boyar, who was promptly slain beneath its infernal hooves as the Swords of Chaos hacked down even more of the Kossars. Unsurprisingly, the Kislevites fled (having lost their Boyar's ability to make them stubborn), and were run down. Next in line was the Gryphon Legion, and Archaon and his Swords of Chaos ploughed straight into them in their pursuit. We laughed in a suitably villain-esque manner. Graham and Ken looked worried.

The Undivided Chariot on the left flank charged at a unit of Ungol Horsemen that had got a little too close, sending them fleeing from it. On the other side of the woods, and determined to make up for the loss of the Chosen Knights of Khorne, Adam sent his Khorne Lord, Kulkoth, (who was feeling invincible after shrugging off 14 shots

from the Helblaster without losing a single wound!) charging into the Handgunners. They responded by firing a volley at him as he closed on them, which he brushed aside, though his steed was wounded. Elsewhere along the battlefield, the Chaos army continued its advance en masse. On the far right, the Hounds of Chaos and the mounted Marauders swept across the snow-covered Steppe to try and encircle the outnumbered allied troops. Ant's Spawn continued its sluggish advance, managing to move a whole 3" this turn.

The Sorcerer of Chaos Undivided, Skardrol, managed to cast *Pit of Shades* upon a unit of Empire Spearmen, hitting an impressive 21 of them, but only managing to kill 6. To aid the Khorne Lord (like he needed it), the Sorcerer then cast *Steed of Shadows* upon Thorkan, the Undivided Exalted Champion, who flew through the air and straight into combat with the Handgunners – specifically to target the Empire Captain.

The Hellcannons readied themselves to launch their infernal salvos (again making Graham and Ken wince). Adam's Hellcannon misfired and sucked one of its Chaos Dwarf crew into its furnace. My Hellcannon shot meanwhile landed right on top of one of the cannons. Not only did it kill all the cannon crew, it completely destroyed the cannon itself, turning it into a hissing pool of molten metal.

The Chaos players had a suspicion that the Captain had some magical do-da that would affect that combat, so decided to kill him before he had a chance to use

it! This trick worked a treat, and the Captain was butchered by the Undivided Champion Thorkan. The Khorne Lord Kulkoth did what Khorne Lords do best, and butchered a truckload of the Handgunners, who promptly fled. The Khorne Lord's pursuit roll took him straight into the flank of the depleted unit of Greatswords. Thorkan raced up the hill in his enthusiastic pursuit, and ended up standing in a rather unenviable position – in front of a cannon and with a Hellblaster Volley Gun pointing right at him.

Battle had well and truly been met this turn, and the Empire and Kislev army was starting to feel the strain.

HELLCANNONS

Hellcannons are massive Daemon engines built for Archaon by the Chaos Dwarfs. They are massively destructive machines – anything under the small Blast template suffers D6 wounds at Strength 10, and anything beneath the large Blast template must pass an immediate Leadership test or flee. Scary stuff indeed! However, being Daemons, they particularly like to kill and maim up close and personal. As such, if an enemy unit gets close enough to a Hellcannon, then it might break free of its bonds and rampage towards them to engage them in close combat. Not always quite what the Chaos player had in mind...

The barrage of Empire fire wipes out the Knights of Khorne, while the rest of the Chaos army closes.



Hand-to-hand combat erupts all along the defenders' lines.

ALLIED TURN 3

Graham: Right, the bumper turns we'd enjoyed where nobody was hacking at us with great big swords and axes were well and truly over. Casualties were mounting and we were running out of units that could dish out the hurt. We still had the Knights of the Blazing Sun held in reserve, but couldn't do much with them just yet as our foes had not got close enough to attack. Having seen first hand the horror of Archaon in combat, the Pistoliers were in no hurry to stick around and fled off the table, as did the surviving crew from one of our cannons. The Engineer was still alive and could crew the cannon on his own, but whether Ant and Adam would allow him the chance to do so was another matter entirely. The Ungol Horsemen rallied and the Winged Lancers raked back their spurs and charged the Khornate Lord who was hacking the Greatswords apart.

Readying themselves for a charge, the Flagellants shuffled sideways to better block the approaching Warhounds and Chariot. It didn't look good for the Flagellants, but we hoped they'd be able to hold up the Chaos flanking force long enough for our Knights to do some damage when the time came. As usual, our Magic phase was a non-starter, but the Shooting phase got off to a much better start with our guess for the Mortar landing spot on a unit of Chaos Warriors, killing four of them, including the Champion. Realising that we had to get some more points on the board, we then fired with the Handgunners into the nearby Undivided Chariot, but only managed to take a single Wound off it. Then came the bit we'd really been looking forward to – the Helblaster Volley

Gun. Ant's Undivided Champion was standing right in front of this lethal piece of kit and if we could just avoid rolling a Misfire, then his days were surely numbered. The nearby Engineer had a pop with his repeater pistol, failing to score any wounds, but then the Helblaster opened up...

Sixteen Strength 5 hits later and there wasn't much left of the Chaos Champion except a red smear on the landscape, which cheered us up no end. As we went into the Close Combat phase, we were overjoyed when the Winged Lancers spitted the Khornate Lord on their lances... but then things turned a little sour to say the least. The Khornate Lord managed to regenerate a Wound and survive before escaping the pursuing Lancers! Then Archaon's Swords of Chaos smashed through the Gryphon Legion and sent the last two survivors fleeing towards the board edge. Archaon's pursuit didn't catch them, but with only two men left in the unit, there didn't seem like there was much they'd be able to achieve, even if they did rally later. Also, given that it was the Chaos side's turn next, the second unit of Kossars was looking at receiving a charge from Archaon, which, let's face it, was going to be ugly.

CHAOS TURN 3

Anthony: Right, now that wasn't particularly impressive behaviour for a mighty Lord of Khorne! Archaon will be having words with him after the battle! Determined to show him how things were done, the Lord of the End Times and his Swords of Chaos charged another unit of Kossars, looking forward to brutally hacking apart yet more Kislevites.

The Kossars failed their Terror test and fled before a blow was struck. Ken groaned when he rolled the distance to see how far they fled, watching in dismay as the entire unit was trampled into a bloody smear under the hooves of the Swords of Chaos, who ended up right beneath the watchtower.

The Undivided Chariot charged once again towards the Ungol Horsemen. Now that the Chariot was not at full Wounds, Ken decided to gamble and responded with a Stand and Shoot reaction. Unfortunately, they failed to wound the mighty Chariot and it in turn obliterated them. It hurtled up the hill in its over-mad move, rolling to stop just in front of a cannon.

To support their brother unit of Undivided Warriors of Chaos, a second fully ranked-up unit of Warriors charged in against the somewhat over enthusiastic Winged Lancers. The Undivided Sorcerer flew out of combat, born aloft by his *Steed of Shadows* spell, just so that he was out of any possible danger. Both sides inflicted several casualties, but the Winged Lancers fled from the combat, overwhelmed by the sheer number of the brutal warriors. They were closely pursued by both units of Warriors who were now almost in the enemy's deployment zone.

Determined to make up for their Lord's disgraceful behaviour and the loss of the Knights, the Chosen Warriors of Khorne launched themselves at the unit of Empire Spearmen who dared to stand in their path. With glee, Adam picked up his handful of dice (frenzied Chosen Warriors with two hand weapons have lots of attacks!). He killed a swathe of the Spearmen, yet three of his own number

were subsequently killed by the Elector Count. The Empire troops proved resolute despite being beaten, and held fast for now. We knew it was only a matter of time before the Empire troops and the Kislevites were routed completely, but we also had to be careful not to lose many more of our own troops in order to come out as the victors of this battle.

Unfortunately, the Exalted Champion of Khorne who was leading the Marauders and the Battle Standard, failed his Stupidity test, and became overcome by bizarre visions induced by his Helm of Many Eyes. This meant that he forced his unit to lumber forwards a measly 2", and would keep them out of the main battle for now. I felt a bit guilty, for I had encouraged Adam to take this item – but only then did I remember that I usually give it to an Undivided character (because with Undivided characters you can re-roll failed Psychology tests – such as *stupidity*).

After a bit of deliberation, We decided that the best way to tackle the human screen of Flagellants was to

throw everything on that side of the board at them. Adam's frenzied Chariot of Khorne and his unit of Mounted Marauders charged the Sigmarite lunatics, killing an impressive ten of them. A pair of Hounds of Chaos units and the

Bloodbeast of Khorne closed in so that they should be able to join in the fight in the next Chaos turn.

Another unit of mounted Marauders ran up beside the Chosen Khorne Warriors so that the Knights of the Blazing Sun could not charge their exposed flank. Also, if the Knights of the Blazing Sun ran down the Marauders, it would put them into a position where they could possibly get countercharged – or plough into the Khorne Marauders (who were *stubborn* because of the magical battle standard). It's nice having more units than the enemy!

We did not have a great turn with our Hellcannons this time around.

Firstly I misfired when I tried to shoot at the Volley Gun, and the disturbance this caused in the Chaotic winds of magic inflicted an automatic wound on all wizards on the tabletop! As there were no wizards on the Empire and Kislev side, this meant that only Skardrol and Archaon himself took a wound! Ah, the fickleness of Chaos... Adam's shot was less self destructive, though it scattered off the table causing no damage.



The Chaos forces begin to encircle the hopelessly outnumbered defenders.

ALLIED TURN 4

Graham: With the amount of charges coming at us in the last Chaos turn, we didn't have a lot of units to move any more. The proximity of the Lord of the End Times proved too much for our last remaining unit of Handgunners, who fled from his diabolical presence.

Unfortunately, this meant that they ran in the direction of the Chaos lines...

Denied the chance of charging the flank of a unit of Chaos Warriors, the Knights of the Blazing Sun were instead forced to charge a unit of Marauders. We hoped that if we could do enough damage to break them quickly, it would be some nice, easy points for us; points we sorely needed. With no magic to speak of, the Mortar again did us proud, killing another four Marauders, bringing them close to half strength and the prospect of more Victory

Points. The Undivided Chariot that had overrun after killing the Ungol Horsemen was sitting right in front of the Engineer and Helblaster, so, hoping to repeat the same trick we'd pulled on the Undivided Champion, we opened up on it. The Engineer failed to wound it, but the Helblaster riddled it with bullets and turned it to matchwood before spectacularly self-destructing itself. Oh, well, at least it went out in a blaze (literally) of glory.

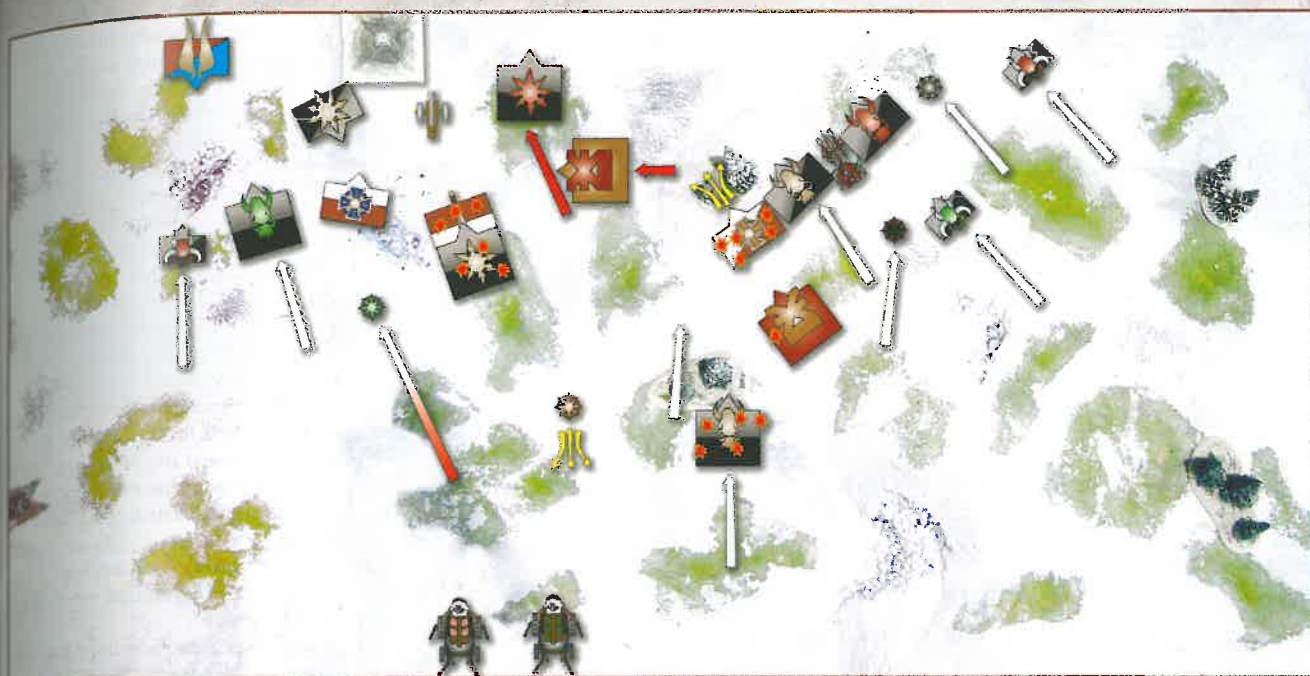
The Knights of the Blazing Sun did sterling work in the Close Combat phase, skewering Marauders left, right and centre on their lances. The Warrior Priest's ability to confer re-rolls on failed to hit rolls proved exceptionally useful, and five

Marauders were killed. Unsurprisingly, they broke and fled from the combat. We pursued with the Knights, running them down in our eagerness to claim their Victory Points. This pursuit carried them into the following unit of Khornate Marauders and we hoped to repeat the success in the following turn. The Flagellants were faring poorly on the western flank, being butchered almost a man without any casualties being caused in return. Once again, they weren't going anywhere, but there wasn't much hope of them surviving much longer. We were running out of models and it was only a matter of time until it was all over. There were still some points to be claimed, however, and we could achieve an honourable draw.

The Knights of the Blazing Sun enter the fray



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The last remnants of the alliance hold out against the tide of Chaos.

CHAOS TURN 4

Anthony: The Empire forces were almost completely encircled now. To give Archaon a better line of sight for a possible charge in the next turn, I moved him out of the Swords of Chaos while they manoeuvred themselves back towards the battle. The Undivided Sorcerer, Skardrol, charged the fleeing Handgunners, forcing them to run once again, ending up right in front of the deadly Swords of Chaos. Perhaps not the best place to run to...

The Undivided Warriors fighting against the Greatswords continued to hack down the resolute Empire troops, but once again they stubbornly refused to run – it looked like they would have to be killed to a man.

The recently rallied Winged Lancers in the middle of the battlefield stood their ground as they received a charge from a now rather depleted unit of Undivided Warriors, while the frenzy of the Chosen Warriors of Khorne compelled them to charge into the Winged Lancers' flank. Adam threw his eager fistful of dice, and all the once-proud Lancers were removed from the table.

The Hellcannons did not really have a lot to shoot at, and we were tempted not to shoot them to avoid any further Misfires (or heaven forbid their lethal salvos scattering and landing on one of the Chaos units). We quickly saw the folly of our ways (because 1: not shooting wouldn't be as much fun; and 2: we were mercilessly mocked by our opponents and the countless standers-by). One of the

Hellcannons landed square on top of the Empire Mortar, melting it into the snow and killing all its crew, while the other one scattered and landed ineffectually in an open area of the table.

The Khorne Marauders prepared themselves to suffer the lances of the Knights of the Blazing Sun who had overrun into them. However, before the lances struck home, the Khorne Exalted Champion, using his mighty great weapon and Helm of Many Eyes, struck

first inflicting 5 wounds on the Warrior Priest leading the unit, slaying him with great fury. The Knights only managed to slay a single Marauder, and fled from the combat, closely pursued by Adam's madly screaming Marauders (or was that Adam himself screaming in blood lust?).

In the combat involving the Flagellants, the last of the frothing lunatics were treated to oblivion, hacked to pieces by the frenzied, halberd-wielding Chaos Warriors atop the Khorne Chariot.





The alliance is wiped out.

ALLIED TURN 5

Graham: With only a couple of units left alive now, our turns were getting shorter and shorter. The noose was closing in and we only had a couple of last, desperate gambits left to try. The Knights of the Blazing Sun rallied from their shameful rout last turn and reformed facing their foes, knowing that this was likely to be their last stand. The Handgunners, showing more pluck than good sense,

rallied in front of Archaon and loaded up for one last volley. There was one chance we had of scoring a sizeable chunk of Victory Points and that was – daft as it might seem – by charging Archaon. If we could wound Archaon on the charge with lances (not an unreasonable prospect) or force his Daemonsword to strike the Chaos Lord himself (perhaps more likely if we're being honest...) and cause a wound, then we'd gain a whole lot of Victory



Points for getting Archaon down to half Wounds – since he'd already suffered at the hands of a Hellcannon misfire. So knowing it was their deaths, the two surviving warriors of the Gryphon Legion charged the Lord of the End Times...

The combats drew to a bloody close as the last of the Greatswords were cut in pieces – the defiant standard bearer finally going down under a flurry of blows – but the combat that really mattered, the pivotal moment in the battle, was the fight between Archaon and the Gryphon Legion. Archaon was wounded by a lance strike, but his damned armour saved him from harm and as he unleashed the full fury of his Daemonsword against the Kislevites. We were dismayed to see that of all his attacks, only one had struck the Chaos Lord himself.

We rolled the dice. Archaon was wounded. We dared hope that we might get him...

Ant picked up a die, needing only a score 3 or more to pass his Ward Save.

All we needed was him to roll a 1, 2 and a whopping 393 Victory Points would be ours...

The die tumbled across the table before finally coming to rest next to Archaon himself.

And we leapt about cheering as we saw that Archaon had failed his Ward Save and suffered a wound! The Gryphon Legion were slaughtered, but they had done exactly what we wanted them to and there was now a good chance that we'd achieved a draw!

CHAOS TURN 5

Anthony: Well, there weren't a lot of Empire troops left. In fact all that remained on the table of them was a unit of Handgunners standing right in front of the Swords of Chaos and the recently rallied Knights of the Blazing Sun before the Khorne Chariot, a Spawn of Chaos Warhounds in their rear and the Khorne Marauders (with two characters in its front rank) that had already made them flee. We declared our charges, and both enemy units were, predictably, crushed utterly.

A great cheer went up – the only models left on the table were those of the Chaos army. Nevertheless, there was a moment of tension as calculators were produced and the process of adding up Victory Points began. Had the allied Empire and Kislevite army caused enough damage to win the game for them, or force a draw? Or was the Horde just too powerful for them this time?

RESULT: DRAW

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DRAW!



The Slayer of Kings turns upon its master

Kulkoth, champion of Khorne, fell to his knees as the terrifying form of Lord of The End Times drew near, borne upon his hellish midnight steed. Archaon's colossal beast snorted violently, iron-shod hooves, snow steaming, as its master walked it closer. The enormous figure dismounted, casting Kulkoth into shadow. The Everchosen of Chaos towered above Kulkoth, exuding an aura of unearthly power, and he lowered his head, unable to hold the gaze of the awesome Lord of Chaos.

"You failed, Kulkoth," said Archaon, his voice mocking and dripping with venom, filling his skull with agony. The Lord of the End Times continued, each syllable tearing at his sanity and causing blood to run from his eyes and ears.

"Of all the warriors at my command, only you fled. Only you."

Kulkoth knew in that instant that his fate was sealed. The enemy warriors had fought hard and long; too long. Archaon's orders had been simple; attack swiftly and leave none alive. But their enemies had slowed the attack and the Lord of the End Times would tolerate

no failure. Instead of crushing all before him, and speeding the horde on its way south, Kulkoth's warrior heart had quailed before his foes and he had fled. The battle had dragged on and precious time had been lost. He had failed in the eyes of his god and his lord and there could be only one outcome.

Kulkoth watched Archaon raise his mighty blade, its edge rippling with dark energy and power. As the weapon rose higher, the Everchosen of Chaos roared. "Cities will burn, armies will be destroyed, and the Old World will fall into darkness."

He shuddered with terror as Archaon stepped closer to his kneeling form.

"The gods of Chaos will delight in the slaughter and devastation, but you will play no part in it!" bellowed Archaon as the blade descended, sweeping effortlessly through Kulkoth's neck.

The warriors of Chaos roared their approval as Archaon raised the head of the disgraced Khornate warlord high, blood streaming down his arm and

spattering across the snow.

"Learn from this, all of you!" he shouted, his voice echoing in every skull. "We march to glory! There can be no faltering, no failure! We are the heralds of the gods!"

His deafening voice reverberated across the valley, amplified into a raging bellow. "We take our message south!"

