

INSIDE

For the Emperor! New Space Marines go to War

**GAMES
WORKSHOP**

WARHAMMER DWARF

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WD346
October 2008

WARHAMMER
40,000

SPACE MARINES

WARHAMMER
RAIDING CAMPAIGN

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

MAGIC TACTICA

WD346 OCT 2008 WWW.GAMES-WORKSHOP.COM



UK £4, EURO £7.50, DENMARK 60dkr, SWEDEN 70sek, NORWAY 75nkr



The heroes of the Ultramarines push back the encroaching Tyranid hordes.



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Captain S
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EDITORIAL



Space Marines have been the most integral part of the Warhammer 40,000 background and imagery since the game was first conceived, and this month they're back with a bigger, better and badder Codex than ever before.

I'm particularly excited about the new Space Marines launch. Ever since the days of Rogue Trader I've collected Space Marine models – my Mk VI plastic Tactical Squad was among the first units I ever painted for a wargame, and nothing makes me crave gaming and painting more than new reinforcements for the Adeptus Astartes. I've been talking for the last few months about my woeful efforts to get a Space Marine army on the table, and I'm pleased to report that they're finally coming along – just to be different I've opted for the Sons of Medusa Chapter, in their glorious shade of bright green. I'm currently working on the gorgeous new Captain Sicarius model, painted up in my Chapter's colours, and hopefully I'll have him ready to show you in next month's editorial. You have been warned.

While I'm frothing about the Emperor's finest, you may remember that I recently mentioned Matt Hutson's outstanding performance in the Studio 40K tournament. Unfortunately, Matt's Blood Angels fell to Phil Kelly's Orks in the semi-final, and Phil then went on to win the tournament! This has pushed Phil and Matt's rivalry up a notch, and they've asked to settle the score in a future White Dwarf battle report. Watch this space...

Mark Latham, Editor



Cover Art by Alex Boyd

WHITE DWARF 346 • OCTOBER 2008

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Presenting the second part of Gav Thorpe's guide to raiding in your games of Warhammer. There are new rules and scenarios for burning scenery to the ground!

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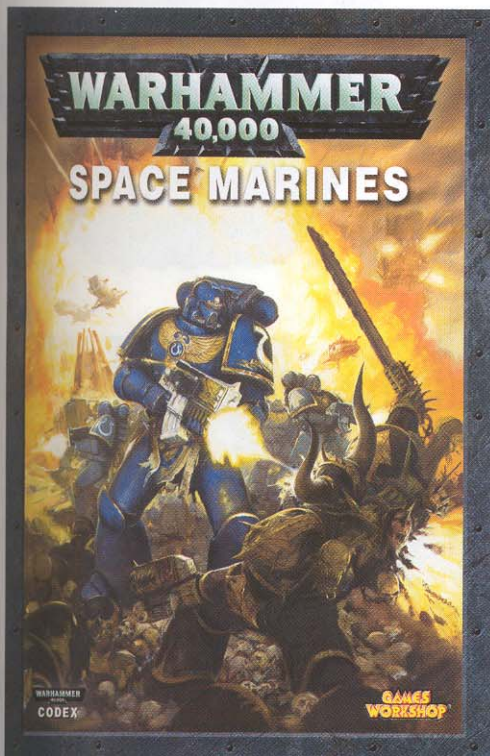
Neil Green shows us how to paint the new Elrond, Master of Rivendell miniature.

94 PAINTING WORKSHOP: DRYBRUSHING AND OVERBRUSHING

In this issue's Painting Workshop we look at two similar techniques that are a fundamental part of painting.



SPACE MARINES



NEW CODEX

The Adeptus Astartes, known as the Space Marines, are the Emperor's finest soldiers. They are superhuman warriors that have undergone extensive genetic modification and arduous training to become the Imperium's most feared fighting force.

This 144-page Codex includes a detailed look at the history and organisation of the Adeptus Astartes, the famous battles of the Ultramarines, a comprehensive bestiary for all the troop types available to a Space Marine army, a full-colour hobby section, and the brand new Space Marine army list.

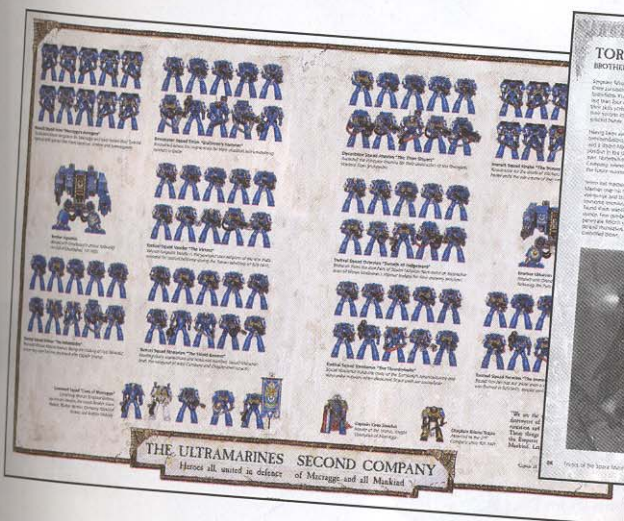
CODEx: SPACE MARINES

Product code: 60030101010

Written by Mat Ward

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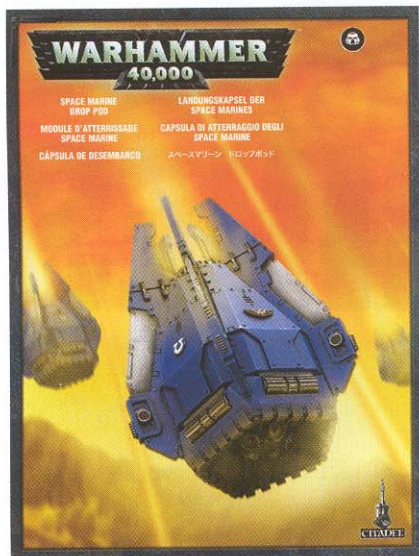
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NEW RELEASES

SPACE MARINE DROP POD



The Space Marine Drop Pod is the ultimate weapon of shock and awe, delivering a whole squad from orbit to the battlefield in a matter of seconds. This new, highly detailed multi-part plastic kit, by Tom Walton, fulfills a similar role to the Rhino APC, trading in-game manoeuvrability for the ability to Deep Strike right into the heart of the enemy lines.

SPACE MARINE DROP POD

Product code: 99120101069

Sculpted by Tom Walton

UK £18 Euro €27.50

Denmark 200dkr Norway 260nkr

Sweden 250sek

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The Drop Pod's standard armament is a storm bolter, allowing it to support its squad as they deploy.



The Drop Pod can be equipped with a deathwind launcher instead of a storm bolter, ideal for clearing the dropsite of large numbers of enemy.

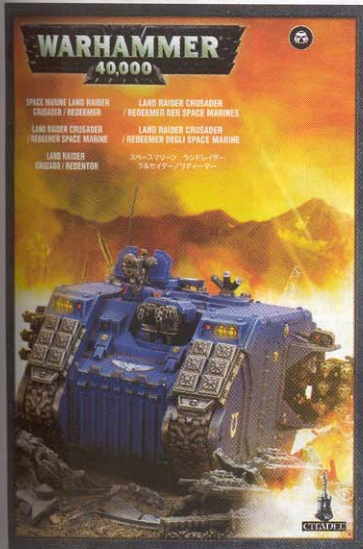
► The Drop Pod comprises several moving parts once assembled, such as opening hatches that reveal the intricate detail of the crew compartment.



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SPACE MARINE LAND RAIDER CRUSADER/REDEEMER



A long-time favourite amongst Space Marine players, the Land Raider Crusader gets an upgrade this month in the form of a new plastic kit by Colin Grayson. In addition to the Crusader, equipped with twin-linked hurricane bolters, the kit can also be used to make the new Land Raider Redeemer variant, equipped with flamestorm cannons designed to cleanse and burn.