He tossed his former champion's head aside and climbed into the saddle of his monstrous steed. As though at some unseen signal, the warriors of his horde gathered their weapons, raised their banners high and mounted their steeds as the feral hounds bayed madly.

"Archaon!" With one voice the warriors of Chaos cried his name as he turned his mighty steed southwards, baleful energies rippling about him.

"ARCHAON!" Thousands of warriors fell in behind their infernal master, screaming his name until their throats were raw.

The Storm of Chaos surged southwards and the End Times drew nearer.

ALL HAIL THE EVERCHOSEN OF CHAOS



Anthony Reynolds: Curses! We had them in the palm of our hand, and but for a few dice rolls it would have been a glorious victory to Archaon and his Horde. As it

was, it pretty much came down to the last dice roll – if Archaon hadn't wounded himself in that last Close Combat phase, then Graham and Ken would not have got half his points for him being at half strength, and we would have won. It's always cool when a battle comes down to incidents like this. I'm sure my wail of disbelief when I failed that 3+ Ward Save was heard all over Games Workshop.

This was a fantastic game, great fun to play and played in just the right spirit by all involved. It's a great change from the usual pitched battle, and quite a challenge. Graham and Ken were gracious opponents, and Adam a good one to scheme with in classic supervillain style (despite the appalling show put on by his 'mighty' Khorne Lord). It was almost worth playing this game just to see the reaction on Graham and Ken's faces when they saw the Chaos army fully arrayed – it really was an awesome looking sight. Walking around to their side of the table to look at things from their perspective, I pitied the poor

humble Empire soldiers whose duty it was to face such a menacing horde.

Suitably, and despite hitting himself over the head with his sword at the worst moment, Archaon was still the man of the match in my mind. None could stand before him and the Swords of Chaos, who romped through the Empire and Kislev army with barely a scratch. They took on and slaughtered everything in their path – just what you would expect from the dread Lord of the End Times, and fitting the narrative for the Storm of Chaos build-up perfectly. All in all, a fantastic battle, one of the best games of Warhammer I have played in a long time (and I do play quite a lot of Warhammer – it goes with the job).



Adam Troke: You would think, after decades of slaughter and destruction, blessings from the Blood God, and a mighty Daemonic

Steed, that Kulkoth, Lord of Khorne, could hold his own against a few paltry Kislevites? Archaon will not tolerate his failure for long I hope!

In many ways my first battle report seemed like a comedy of errors:

Kulkoth running away with his tail firm between his legs, the Knights of Khorne being shot into a bloody ruin, my Hellcannon's repeated failure to hit (in defiance of my genuinely brilliant guesswork!) Despite this, there were some excellent moments as my Khorne warriors did what they do best. Anvul, my Exalted Champion, scything down Ken's Warrior Priest, and the bucket load of dice that Chosen Warriors with additional hand weapons allowed me to roll not least among them. Did I enjoy the game? Absolutely! The most epic game of Warhammer I recall playing: 6,000 points of beautifully painted Chaos thundering towards the Empire and Kislevite line!

The highlight of the game for me was the resilience of Kulkoth as he shrugged off the blistering fire of the Hellblaster Volley Gun. Shame on him for fleeing a turn later! The game had so many great moments that singling out one is almost a pity. The last charge of the Gryphon Legion was thrilling and tense as they desperately hurled themselves at the Lord of the End Times. It had all the stuff great games are made of.

Ken and Graham played a sterling game, orchestrating a determined and tactically sound defence. The Empire fought long and hard, but against the horde of Archaon, death was inevitable.



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Graham McNeill:

What a game! It was a long slog and our army was butchered to a man, but what an ending they made for themselves. Though the snowy steppe is

covered with the blood of our men, it is also stained with the foul gore of the followers of Chaos. We managed to score a draw, no mean feat when you think of the vast force Ant and Adam had arrayed against us. The steamrolling hordes of Archaon smashed through our lines with pretty much contemptuous ease, and there wasn't a lot we could do about it, as our cunning plans got well and truly scuppered early on. The Captain in the western Handgunners with his Rod of Command was a neat trick that we hoped to pull – holding a unit up that thought it would munch through them in a single turn, then countercharging them with a unit of Winged Lancers – but Adam and Ant got wind of the plan and squished the Captain emphatically with a Champion of Chaos Undivided before it could come to fruition... oh well.

Our guys pretty much held up as well as could be expected in the face of such horrendous odds, some units performing above and beyond the call of duty in the face of such terrible bloodshed. The



The players shake hands after a hard fought battle.

Greatswords holding to the last man was particularly characterful, especially since it was the standard bearer who was last to fall. The Gryphon Legion's heroic last charge was very cinematic, two brothers in arms riding to their deaths for the greater cause and effectively gaining us the draw. The initial volleys of Cannon fire and Helblaster shots were particularly effective, though as the game went on they became less and less about stopping the enemy than seizing Victory Points by cutting units down to half strength or below.

This was a cracking game of Warhammer to play, perhaps because there was no feeling that we had to play for a win, knowing that, from the outset, all our men were going to die, but had to meet their deaths in as glorious way as possible. Truly, they were Warriors of the Dead, already mourned as lost before the battle had even begun. Though our army is gone, their deaths have bought the defenders of the Empire and Kislev who will come after them more time with which to prepare the defences of their land. Archaon may be coming south, but the lands of the Empire will be ready for him.



Ken Kennedy:

Playing in a White Dwarf battle report was a real blast, and the result of the game came down to the very last roll of the dice like any great

game should. If I hadn't been there to see Anthony fail Archaon's 3+ Ward Save and thus wound himself and fall to half strength, I would never have believed it. Also, The Empire troops turned out to be made of much sterner stuff than I would have thought. To my amazement, many units held their ground turn after turn. The Empire has earned my respect and can fight alongside my Dwarfs anytime.

Another thing I couldn't believe was the dreaded Lord of Khorne's resilience.

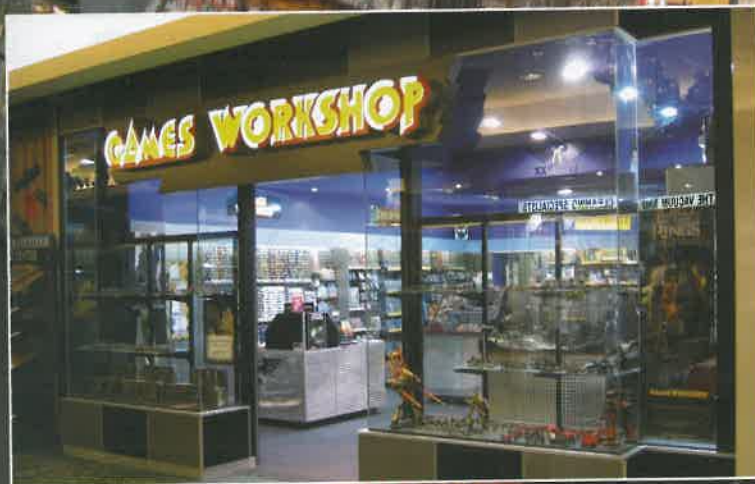
Kulkoth took a whole volley from the Helblaster in the face and by all rights should have been waiting on the other side for the Chaos Champion that got cut in half by it a few turns later. True, the Daemonic mount took the brunt of the blast, but not a single wound? Engineer Von Meinkopt is rolling in his grave! All in all, the Helblaster lived up to my wildest dreams, spreading hot lead and death across the landscape... before it blew up.

The strategy of this game came down almost entirely to the army selection and the deployment, the two things that I had very little to do with. When it came to playing, there were not a lot of movement choices for either side. Adam and Anthony sallied forth as even the slightest manoeuvre would cause their units to overlap. Graham and I were forced to sit tight and defend. The Pistoliers' failed charge on the Warhounds was one of the few moves we made in the early stages of the game and it turned out to be a rather poor one in hindsight. We probably should have tried to slow down Archaon and the Swords of Chaos with our Ungol Horse Archers instead of speeding up their slaughter by accidentally charging them. It all worked out in the end though.

Anthony and Adam were great to play against. They were very challenging opponents, but fun-loving and easy-going; even when the unexpected happened. Graham was an amazing ally and was very understanding when I rolled poorly or made questionable decisions. Jim was awesome for designing my Empire army and letting me take his place in the battle report. Honest, Jim, I rolled much better when you weren't watching.

Considering the opposition that Graham and I faced, I am very pleased with a draw. We'll field a few more Helblaster Volley Guns next time and see if we can pull out a win.





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GAMES WORKSHOP

HOBBY CENTRE JUNE EVENTS

RETURN TO DAMOCLES

JUNE 12TH - 13TH

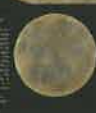
Return to Damocles

A Warhammer 40,000 Gaming Event

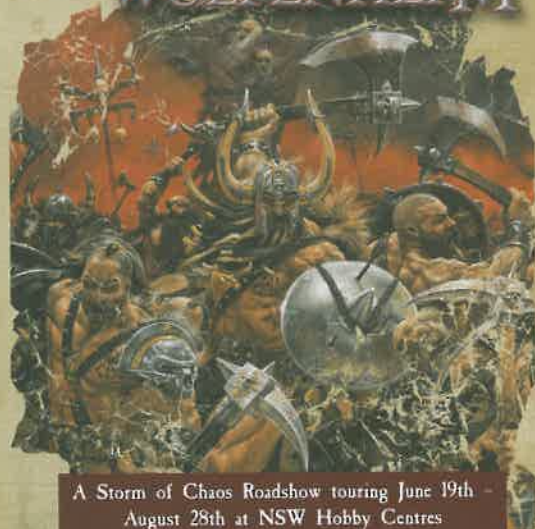
The Damocles Gulf. A border region of space where Mighty Empires, both human & alien struggle for control. This mysterious sector is home to dead worlds which hold forbidden technologies and powerful artefact. All sides are fighting for the chance to uncover these secrets.

Return to the Damocles sector for a weekend of Warhammer 40,000 gaming. All races are active in the area: some as mighty Battlegroups others as raiding forces. So bring in your forces and do battle for the honour of your race!

ARTHAS MOLOCH



ATTACK ON WULFENHEIM



A Storm of Chaos Roadshow touring June 19th - August 28th at NSW Hobby Centres

Games Workshop Hobby Centres

All throughout June your local Hobby Centre will be running all sorts of exciting gaming, painting and modelling activities. Expert Staff are on hand to help you with any hobby skills you want to learn or hints and tips on gaming. The **Storm of Chaos worldwide campaign** begins this month, with each Hobby Centre engaging in a frenzy of Warhammer gaming. Bring in your forces and help decide the fate of the Old World! Don't forget the **Assault on Wulfenheim Roadshow** is touring NSW from June-August and should see some epic Storm of Chaos battles. Visit your local Hobby Centre to find out more.

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JUNE 28th

Entries close
JULY 24th

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FOR ALL SYSTEMS
START JUNE 28TH



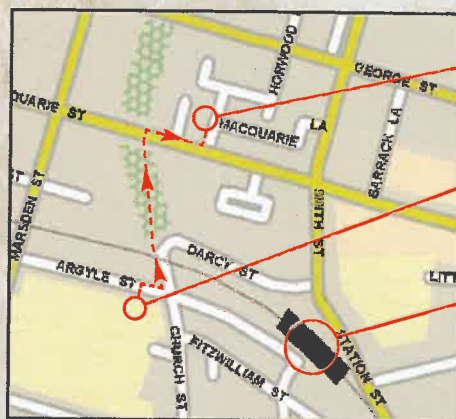
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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

- A Tale of Good & Evil

- She Hunts: New Scenario

- War in Middle-earth: Mirkwood

- Painting Shelob

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

In the Clutches of Shelob

Designed by Trish Morrison & Michael Perry, this boxed set contains Shelob, Frodo & Sam.

These models require assembly.

IN THE CLUTCHES OF SHELOB
£550 / \$555



Shelob



Frodo



Sam

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A Tale of Good & Evil

Part Seven - The Castle of Gondor

Having fought lots of games leading up to the Siege of Gondor, it was high time that Steve and Adi fought some siege battles. Rather than base the games at Minas Tirith itself, they preferred an isolated garrison somewhere within the borders of Gondor. Fascinated by the idea of actually building a full-blown castle, Adi and Steve began to plan out their fort, the construction of which is featured in the Siege of Gondor supplement.



Castle of Gondor

by Steve Cumiskey
& Adrian Wood

Adi: After building our own gaming boards and ruined buildings, we wanted to take the next step, and build a full set of fortifications. Although the plan was to make a complete castle that could stretch across a four-foot board, we also wanted to be able to use the separate sections in different combinations. For instance, a castle tower can potentially weather the assaults of the Orcs on its own. If we then added a couple of walls and another tower we'd have something quite substantial. Of course, if our castle model is made in separate sections it would also be easier to store.

We based the design of the castle on the fortifications originally published in *The Two Towers* rules manual. This terrain set featured a tower with a removable back wall for easy access and playability. Although we liked the overall effect of the building, we wanted to make some modifications. For a start we decided to use foamboard rather than ceiling tiles to build the model – this material is easy to cut to size and, although it is as light as foam, is nevertheless very strong.

I felt that the size of the battlements was important to making the castle look authentic. The original castle design had battlements with inch wide arrow

slits for easy access by models. When we came to do our own battlements, we focused on making them narrow, which looks more real, rather than going all out for playability. In the end this feature was carried over onto all the castle sections. We began building the fort with a single tower, followed by the first wall. In the end we had three walls and two castle towers, with a gate built into a smaller section of wall. This gatehouse looked best when flanked by the two towers.

Top Tip

There's a trick to shaping foamboard. Slice through the card layer first then cut through the foam. This is easier than trying to cut through all the layers in one go. I found this particularly important for keeping the battlements square when I cut them.

Siege Tower

Speaking of attacking the battlements, the best solution for that was to build an Orc siege tower. Once we'd got the shape right we looked around for the best finish for the model. In the end we used crumpled cartridge paper which, when drybrushed, looked effective as twisted metal plates.





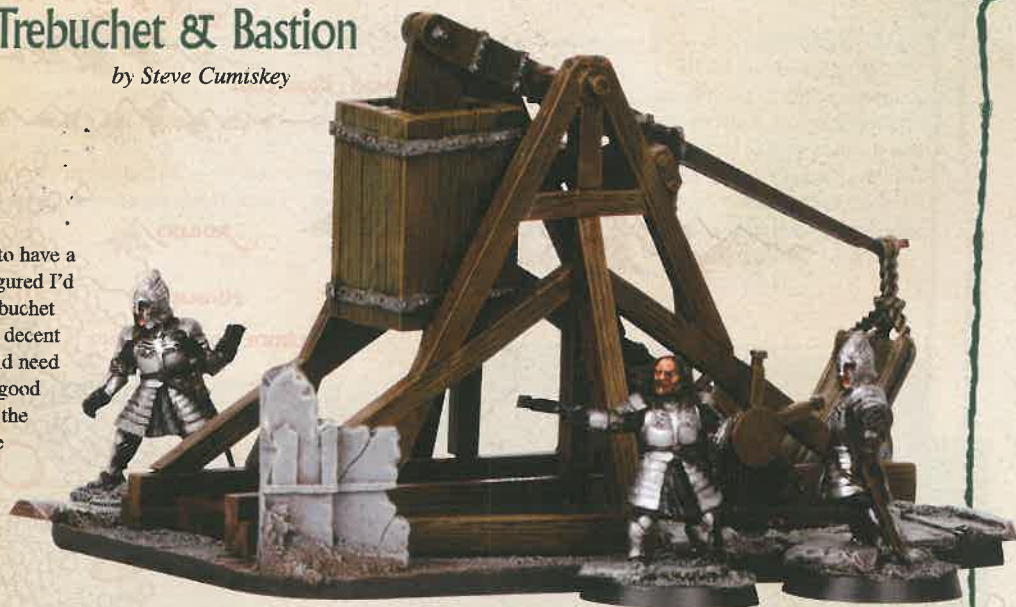
Battlecry Trebuchet & Bastion

by Steve Cumiskey

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Steve: Well, if Adi's hordes were going to have a siege tower to attack the castle with, I figured I'd better get some artillery. A Battlecry Trebuchet seemed to fit the bill. Of course, to get a decent shot at the approaching besiegers, I would need to put it somewhere where I could get a good line of sight. Mounting it somewhere on the walls of the castle itself seemed to be the obvious answer. After looking at some castle designs and talking to some of our resident experts, we settled on the idea of building a bastion tower into a section of the castle walls to hold the Battlecry and its crew.



Assembling & Painting

Naturally enough, the first order of business was to get it assembled, so that I could tell exactly how much space I would need. A quick look at the size of the Battlecry told me that making a small scenic base to protect the model during gaming would be a good idea.

I marked out a roughly rectangular base on a piece of hardboard, using the bottom of the Battlecry as a guide, and cut it out with a sharp knife. I made sure that the wood was the same thickness as the bases on the rest of my models. I added pieces of plastic ruins to the base and painted it in the same style as the rest of my models, to make it fit in more completely.

Once I'd read the guide to assembling siege machines from White Dwarf 291, there was nothing particularly difficult about putting the Battlecry together. When it came to painting it, I decided to give the entire model and base the same Dark Flesh basecoat and work the colour up from there.

For most of the wood, this was simply a case of giving it a light drybrush with Graveyard Earth. I gave the wood on the counterweight a heavier coat to help distinguish it a little. That only left the stone (done in the

same colours as the ruins on the base) and the ropes and strapping. I decided to paint both with a layer of Graveyard Earth, followed with a light drybrushing with Kommando Khaki. To finish the model, I drybrushed the base with Codex Grey and then Bleached Bone.



The Crew

As I've already got into the habit of converting a good proportion of the models in my army, I found myself looking at the crew and wondering what I could do to personalise them.

I've been thinking about having a Warrior of Gondor without a helmet since I started putting this army together, but just never encountered a suitable model or a good head to use. By chance, as I was looking at my artillery leader, I happened to notice a model of King Théoden, lying on the desk of Mat Ward. One quick comparison later, and I knew that I'd found a suitable victim.

After I'd managed to get a Théoden of my own to use, it was a simple matter to saw off both heads and replace, putting the King's head on the artillery leader's shoulders. A little Green Stuff was all that was needed to repair some minor damage to the hair, and I had a remarkably good fit.

Converting the other crewmen came down to repositioning the arms on each model, making sure that the pose still looked natural.



The Bastion

The only requirement for the bastion was that it had to fit into the existing castle structure, and that it would need to be able to hold the Battlecry and its crew. As we had already created a set of templates for a normal wall, all

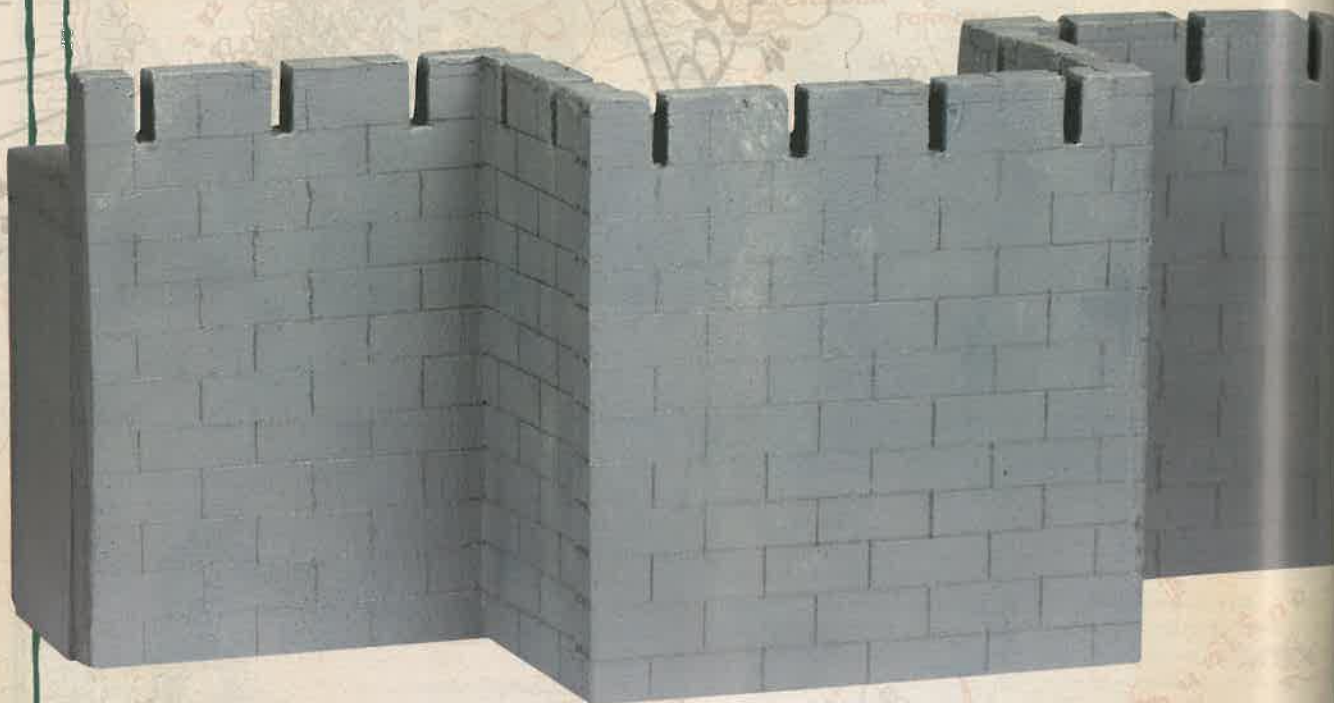
we had to do was modify the original design slightly.