SPACE MARINE LAND RAIDER CRUSADER/REDEEMER

Product code: 99120101070

Sculpted by Colin Grayson

UK	£35	Euro	€50
Denmark	350dkr	Norway	420nkr
Sweden	400sek		

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Frag Assault Launchers

MULTI
PART
PLASTIC
KIT



Land Raider Redeemer



◀ The Land Raider Crusader is equipped with twin-linked hurricane bolter sponsons, able to kick out a withering hail of bolter fire to soften up the enemy before the troops inside launch their assault.

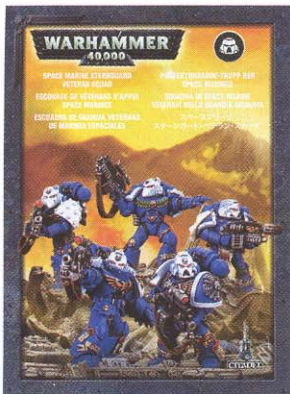
▶ The plastic kit includes all manner of weapons and wargear options, including this pintle-mounted multi-melta to increase the tank-hunting capabilities of the Land Raider.



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NEW RELEASES

STERNGUARD VETERANS



STERNGUARD VETERANS

Product code: 99110101385

Sculpted by Juan Diaz

UK	£20	Euro	€30
Denmark	225dkr	Norway	280nkr
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Variant combi-plasma.

A new addition to the Space Marine army list, Sternguard Veterans are the elite members of the 1st Company, deployed to bolster the battleline with their firepower. These new veterans were sculpted by Juan Diaz, featuring ornately decorated armour and meticulously crafted boltguns with laser sights for homing in on the foe.



Sternguard Sergeant with bolter and power fist.



Sternguard Veteran with bolter.



Sternguard Veteran with combi-melta.



Sternguard Veteran with bolter.



Sternguard Veteran with bolter.

PEDRO KANTOR

Chapter Master of the Crimson Fists, Pedro Kantor has served the Imperium for two-and-a-half centuries. Although his Chapter suffered a near-mortal blow at Rynn's World, Kantor has strived to restore their honour and past glory. This new model, by Juan Diaz, is adorned with the iconography of the Crimson Fists.

PEDRO KANTOR

Product code: 99060101395

Sculpted by Juan Diaz

UK	£8	Euro	€12.50
Denmark	100dkr	Norway	120nkr
Sweden	115sek		

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CAPTAIN SICARIUS

Captain Cato Sicarius is a mighty hero of the Imperium, and one of the greatest champions of the Ultramarines, leading the illustrious 2nd Company in acts of great bravery and valour. Sculpted by Dave Thomas, this finely detailed model is depicted with the ostentatious armour you would expect of such a hero.

CAPTAIN SICARIUS

Product code: 99060101396

Sculpted by Dave Thomas

UK	£8	Euro	€12.50
Denmark	100dkr	Norway	120nkr
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Sicarius comes with variant parts, allowing you to assemble him wearing a helmet and wielding a plasma pistol instead.



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VANGUARD VETERANS



VANGUARD VETERANS

Product code: 99110101391
Sculpted by Juan Diaz

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Whereas the Sternguard are deployed to hold the line where it is weakest, Vanguard Veterans are despatched to punch through the enemy line where fighting is most fierce. These miniatures, sculpted by Juan Diaz, are dramatically posed, evoking the lightning strikes for which the Vanguard are famed.



Vanguard Veteran with bolt pistol and power weapon.



Vanguard Veteran with plasma pistol and chainsword.



Vanguard Sergeant with relic blade.



Vanguard Veteran with bolt pistol and power weapon.



Vanguard Veteran with plasma pistol and chainsword.

CHRONUS

Most gifted of all the Ultramarines tank commanders, Antaro Chronus is the Spear of Macragge. This pair of miniatures, sculpted by Neil Langdown, represents Chronus embarked in a tank cupola and disembarked, so that he can continue to fight even if his tank is destroyed.

CHRONUS

Product code: 99060101393
Sculpted by Neil Langdown

UK	£12	Euro	€17.50
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Sweden	160sek		

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TELION

Sculpted by Neil Langdown, Scout Sergeant Torias Telion is one of the Ultramarines' most venerable living heroes and a marksman without peer. The miniature is sculpted with Ultramarines iconography and Marksman's Honours, wielding his unique weapon, the Stalker pattern boltgun.

TELION

Product code: 99060101392
Sculpted by Neil Langdown

UK	£8	Euro	€12.50
Denmark	100dkr	Norway	120nkr
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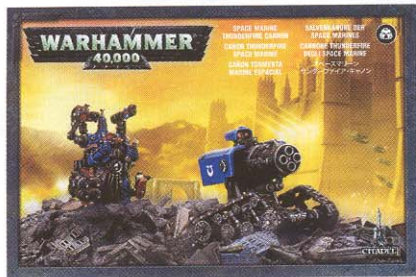
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NEW RELEASES

THUNDERFIRE CANNON



Designed to be deployed in rough terrain where more mobile artillery units such as Whirlwinds can't venture, the Thunderfire Cannon delivers a punishing bombardment to disrupt the enemy force. This metal miniature, sculpted by Colin Grayson, comprises the cannon mounted on its tracked carriage, and a Techmarine gunner complete with servo-harness to aid with loading and operation.

THUNDERFIRE CANNON

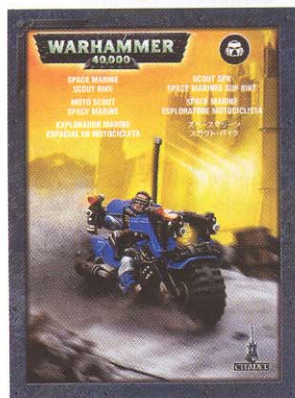
Product code: 99110101394
Sculpted by Colin Grayson

UK	£30	Euro	€40
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SPACE MARINE SCOUT BIKE



The new plastic Scout Bike frame is jam-packed with so many options that no two bikes need be the same. This kit, sculpted by Mark Harrison, makes a single Scout Bike and includes all the weapon options available, from Astartes grenade launchers to combat shotguns, as well as variant heads and bike farings.



Astartes grenade launcher.



Two of the variant heads from the plastic frame.

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SCOUT BIKE

Product code: 99120101072

Sculpted by Mark Harrison

UK	£7	Euro	€11.50
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The Scout Biker can be armed with a variety of weapons, from shotguns to combat knives.

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SPACE MARINE LAND SPEEDER



The Space Marine Land Speeder has been reconfigured by Jonny Ware to include new plastic components that were previously only available in metal. The box set now includes options to make a Landspeeder armed with a choice of heavy weapons, including the deadly Typhoon missile launcher.

SPACE MARINE LAND SPEEDER

Product code: 99120101071

Sculpted by Jes Goodwin, Jonny Ware, Martin Footitt and Dave Thomas.

UK	£18	Euro	€27.50
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**MULTI
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KIT**



The Land Speeder can be upgraded with either a Tornado-pattern assault cannon or heavy flamer.



The Land Speeder can be equipped with a Typhoon missile launcher.



The heavy bolter can be exchanged for a multi-melta.

WARHAMMER®

WARRIORS OF CHAOS SPEARHEAD

Next month sees the release of Warhammer Armies: Warriors of Chaos, and along with it a range of beautiful new miniatures. But you can get them early with the new Spearhead box set!

Packed with a selection of new miniatures, such as the new Chosen of Chaos, pictured to the right, and the plastic Chaos Knights, this box set is available 2 weeks before the main release. In addition, this is your chance to own the new Warriors of Chaos army book before anyone else. Check out our online store for more details about the contents of the Spearhead.



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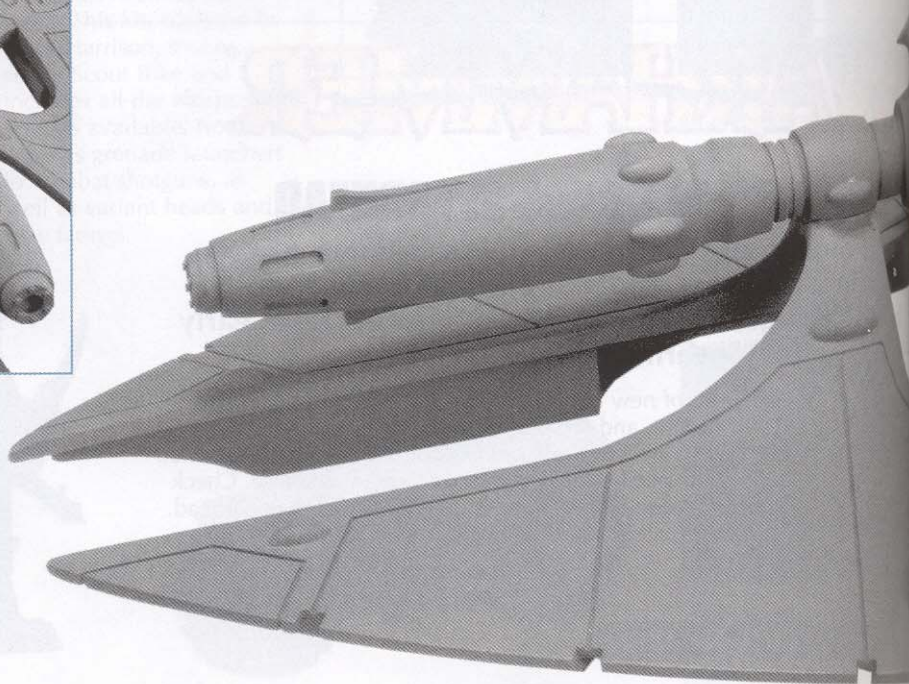
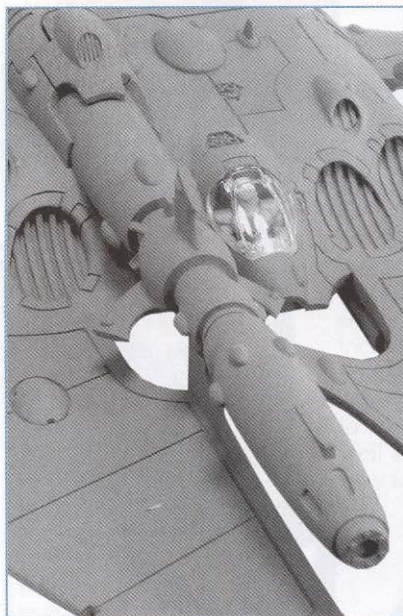
www.forgeworld.co.uk



ELDAR COBRA TYPE II

The new Eldar Cobra Type II is a finely detailed resin kit. The model features a D-cannon cowl that can be assembled either closed or open, representing the weapon in standby or firing mode. The kit also includes miniatures of both the Eldar gunner and the pilot.

Model designed by Will Hayes.



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NURGLE DREADNOUGHT



This pustulent Dreadnought has been in service to Nurgle for ten millenia. It is shown here armed with a suitably rotting and petrified power claw and twin-linked heavy bolter.

Model designed by Will Hayes and Simon Egan.



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TITANICUS

Fresh from a hard-fought campaign, one of the Imperium's most celebrated Titan Legions prepares to ship out to the Sabbat Worlds. Stopping at the forge world of Orestes for refit and repair, the Legion's princeps finds himself thrown back into battle when a force of Chaos Titans attacks. But as the flames of war spread, a religious schism tears the Adeptus Mechanicus apart, testing the resolve of the Imperial defenders to the limit.

TITANICUS

by Dan Abnett

ISBN: 978-1-84416-661-9

UK	£18.99	Euro	€25
Denmark	200dkr	Norway	250nkr
Sweden	250sek		

ON SALE SEPTEMBER 13th

ONLY IN DEATH

The latest novel in the phenomenally popular *Gaunt's Ghosts* series is now available in paperback. As the crusade to liberate the Sabbat Worlds continues, Colonel-Commissar Gaunt and the Tanith First and Only are posted to an unforgiving new warzone – the fortress world of Jago. As the enemy assaults increase in fury, Gaunt and his regiment must face the terror of the present alongside the ghosts of their past, for only in death does duty end.

ONLY IN DEATH (SOFT BACK)

by Dan Abnett

ISBN: 978-1-84416-662-6

UK	£6.99	Euro	€9
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Sweden	80sek		

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GOTREK & FELIX: ELFSLAYER

While travelling to Marienburg to fulfil a last request from his dying father, Felix and the Dwarf Trollslayer Gotrek bump into their old acquaintance Max Schreiber. The Imperial wizard has been sent north to investigate some disturbing magical phenomena off the northern coast of the Empire. Pretty soon, the heroic duo and their companions find themselves caught up in a new adventure, fighting for their lives against the Dark Elves!

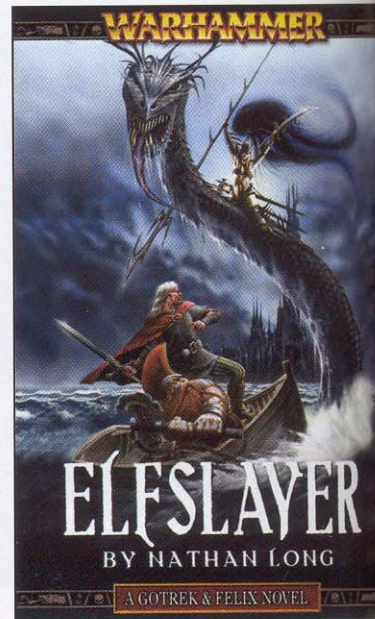
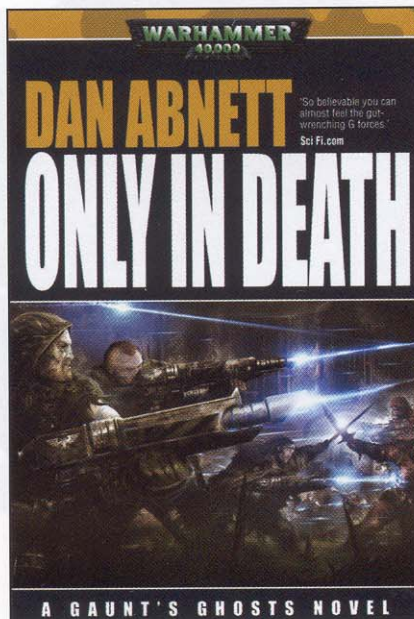
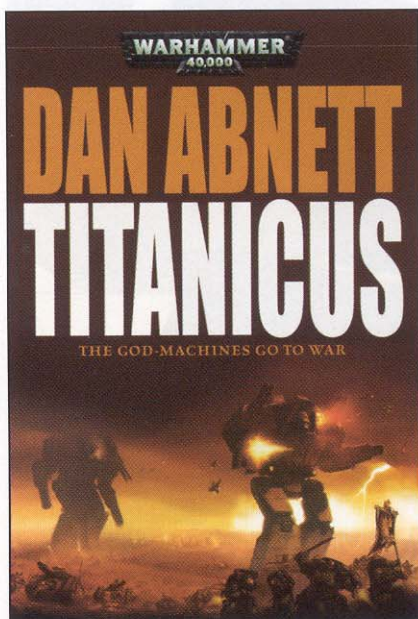
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by Nathan Long

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THE LORD OF THE RINGS STRATEGY BATTLE GAME™ GRAND TOURNAMENT



24th–25th January 2009, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?