The simplest way to create a bastion was to take the design of a normal section of castle wall, and extend the bastion outwards from the middle. That meant changing the design of the top of the wall to

a T shape and breaking up the front wall to accommodate the extension. In fact, building the new section was easy to do, once we'd taken the time to make sure that the crenellations on the battlements matched up and that

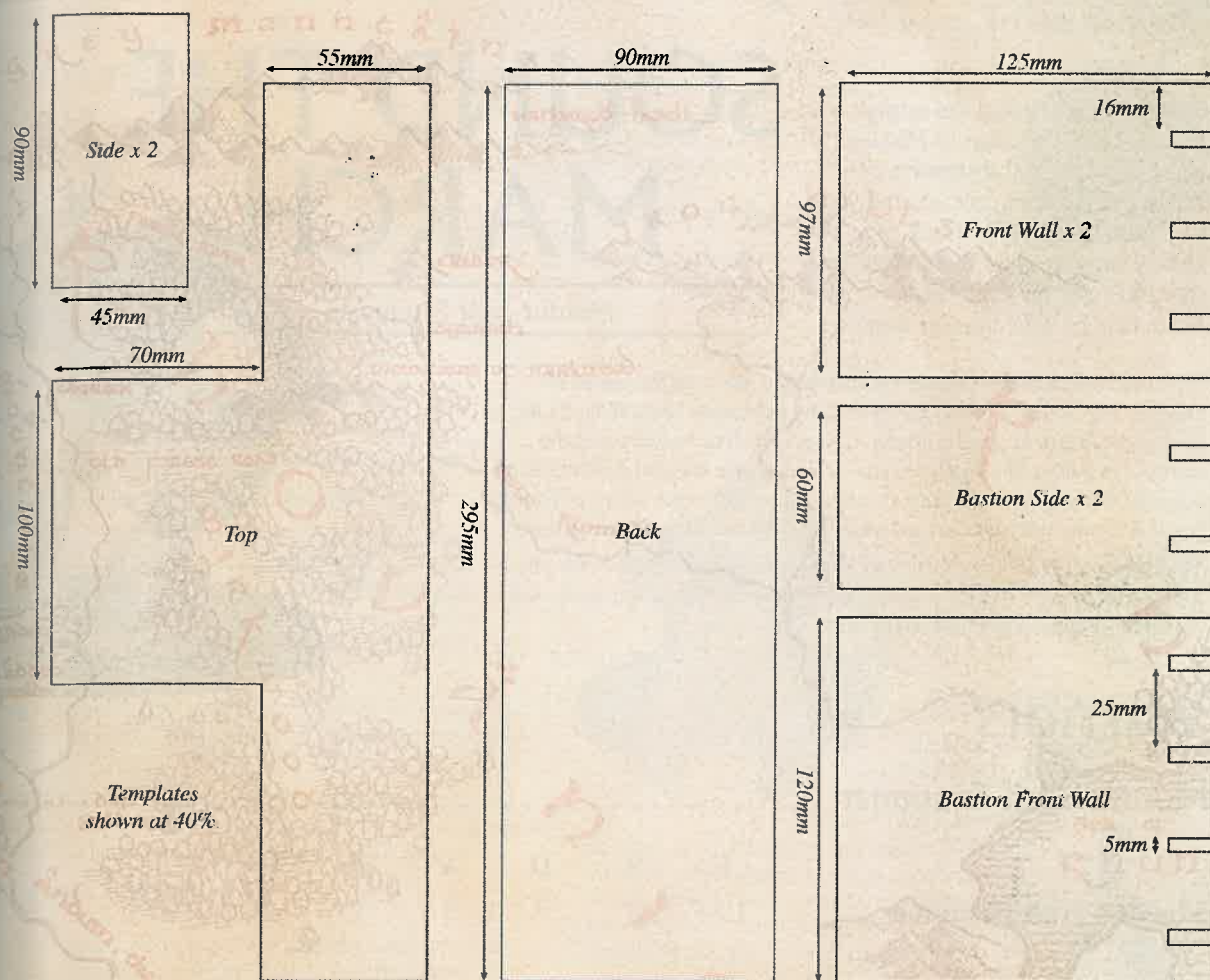
the extension was big enough to take my siege machine

For anybody who wants to add artillery to their own walls, we've added templates in the same style as those in the *Siege of Gondor* supplement



The finished castle, complete with bastion section.

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We soon got stuck into fighting some games with the new castle. Attacking a castle proved to be quite a challenge for the Orcs and Uruk-hai. Adi was mumbling something about getting some more muscle, which sounded ominous. For myself, I rather fancied a change from all that silver armour. Is that the pounding of hooves I hear in the distance...

SOUND THE MARCH

Sauron has assembled the largest host of Orcs ever seen in Middle-earth and the Troll drummers of Mordor drive them towards the walls of Minas Tirith. Bryan Cook of Hobby support gives some modelling tips and rules for using Troll Drummers in your Mordor armies.

Mordor Troll Drummers

When the forces of Evil are on the march they do so to the sound of massive war drums. Carried and played by enormous Mordor Trolls the beat of the drums keeps the march in step as well as encouraging the warriors in battle. The Trolls toughness and simple minded determination keep the drums playing, acting as a rallying point for the forces of Mordor and driving the warriors forward onto the very spear tips of the enemy. You can simply use this conversion as another Mordor Troll, or use the special rules below (which is much more fun). Of course you need your opponents permission to use these rules.

A Mordor Troll Drummer



Warriors

Mordor Troll DrummerPoints value: 200

	F	S	D	A	W	C
Mordor Troll Drummer	7/5+	7	7	3	3	3

Troll

You may include one Troll Drummer for every Hero in your army instead of a banner. The base profile for a Mordor Troll is used with the following special rules:

Special Rules

No Stones. The Troll is unable to pick up and throw stones, he has his hands full!

Drums of Doom. At the beginning of the game, deploy the Mordor Troll Drummer following the instructions of the scenario like any other Evil model.

Troll Drummers cannot carry other burdens such as ladders.

As long as the Troll Drummer is alive, the Drums have the following effects:

- In all fights within 18"/42cm of the drum which include at least one Mordor Warrior or Hero (Orc, Troll, Uruk, Easterling, or Haradrim) the Evil player can re-roll **any one** of the dice he rolled when determining who wins the fight. You must stick with the result of the re-roll (you can never re-roll a dice more than once). Because the Troll is somewhat encumbered by the drum he suffers the negative for carrying a two-handed weapon but receives no bonus on the Wound chart.
- All Mordor Warriors (including Heroes) within 18"/42cm add +1 to their Courage value and all Good models within 18"/42cm subtract -1 from their Courage value.



How to make your Mordor Troll Drummer

Miniatures needed:

Mordor Troll (the loader from the catapult is the best)
Cave Troll

Materials Needed:

Greenstuff, lots of Greenstuff!
Sculpting Tool (small knife or toothpick)
Super Glue
Thin brass rod or Plastic tubing
Modelling saw
The Vice drill

Converting the Troll:

Clean up your model as normal, removing flash and mould lines.

Assemble the Trolls torso, legs and head as normal.

To make the trolls right hand able to wield a drumstick you have to remove it at the wrist with a saw. The same then needs to be done with the cave troll and the hands swapped. If you are careful with your cutting and don't damage the hands you end up with two converted trolls (the cave troll is now throwing a stone!). After gluing, the join at the wrist was smoothed out with a little greenstuff.

At about this time, before gluing the arms to the body, you must drill a hole right through the hands. This is so you can slide in the drumsticks later.

The left arm is much easier. Simply glue it in place slightly raised to capture the effect of the Troll beating the drum. This leaves a pretty big gap under the arm so be sure to use some more green stuff here too.

2 Making the the Drums:

Constructing the drums is the main piece of work needed to turn your ordinary everyday Mordor Troll into a menacing Troll Drummer. The drums are almost entirely sculpted from greenstuff.

Start by needing together equal parts of the yellow and blue sections. You will need to make a about half a packet of greenstuff to have enough for both drums.

If you have never used greenstuff before it helps to have some vaseline or small amounts of water on your fingers and tools to stop it sticking to you.

Once you have mixed your greenstuff check there are no hard lumps and the green colour is even (make sure there aren't any blue or yellow bits in it). Now comes the fun bit!

To help make the two drums a smooth consistent shape I used a mould. A mould can be made from all sorts of things. This time a lid from one of the old style paint pots was used (making sure all the paint was washed out!).

Now line the inside with vaseline, this will make it easy to remove your greenstuff drum from the 'mould'. Push greenstuff into the lid, enough to fill it up to the point shown in the picture A.

Remove carefully with your sculpting tool. You might get a little damage to the shape when removing it but you can clean it up with your tool later. The piece should now be looking like picture B.

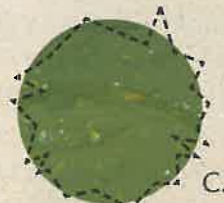
The main shape for the drums is now made. The next step is to make skins for them. Simply roll out a flat circle shaped piece of greenstuff. Do this on a flat surface so the drumskins will be smooth and flat.



A.

B.

Once you have these two pieces flattened out, use your sculpting tool to cut slices out which creates the ragged edges on the drumskins. Picture C is a good guide to follow. Lastly lay the skins over your drums and they are done!



C.

3. Making the straps:

Making the straps is simple. First you need to make some fur to go on his shoulders. Make a rectangle shape of greenstuff, lay this onto the models shoulders and add some texture. To add texture use your sculpting tool or something rough like a toothbrush to shape the fur. Next put a groove into the fur where the straps will run. This creates a sense of the drums being heavy and pulling the straps down.



D.

The straps are made in a similar way to the drumskins. Flatten out a piece of greenstuff 10cm in length. Then simply cut out two strips as evenly as you can. Carefully lay the straps over the model like in picture D. You may need to glue these in place so they don't fall.

4. The Drumsticks:

To make the drumsticks first cut off two 3cm lengths of brass or plastic rod. These are the handles. Next wrap a blob of

greenstuff around the tip of each handle. Sculpt these blobs into shape using your tool. A good trick is too use real string to wrap around the greenstuff where you want it to be more narrow. Your finished drumsticks should look a little like picture E.



E.

A job well drum...

If your finished Troll Drummer looks even a little like this then you are now the proud owner of a cool, unique gaming piece which is dead 'ard in the game too!

Congratulations and drive the Legions of the Eye forth!



The finished Troll Drummer conversion

Shelob makes a great addition to any The Lord of The Rings miniature collection. Here Adrian Wood guides you through assembling and painting this giant spider.

MODELLING AND PAINTING SHELOB

Painting The Return of The King's Fearsome Spider



One of the most memorable creatures from The Return of The King film is Shelob the Spider, who catches Frodo after he is betrayed by Gollum in the pass of Cirith Ungol. Sam bravely fights her off, even though she is several times the size of him - the model is just as imposing as her movie counterpart, standing over 6 cm tall, from the ground to the tip of her front legs. On these two pages we'll show you how you can assemble the model and paint it.

ASSEMBLING THE MODEL

Stage 1

After you've cleaned any mould lines and flash from the two back body halves, try a dry fit to see if they fit snugly together. If they don't, carefully file down the flat inside surfaces until they do. Finally, using superglue, glue the two halves together.

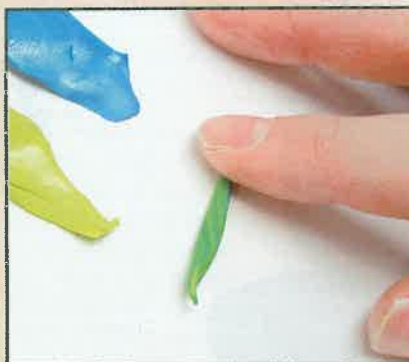


GAP FILLING WITH GREEN STUFF

When you fit together any miniature there may be small, unsightly gaps. You can fill these with a two-part epoxy putty called Green Stuff.

It's a good idea to mix up more Green Stuff than you think you'll need. Cut off a piece from the roll and mix the two parts together until you get a consistent coloured putty without streaks in it. If you find any hard 'bits' from where the two parts meet, cut this away and consign it to the bin.

Apply a piece of putty large enough to fill the gap and lay it over the top. For a long thin gap, make a thin sausage of putty. Push the putty into the gap using your knife or modelling tool if you have one. Trim away any excess but aim to slightly overfill the gap - you can file the putty back later.



Mix the putty and roll a small piece into a sausage or ball.

Let the putty cure - it will set faster if slightly warm. Place a desk lamp about 6" away from the model, that should help. Be careful not to go too close or any plastic components may melt.



Push the putty into place with the tip of your modelling tool.

Stage 2

Fit the front body part to the back half, to see if you will need to remove any metal from the front to make it fit properly. Then, after you have done that, glue the front piece to the back with superglue. You may need to use some Green Stuff to fill in the gap between the two.



Stage 3

Now that the body has been assembled, it's time to attach the legs. If you look closely, you will find out that the tags all have a code on them, for instance L3. There are 8 legs and two feelers, so start with the two front legs, L1 and R1, and remove any flash and mould lines. Make sure you remember which goes on which side! Drill holes in the legs and pin them in the appropriate sockets.



Stage 4

Take the other legs, and pin them into the appropriate sockets in a similar manner as the first set, starting with the second row, then the third and finally the fourth. If necessary, fill any gaps with Green Stuff.



Stage 5

Attach the feelers to the head in a similar fashion.



Stage 6

Finally, you might want to pin the legs to the base before you start painting her, just to make sure she doesn't break off when you're using or transporting her.



PAINTING THE MODEL

Painting Shelob is very straightforward since most of the model is black. Start by undercoating the model with Chaos Black spray. Then mix Chaos Black with a small amount of Bleached Bone and carefully drybrush the hind body with this. Next highlight the edges of the carapaced legs, the mandibles, feelers and head.



Add more Bleached Bone to the mix and highlight all these areas again, focusing on the highest detail and sharpest edges. Next glaze the whole model with a mix of watered-down Black and Brown inks.

Scab Red was used as a basecoat on the reddish areas, and then highlighted with a mix of Scab Red and Dwarf Flesh. Add more Dwarf Flesh to the mix and highlight the spots on the back and the edges of the mouth. Paint a final highlight of Dwarf Flesh on the very edges of the mouth and the centre of the spots on the back. Apply a mix of watered-down Brown and Red inks over the red areas.



Shelob is a fun model to paint, due to the effective colour scheme and the impressive pose. The trick to painting creatures like this is to keep the colours muted and realistic, staying true to the film.



Shelob ambushes Frodo at Cirith Ungol.

The offspring of Ungoliant, Shelob preys on any who are foolish enough to enter her domain. Be they good or evil, they all serve the same purpose: food.

Cirith Ungol, or Spider Pass, is a treacherous and sinister pathway through the mountain range that guards the western border of Mordor. It is the one passageway into the Dark Land without braving the Black Gate itself. Despite this, it is only scantily guarded, the Orcs who act as sentinels are only a token gesture of defence, for Sauron is unafraid of the risk that Spider Pass presents to his domains. He knows the secret that lurks within the twisting pathways and caves of that place, and he is all too willing to risk a few Orcs for the security that 'she' gives him.

She is Shelob, the terrifying child of Ungoliant. Throughout her long and evil lifetime she has preyed on all manner of living creatures. This day, however, it is the unfortunate Orc patrol led by Ufthak. Of all the loathsome duties the Orcs who watch over Cirith Ungol are cursed with, the most undesirable is the all too frequent patrol across the bleak landscape surrounding Minas Morgul

SHE HUNTS

A The Lord of The Rings scenario

The Orcs fear to tread too far from the walls of the tower, for terrible evil stalks those unfortunates who stray near the lair of Shelob.

Ufthak has his orders. He is to lead his patrol along the mountain pass, keeping alert for intruders. Shelob is starving hungry. Spying Ufthak, and seeing his significant bulk, she recognises a hearty feast should she be able to slay him.

Good™

Ufthak (Orc Captain)
2 Orcs armed with bows
2 Orcs armed with spears
2 Orcs armed with shields
2 Orcs armed with two-handed weapons

Evil

Shelob

Layout

Set up a 48"/112cm x 48"/112cm board. Scatter as much terrain as you have which will suit the

imagery of the pass. The more rocks and boulders that you can place on the board, the better the game will be, and the more evocative the board will look. Take care, however, to leave a definite pathway to represent the pass.

Points Match: Hunt

If you want to play a Hunt scenario using alternate forces, then the Evil side should take one Hero. The Good side should then choose a Hero costing no more than 50 points, and enough Warriors to make the points equal. Being exact isn't important, as a few points either way won't really matter. You could, for example, have a Ringwraith hunting a Captain of Gondor through the ruins of Osgiliath if you wish to try an alternate 'Hunt'.

Objectives

Shelob must kill Ufthak and drag him off the board to win this scenario. Should Shelob flee or leave the board without Ufthak for any reason, Evil is considered to have lost the scenario. For Good to win the scenario, Ufthak must escape from the opposite board edge, alive and able to make his report to his masters.

Starting Positions

Shelob should be deployed within 12"/28cm of one table edge. This is the edge from which Ufthak is trying to escape. On the first turn, Ufthak and his Orc Warriors should move onto the table from the opposite edge.

Special Rules

Dragging Ufthak. When Ufthak loses his last Wound, do not remove him from play. Instead lie him on his side to represent him succumbing to the effects of Shelob's poison. To drag him, Shelob must move into contact with him. She may then complete her move normally, and moves as normal from that point onwards, taking Ufthak with her as she goes. If Shelob is engaged in a fight, she will immediately drop Ufthak to fight her opponent. When carrying Ufthak, Shelob is allowed to use her move to leave the playing area – thus winning the game.

The Patrol. Whenever an Orc Warrior is killed there is a chance that another will enter play, representing the laggards who have fallen behind the main patrol catching up. Each Good Move phase roll a D6 for each dead Orc Warrior. On a 4 or more the model may enter play from the same table edge as Ufthak. They may not charge on the turn they enter, but they may shoot as normal.



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48"/112cm

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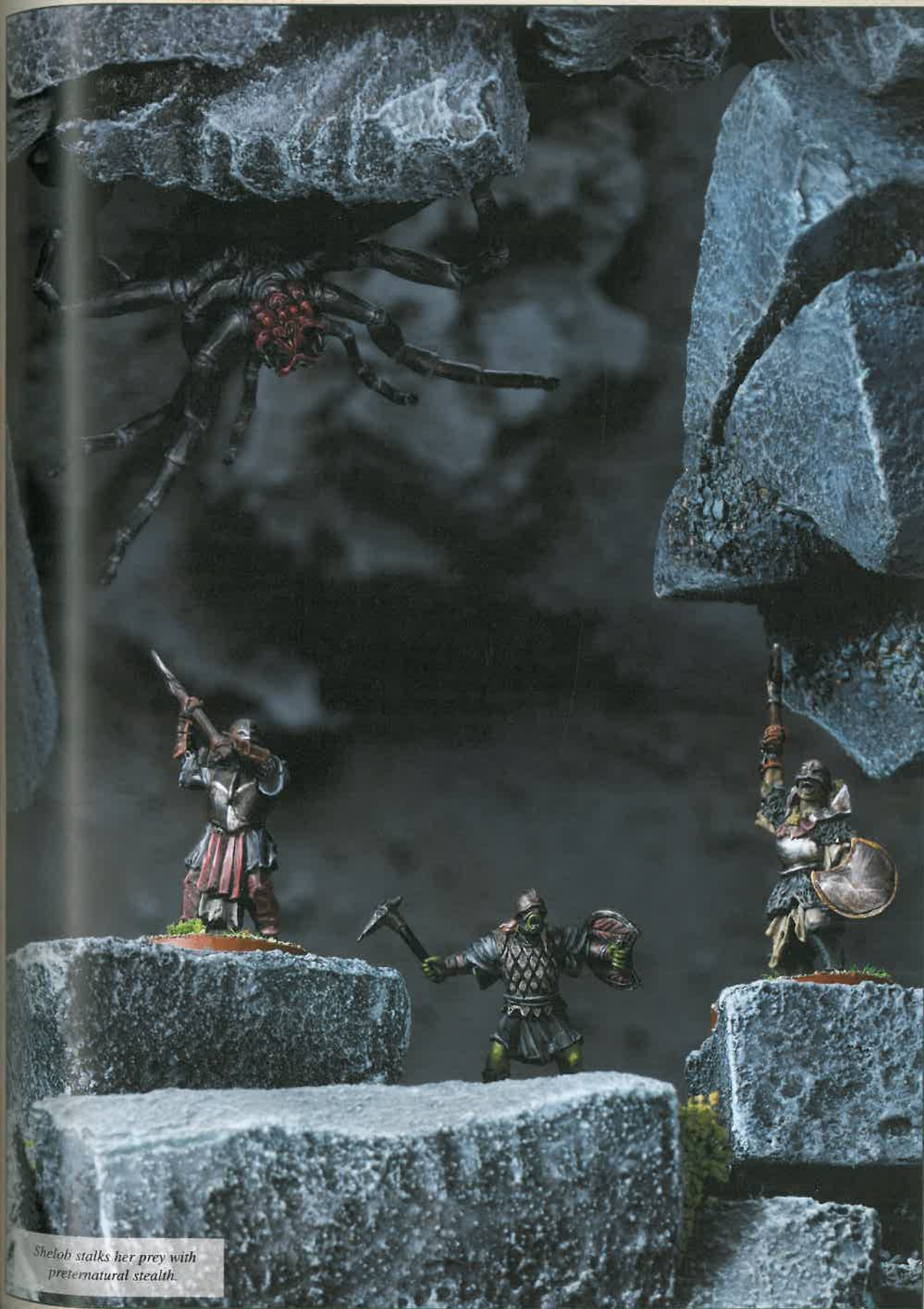
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Shelob stalks her prey with preternatural stealth.

THE CORSAIRS OF UMBAR

A The Lord of The Rings scenario

Adam Troke scribes a scenario where Casabar the Grim and his squadron of Corsair raiders launch a surprise attack on a Gondorian garrison.

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)

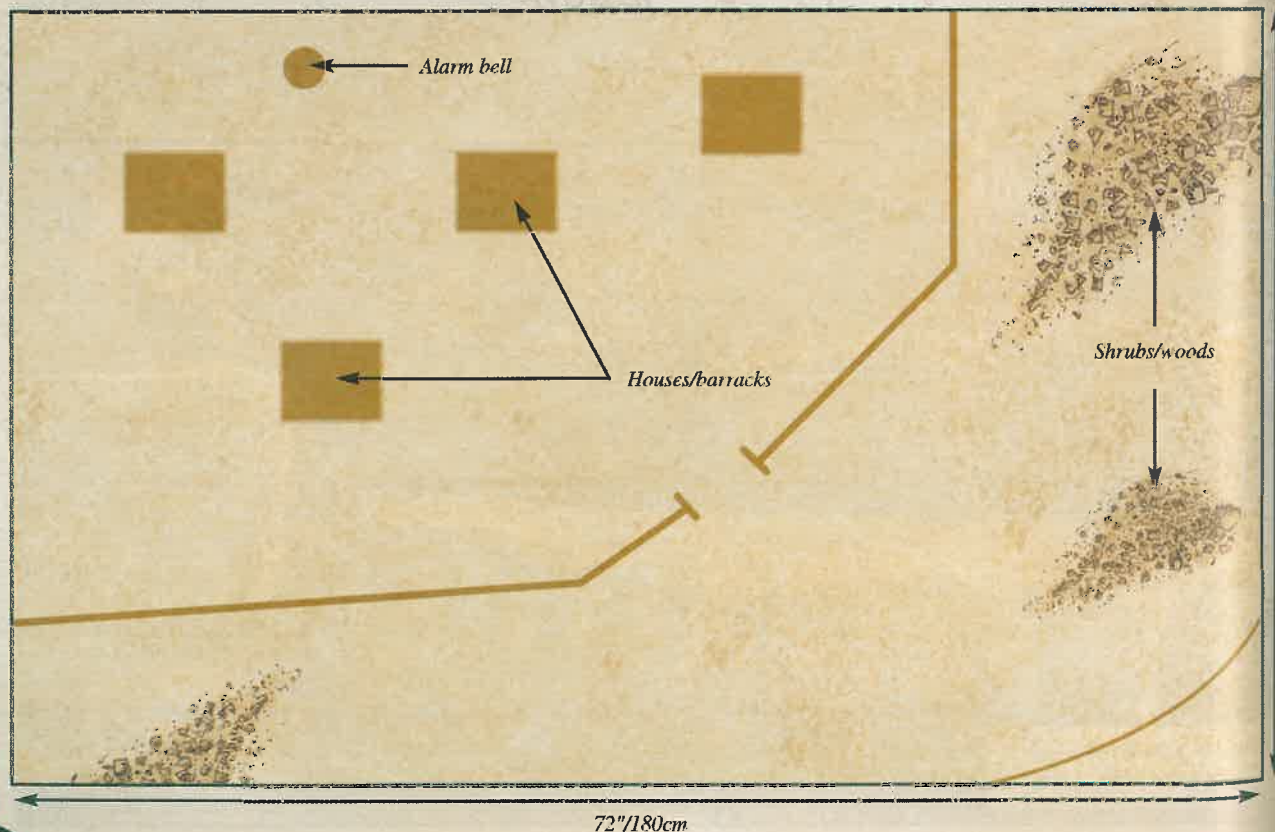
Five models in the Evil force may exchange their weapons for oil and tinder – see Firing the Buildings. They count as armed with daggers in combat.

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 waters 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, when they are aware of the intruders, roll for each Sentry in turn on the following table to see how they move:

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.

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 onwards. From this point onwards they may move, shoot and fight normally.

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 2 Warriors of Minas Tirith with hand weapons and shields, 2 Warriors of Minas Tirith with spears and shields and 2 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.

Once a building is ablaze, the alarm is considered to be raised, and the Good player may begin rolling for reinforcements as above.

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 fifteen 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. Thranduil 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 game.

GOOD HEROES

Thranduil, King of Mirkwood (Wood Elf)

Points value: 125

	F	S	D	A	W	C	Might:
Thranduil	6/-	4	4	3	3	7	Will: Fate:

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	Might:
Mirkwood Captain	6/3+	4	4	2	2	5	Will: Fate:

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 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 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

lines 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...

Of course, 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 the High Elf kindreds, so too do the types of warrior that the Elves of Mirkwood 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 – most scenarios limit your missile weapons based



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 counter charge. 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, finally, 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 put, a Mirkwood army – though slowed by a lack of cavalry – 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>	125
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>	76
		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 tough 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>	120
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>	377
		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 little or no 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.



Following on from the introduction of the inhabitants of Mirkwood, Mat Ward has a look at the forest of Mirkwood itself.

WAR IN MIDDLE-EARTH: MIRKWOOD

Fighting battles in the land of Mirkwood

In the heart of the land of Rhovanion lies the forest of Mirkwood. Indeed, to a very great extent, Mirkwood is the land of Rhovanion, for its massive presence dominates the plains and hills that surround it. In the closing years of the Third Age, Mirkwood, as its name would suggest, is a gloomy and haunted place that only few would dare enter. Spiders of immense size and appetite spin vast webs between the moss-coated trees, wargs prowl through the leafy glades and, in the darkest depths, fouler creatures yet wait to ensnare the unwary.

It was not always so, and in the early years of the world, the forest was a very different place. In those times, Greenwood the Great was its name. Beneath its canopy, one of the largest of all the Elf-realms thrived and traded with the nearby realms of Men and Dwarves. Though their king, Thranduil, had pride enough to rival the great Noldorin kings of old, for the most part they lived in peace with their neighbours, for it was not just Elves that lived beneath the trees. Small communities of Men dwelt upon the borders of the wood, the noble houses of Rhovanion from which the people of Rohan would be

born. Alas, in the middle years of the Third Age, these happy days came forever to an end when Sauron took up abode in the south of the forest.

Seeking a haven from where he could recover and rebuild his strength, Sauron constructed the fortress of Dol Guldur in the southern reaches of the forest. Though he took great care to prevent the Wise from learning of his survival, evil things were ever drawn to the Lord of the Rings. Slowly, but inexorably, his taint began to fall upon the forest. Malign spirits began to gather about the tower of Dol Guldur and Orcs, hunted by the Rohirrim in the plains to the south, began to venture under the shade of the trees. Little by little, the forest itself became corrupt and befouled. The spirits of the trees, once peaceful, in the south became spiteful and bitter. As the blight grew, the Wise became ever more concerned, and though they knew Dol Guldur to be the source of this corruption, they were unaware that Sauron still lived within its walls. Instead, the ruler of Dol Guldur became known as the Necromancer, and it was not until Gandalf the Grey passed into its dungeons that Sauron's identity was revealed.

Upon discovering that the Dark Lord still lived, Gandalf argued for the assemblage of the Wise, the White Council, to assail him and drive him from his lair before his strength could be fully recovered.

In this he was opposed by Saruman the White, then apparently still true to his task in Middle-earth, who argued for patience and caution.

In time Gandalf prevailed, and the White Council stormed Dol Guldur, driving the Lord of the Rings before them, but the fortress remained, and so did its taint on the forest about it.

For the remainder of the Third Age, the site remained an evil place and chief stronghold of the great enemy.

Though Sauron had fled, returning to the land of Mordor, Dol Guldur's armies slowly grew once more, watched over by the Nazgûl whose power was second only to that of the Witch-king, Khamûl the Easterling.

It was not until the final defeat of Sauron that his touch fell from Mirkwood. A force of Elves out of Lothlórien, led by Celeborn and Galadriel, routed the defenders and smote the corrupted tower's ruin upon the black earth.



The Elves of Mirkwood rally quickly to banish the Goblin intruders.

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The taint of Mirkwood attracts the forces of Evil to its dark and secluded areas.

PLAYING SCENARIOS IN MIRKWOOD

Touched by darkness, Mirkwood is an intimidating site for a battle. If you wish, you can play the Points Match scenarios (from White Dwarf 288) beneath the canopies of Mirkwood. If you do so, the following special rules can be used – roll one D6 on the following table to determine which special rules (if any) are to be used – note that multiple rolls of the same rules do not stack (you could not end up with two sets of spiders! for example). Alternatively, players can agree which of these rules they are using before the game begins.

Dice	Result
1	Spiders!
2	The Enchanted River
3	The Shadow is Strong
4	Tangled Undergrowth
5	Unfriendly Eyes
6	Roll twice more on this table

Spiders! Kin to Shelob and Ungoliant, the spiders of Mirkwood are smaller but no less cunning than their forebears. Avoiding direct confrontation with their prey, they spin great webs from tree to tree, returning to devour any that they ensnare. During the Priority phase, each player rolls a dice for each of his models that are within 1 1/2cm of a tree. On the roll of 1, the model has been caught in a web and may take no further action until they escape. Models caught in webs count as having a

Fight value of 1 and roll only a single dice in combat – if they win, they may not strike. They always count as trapped. At the end of the Fight phase, webbed models may roll one dice for each Attack on their profile. Friendly models in base contact, who have not fought in a combat that turn, may attempt to assist them – roll an additional D6 for each attack from friendly models. If one or more 6s is rolled, then the victim has escaped from the web and may move normally next turn (provided, of course, that they do not get caught up within the web again in the following Priority phase!).

The Enchanted River. In the northern part of Mirkwood, a small river flows through the trees. Though it appears to be an ordinary river, its waters contain a powerful enchantment, capable of putting mortal creatures to sleep if they drink so much as a single drop. Place a river no more than 2 3/4cm wide on the board, running from the centre of one short table edge to the other. This river can be jumped across, as described in the main rules, but any model entering the river for any reason is instantly paralysed and their body drifts to the nearest bank by the shortest route. Paralysed models are knocked to the ground and may do nothing until they recover. If engaged in combat, the model automatically loses and counts as trapped. At the end of the Fight phase, the controlling player may roll a D6 for each paralysed model. On the roll of a 6, the model recovers and may immediately

stand up. Friendly models in base contact that spend the Fight phase doing nothing else may attempt to rouse the model, in which case, the controlling player rolls an extra D6 for each model attempting to assist.

The Shadow is Strong. Sauron's presence is all too noticeable in this part of the wood, giving heart to Evil creatures and uncertainty to the Free Peoples. All Evil models may re-roll any failed Courage tests they are called upon to take in this game as they feel their master's will spurring them on. Conversely, Good models have every reason to question their own resolve – all Good models must re-roll successful Courage tests.

Tangled Undergrowth. This area of Mirkwood is a mess of tangled briars and thorns, making progress incredibly difficult. To represent this, the entire board counts as difficult terrain. Note that it also counts as woodland terrain, so Wood Elves and Ents may still move without penalty.

Unfriendly Eyes. The Elves of Mirkwood are fiercely territorial and do not take kindly to the presence of intruders. Whenever the roll for Priority is drawn, the Wood Elves have taken exception to the combatants and fire a shot at one of them. The player who loses Priority may choose one of his opponent's models. That model takes an automatic Strength 3 hit, exactly as if it has been shot at by an Elf bow.

Over the next few pages is a small collection of some of the Golden Demon winners from the Games Day held in England in October last year.

GAMESDAY & GOLDEN DEMON 2003



SILVER

Daemonhunter warband by Michael Anderson



WARHAMMER 40,000 SQUAD

GOLD

Space Wolves Squad by Stefan Darlan

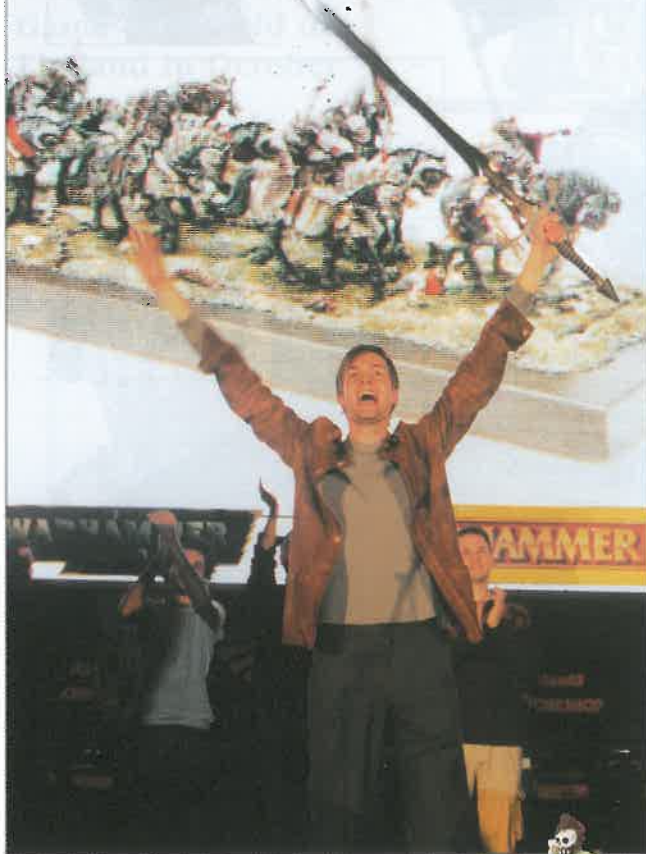


BRONZE

Necromunda Goliath Gang by Daniel Twiss



SLAYER SWORD WINNER 2003





SILVER

Dwarf Longbeards by Paul Capon



WARHAMMER SINGLE MINIATURE



SILVER Beastman by Michael Anderson



BRONZE Luthor Huss by Mark Tait



GOLD

Beastman Shaman by Joe Hill



WARHAMMER 40,000 SINGLE MINIATURE

GOLD

Imperial Guardsman by Joe Hill



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GAMESDAY & GOLDEN DEMON 2004



SUNDAY OCTOBER 24TH 2004
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THE NEWS

WARHAMMER 40,000 UPDATED!

In case you haven't heard yet, a new era of war is dawning. An upgraded version of Warhammer 40,000 is on its way. The game itself will be available later this year, but we are previewing the rules on the internet. A PDF will be available from our website, that reveals many of the changes the latest version of Warhammer 40,000 brings. If you have the old rulebook, this PDF will allow you to try out the updated version of the game straightaway.

There are several reasons we're doing this, the main one being that we want to keep you chaps out there happy. Whenever it is announced that we're altering a favourite game like Warhammer 40,000, rumours fly around as to what's being changed. Not that we don't want you to get excited, you understand. Excitement is good. But worrying that your 20-strong unit of beautifully converted and painted death-dealing super-elites will be rendered obsolete by the turning of one freshly printed page is not. So this time around we're simply going to tell you what the changes to the game are up front.

That leads us onto the second reason for this early release of the rules changes – that actually the game hasn't changed that much at all. The update really is just a refinement of the basic rules. Like all games systems, Warhammer 40,000 has gone through a few incarnations. All of these were pretty different to each other. But Warhammer 40,000 has been around for a while now. The designers in Games Development are pretty happy with the way it plays. It has reached a point where all that is needed are a few tweaks here and there, mostly refinements and standardisations. These mainly come from the Trial Assault and Vehicle rules we have published over the last couple of years, so they should be familiar to many players.

One thing that is of paramount importance is that the codexes will remain fully compatible. You can update your Warhammer 40,000 collection without spending a year and a half choosing your army from a stripped down version of your codex printed on a scruffy photocopied sheet and wondering if you get to keep all your unit types.

That is not to say that the game has not changed at all. As Andy Chambers and Pete Haines reveal in their interview, the alterations make the game all the more dynamic. The days of Rhino-Rushing Space Marines and stationary tanks pumping out cannon fire are gone. A whole new world of entertainingly tough tactical choices awaits you. This is a game that rewards more than just the clever use of a codex. The laurels of victory go to the most canny practitioner of tactics. It is increasingly a game of subtlety. A game of cunning.

Warhammer 40,000 has stepped up a pace.

- There is an updated Warhammer 40,000 coming out.
- The changes are adjustments, **not** a wholesale overhaul.
- All your codexes and miniatures will be fully compatible with the latest version.



D! Warhammer 40,000 designers Andy Chambers and Pete Haines spill the beans



To get the full story on the update, White Dwarf hooked up with Games Designers Andy Chambers (Warhammer 40,000 Overfiend) and Pete Haines (Warhammer 40,000 Senior Games Developer) to find out exactly what the rules changes mean for gamers.

"Any game that has supplements coming out for it will reach a point where the weight of supplementary material makes it harder and harder to learn the basic game from the outset," explains Andy Chambers. "One of the ironies about a supplement is that a lot of the material is about breaking the basic game rules. And after a while you can't see the rules you are breaking any more because there are so many exceptions to them. That's one of the biggest drivers with our ongoing games system like Warhammer 40,000 or Warhammer, going back to the core system and going, 'Right, in the course of doing these supplements we've learnt things that we need to do with the game.' It's a very evolutionary process."

Andy points to the rule for True Grit as an example. This rule is written up in three different places in three different ways. The new rulebook has a definitive version.

But though much of the book deals with similar codification and clarification, there are three more substantial changes. The first of these concerns the Assault phase.

"Assault was an interesting one, because it kind of changed direction a couple of times," says

Pete referring to the trial Assault rules released here in White Dwarf a couple of years back. "In the second edition Warhammer 40,000, combat was very much a model versus model system, and we broke away from that and moved towards unit versus unit combat, but in filling in some little loopholes, it accidentally took a swerve back towards being individual model versus individual model. We just wanted to break that link once and for all."

The same goes for the vehicle rules, the second rules section to see more detailed changes.

"In terms of game dynamic in the current edition you have an army that very much falls into one of two camps, where you rush across the table to get into assault as fast as possible or you stand there and shoot the people who are rushing across the table as fast as possible," adds Andy. "We wanted to get to a point where all armies could manoeuvre more. So we've loosened up on allowing vehicles to move and shoot, so they aren't just static pillboxes. Being given a choice between moving a bit or shooting, you're just going to sit there and shoot all your guns all the time."

Other changes include subtly altered damage charts, and making assault from a closed transport illegal under most circumstances.

"The problem identified with things like the Rhino Rush was that it was too easy to effect," explains Pete. This often-used tactic, where a bunch of rock hard marines pile into combat virtually immediately, is a particular bugbear of his. "When a tactic's very effective and very easy to do, then that takes skill out of the game. It's a leveller, to a degree, but not a very good leveller, because inevitably everyone just apes a standard tactic that they've seen before," he says.

"Being on the receiving end of it is not much fun either," adds Andy.

Finally, Rapid Fire weapons have had their rules changed making games flow better and more dynamic. Rapid Fire weapons can shoot 24" if they do not move, but may always fire twice at 12", even if they moved in the Movement phase. Pete says they had very good cause to affect this alteration.