- Two 700 point armies: one Good, one Evil. Models must be painted and based, and both armies must be constructed according to the rulespack and the Legions of Middle-earth supplement.
- You must be at least 12 years of age to enter. Players between the ages of 12 and 15 years must be accompanied by an adult.
- Tournament pack now available to download from www.warhammerworld.org

WHAT DOES THE TICKET COVER?

- Eight rounds of The Lord of the Rings strategy battle game over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday morning to get you started.
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WARHAMMER WORLD

Matt Hooton: Golden Demon Winner

At Warhammer World we showcase the best collection of painted miniatures in the world, thanks to our 'Eavy Metal team and you, the hobbyists. Throughout October and November we will be displaying the work of Matt Hooton, who has been converting and painting for 15 years.

Inspired by Mike McVey and encouraged to improve by seeing Golden Demon winners in White Dwarf, Matt tried for seven years to win one of the coveted awards. In 2006

he finally achieved his dream by winning not one but two Golden Demons! Matt has also picked up several Best Painted Army awards at tournaments and has painted miniatures for Forge World.

Matt's guest display will feature his Golden Demon winning entries, and many other excellent miniatures.

You never know, seeing his work may inspire and encourage you into producing award winning miniatures of your own!

The exhibition is open daily from September 27th until November 28th. For more

information and photos see www.warhammerworld.org



Price Rises

As everyone knows costs are going up all over the world, and just like everyone else we are seeing increases in the price of oil, metal, printed materials and transport. Up until now we've absorbed these increases, but the recent and dramatic doubling in the price of tin is simply something we are unable to ignore and therefore some of our prices will be going up too.

As from 29th September 2008 we will therefore be increasing the price of all metal models as well as a selection of other items including most of our books and some accessories including paint.

The good news is that we do not intend to raise the price of our plastic kits at this time – which means Games Workshop's plastic range remains excellent value for money for all hobbyists. This has also encouraged us to accelerate our plans for expanding our plastic kit range even more quickly – so keep a look out for new projects in the future.

For more details on the new prices please talk to your local staff or check out the Games Workshop webstore.



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WARHAMMER
40,000



SPACE MARINES

AND THEY SHALL KNOW NO FEAR



"They shall be my finest warriors, these men who give of themselves to me.

Like clay I shall mould them and in the furnace of war forge them.

They will be of iron will and steely muscle.

In great armour shall I clad them and with the mightiest guns will they be armed.

They will be untouched by plague or disease, no sickness will blight them.

They will have tactics, strategies and machines such that no foe can best them in battle.

They are my bulwark against the Terror.

They are my Space Marines, and they shall know no fear."

WARHAMMER
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The 41st Millennium is an age of war, and in war are forged great heroes. None typify this more than the Space Marines of the Adeptus Astartes. Andy Hall talks to Mat Ward about the largest Codex we've published in over a decade.

During the time now known as The Scouring, Mankind teetered on the brink of annihilation. The Imperium was in turmoil, having weathered the storm of the Horus Heresy only to face collapse in the aftermath. Horus had been cast down and the traitorous forces had fled to the Eye of Terror, but in their wake was nothing but desolated planets. The Emperor himself had been mortally wounded and interred in the Golden Throne. All across the galaxy opportunist xenos, rebels, power-mad sector lords and traitors sought to deal humanity a fatal blow.

And this would have been Mankind's end had it not been for Roboute Guilliman. The Primarch and his Legion of Space Marines, the Ultramarines, had come through the Heresy largely unscathed. Horus knew better than to tackle the largest of the Legions head on, so had

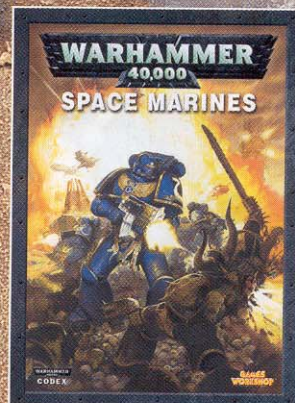
masterfully planned to keep the Ultramarines tied up deep in the galactic south. This meant that during the aftermath, it was Guilliman's warriors that formed the bulwark against the enemies of the Imperium, due to their superior numbers and stoic faith that humanity would rise from the ashes of betrayal.

With the threat of extinction held at bay, Guilliman turned to ensuring that such a great catastrophe could never happen again, distilling his formidable wisdom into a mighty tome known as the Codex Astartes. This sacred book became the cornerstone upon which the future of the Imperium's military strength would be based. The most lasting and contentious decree was that the existing Space Marine Legions would be split apart and reformed into smaller organisations known as Chapters. Though many of his brother Primarchs initially railed against



SPACE MARINES

DESIGN NOTES



Codex: Space Marines

The new Space Marine Codex is a whopping 144 pages in length, and is divided into five sections:

- The history of the Space Marines, including uniform guides and Chapter organisation.
- The forces section, covering every squad, vehicle and character in the army.
- The wargear section is packed full of equipment to which only the Emperor's favoured warriors have access.
- A colour showcase packed with gloriously painted models.
- The army list, the heart of every Codex. The Space Marine army list is now one of the most flexible in the game.

Pedro Kantor

Pedro Kantor, as Chapter Master of the Crimson Fists, grants all Space Marine units within 12" of him an extra Attack. He can exchange the Combat Tactics rule for Stubborn, and makes all Sternguard count as scoring units. Kantor wields Dorn's Arrow, a deadly Assault 4 storm bolter.



Guilliman's decree, all eventually accepted it – even the strong-headed Leman Russ. Thus were the Space Marine Chapters of the Adeptus Astartes born. As the largest of the Legions, it was the Ultramarines themselves that saw the greatest change, as thousands of battle-brothers were sent across the galaxy to form new Chapters. It is why that, to this day, the vast majority of Space Marines honour Guilliman as their Primarch.

It is these Space Marines – those that form the so-called Codex Chapters – that the brand new book covers. I caught up with the author of the new Codex, Mat Ward, to see what other information I could prize out of the famously tight-tipped Games Developer.

Andy: You've written and co-authored numerous Warhammer army books and The Lord of the Rings sourcebooks, but this is your first Codex. Did you feel that, because it was Space Marines, you were being thrown in at the deep end?

Mat: Yes and no. I actually put my name forward to write the Codex as I've been a fan of Space Marines ever since I read the very first Ultramarines Codex many years ago. However, it got a bit scary when I began writing and it soon became apparent to me that the book was going to be massive. It has grown to 144 pages in length over the development of the project

– the joint largest Codex ever – but even with this many pages I struggled to get everything in.

Andy: What was your starting point for the new Codex?

Mat: From the very start of the project there were a number of key things I wanted to achieve. The first, and most important, was to refocus Space Marine forces back to the seminal image of power-armoured warriors wielding bolters. Tactical Squads make up the heart of the Battle Companies and it's these companies that make up the fighting might of a Chapter. I think in the past we've sold the Tactical Marine short, when in actuality they form the backbone of a Space Marine army and are called upon to fulfil the full range of battlefield roles. For a Space Marine to be assigned to a Tactical Squad he must have already proven himself in other arenas as an Assault Marine and spent time in a Devastator Squad, too. So, a Tactical Marine isn't at the bottom of the hierarchy in a Company – far from it – in fact, the next stage up for a Tactical Marine is to become a fully-fledged veteran and join the 1st Company. In game terms they are going to be your most important squads. Not only are they extremely flexible, but they're the guys who'll be holding those all-important objectives and winning you the game.

TACTICAL SQUADS

Tactical Squads are the backbone of the Space Marine army. They are called upon to perform any number of battlefield tasks, from holding ground, taking objectives,

providing fire support or charging into a bloody melee. It is testament to their abilities that they can execute all these tasks and more with devastating proficiency.



Salamanders Tactical Squad.

THE ULTRAMARINES

The Ultramarines are the most famous and respected of all Chapters. It was Roboute Guilliman who created the Codex Astartes and in so doing saved humanity from despair. Ever since, the Ultramarines have been at the heart of the Imperium's defence. The Ultramarines do not rule a single planet or space fortress as the vast majority of other Chapters do, but have dominion over an entire empire known as Ultramar. The worlds of Ultramar are so well governed that they are seen as utopian societies in comparison to other Imperial systems and regarded with jealous eyes by planetary governors elsewhere, who constantly strive against rebellions, civil unrest and high rates of crime.

The Ultramarines fight across the galaxy, as Imperial Commanders and fellow Chapters constantly call upon their expertise in warfare. In battle they are eminently proficient and highly flexible, guided by Guilliman's tenets of battlecraft to this very day. As the Imperium slowly decays around them, it is the Ultramarines that lead the fight and refuse to let Mankind's enemies win.



Andy: I notice that the Ultramarines take a prominent role in the book...

Mat: Yes, that was one of the other principals I wanted to get across. The Ultramarines are undoubtedly the best Space Marines ever. Yes, really! Thanks to the heritage of Guilliman and their myriad heroic deeds, the Ultramarines are the exemplars of the Space Marines. With a few fringe exceptions who have severe mutations (Blood Angels) or stolid stubbornness (Space Wolves and Dark Angels), all Space Marine Chapters want to be like the Ultramarines and recognise Marnus Calgar as their spiritual liege.

Andy: So, you're a fan then?

Mat: In the past it's been very easy to rail against the Ultramarines – I think they've sometimes been perceived as warriors who rarely leave Ultramar, marching round parade grounds in full dress. This is far from the truth as they're one of the hardest working Chapters out there. We haven't helped matters on this – when I was going through the very first Ultramarines Codex, I noticed that there was plenty of background on how Macragge was governed, but no battles in it. That's been addressed to some extent in the intervening years, with the battles against the Tiranids being the obvious example. But one of the first things I wrote for this project were some prime examples of the Ultramarines on campaign. The Ultramarines are the

most focused, proficient and tactically aware force in the galaxy and we've made no bones about that in the new Codex.

Andy: Is this why Codex Chapters have the new Combat Tactics rule?

Mat: The Combat Tactics rule highlights the strategic flexibility of the Ultramarines and those Chapters that rigidly follow the Codex Astartes. In the past the Codex Chapter army list, in its various guises, has often been seen as the foundation list that all the other non-standard Chapters can work from, with the assumption that they'll get everything a Codex Chapter has access to, plus some extra cool stuff. With this version I wanted to reward players who are happy to take a Codex Chapter army and give them a special rule that Space Wolves, Blood Angels and the like will not have access to.

Andy: How does the Combat Tactics rule work, then?

Mat: It's based on Guilliman's tenets of war that there should be no futile combats, an attack must never be wasted or a bloody victory achieved for no gain. So, all Space Marine units with this rule can choose to automatically fail any Morale check it is called upon to take. This works in concert with a Space Marine's "And They Shall Know No Fear" rule to give units a unique move, allowing them to bow out of a fight with bolters blazing before charging back

Captain Sicarius

Captain Sicarius is one of the greatest heroes of the Ultramarines Chapter. He is a master strategist, as reflected in his special rules that double his chances of Seizing the Initiative. His talents also allow him to award Tactical Squads extra special rules, such as Tank Hunters, Infiltrate or Counter Attack. As well as his keen tactical mind, Sicarius is deadly in combat, wielding the Talassarian Tempest Blade, which allows him to trade his normal close combat attacks for a single *coup de grâce* strike, resolved at Strength 6 and causing Instant Death, regardless of the model's Toughness.



in for a decisive strike in the following turn. Or they can simply dig in and decimate the foe with rapid-firing bolters. It's worth noting that some of the new special characters replace this for a Chapter Tactics rule that is more fitting and characterful of their Chapter. For instance, fielding Pedro Kantor means that all units exchange Combat Tactics for the Stubborn special rule, while taking Vulkan He'stan of the Salamanders means you lose Combat Tactics entirely but all the flamer and melta weapons in your army count as twin-linked. So, you can easily characterise your force without the need for a complex Chapter traits system.

Andy: As well as the new Combat and Chapter Tactics rules, there are a good few new unit types as well...

Mat: Yeah, the Vanguard and Sternguard Veterans are the most obvious examples, but there are many more, including a new Dreadnought variant – the Ironclad – that specialises in breaking sieges, as well as the Land Raider Redeemer and the Thunderfire Cannon, to name but a few.

Andy: Let's talk about those Veteran variants first.

Mat: There have been many Space Marine Veteran models made over the years and they generally fall into two types – ranged and close combat. We wanted to formally categorise them. The Vanguard Veterans fight at the forefront of the battleline, like an Assault Squad. However, Vanguard Veteran Squads really excel when they Deep Strike into battle, as their Heroic Intervention rule means they can assault on the same turn they arrive on the battlefield. The Sternguard hail back to what I said earlier about the defining image of a Space Marine is one clad in power armour armed with a bolter – Sternguard are the epitome of this. These are veterans who are masters of the bolter and as such have access to four different types of special-issue ammunition, such as hellfire rounds, kraken bolts that have longer range than standard bolter ammunition, dragonfire bolts that ignore cover saves, or even vengeance rounds that have a short range but an AP of 3. The new Veteran models are just awesome and I'd have them in my force for that reason alone.

Andy: The Space Marine arsenal in general seems to have had all manner of improvements.

Mat: Yes, we've got some new additions such as the Thunderfire Cannon, but I've made subtle tweaks across the army list. Storm shields are a great example. I love the thunder hammer and storm shield combo but they were rarely taken, so the storm shield has now been increased to a 3+ invulnerable save, making a Terminator



STERNGUARD VETERANS

Sternguard Veterans deploy wherever the battleline is most vulnerable, facing the most impossible odds with nerves of steel and precision shooting.

Special-issue Ammunition

Each bolter-armed model carries several special ammunition types which replaces the existing profile.

Dragonfire Bolts: These hollow shells explode with a gout of superheated gas that makes a mockery of cover.

Hellfire Rounds: Originally designed for slaying Tyranid bio-monstrosities, hellfire rounds replace the standard explosive charge with a chamber of bio-acid that eats through flesh and chitin.

Kraken Bolts: The adamantite core and improved propellant of these bolts can penetrate armour even at extreme range.

Vengeance Rounds: Designed to breach power armour, vengeance rounds employ unstable flux core technology that makes them effective against armoured targets.



Any Veteran in the squad can be armed with a combi-weapon.



VANGUARD VETERANS

A Vanguard Veteran Squad is formed from those members of the 1st Company that excel at close-quarter combat. Most Chapters employ their Vanguard Veterans as rapid response forces, using their speed as a weapon to strike the foe where he least expects it.

New Rule

Heroic Intervention: Jump pack-equipped Vanguard Veteran squads arriving via Deep Strike, can elect to perform a Heroic Intervention before the scatter dice are rolled. The squad cannot shoot or run that turn but may assault if within range.



Vanguard Veterans can also be deployed without jump packs, allowing them to take a dedicated transport vehicle instead, providing the Space Marine player with an array of options. This Vanguard Veteran of the White Scars is equipped with a pair of deadly lightning claws.



Vanguard Veteran Sergeants can be equipped with a mighty relic blade, as shown above.