"The flipside of the static armies was that effectively they only had one part of the turn sequence to play in, and that's the Shooting phase. It's an old rant of mine, but I think games work better when both players get an equal amount of playing time. And if you've got a three hour game, you don't want one person getting three quarters of an hour of it and the other two and a quarter, because then one's more of an observer and less of a participant."

Andy sums it up for us. "We've basically done a few tweaks in response to observing where the third edition's gone and said alright, how do we push this towards a more in the middle game where a shoot, fight, manoeuvre army is fun to play and effective in the game? These are not major alterations. The core rules remain the same."

"We've tried to make it so close range firefights can be as effective as assaults," says Pete. "So if you can't push someone off a position with bayonets, you can mass a lot of firepower close in and drive them off with shooting. One thing that's worked out very well in playtesting is that the game is now divided into three distinct phases. Long range suppression fire, then close range firefights, then, with the enemy disrupted, following up to finish them off with assault. Now you're going up through the gears with each army, and I think it's worked quite well."

THE FUTURE

Can't wait until you turn on your PC to find out what's what? Here's a brief taster of some of the upgrades to Warhammer 40,000. For more information, you'll have to log onto the Games Workshop website, where the full details can be downloaded as a PDF file.

Vehicles

- Vehicles can now shoot more guns on the move! The system works on a Strength-based criterion. Any weapons of Strength 6 or less count as 'Defensive' weapons. You can fire as many of these as you like when moving up to 6". Any weapons of Strength 7 or higher count as 'Main' weapons. Only one of these may be fired on the move. Of course, if you move more than 6" you can't fire anything, unless your vehicle is fast.

- There is no more assaulting out of closed vehicles. Your troops may disembark as per the current rules, but may not then Assault in the same turn. Open-topped vehicles are not subject to this rule, and there are a few exceptions for closed vehicles.

- The damage tables have been redesigned to make them more realistic in effect. This includes forcing disembarkation for passengers on some results, and automatic pinning for those bailing out of a destroyed vehicle under others.

Shooting

- Rapid Fire weapons can shoot twice at 12" even if they move. This makes certain basic troop types in almost every army more effective, and encourages some really exciting close-range gun battles.

- Shooting at units with multiple Toughness values and/or Armour saves has been tidied up. Running throughout the new edition there is a new credo, that of 'the majority rules'.

- There's a nifty new rule that allows you to sometimes choose which model takes Armour saves in an enemy unit. This only applies if you wound all the models in the unit, but can prove very useful under certain circumstances.

Assault

- Like in shooting, the majority rules for hits in close combat. This helps clear up those nightmare Assault phases where you have an Ork Warboss accompanied by various Nobs and Grots fighting Black Templars. The complicated differences in Toughness and Armour saves have now been smoothed over.

- Models in close combat within 2" of a friendly model engaged with an enemy get to use all their Attacks, including any special abilities bestowed by wargear and weapons. This makes combat a rapid and brutal affair.

- Units that Fall Back and are caught by their pursuers are wiped out. Ouch!

Right, that's enough of that! If you want to know more you'll have to turn your computer on and head off to:

www.games-workshop.co.uk/warhammer40k

THE UPDATED WARHAMMER 40,000 RULEBOOK IS RELEASED ON 1st SEPTEMBER

TACTICA: WITCH HUNTERS

There are a variety of ways to field a Witch Hunters army; on its own, with Sisters of Battle, or as an allied force to fight alongside your existing army. We asked some veteran Sisters of Battle players for their thoughts and ideas on how they plan to customise their armies with the new Codex: Witch Hunters.

Graham McNeill: When Andy Hoare and myself were given the task of putting together Codex: Witch Hunters, we knew we were going to be working on a project that had a lot of very dedicated (and very vocal) fans out there. Rather than being daunted by this prospect, we decided that we should harness it and put it to good use. We knew of four people who were big-time Sisters of Battle players

and who knew which end of a Sister to point at the enemy. So, very early on in the development of Codex: Witch Hunters, we approached Clinton Wolf, Agis Neugebauer, Eric Goldstein and James Teal with the suggestion that they might want to give us the benefit of their many years of loyal service to the Adepta Sororitas. As you might imagine, they leapt at the chance and were of

immense help as we began to put together the very first drafts of the army list. As the list developed, they continued to lend their expertise to the development process and, now that the journey is complete, we thought it only fair to allow them to wax lyrical on how they plan to use the all-new Witch Hunters list. So, without further ado, over to the guys...



The Adepta Sororitas march to war.



A Witch Hunters army featuring inducted Imperial Guard.

CLINTON WOLF

As a veteran Sisters player, I well know that the ladies are fully capable of getting things done on their own, however, the new codex has opened up a wide range of options for customisation, and it's never a bad thing to take a look at new possibilities. So with that in mind, let's discuss using your Inquisitorial clout to induct some Imperial Guard into your army. There are three main reasons to augment your Witch Hunters force with a few ranks of lasgun-toting grunts:

- 1) You like the eclectic look as well as the painting and modelling challenges of a mixed army, and going the Imperial Guard route allows you the potential of fielding as many types of units as possible, including Battle Sisters (which the Space Marine option excludes).
- 2) As above, but your main objective is the mix of options and the firepower possibilities, and perhaps to expand your army a bit.
- 3) You want a Leman Russ. Go on, you know you do. Yes, this gets its own category separate from reason 2, as I believe that it's the first thing many veteran Sisters of Battle players will be eyeballing. Adepta Sororitas purists are excepted, of course.

At least, was looking first and foremost towards the Leman Russ. Yes, the Exorcist is a full-on battle tank, but it doesn't have a battle cannon and doesn't completely bounce plasma shots off its front armour. Fielding a Leman Russ across the table from one of those

plasma-heavy Dark Angels forces can be a nasty surprise for your opponent, and a way to keep their heads down for your advance. Haven't you ever wanted to play with some Ordnance? Well, now's your opportunity! Tag team it with an Exorcist and watch your opponent have fits trying to figure out which one to shoot at first.

Taking a Leman Russ is hardly a must-have for a Witch Hunters army, however, and it's a commitment both in terms of the tank itself and the inducted troops you'll need to qualify for it. Don't take a single tank and expect it to keystone your whole strategy: veteran Imperial Guard players don't, even if they field more. Take a Leman Russ for the fun of it, and have a plan for its use, not to mention the use of the platoons of Guardsmen you'll also be fielding. In a Witch Hunters list one of your best bets is going to be optimising all your Guard selections for long range, because your Battle Sisters should have the close to mid-range firepower covered, and you've got a selection of various loonies and assassins for assault purposes. I personally like to opt for a couple of Armoured Fist squads toting a single lascannon apiece, plus a Veteran Sergeant to help keep them steady. The Chimeras themselves get a multi-laser and heavy bolter, with a pintle-mounted heavy stubber tossed in for good measure: it might not mow down Space Marines, but nine shots that can reach out to 36" is nothing to sneeze at and, meanwhile, you have an even longer range pair of lascannon shots from the Guardsmen themselves. Remember that the squads don't have to be inside or

even nearby their transports during deployment, so plunk them down in a good firing position and start shooting as soon as possible.

If you have the models and points available, taking Imperial Guard Infantry platoons is another very viable option, especially since the obligatory Command squad can be equipped with a Chimera. I would stick to keeping things simple, however, and keep the Command squad and its platoons outfitted for long range: remember that these boys are the supporting cast of the show, not its stars.

Fast Attack is your final consideration with Inducted Guard, and if you want some cavalry in your force then by all means go for some Rough Riders, but be aware there is some stiff competition in the slots here and your means may be better suited by Seraphim or Dominions. Sentinels, on the other hand, are a great buy if you have room, especially with their ability to deploy immediately, regardless of the mission.

All in all, bringing some Imperial Guardsmen to join with your Witch Hunters creates a varied and capable force. This comes at the expense of leaving your Sister units with fewer Faith Points, but even without many Acts to speak of, combining the Sisters' durability and close-up punch with the long-ranged suppression fire of your Guard support is a great pairing to work with. Model them up as zealous followers or hapless 'volunteers'; either way, you'll have both a spicy narrative for your army, and a fearsome punch on the tabletop. Suffer no witches to live!



The Sisters of Battle are fearless in their assault on Evil, whatever form it takes.

AGIS NEUGEBAUER

When I was asked to help playtest the new Witch Hunter Codex, which includes the Sisters of Battle, I jumped at that opportunity. I have collected, painted, converted and played the Sisters of Battle ever since they came out in 2nd edition Warhammer 40K. I loved the background and the miniatures, and the new codex is, in my opinion, a real blessing for every Sisters player. Everything that was there before is still present and correct, plus some very juicy new units and rules additions.

Every Sisters player can basically field their existing army without any real modifications, but now we also have a lot more to choose from. The pure Sisters player gets the new Sisters Repentia and a lot more options, wargear and upgrades. And everybody else who wants to incorporate the Ordo Hereticus has even more choice too. They can have an Inquisitor with retinue, Arco-flagellants, Assassins, Death-Cult Assassins, more transport options (why not have a Land Raider as transport?), Storm Troopers, Penitent Engines and Orbital Strikes. And last, but not least, two very nice special characters. To field a living Saint, oh the joy! Since I am always interested in painting new and beautiful models, I am going to use Inquisition models in my existing Sisters army.

My HQ consists of a Palatine armed with bolter/melta combi-weapon and a Celestian bodyguard, all mounted in an Immolator. The Celestians are armed with a heavy flamer and a meltagun, and

to pass those all-important Tests of Faith, one Celestian is upgraded to an Imagifer. I always upgrade my vehicles with extra armour and smoke launchers as standard (who doesn't?). The new Holy Promethium upgrade also seems quite fitting to a transport carrying the HQ, so load up that tank at the back with flammable retribution. This unit can do everything you want. Your opponent has lots of tanks? Get the vehicle under smoke screen and move forward fast. Next turn punish him with two meltas shots. Facing Orcs or Tyranids? Burn them with the heavy flamer and the Immolator's twin-linked heavy flamer. You get the idea...

An Inquisitor with retinue and a Callidus Assassin fill the Elite slots. I have always liked Assassins, and the Callidus is just too good to be left out. The Inquisitor with his retinue also has a versatile role with a strong assault value in my army. Forcing your opponent to take Leadership tests is also quite handy, so I like to take Divine Pronouncement for my Inquisitor. To burn the witches, I also choose a Brazier of Holy Fire and a power weapon. The Inquisitor is usually accompanied by a Familiar, two Acolytes, with bolt pistol and power weapon, and three Crusaders. All are mounted in a Rhino with the ubiquitous extra armour and smoke launchers. This unit can advance behind a Sister transport, force Leadership tests in the ranks of the enemy army and assault with some serious punch. Six power weapon-wielding zealots truly are a sight to behold.

With the new codex, the Rhino is also back as a transport option for the Battle Sisters squad. So I like to take a squad of ten Sisters equipped with a heavy flamer and a storm bolter, including the all-important Veteran Sister and an Imagifer, and go for a ride. Another Troop choice that is too good to be ignored are the Storm Troopers. A small squad of five men with two plasma guns can do a lot of damage to the enemy if they're mounted up in a Rhino. They can hunt small vehicles or add some extra Strength 7 shots to another unit's shooting, and the new Kasrkin models are also really nice, so that's reason enough to take them.

The new Exorcist rules are also very tempting, and I always like to take at least one in my army. Another really cool unit are Penitent Engines. In most missions, you have to place your Heavy Support choices first, and the Penitent Engine is the unit for this job. You want them up front to charge the heretics quickly, and fortunately these guys are just the job for this! Since they are vehicles you can deploy other units behind them and screen them from enemy fire.

So, that is basically the core of my army. Roughly 1,250 points so far which leaves more options for expanding my army. Depending on what you are facing I recommend two more units of Storm Troopers or another squad of Sisters.

Or maybe that beautiful Living Saint.

ERIC GOLDSTEIN

With the advent of Codex: Witch Hunters the Sisters of Battle have lots of juicy new toys and allies from which to choose. But, if you're a purist like myself, you'll have nothing to do with anyone that isn't female and in power armour. The following is a short treatise on tactics that has consistently worked for my Sisters of the Wounded Heart.

Unlike some of the armies in Warhammer 40,000, the Sisters have no uber-death characters of any measurably outstanding combat prowess. So it is around the basic Battle Sister that I build my armies. The power-armoured, Ballistic Skill 4 Sister of Battle is the most economical troop in the game. Add to that Leadership 8 and a Strength 4 bolter and she's a steal at 11 points. Upgrade to a veteran Sister Superior and you're now at Leadership 9!

I like to build my squads large now that the squad size can be between 9-19. Generally, I'll pick a minimum of thirteen Sisters to a maximum of seventeen and include between four or five units minimum. This makes them extremely difficult to break and capable of laying down a scathing volley of bolter fire. I also recommend specialising your squads rather than mixing and matching so I upgrade to either a pair of flamers or a pair of meltaguns. But, of course, we

are now seeing the return of a Sister's best friend; the heavy flamer. I always make sure to upgrade two units to carry heavy flamers as the additional Strength and AP does wonders.

Two units I always take to the battlefield are Seraphim and Dominions. These two powerful units wear the mantle of 'Fast Attack' for good reason and are best used as such. Both of these units are generally held in check until a hole in my lines opens or a powerful enemy unit is baited to the fore, when they will then speed to where they are needed most. A Dominion unit with four flamers or a ten-strong Seraphim squad with their high Initiative and twin-linked bolter pistols spiced up with Divine Guidance can tear a hole in any enemy force. Alternatively, I sometimes like to use two Seraphim units of five as harassment specialists from time to time.

To support my troops, I like to include a unit of Retributors, between eight to ten models strong, armed with heavy bolters. Place them in cover if possible and protect them with a Battle Sisters squad in front and they'll stop most advances in short order. Rounded out with an Exorcist Tank, you've got some real punch-power there. Hide this behind terrain or vehicles then move out and fire. The tank's staying power has increased dramatically with the upgrade to Front Armour 13.

My army is generally led by a Canoness with a retinue of Celestians mounted in an Immolator. I equip her with the requisite Rosarius for the all-important Invulnerable save, a plasma pistol so as not to waste her Ballistic Skill of 5 and a Blessed Weapon for good measure. Her Retinue includes a Sister Superior, a heavy flamer and a meltagun. I've found they can generally take down whatever they aim at.

Lastly, I've taken to using a Sister Repentia unit with great results; taking down heavily armoured units such as Dreadnoughts, Land Raiders and even the infamous Wraithlord. A unit that won't break from combat whose hits are at Strength 6 and allow no Armour Save is nothing short of scary on the battlefield.

A few quick closing points. I don't bother giving power weapons to my squad leaders as I feel that their low Strength negates their effectiveness. Acts of Faith are very powerful weapons, but learn to use them as a supplement to your battle plans rather than the crux, as sometimes they might fail you at the most inopportune time. Have faith in the 'lowly' Battle Sister and she will carry the day for you.

See you on the other side of the table...



A Sisters of Battle army for the purists!

JAMES TEAL

In trying to keep my army as different as possible from others I may face, I usually tend to choose a selection of units that are unavailable to other armies. To this end I had a great time testing new units like the Arco-flagellants, Sisters Repentia and Penitent Engines. Each of these units provides a new close combat threat to the enemies of the Imperium. Finding the right balance to fit them into my existing army was a very entertaining challenge.

Penitent Engines can deliver a crushing blow to the enemy, but they have to reach the enemy first. They can't use cover as well as many others, so sometimes it is necessary to provide them with some. An advancing Rhino with a smoke launcher can sometimes do the trick. I usually try to cover their advance with fire from my Exorcists. The enemy's anti-tank firepower then has to choose whether to fire at the close threat or the near threat.

Knowing which units of the enemy to send the Engines after is another key factor in using them effectively. They can scatter most units just fine as they have the advantage of striking before most things that have a chance to kill them in close combat... but not all. The things with higher Initiatives you'll often have to outnumber to have a real chance.

Arco-flagellants have one main function: kill enemy troops. However, a unit of them can also be an interesting weapon to influence enemy movements. Their enhanced movement can make gauging charge distance difficult to predict, and who honestly wants to engage an unknown number of power weapon attacks? The Chemical Rush can be deadly to them (too much of a good thing), but they will often have taken a far greater toll on the enemy.

Sisters Repentia are a bit more fragile in comparison to the Arco-flagellants and so I often have them follow my Seraphim into battle. After tying up a unit in close combat, I will have my Seraphim Hit & Run on the opponent's

turn if my Repentia squad is close enough to come in and finish them off. Repentia squads always strike last with their Eviscerators, so I usually try to send them after enemy units that would strike first anyway (makes me feel like I'm not losing anything with Initiative).

These Sisters seeking absolution are often ideal for dealing with some of the larger close combat monstrosities in the game. I'll readily send them after a Dreadnought or Carnifex. Some of them are bound to die, but death in the Emperor's service is the greatest reward for them.

Rounding out my list with an Inquisitor, Priest (you need one for the Penitent Engines and Arco-flagellants), Celestian Superior and as many Battle Squads as I can fit into the agreed number of points, I have found that these additions to the army add a new dimension to the way I play. My opponents now have to deal with a new close combat threat and more accurate shooting from the rest of the army.

Faith is Absolute!



An army built for quick assaults.

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THE GOOD, THE BAD AND THE POSSESSED

Villainy and Infamy by Graham McNeill, Andy Hoare & Andy Chambers

The Imperium is beset by many foes, both from within and without. The mutant, the heretic, the witch and the alien all seek the ruination of Mankind. Graham McNeill, Andy Hoare and Andy Chambers reveal the background to some of these terrible foes and the defenders of Humanity that oppose them.

THE EVIL LORD VARLAK

The perils of unchecked psykers and mutants are relentlessly drilled into Inquisitors. The annals of Imperial history are filled with reports of daemonic possession, alien subjection and other psychic events which have brought about the loss or corruption of entire cities, hives or even worlds. But the curse of the witch can be more insidious and destructive still when a rogue psyker successfully conceals their crimes and utilises their Warp-spawned powers to achieve their own ends. Notorious, even in the blood-soaked annals of the later 41st millennium, was the rise and fall of the so-called Evil Lord Varlak on Korsik II.

Korsik II is something of a backwater world, situated in Segmentum Obscurus, noteworthy only as a juncture in patrol and trade routes between the Tamahl sector and the Stygies forge worlds. The largely peasant population of Korsik II work the land and a technocrat elite rule from its handful of cities, governorship being held by the Autarch Primus of the board of directors. Thanks to its moderate strategic importance and a recent rebellion (the so-called 'Regime of Iron', which was crushed by the Imperial Navy), Korsik II is routinely garrisoned by several regiments of Imperial Guard.

Varlak was a lowly corporal in the private forces of the Voss Cartel during the disastrous 24th Meridian war. The Autarch Primus inflicted a crippling reparation settlement on the Voss Cartel in the aftermath, a sum which drove them into virtual bankruptcy. No witnesses still live, but it is surmised that this is the period when Varlak left the city of Voss and wandered the hinterlands. It appears he fell in with an obscure sect of priests,

as his next few years saw him claim to be a devotee of the Emperor Mortified and travel from farm to farm preaching an extreme dogma. His rise in popularity was meteoric, and soon stories reached even the silicon towers of Voss.

The cartel demanded to see this charismatic priest and had him brought from the countryside. At the time rioting and mob rule had begun to disrupt Voss on a daily basis and many blamed Varlak for the dissent, dubbing him the 'Lord of Evil'. Despite this, the cartel, after a closed session with Varlak, declared overwhelmingly in his favour. Varlak replaced the Metachel representative in the Voss Cartel, gaining virtual leadership of it at a stroke. No one in the cartel raised a murmur of protest and the civic disorder in Voss disappeared overnight.

Over the following months Varlak became a frequent visitor to the planetary capital of Berda. Support came quickly and easily to him despite his apparently odious religious practices and underworld connections among the peasantry. He was elected Chamberlain Primus over the head of the aging incumbent, Kelestres, and soon had the ear of the Autarch Primus himself.

In an Imperium of a million worlds such machinations might have gone unnoticed for quite some time. It is only by great good fortune that Inquisitor Marcus of the Ordo Hereticus was present on Korsik II when Varlak finally revealed his true colours. Marcus was en route from Stygies after a gruelling and thankless sojourn rooting out heresies among the Techpriests there. He had chosen to move through Korsik with a small entourage incognito and so avoid undue attention from the local authorities, and it appears that this simple precaution saved him from being drawn in to Varlak's web of intrigues. Instead Marcus witnessed Varlak's declaration of himself as World-Autarch, to the fawning adulation of the board via public pict-display. Marcus was astounded by Varlak's brazen affront in openly declaring Korsik's secession from the Imperium.