SPACE MARINES

DESIGN NOTES

Assault Squad armed with this combination just terrifying. Regular Terminators also benefit, with the cyclone missile launcher now being Heavy 2. My favourite bit of wargear, though, is the reintroduction of the conversion beamer. This archaic weapon works on the premise that the further away the target the deadlier the blast, as the beam has time to grow in power. It gets to Strength 10 and AP1 if the target is over 42" away, which is obviously great for Apocalypse games, although only a Master of the Forge can use it.

Andy: A Master of the Forge?

Mat: There are two reasons why he came about. Firstly, I wanted to codify the senior Techmarine and give players the option of leading their force with this type of character, which will no doubt please Iron Hands players no end. The other reason was that I wanted the actual Techmarines to go back to their original role of repairing vehicles, so I pushed their profile down a bit and made them a more viable choice.

Andy: We've also got a Techmarine crewing the latest piece of wargear to join the Chapter's armoury – the Thunderfire Cannon. Why have Space Marines got an artillery piece?

Mat: It's not artillery; it's a direct fire weapon. More often than not Space Marines will fight in an assault role, striking hard and fast. However, Space Marines are able, and need to, perform in every kind of theatre of war. The Thunderfire Cannon is used in situations where heavy fire support is needed but the Vindicator or Whirlwind would be impractical – enclosed areas and rocky terrain come to mind. It was one of the things I really had fun with when developing the rules. The cannon is Heavy 4 Blast, but you choose one of three different kinds of fuses when firing it – you can fire an airburst shell that ignores cover, a more traditional surface detonation with high Strength or, my favourite, a subterranean blast that forces the target unit to take difficult terrain tests in the following Movement phase. Yes, it's a mounted fire support platform that fires underground – veteran players will soon deduce where the idea for that came from!

Andy: With all the new Space Marine armies springing up around the Studio, I've noticed Thunderfire Cannons in a few of them, but it's the Drop Pods that everybody is eagerly anticipating getting their hands on.

Mat: Yeah, I really wanted to get to grips with the Drop Pods. In all the background we've ever written, the Drop Pods herald the arrival of the Space Marines. Except, rather ironically, in the game, where they'd land in Turn 3 or 4 if you were lucky! So,



Vanguard Veteran Squads have access to an array of close assault weaponry, from chainswords and power weapons to thunder hammers and lightning claws, not to mention plasma pistols and the ubiquitous bolt pistol.



THUNDERFIRE CANNON

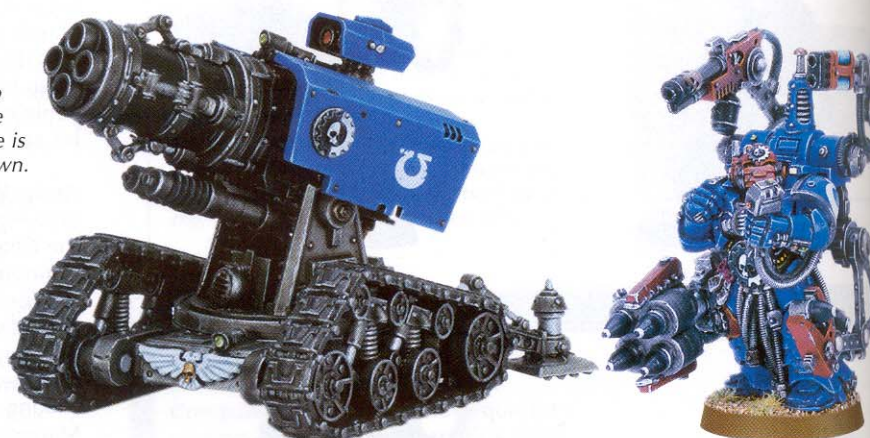
Thunderfire Cannons are primarily employed in mountainous or broken terrain where other vehicles struggle to reach. They prove invaluable in defensive deployments, where their high rate of anti-personnel fire and disruptive subterranean shelling can wreak havoc amongst attacking forces. The multi-barrelled Thunderfire Cannon has the following ammunition options:

Thunderfire Shells

Surface Detonation: These are employed against numerous enemies in open terrain.

Airburst: These rounds are used to scour a foe from cover.

Subterranean Blast: Programmed to burrow deep into the ground before detonation, the resulting shockwave is often sufficient to knock the foe down.



Sergeant Telion

Telion is a master sniper and grizzled Scout Sergeant. If he is attached to a Scout squad, any member can benefit from his BS of 6.



“Bombarding an enemy line with Drop Pods carrying Tactical Squads is definitely a battle-winning tactic.”

I've given Drop Pods the Drop Pod Assault special rule which works in a similar way to Dark Angels Deathwing units, in that half of your Drop Pods land in Turn 1 of the game. The innate BS of a Drop Pod has doubled to 4 meaning that Deathwing Drop Pods will actually hit something now, and the capacity has increased from ten to twelve models. Bombarding an enemy line with Drop Pods carrying Tactical Squads is definitely a battle-winning tactic now.

Andy: You've also increased the passenger capacity of the Land Raiders, I see...

Mat: Previously, if you wanted to have a character leading a squad, you could only fit them all in a Land Raider Crusader. I wanted players to be able to choose a Land Raider for more than just its capacity, so I've levelled the field and given Land Raiders room for 12 power-armoured Space Marines or six Terminators.

Andy: What role does the new Land Raider, the Redeemer, fulfil?

Mat: It has sponson-mounted flamestorm cannons that are a Strength 6 template weapon, so I don't think its uses are a mystery! If you get it in close you won't have a problem flushing out entrenched infantry. What is worth knowing is that the machine spirit on all the Land Raiders now works by allowing the vehicle to fire one more weapon than would normally be permitted. This shot can also be fired at a separate target. So, a Land Raider moving at combat speed can still fire two weapons. It can even fire a single weapon if Stunned or Shaken. Still, if the rules don't persuade you, the new plastic kit itself is more than reason enough to include one or two in your army. It was never easy getting those metal hurricane bolters stuck together but the new kit solves those issues and you can even turn it into a Redeemer if you wish!

SPACE MARINES

DESIGN NOTES

SCOUT BIKERS

Scout Bikers are employed as fast-moving reconnaissance units. They operate on a far longer leash than other Scouts, often functioning as a separate and distinct adjunct to the main Space Marine strike force.



That's New!

Astartes Grenade Launcher: Scout Bikers can employ Astartes grenade launchers. These are loaded with frag and krak grenades and outfitted with targeting systems to compensate for the high speeds at which the bikers travel.



Chronus

Chronus is a master of tank warfare, and can even continue the fight if his vehicle is destroyed.



Andy: The other new plastics we've yet to mention are the new Scout Bikers.

Mat: Yeah, it's another great kit with loads of options and components, so there's lots of opportunity to customise your models. To emphasise their role as fast-moving reconnaissance and disruption units I've given them new wargear called cluster mines, which allows the Bike Scouts to booby trap a piece of area terrain. The unfortunate unit that triggers the mines suffers 2D6 Strength 4 hits. We've also got a Scout-crewed Land Speeder, the Land Speeder Storm. This differs from the more traditional Land Speeder variants by sacrificing its heavy armament for a modest transport capacity.

Andy: How do the non-mounted Scout Squads fare in comparison?

Mat: Well, Scout squads are Troops, so will always be extremely useful. Add to that they have all the special rules as full Space Marines, like Combat Squads, Combat

Tactics and so on, as well as being able to Infiltrate, Move Through Cover, and – unsurprisingly – Scout. For the nostalgia buffs, the Scout heavy bolter has the hellfire shell back, too. One Scout Squad can also be upgraded to be led by Sergeant Telion, who is a special character with a BS of 6. His Voice of Experience rule means he can forsake his own shooting attack to allow another member of the same squad to use his high Ballistic Skill.

Andy: I see Telion is just one of many special characters. In fact, there's more than double the number from the last edition of the Codex.

Mat: I love special characters, as they can really highlight a certain aspect of an army. With the Space Marines in particular you can play on classical archetypes, so you have the character of the living god in Marneus Calgar, Captain Sicarius is the hero of heroes, Tigurius is the Mystic, Cassius the Zealot, Telion the Archer,

SCOUT SQUADS

While Scouts are more lightly armed than their more experienced battle-brothers they should never be underestimated. Their duties are to infiltrate ahead of

the main force, surveying the battlefield terrain and harassing the enemy until the rest of the army is ready to launch its attack.



Ultramarines Scouts.

⚡ ASSAULT SQUADS

Assault Squads storm the foe with chainsword and bolt pistol. They are normally equipped with jump packs to ensure they can get into assault range as fast as

possible. Once in the fight they will despatch their opponents as quickly as possible with ruthless efficiency before moving onto the next enemy squad.



Raven Guard Assault Marines.

Chronus the Charioteer and so on. I've a particular fondness for how Chronus works in the game – you buy him as an upgrade for one of your tanks and he gives you a BS of 5 as well as the ability to ignore Crew Stunned and Crew Shaken results. And,

“Just because you don't play Ultramarines doesn't mean you can't have a Captain as legendary as Cato Sicarius.”

should his vehicle be destroyed, there's every chance he'll be able to leap free of the carnage in true Die Hard/Bruce Willis style and then continue fighting on foot. He's great fun and I fully expect to see him appearing in plenty of tanks.

Andy: But it's not just the Ultramarines who benefit from all these special characters is it?

Mat: Not at all. The six Chapters that we've chosen to focus on in the Codex – Ultramarines, Salamanders, Imperial Fists, Crimson Fists, White Scars and Raven Guard – all get named heroes to lead them. But the beauty of it is that any Codex Space Marine Chapter can field them. If a player wants to get the new model of, say, Telion, paint it in his own Chapter colours and change his name, he can happily use the rules for that character in his army. I mentioned heroic archetypes earlier; well, the galaxy is a big place, and with over a thousand Chapters of Space Marines there's more than enough scope for mighty heroes to emerge from any one of them. Just because you don't play Ultramarines doesn't mean you can't have a Captain as legendary as Cato Sicarius. The archetypes can apply to all of the Codex Chapters.

☀ DEVASTATOR SQUADS

Devastators are the most heavily armed of all Space Marine squads, trained to assail the enemy from a great distance with overwhelming firepower.

Unlike most other Space Marine squads, Devastators operate from a largely static footing, abandoning fixed positions only to improve their arcs of fire.



Ultramarines Devastators.

SPACE MARINES

DESIGN NOTES

Andy: I notice the Legion of the Damned is also in this section, representing an entire squad of special characters, so to speak. That'll be a fan-pleaser!

Mat: Oh yes, they're back. But we can't really talk about them at the moment. Suffice it to say, watch this space...

Andy: And what about regular characters? How have they changed?

Mat: The standard HQ choices have all had a bit of a tweak here and there, and we tried to make each type of command model in the army reflect the background of the Space Marines as much as possible. For example, Chapter Masters and Captains should be the best fighters in a Space Marine army, as they've strode across countless battlefields to master the arts of tactics and close combat, so I've made sure that they excel at fighting, and that their respective Honour Guards and Command squads help them in that role. Previously, I felt that Chaplains were the model of choice for close combats, so I've tried to reinstate their position as the defenders of the Space Marines' faith – they now work best as an added boost to a squad, rather than combat monsters in their own right, though they can still be tooled up to be pretty formidable. I talked a bit about the new Masters of the Forge, the senior techmarines of the Chapter, earlier. Finally, Librarians have been slightly toned down in terms of combat effectiveness, but their psychic powers have become a good deal more pokey. Basically it means that Space Marine players now have specialist characters that each fit a specific purpose on the battlefield. So, the tactical choices available to players are a bit trickier, but they are more effective than ever when you get them right.

Andy: So, how would you sum up this version of Space Marines?

Mat: It's been a great project to work on but hard toil as well. There were lots of things we had to consider, not least that this was the first Codex specifically written for 5th edition. I also wanted to make sure the army list was extremely flexible. I think Space Marines, above any other army, must be able to adapt to any role, especially Chapters based upon the Codex Astartes, which is the ultimate tome of combat doctrine. I'd like to think we've succeeded at that. It's also a great read; the fact that it grew so big is testament to the material a book about the Emperor's finest can generate. So, I hope people get a lot out of it – it's certainly the project I'm most proud of to date.

Librarians

Detecting and developing nascent psykers is one of the many responsibilities of the Chapter's Librarium. If a recruit survives the rigorous testing to make sure the applicant is free of taint he joins the Librarian as Lexicanium. From there he rises through the ranks to become Codicier, Epistolary or perhaps even Chief Librarian. Librarians use their abilities to pierce the Warp, provide the means for interstellar communication and identify more of their own kind. On the battlefield, a Librarian will use his talents in a more direct fashion, targeting enemies with psychic blasts, teleporting comrades into combat or melting the enemy commander's brain.



TERMINATOR SQUADS

All Space Marine Chapters maintain a number of suits of the rightly feared Tactical Dreadnought armour, or Terminator armour as it is more commonly known. Terminator suits are the pinnacle of armoured protection available to a Space Marine. Each is all but

impervious to small arms fire and can even withstand the merciless onslaught of tank-busting krak missiles. Terminator suits are so highly prized that if a battle-brother falls in battle then the Chapter will expend vast resources to recover the revered suit.



Iron Lords Terminator with thunder hammer and storm shield.



Salamanders Terminator with lightning claws.



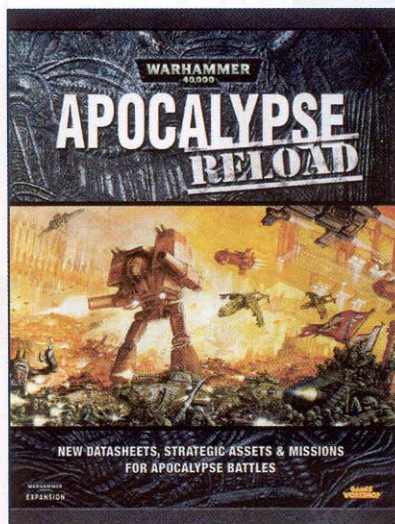
Crimson Fists Terminator with heavy flamer and power fist.

DROP POD ASSAULT

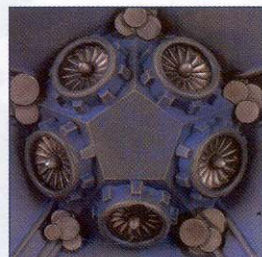
Space Marines are also known as the Angels of Death, an honorific never truer than when a strike force descends from the heavens in Drop Pods.

Most Drop Pod assaults comprise only a handful of craft, their aim to get the van of the Space Marine force into a prime position. However, it is not unknown for entire Chapters, such as the Invaders or Black Consuls, to commence their campaigns with a massed Drop Pod landing. Such an assault is a thing of terrible beauty, with a hundred or more Drop Pods descending upon the foe like screaming harbingers of woe.

Inside each Drop Pod, a squad of Space Marines or a Dreadnought is carried ever downwards through the raging toil of the planet's atmosphere. When a Drop Pod lands it is immobilised but by then it has already served its purpose, accurately taking it's cargo to the most critical points of the battle thanks to its inertial guidance systems.



If you feel particularly inspired by the new Drop Pod model, then you might want to check out the recent *Apocalypse: Reload* expansion. This tome is chock-full of datasheets, including the Skyhammer Orbital Strike Force. This formation allows you to field up to a whole Battle Company in Drop Pods, with special rules and strategic assets that make it the epitome of surgical strikes.



Powerful retro thrusters underneath slow the Drop Pod's descent before impact.