It quickly became clear that Varlak was supported by not only by the planetary authorities but by Imperial adepts too, including the Prelate of Korsik, the garrison commanders and the Arbiters judiciary. Korsik II had been lost to the Imperium without a shot being fired. Inquisitor Marcus quickly concluded that such a total and overwhelming coup reeked of witchcraft of the basest sort. He wasted no time in smuggling himself aboard a transport to the distant Korsik IX mining array, from whence he sent a priority astropathic transmission warning the Adeptus Terra of Varlak's treachery.

Within days, a combined Space Marine force comprising elements of the Ultramarines, Dark Angels, Space Wolves and Blood Angels Chapters converged on Korsik. Without warning they

unleashed an orbital bombardment on Varlak's summer palace and then made rapid planetfall, catching the defenders completely unprepared. Rather than wait for reinforcements, the Space Marines decided to attack immediately. A mechanised detachment was formed and pursued Varlak to his bunker command centre.

Varlak was forced to fend off the Space Marines with a scratch force of cooks, subalterns and flunkies to buy time until reinforcing columns of Imperial Guard armour arrived to protect him. The Space Marines' Predator tanks, Razorbacks and Rhino APCs of the mechanised force swept through the bunker complex despite fierce resistance. The reinforcement columns were smashed as they appeared, one being literally torn apart by Deathwing Terminators of the Dark Angels. With his plans in ruins, Varlak attempted to flee, but was caught by a Land Speeder attack as he left the safety of the bunkers with his Ogryn bodyguards. The Evil Lord of Korsik was cut down by the incandescent fury of a multi-melta; his remains left as barely identifiable goo.

With the death of Varlak, his spell was broken. It became apparent from the Witch Hunters purge of the Cult of the Emperor Mortified that Varlak had manifest a unique and powerful psychic ability, which convinced anyone he was able to speak to that every word he said was true, no matter how outrageous the words might be! Varlak had used his witchery to good effect, convincing the leaders of the planet that he was their saviour and that the Emperor and the Space Marines were their most deadly enemies. Like so many would-be secessionists and power-hungry tyrants, Varlak made the fatal mistake of underestimating the power and resolution of the Imperium. But had Inquisitor Marcus not been on Korsik, or worse still if he had chosen to confront the rogue psyker at the first instance, Varlak's crimes would have long gone unpunished and his lust for power unchecked.

"Curses! Just when you've finally managed to bring the whole world under your evil influence, some pathetic little inquisitor goes whining off to the Adeptus Terra about rogue psykers and daemonic influence. I mean, do I look possessed? Well do I? DO I???"

Lord Varlak's personal log, 503.995

"They've broken through my guardsmen and they're heading out here to my luxury bunker complex and private airlifter terminal. My personal airlifter, summoned for just such an eventuality, has been delayed indefinitely by cannon hits from that floating monastery the Marines call their ship. In spite of this initial setback, my loyal guardsmen are now speeding to my rescue and should be arriving presently. Once they arrive, it's off to the Cavern Country in the south where those Space Marines will never find me."

Lord Varlak's personal log, 805.995

CLASSIFICATION: VIOLET/DELTA
 DATE: 706 M41
 AUTHOR: -Invalid security classification-
 SUBJECT: Inquisitor Silas Hand
 Sister Ephrael Stern
 RECIPIENT: Inquisitorial Representative,
 Senatorum Imperialis

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Initial investigations into the case
 produced little more than an outline of a
 series of mysterious, yet somehow
 interlinked events. To summarise; Sister
 Stern, a Seraphum of the Order of
 Our Martyred Lady, returned from a
 mission to the outlying world of
 Parnis the sole survivor of a
 10,000-strong force. Her sanity
 was shattered by whatever she
 had witnessed there, and her
 Sisters feared she had come
 under the sway of Chaos.

Inquisitor Hand was
 assigned to investigate
 the matter and purge
 the Sororitas convent of any sign
 of the Great Enemy he found. Though the
 influence of the Ruinous Powers was indeed
 uncovered amidst the Sororitas, it was not present
 within Stern, and Hand's subsequent investigations
 into the matter led him and Stern back to the
 world of Parnis. There the Inquisitor met his
 death, and Stern passed beyond our sight.

A Beta-12 date-probe executed at the
 Nemesis Tessera meta-repositorium indicates that
 Silas Hand was born on Isis IX, an
 Administratum charter world in the Polaris sub-
 sector. Although an exact birth date is unavailable,
 estimates age Hand at around 700 years objective,
 with a subjective age of approximately 200 years.
 Such a variance between objective and subjective
 age is clearly caused by the disproportionate
 amount of time the Inquisitor has spent in Warp
 whilst travelling throughout the domains of Our
 Lord during the course of his vocation.

It is known that Hand came to the attention
 of the revered Inquisitor Lord Enoch - the
 Emperor watch over his immortal soul - during a
 stage of the Progenium facility in which he was
 raised. Lord Enoch saw in Hand a successor to
 his own legacy, for as we know, Enoch was well
 aware that his own end was nigh by this stage in
 his astonishing career. Both passive and invasive
 psycho-scanning proved Enoch correct, and Hand
 was inducted into the Inquisitor Lord's retinue as
 an interrogator.

As an acolyte of an accomplished Witch
 finder, Hand soon gained the skills that would
 see him elevated to the rank of Inquisitor
 Ordinary, and it was his breaking of the heretic,
 Confessor Argon, and the subsequent uncovering
 and purging of the Cult of the Exquisite Corpse
 that brought him to the attention of the Masters
 of the Ordo Hereticus.



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Within three years, Hand was fully inducted into the ranks of the Witch Hunters, serving under the Ordos Solar. Over a period of a century and a half, the Inquisitor led a great many investigations and purges, and soon had a sizeable staff of his own. Hand is officially credited with the apprehension of in excess of 7,000 condemned heretics, including the entire 419th Khorinthian 'Korsairs', applying the Seal of Heresy to the regiment's excommunicate commanding officers, then incinerating them before a crowd of half a million PDF recruits as a warning against heresy.

Later in his career, Hand sat on the Crusader Council of the 3rd Cleansing of Canis Majoris, and it was here that he gained his deep insight into the workings of the Ruinous Powers. Some have said he gained too deep an insight, yet the Ordo Malleus thought differently. He was soon approached by the Daemonhunter Inquisitor Lord Hephaestus Grudd and brought before the Masters of the Ordos Malleus.

It is said that any Inquisitor is an agent of

The Holy Orders of the Emperor's Inquisition first and foremost, and that his affiliation to any given Ordo must always come second. Yet Hand found himself increasingly drawn by the desire to smite the daemonic, seeing the malefic influence of Chaos behind all the cases he prosecuted. By joining the Ordo Malleus he severed his links with the Witch Hunters forever, and the rights granted by the Convocation of Nephilim were no longer his privilege.

As a Daemonhunter, Silas Hand became privy to knowledge no sane man would willingly seek, and served the Imperium with a driven zeal rarely seen, even within the ranks of the most holy Inquisition. Yet there were whisperings that he delved too deep. My searches reveal three instances of contact with a Warp entity known as Grimspyre. In each case, the Inquisitor was bested by this entity, yet survived, or else his life was deliberately spared as part of some devious plan on the part of the being.

And so my lord, the records of Silas Hand become vague with his involvement in the case of

Sister Ephrael Stern. Following reports of the taint of Chaos at large within the Convent Sanctorum, Hand gathered his retinue and set out for Ophelia VII.

The records of Inquisitor Hand's investigations are fragmentary, and if I may venture a personal opinion, my lord, it is my view that his judgment, and perhaps even his sanity were, by this stage, questionable, likely due to the influence of the entity Grimspyre. It is known that the Sororitas were initially hostile to his presence in their convent, and the circumstances of his leaving the Ordo Hereticus, though unclear from the records, may have something to do with this reaction, for as a Witch Hunter he would have been welcomed at the convent. At Hand's first meeting with Stern it is apparent that the taint of Chaos was indeed discovered amongst the Sororitas, though not in the form initially suspected, for it was not Stern but one of her wardens who proved to be under the sway of the Ruinous Powers.

Subsequent examination of the vessel's corpse led Hand to suspect the involvement of a highly-placed member of the Navis Nobilitate, whose true allegiance was evidently uncovered during the voyage to Parnis aboard the Hammer of Thor, a vessel seconded to the Ecclesiarchy by the Imperial Navy. Hard evidence as to just what occurred during this voyage is near non-existent, but it is believed that a creature of Chaos, having possessed the vessel's Navigator, brought about the destruction of the entire ship at the point it was detected. Inquisitor Hand and a number of Sororitas are known to have escaped the destruction of the Hammer of Thor, touching down on the surface and continuing his investigation.

What happened subsequent to the landing is a matter of pure speculation, and our Mystics have conducted innumerable readings of the Emperor's Tarot and held over a dozen auto-scances in an effort to gain some insight. Whatever occurred, it is known that Inquisitor Silas Hand and all of Stern's Sisters perished at the hand of a truly fell denizen of the Warp, believed to have been a Q'tlahsi'issho'akshani, a so-called Keeper of Secrets. So terrible was the final confrontation with this beast that Stern was the only survivor, and an area many kilometres across was laid waste in the final moments of the battle. Our agents have scoured the surface of Parnis for any further clue, and these will be forwarded to you at the earliest opportunity.

My investigations into the origins of Sister Ephrael Stern have proved equally as frustrating as those into Inquisitor Hand. I strongly suspect that my probe of the meta-repository was blocked in some manner, and I have tasked my most able lexmechanics with tracing the source of this obstruction.

Despite this, I have been able to determine that Stern was raised at the Saint Sabbat Schola Progenium on the world of Antigone's Harbour, though absolutely no trace as to her parentage can be found. In fact, it was while attempting to access information on the subject of Stern's bloodline that my data-probe was first blocked. The only previous occasion this has occurred in an investigation I have been a part of was the renunciation of the so-called Living Saint Jehalia.

Khandis V, in which a strong Thorian faction amongst the besti's advocates sealed all records regarding her ancestry.

Regardless of her unknown roots, it is evident that Stern was singled out from an early age as a candidate for the Adepta Sororitas. The Drill-abbot of the Schola Progenium submitted her for consideration, and one Sister Patricia of the Order of the Holy Seal accepted her, shipping her out on the next available vessel bound for Terra.

The records of Stern's period as a Novice indicate that she excelled during all the stringent trials and ordeals required of her, and she took the Oaths of Adherence along with five hundred other Novices at the Ecclesiarchal Palace on Terra. At the completion of the night-long ceremony she was chosen to join the Order of our Martyred Lady, and dispatched to Ophelia VII.

Stern's service as a Battle Sister makes interesting reading my lord, but suffice to say that it was exemplary. So exemplarily in fact that she was advanced to the rank of Seraphim in what appears to be a record time for this particular order. Three years later she was ordained as a superior just prior to undertaking a mission to

the world of Parnis to investigate reports of a lost convent of the Orders Pronatus. As was the case four years later, when Inquisitor Hand led the Sisters back to that world, Sister Stern was to be the only member of the expedition to return, though when she was rescued her sanity had been stretched to breaking point by whatever had wiped out her force.

My lord, I have visited the blasted surface of Parnis, and though my own psi-level is rated no higher than the average subject, even I was able to detect the psychic after-stench of what had occurred there. My seers were rendered near senseless, so devastating was the level of Warp-realspace distortion that had been unleashed. They raved as madmen of ghosts and daemons, Sisters entrapped within a screaming cage, of the coming of the scion of the Lord of Excess and of Chaos turned brutally against itself by a mortal thrice born.

Little more could I obtain from my servants, and so I ordered them to withdraw before the psychic pressure that permeates that place crushed them utterly. I have declared the world Perditus, pending your own decision on Exterminatus. No good can come of such a place, and I would urge

you to consider it a matter of the highest import that it is rendered inaccessible for all time.

And so my lord, the case of Inquisitor Hand and Ephrael Stern is incomplete. I understand that senior members of the Ordo Malleus are hunting her, and in this regard I have linked Stern with the investigations of one Inquisitor Grinn. It is evident the Secret Masters of the Ordo Malleus consider her capture to be of the utmost importance, yet their thinking appears split as to her significance. Some regard her as a dangerous aberration, while others maintain she is Mankind's greatest hope against Chaos since the Primarchs. Whatever the case my lord, I am certain our investigations will uncover more, and that the saga of Ephrael Stern is far from over.

Your obedient servant

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Sister Ephrael Stern & Inquisitor Silas Hand, by Kev Walker, from the graphic novel Daemonifuge. Images used courtesy of the Black Library.

THE APEX TWINS

These innocuous looking creatures are the very epitome of deception, appearing as sweet, innocent young girls with ribbons in their hair and angelic features that inspire overwhelming feelings of love and protectiveness. The odds against one psyker being born are astronomical, but that two should be born as twins almost defies belief. Little is known of their origins, though scattered fragments of descriptions culled from Inquisitorial archives are to be believed, these nameless twins have been murdering their way across the galaxy for many thousands of years. Their age is, therefore, unknown, though they appear to be no older than six or seven standard years of age. Their true names, if they were ever recorded, have since been lost, though their Inquisitorial designation is as the Apex twins due to their powers being beyond measuring, beyond even that of an Alpha grade.

The earliest known record of the twins dates from 845.M36, in the turbulent days following the Age of Apostasy, when a routine psyker sweep of the planet Ebrimund revealed their nascent abilities. Hidden by their parents, the twins were nevertheless apprehended by the forces of the newly-formed Ordo Hereticus and taken under heavy guard to the Black Ship orbiting the planet. The Black Ships are terrible, nightmarish transports filled with screaming psykers held in cavernous, psi-shielded holds to be taken back to Terra to feed the voracious psychic appetite of the Emperor of Mankind. Only those with the strength of mind to withstand the constant soul-numbing despair that permeates the very soul of the Black Ship may crew it, so mentally traumatic is such duty. The twins were separated and

placed in bleak holds at either end of the ship and the vessel began its long journey to Terra.

What happened on the journey has never been fully documented, but when the ship was discovered floating lifeless in the Medrenax Nebula, the Ordo Hereticus quarantine team found the ship to be an icy tomb. The holds were bloodstained abattoirs filled from end to end with mangled and mutilated corpses, many of whom appeared to have been killed by self-inflicted wounds. Inquisitor Castinus, who led the team, recorded in his log that upon opening the final hold, he discovered two girls "of comely appearance, whose presence in such a madhouse was as inappropriate as a grox in a cathedral. Though they were of young and virtuous appearance, I could sense the psychic evil of their minds as clearly as I could see the Malleus brand upon their ankles. Though psychically powerful, their bodies were weak and when I asked them if they had done this, they simply said, 'Yes, they wouldn't play with us. It took forever and ever and ever...'"

For reasons best known to himself, Castinus did not immediately execute the twins, perhaps unknowingly swayed by their power to inspire protectiveness, instead taking them to the Inquisition fortress of Nemesis Tessera for analysis and study. Surviving vid logs and vox capture files provide a grim and gory testimony to the returned strength of the twins' powers as they made their escape from the oubliettes of the Inquisition in a murderous rampage that saw almost a thousand Inquisitorial troopers slaughtered as well as scores of full Inquisitors. How the twins managed to survive and escape the frozen surface of Nemesis Tessera has never been

explained, but no trace of their bodies was ever found, and at the time, it was naively assumed that they had perished and lay buried deep within the unending snows of the planet.

But such was not to prove the case and as their powers grew, so too did their child-like malice. A young child's capriciousness combined with dreadful psychic powers yielded rise to beings with unimaginable power and cruelty, whose millennial existence has given rise to the most dangerous psyker-assassins in living memory. Though their bodies remain changeless, their minds have become ancient, twisted and bitter, filled with poison and hatred for those who would destroy them. Leaving a trail of death behind them, the twins were eventually cornered and captured on the world of Respa III by Inquisitor Commodus Voke in the Helican sub-sector and returned in triumph to Thracian Primaris for display during the Holy Novena. The destruction unleashed on Thracian Primaris during the Novena has long passed into infamy as the Thracian Atrocity and its architect since brought to justice. But of the thirty-three psykers paraded, several – including the twins – broke free and were to escape recapture and resume their evil ways.

The current whereabouts of the twins is a mystery, though there have been scattered rumours of a murderous pair of children stalking the worlds of the Agripinaa sector, but these are largely hearsay and speculation. With only raving lunatics as survivors of these massacres, reliable information is hard to come by, but given the twins' propensity for destruction and spiteful vengeance on a grand scale, it will not be long before they again come to prominence.

PENITENT ENGINE

PAINTING MASTERCLASS

When we first saw the new Penitent Engine we decided it was only fitting that one of our expert painters should get the opportunity to model and paint it. We gave one to **Mark Tait** and here's the result of his endeavours.



Mark: When I first saw the Penitent Engine, I was struck by its arcane look: a vast machine of torture with a human being at the centre. The sheer mechanical awkwardness of the model was fantastic and I soon had a clear idea in my mind of the kind of

pose and colour scheme that I'd like to apply to it. I like to take my time when painting models but this time I decided to give myself an added challenge. I would paint the model in a week: for me, that is a very short amount of time! As far as a painting schedule was concerned, I had five days to work with and so began to divide up my time based on that. Preparation is important and so I put aside a day to get this sorted out. I also wanted to take as much time as possible at the beginning to get the pose right. Of course I wanted to spend a full day on the pilot, but only after I'd painted the engine itself. Two or three days seemed right for that part, the faster the better really.

Day 1: Preparation & construction	Day 2: Painting the metal	Day 3: Painting the hull	Day 4: The Pilot	Day 5: Details
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1

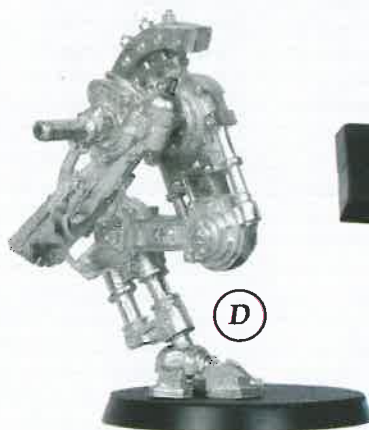
Day 1: Preparation & construction

I started by constructing the base. This is a good place to start as it allows you to create a context for the model, particularly with centrepieces for your army. The base was made using three 60mm bases glued on top of each other and then surrounded with thin plasticard.

So that the model could be used on any battlefield I decided to keep the theme

simple: small chunks of slate stacked and filled with some sand fitted the bill. This had the major benefit of raising the model even higher off the table, giving it a more threatening posture!

One thing I didn't want to do was convert the model, so decided to pose it (using Blu-Tack) so that it really looked as though it was throwing itself into the heart of the battle.



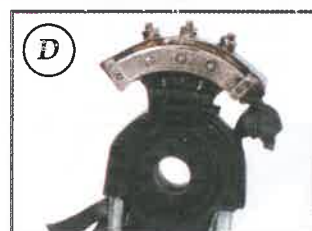
Sub-Assemblies

I assembled all the pieces into big chunks or 'sub-assemblies' that I could paint and assemble afterwards. In particular, I left the 'pilot' free so I'd be able to paint

finer detail on it. I have always found that working on flesh areas separately (the head in the case of Space Marines, for example) allows you to add more detail to the focal point on a model.

Stage One

I began to work on the messiest area of the model – the metalwork. Starting with a basecoat of Tin Bitz, I applied a thin coat of an equal parts mix of Tin Bitz and Chainmail to the pistons and weapons. To make them more distinct from the rest of the model I painted the boiler (A) a coat of Tin Bitz and Dwarf Bronze.

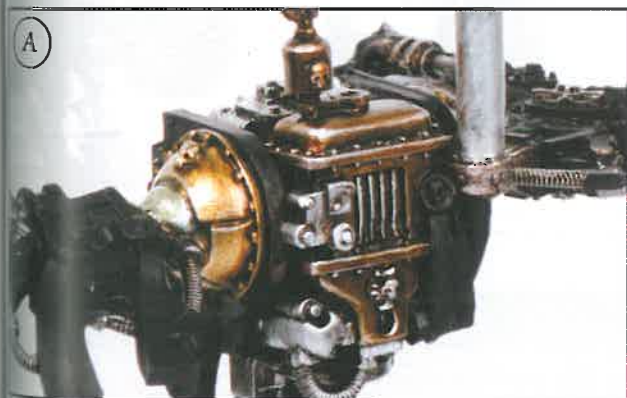
**Stage Two**

At this point I then used an equal parts mix of Brown and Green washes to wash over the pistons. I found this a very effective way of

representing well-oiled machinery. To finish the pistons and weapons I painted on a thinned down highlight of Mithril

Silver. Moving on to the boiler I applied an equal parts mix of Tin Bitz and Shining Gold, finished with a highlight of Shining Gold

and Mithril Silver. To complete the effect, I painted all the metal with a thin glaze of Brown Ink.



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Day 3: Painting the hull

It was now time for me to tackle the main body of the monster. I decided to tie the colour scheme to a similar one that I had used on the Preacher Sentinel that I had done some years earlier (pictured below).

To begin with, I applied a basecoat mix of Red Gore and Scab Red all over the main metal struts and bodywork. A wash of thin Red Ink glaze made the colour more intense (A1).

The next stage was to highlight all the edges with an equal parts mix of Red Gore and Bronzed Flesh followed by

another Red Ink glaze over the top (A2).

Finally, I applied a highlight of Scab Red, Bronzed Flesh and Skull White to the corners. Two very watered down glazes of Red and Brown Ink were then washed over the hull area. To add an embattled appearance, I added little chinks of Mithril Silver to the edges of the armour in random places as though it had been neglected for some time. I was on still schedule and had plenty of time to concentrate on details.



A1



A2



C



D

4

Day 4: Painting the pilot



Now I had finished the bulk of the model, I could move onto the more 'fun' areas, for example the pilot, parchments and skulls!!

To start with I painted the skin an equal parts mix of Midnight Blue, Warlock Purple and Dwarf Flesh, and then highlighted this using Bronzed Flesh. This mix of colours gave

the effect that this particular host had been strapped in for some time. A final highlight was applied by adding Skull White to the original mix.

I painted the metal of the chair in exactly the same way as the main body and picked out the piping using Enchanted Blue, Red Gore, Snot Green and Codex Grey.



B



Trophy skulls are dotted around the model and I wanted to make

these appear old and sun bleached. I gave them a basecoat of Chaos Black and Brown Ink, adding Skull White to this mix until only white was being used on the sharpest edges. I advise anyone who tries their hand at this approach to temper the mixes with a lot of water so that they are almost like glazes.



For the wax seals I decided that the typical red would not stand out

from the main body and so went for green to contrast. I started with Snot Green as a basecoat. To highlight, I mixed Snot Green and Scorpion Green and then glazed down again with Dark Green Ink.

Now I was on the home stretch with a full day to pick out any fine details on the model. There was plenty of time to experiment with a new technique on the parchment and cloth. I decided to apply two thinned down coats of Graveyard Earth as a basecoat.



To create the impression that the model was in the midst of battle, I stippled pure Red Ink onto the saw blades and extended it down the arms to represent freshly spilt blood.



For the flame effect I started with a basecoat of Scab Red, which I then highlighted with

Red Gore. While this was still partially wet, I painted on a little Blood Red followed by an equal parts mix of Blood Red and Sunburst Yellow. To finish off, I applied a thin coat of Sunburst Yellow to the points and, to tone the colour down, I painted on a thin glaze of Red Ink over the whole area.

To give areas of the model a sun bleached effect I highlighted the edges of parchment with a thin coat of Bleached Bone followed by Skull White.



D

Painting the liturgy



Finally, it was time for me to paint the liturgy on the purity seals. I used more Chaos Black and Brown Ink applied with a standard brush. This size of



brush holds the paint more fluidly, and, providing that the point is sharp, will do just as good a job as any 1-bristle brush will do!

Once I'd finished painting the separate sections of the model, I drybrushed the base with Codex Grey and finally Skull White. A few tufts of Static Grass finished off the base ready for me to assemble the whole

model into the pose I wanted. I'm very happy with the final result, considering how little time I gave myself to paint it, all of five days in total. This Penitent Engine will make a suitable companion piece to my Preacher Sentinel.



Mark's Penitent Engine in all its glory

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).

"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 Adepta 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

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.

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 henchmen.

"For the Emperor," she said.

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

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



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

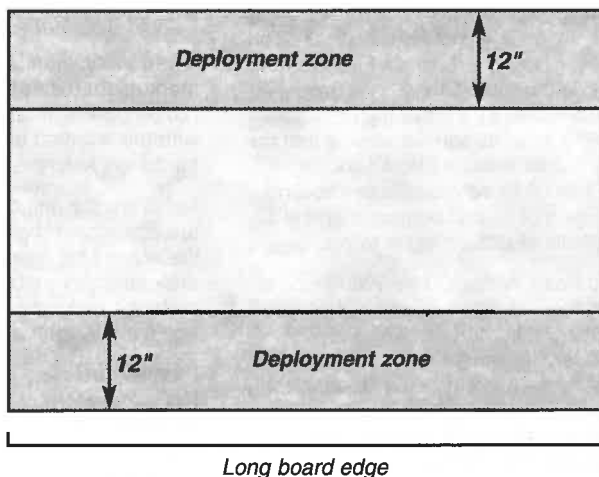
1 Set up the terrain in any mutually agreeable manner.

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.

To win, a players total victory points must be 200 points higher than the victory points total of his opponent.

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

MATHAMMER									
Unit					Army Name				
Unit	WS	BS	T	W	Unit	WS	BS	T	W
1) Lateral Shas'O	4	3	3	3	1	4	3	3	3
2) Shas'vre Bodyguard	5	5	5	4	2	5	5	4	4
3) Shas'vre Crisis Battlesuit	3	3	3	3	3	3	3	3	3
4) Crisis Battlesuit	2	2	2	2	4	2	2	2	2
5) Shas'vre Leader	3	3	3	3	5	3	3	3	3
6) Fire Warriors	2	2	2	2	6	2	2	2	2
7) Fire Warriors	2	2	2	2	7	2	2	2	2
8) Fire Warriors	2	2	2	2	8	2	2	2	2
9) Fire Warriors	2	2	2	2	9	2	2	2	2
10) Kroot	2	2	2	2	10	2	2	2	2
11) Shaper	4	3	4	3	11	4	3	4	3
12) Pathfinder	2	2	2	2	12	2	2	2	2
13) Shas'vre	2	2	2	2	13	2	2	2	2
14) Gun Drone	2	2	2	2	14	2	2	2	2
15) Broadside Battlesuit	3	3	3	3	15	3	3	3	3
16) Destroyer	3	3	3	3	16	3	3	3	3
Vehicle					Notes				
1) Hammerhead Outstrip	13	12	10	30	Full gun, two burst cannons, disruption pods, decoy launchers, multi-tracker, 1 seeker missile				
2) Hammerhead Outstrip	13	12	10	30	Ion cannon, two burst cannons, disruption pods, decoy launchers, multi-tracker, 1 seeker missile				
3) Wraith	12	11	10	3	Burst cannon, multi-tracker, decoy launchers, 1 seeker missile				
TOTAL					300				

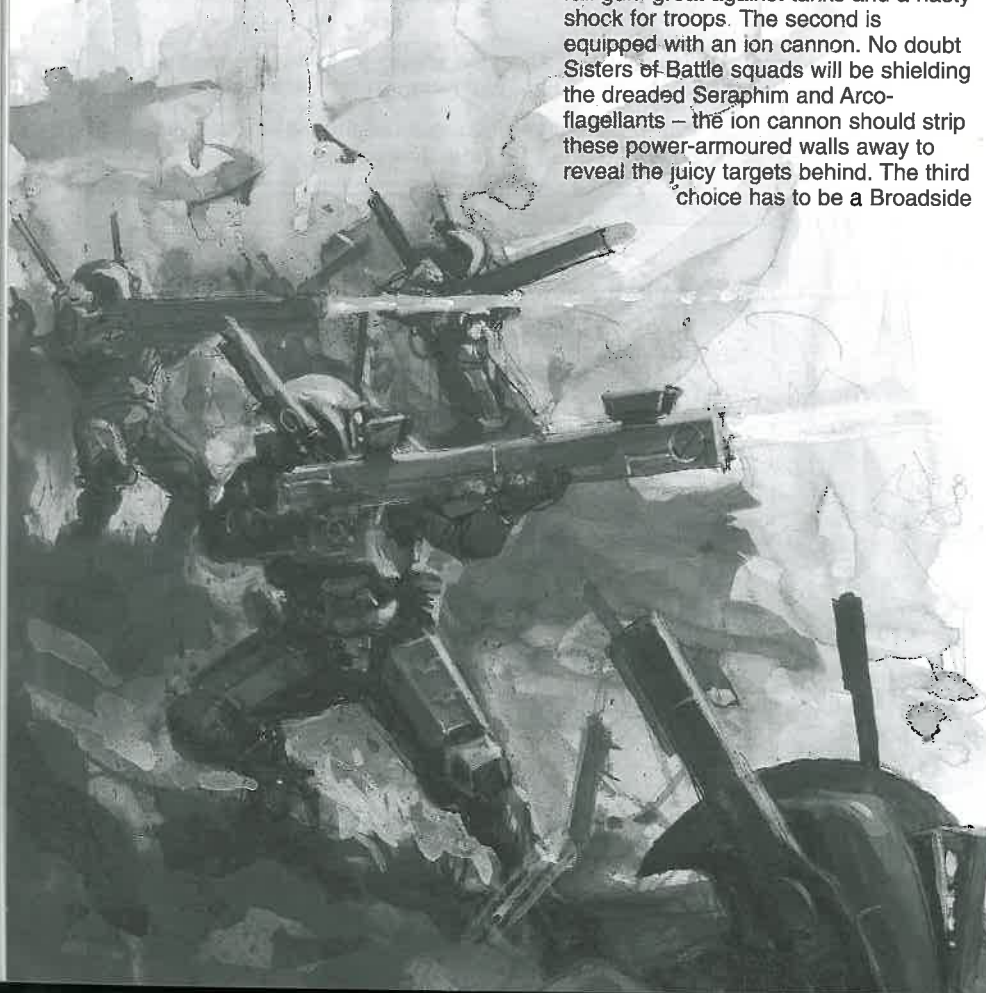
Battlesuit team. Twin linked rail guns and smart missile systems to pick away at enemy units is a nice extra.

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.'



Joe: Truly, Codex Witch Hunters offers the widest range of troops available to any Warhammer 40,000 commander. As well as the Sisters.

hat means a three-way division of
ces: a solid core of foot troops, a
small fire-support element, and a load of
alling fanatics intent on tearing the
my 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
inary troopers can advance to take
the objectives. If my assault breaks
rough 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
trenched in or around the objectives.

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 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 blow 12", pop open the top hatch and provide 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 played before the report itself, they caused havoc in the Tau lines, jumping 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.

Arco-flagellants and Penitent
 gines I was not so sure about. While
 doubtably devastating in combat, they
 probably prone to overkill in this
 nation, and look horribly vulnerable.
 I, it wouldn't be a Witch Hunters army
 about 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

WARMASTER LOGS		ARMY NAME										Gordo Service Personnel - Watch Number Army	
Unit	W	B	S	T	W	T	A	1st	2nd	Notes	Pts		
Victorious Armored	4	5	3	3	5	4	3	10	3		76		
Arctic Angles - Priest	5	3	3	3	2	4	2	8	3	Breast weapon, bolt pistol.	56		
8 Cavaliers	4	4	3	3	1	4	1	9	3	Power weapon, bolt pistol, compass armor			
Vietnam Superior	4	4	3	3	1	4	2	9	3	longer, heavy flame, methanol.			
Saint Andrie	5	5	3	3	3	5	3	10	2	Arctic Road, Armor of Saint Katherine.	116		
Requenter de Shio	4	4	3	3	2	4	2	8	3		201		
3 Aero Flightless	4	0	4	6	1	4	1	8	4	Storm bolter: 3 survivors with heavy bolters.			
6 Arches	3	4	3	3	1	4	1	8	4	2 Acolytes	121		
10 Battle Slaters	3	4	3	3	1	3	1	8	4	Power weapon.	105		
Vietnam Superior	3	4	3	3	1	3	1	8	4	Combat shotgun.	80		
10 Battle Slaters	3	4	3	3	1	3	1	8	3	2 methanol, frag grenades.			
10 Battle Slaters	3	4	3	3	1	3	1	8	3	Power weapon	164		
8 Seraphim	4	4	3	3	1	4	1	9	3	2 flares	122		
Vietnam Superior	4	4	3	3	1	4	1	9	3	2 twin hand flares.	180		
8 Conductions	3	4	3	3	1	4	2	9	3	1 Power weapon.			
Vietnam Superior	3	4	3	3	1	3	1	8	5	4 heavy bolters.	210		
	3	4	3	3	1	3	2	9	5		102		
TOTAL													

Vehicle	Front	Side	Back	Pts	Type & Notes	Pts
Ramp	11	11	10	4	Smoke launchers, extra armor	58
Cham	11	11	10	4	Smoke launchers, extra armor	56
L'corat	13	11	10	4	Plasma blade	140
2 Panther Engines	11	11	10	2		160

TOTAL		1999
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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 daylight 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 Broadside 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 Broadships 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.

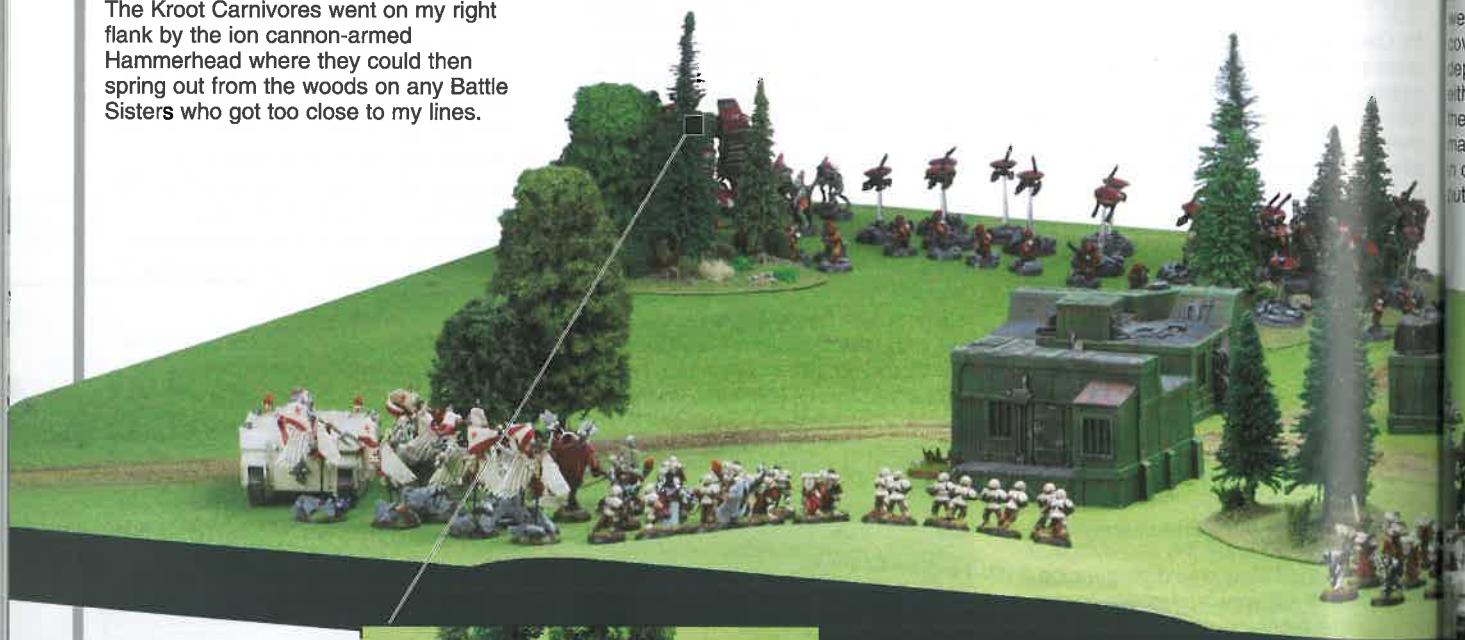
The only thing that counts when placing Ethereal Aun'O Ke'ishan Kauyon is his safety. If he died then the whole plan will fly out the window. It may seem crazy, but I placed him on my left opposite Joe's heavy weapons as the Penitent Engines would surely have been blown to bits before they get anywhere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

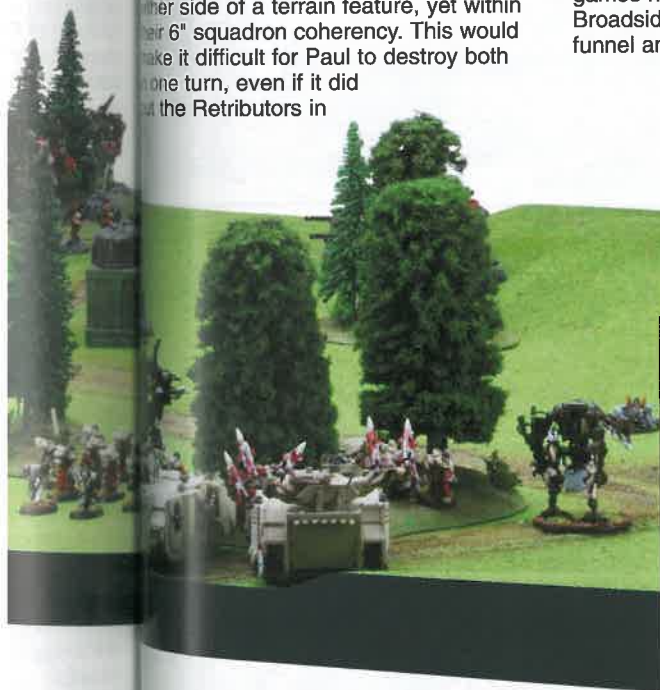


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two groups, and the right side of my deployment zone was relatively well-endowed with terrain, though much of the rest of that side of the table was open. I therefore began my deployment with the Retributors. They overlook two objectives, and would 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 hit 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) | (B1) Sisters of Battle (Task of Piety) | (P1) Penitent Engine 1 |
| (CA) (F) includes Canoness and Priest | (B2) Sisters of Battle (Task of Bravery) | (P2) Penitent Engine 2 |
| (LS) Living Saint Justine | (B3) Sisters of Battle (Task of Subtlety) | (E) Andreas Pattern Exorcist |
| (J) (H) Inquisitor and retinue | (S) Seraphim (Task of Purity) | (R) Rhino |
| (F) Arco-flagellants | (R) Retributors (Task of Clarity) | (R) Rhino |
| (A) Adeptus Arbites | | |

TAU

- | | | |
|--|------------------------------------|--------------------------------|
| (E) Ethereal Kauyon | (F1) Fire Warriors (Squad Shi') | (D) Devilfish |
| (TC) (C) Commander | (F2) Fire Warriors (Squad J'kaara) | (BS) Broadside Battlesuit team |
| (B) Shas'v're Bodyguard | (F3) Fire Warriors (Squad Vral) | |
| (B1) Crisis Battlesuit leader (Or'es) | (F4) Fire Warriors (Squad Kais) | |
| (B2) Crisis Battlesuit leader (Mon'yr) | (S) Kroot Carnivore Squad | (H) Hammerhead Gunship 1 |
| (B3) Crisis Battlesuit team | (P) Pathfinders (Squad Ukos) | (H) Hammerhead Gunship 2 |
| | (D1) Gun Drones (Kor'vesa Squad) | |

ORDO SANTUS DAVIDON





(R) The Task of Clarity – Retributors

Andreas pattern Exorcist

(A) Adeptus Arbites

(P1) (P2) Penitent Engines

(I) (H) Ordo Hereticus Inquisitor and Henchmen

(B1) The Task of Purity – Sisters of Battle

(LS) Living Saint

KAUYON'S EXPEDITION





Hammerhead
Gunship 2

B1 Or'es – Crisis Battlesuit
Leader



Hammerhead
Gunship 1

B2 Mon'yr – Crisis
Battlesuit Leader

F3 Squad Vral – Fire Warriors

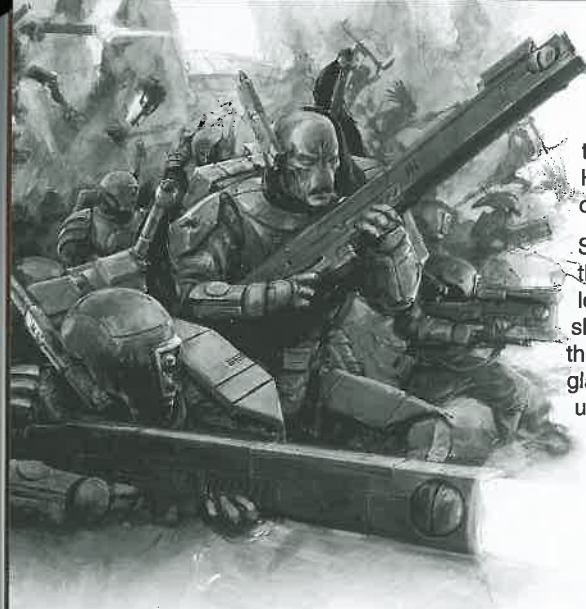
D1 Kor'vesa squad – Gun Drones

F4 Squad Kais – Fire Warriors

TC B Montka – Commander and Shas've
Bodyguard

P Squad Ukos – Pathfinders

E Kauyon – Ethn



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

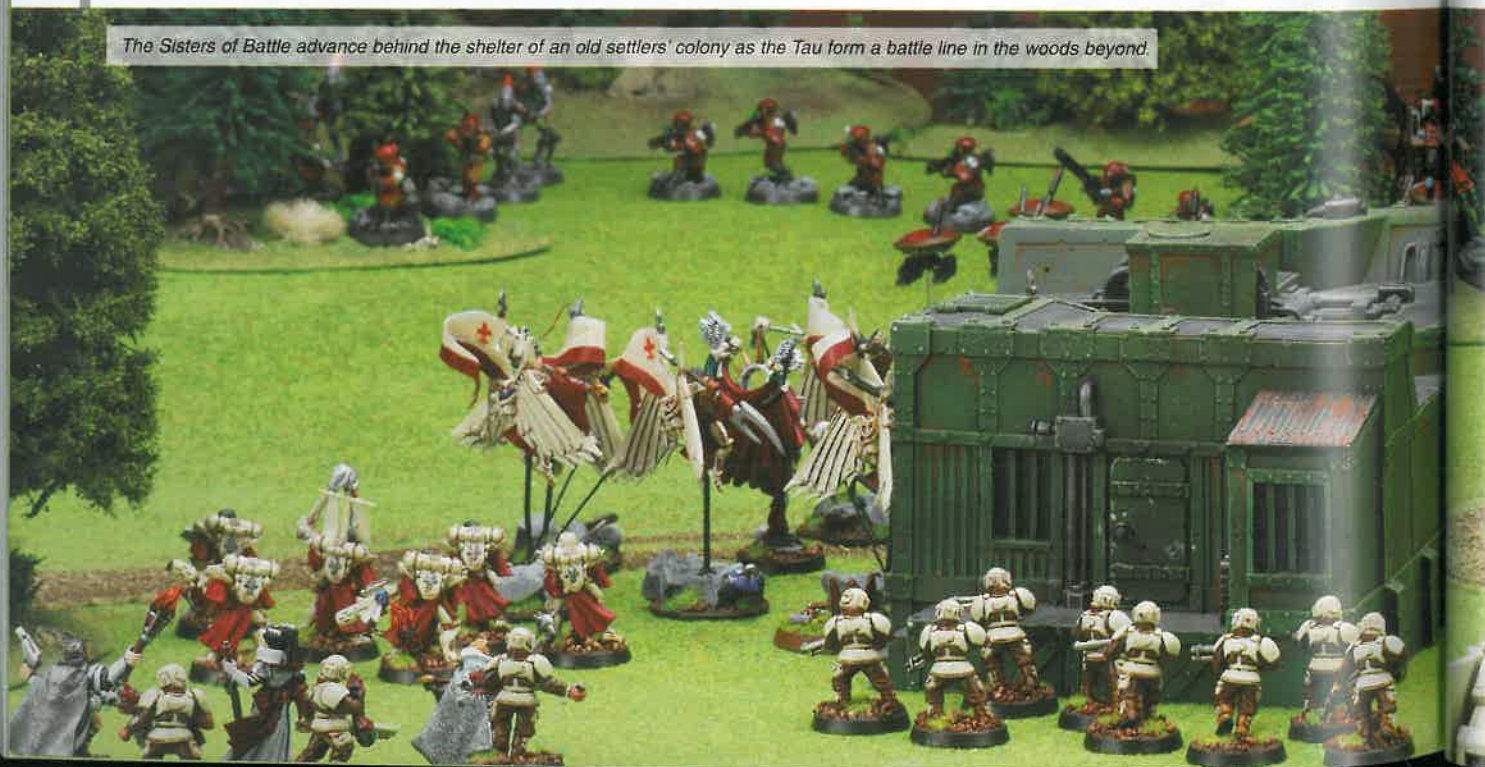
woods on Joe's left but the rail guns merely blew the pintle-mounted storm bolter off. This was very poor. Shas'vre Or'es in Battlesuit #2 tried to show his brothers how it should be done and also shot at the Rhino, but all his fire came to nothing. The transport must have been protected by the Emperor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



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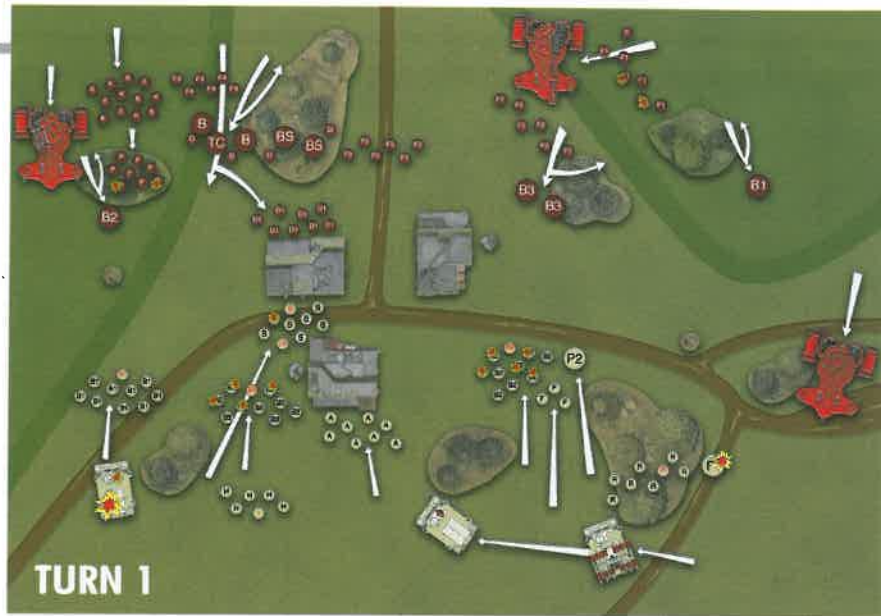
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WATCH HUNTERS TURN 1

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. Surely 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 like to hold back the Arco-flagellants for a bit, advancing them behind a screen of Masters of Battle. However, I really needed to present the Tau with as many targets as possible, so Inquisitor de Mando muttered a trio of code words into vox and off they went. Thankfully, a 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 Bravery, 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 to co-ordinate the assault of the Arco-flagellants, Celestians and Seraphim. However, this would run the risk of losing 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've 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've 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

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rhino fired its smoke launchers, moving
to 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
attered troops. The Retributors now
ad 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.

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 Broadsides – 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



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

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've Mont'yr failed to kill any of the Sisters edging towards the objective by the outpost. His brother Crisis Battlesuit Shas've 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

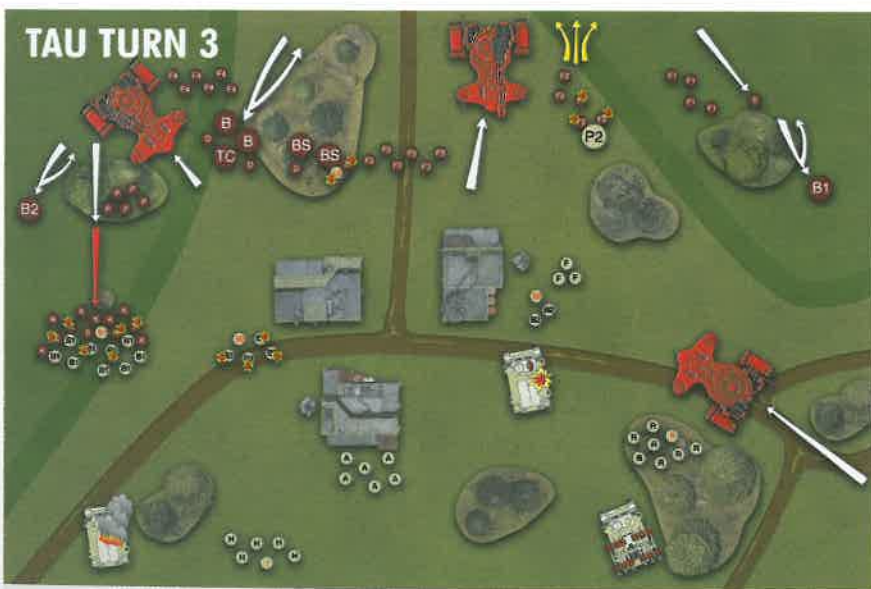
Joe: Given that Paul's Shooting phase opened with my failing a Leadership 10 Faith Point test, I really could not have hoped for a better result from the rest of the turn. Saint Justine somehow got away with only one wound after embarrassing herself, the Task of Piety's Hand of the Emperor was far more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



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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 all 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 Broad-sides.

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 Broad-side'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 of Warhammer, the Living Saint can return to battle after losing her final



WITCH HUNTERS TURN 3

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.



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'vere Mont'yr. Shas'vere Or'es moved forward again to lend fire to the Kroot.

Shas'vere Or'es killed one of the routing Sisters nearby, whilst his brother Shas'vere 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'vere 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'squisition 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 forward 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 blazer 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.



TAU TURN 5

Paul: At least my Devilfish had survived. This meant I had some chance of taking an objective on what was firmly now Joe's flank, especially since the Penitent Engine had finished off the retreating Shas'ver Mont'yr. If it could cause some damage then it might still be able to gain some valuable Victory Points in that area. Having the Kroot run after being shot at was a bit disappointing, but they had done well. The sad thing (although it had been pretty inevitable) was that my BroadSides had eventually been dragged down by the Arco-flagellants. There wasn't much left for me to respond with and unless I acted quickly there would be no Tau army left to speak of.

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'ver 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.

WITCH HUNTER TURN 5

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



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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 Cayon 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, happily 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

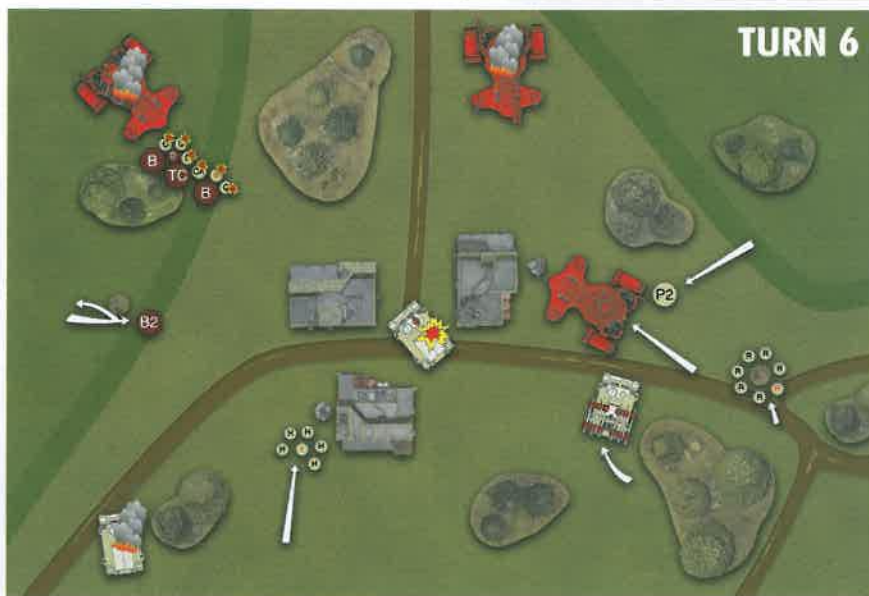
on top of an objective. Therefore, when the dice came up with only one missile, and that shot missed, I had to give up any hope of a clear victory. The Penitent Engine was unable to damage the Devilfish sitting pretty surrounded by my forces on its objective. It was time for a handshake and some mathematics.

VICTORY POINTS

Tau 1796

Witch Hunters 1933

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.

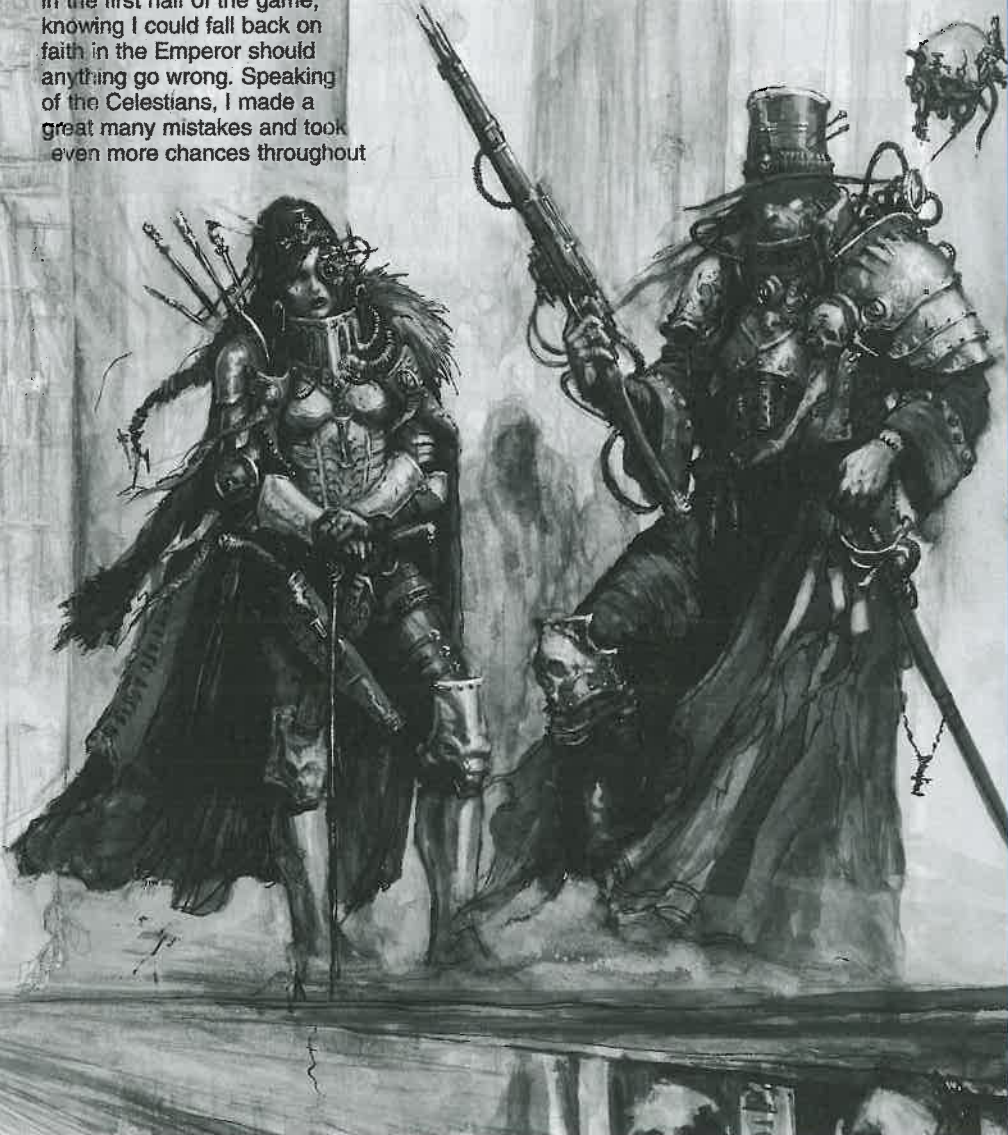
The Witch Hunters' Turn Three really was the pivotal point of the battle. An atrocious round of Tau shooting, and some minor miracles in my Shooting phase, and the situation just begged for me to go in for the kill. What I got instead was the Living Saint debacle. I have no idea where she got the dove, 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...



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Our resident Dwarf player, Dru, is currently working on a Slayer army that looks as ugly as it is to play against.

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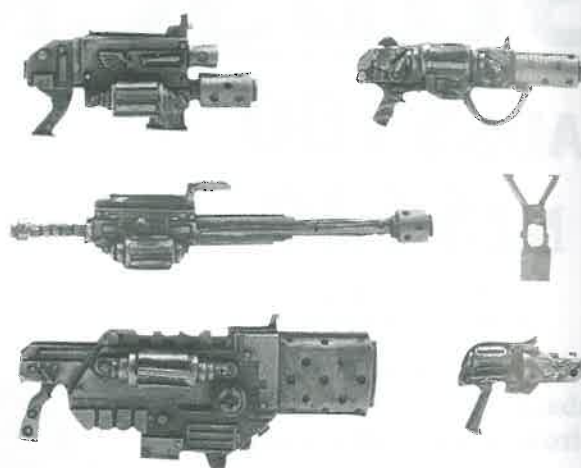
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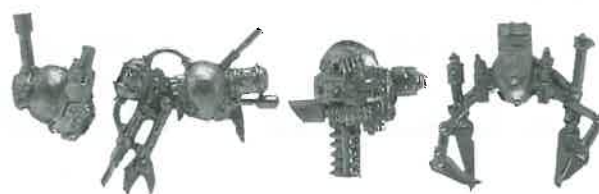


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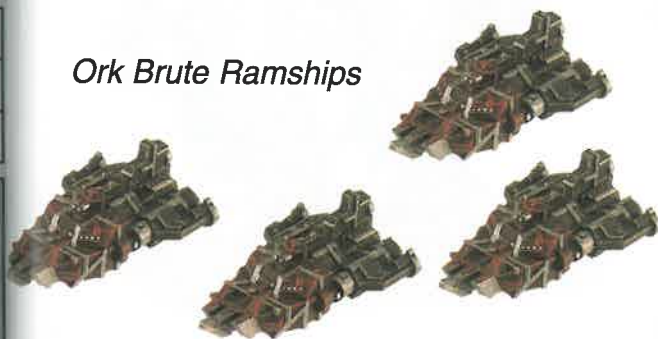
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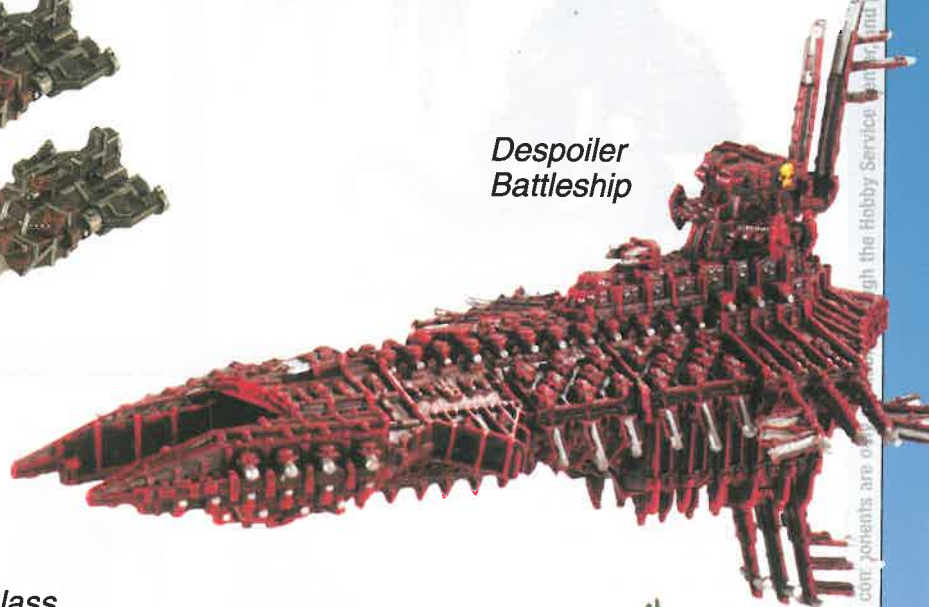
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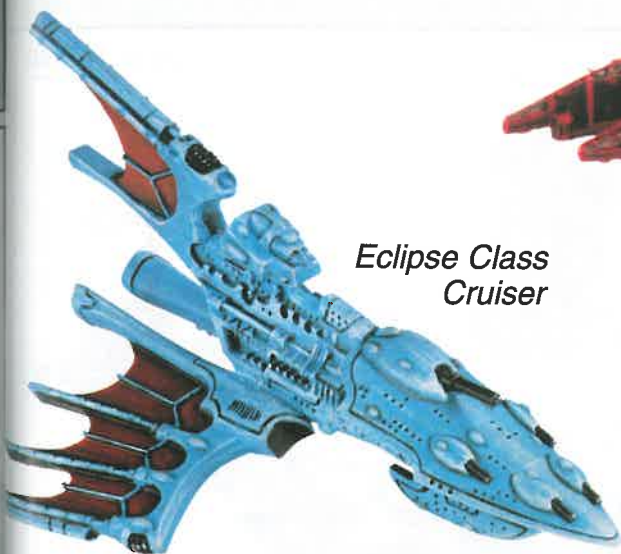
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