Restraint harnesses keep the Space Marines secure while the Drop Pod is in transit.

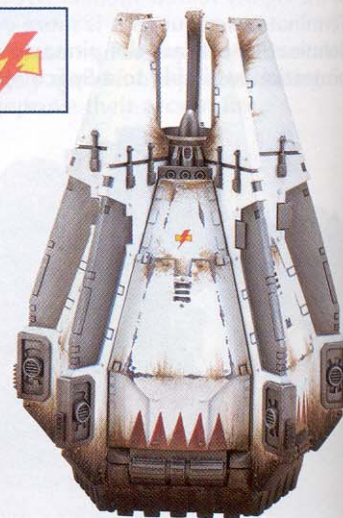
RAVEN GUARD



CRIMSON FISTS



WHITE SCARS



SPACE MARINES

DESIGN NOTES



NON-CODEX CHAPTERS

Just because the new Drop Pod model accompanies the latest Space Marines Codex, don't think that their use is restricted to Codex Chapters. Dark Angels, Blood Angels,

Black Templars and Space Wolves can all use these formidable rapid-strike transports in their armies, as illustrated here.

DARK ANGELS



BLOOD ANGELS

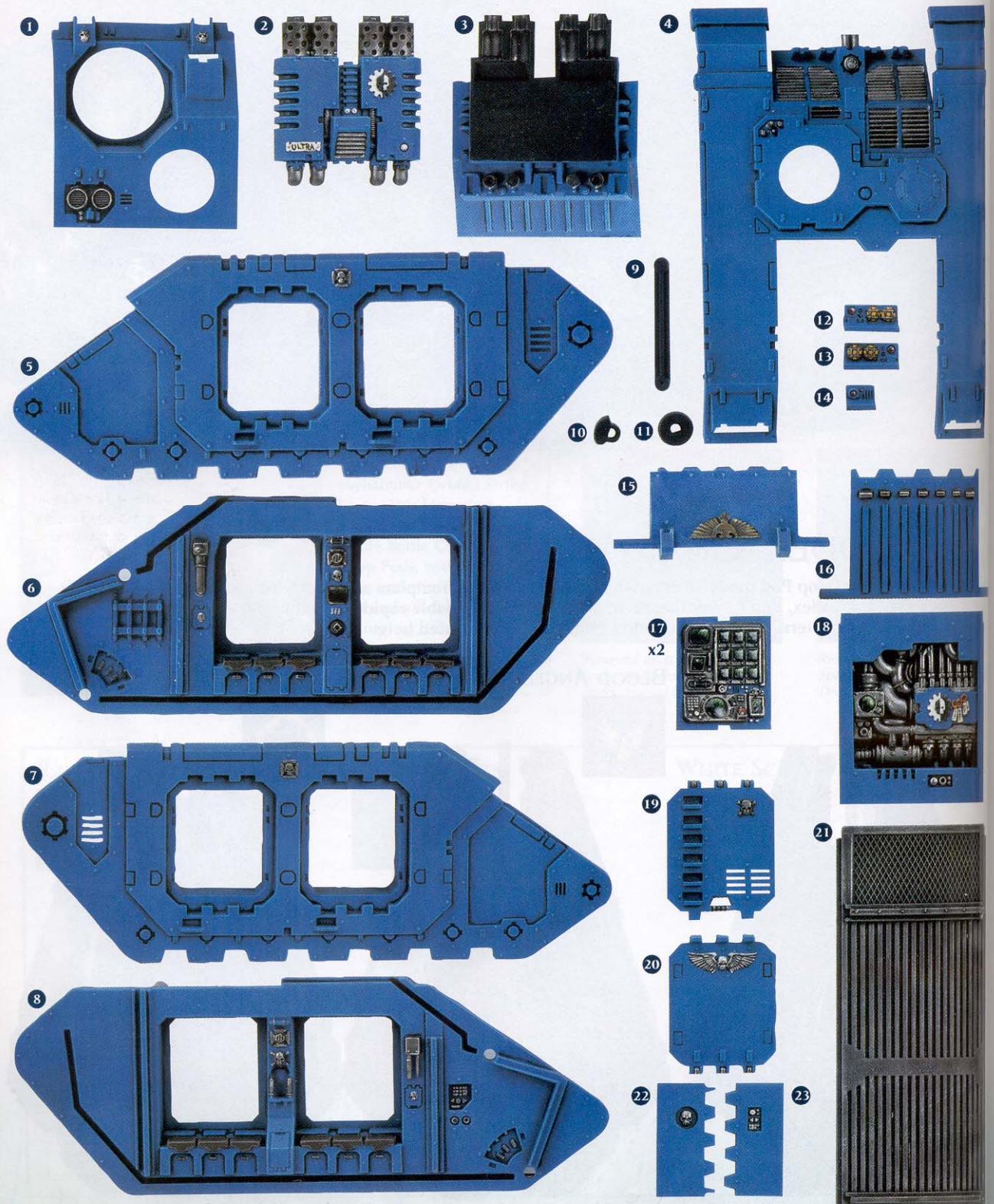


SPACE WOLVES



ARMoured MIGHT

The latest Land Raider variant kit can be assembled into the Crusader – a linebreaker without peer – thanks to its banks of hurricane bolters, or as a feared Redeemer, an evolution of the Crusader, this time mounting flamestorm cannons.



SPACE MARINES

DESIGN NOTES

Key

1	upper hull
2-3	power plant
4	hull top
5-6	hull left side
7-8	hull right side
9-11	door mechanism
12-13	headlights
14	machine spirit eye
15-16	boarding gate
17	datascreen
18	engine
19-20	hatches
21	floor
22-23	inner doors
24	gunner arms
25-26	gunner torso
27-28	shoulder pads
29-30	heads
31-34	flamestorm tanks
35	gunner legs
36	scroll
37-38	purity seals
39	towbar
40	searchlight mount
41-42	sensor array
43	storm bolter grip
44-45	icons
46	smoke launcher
47	gun sensor
48-49	cupola hatches
50	gun plate
51	turret plate
52	turret pivot
53	winged skull icon
54-56	hunter-killer missile
57-58	flamestorm mounts
59-60	multi-melta core
61-62	storm bolter
63	multi-melta
64	searchlight
65	gun casing
66-67	cupolas
68	multi-melta shield
69-70	frag launchers
71	missile mount
72-73	comms array
74-75	sponson sides
76-77	sponson brackets
78-81	flamestorm cannon
82-83	sensors
84	sponson pivot
85-86	assault cannon
87-98	tracks
99-102	hurricane bolters
103-104	inner hatches
105-106	sensor arrays



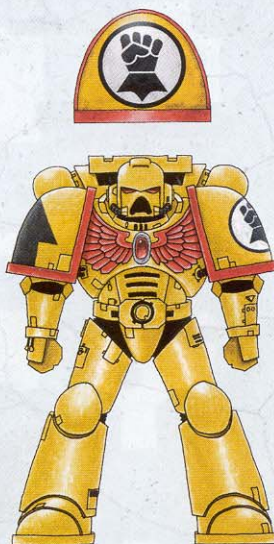
CHAPTERS



A thousand Chapters of a thousand Space Marines are all that separates the Imperium from the encompassing darkness. The Ultramarines are not the only Chapter of the First Founding to survive to this day and fight on in the Time of Ending. Here are five other legendary Chapters deserving of note.

IMPERIAL FISTS

Rogal Dorn, the Primarch of the Imperial Fists, was a tenacious warrior whose final moments were of courage and supreme sacrifice. Though many millennia have passed since Dorn's death, his example still drives the Imperial Fists onwards to fresh victories. Indeed, if the Imperial Fists have a fault it is that they continue to strive when others would have yielded the battle. Such stubbornness has rescued many a victory from the ashes of defeat, but only at a steep cost in lives.



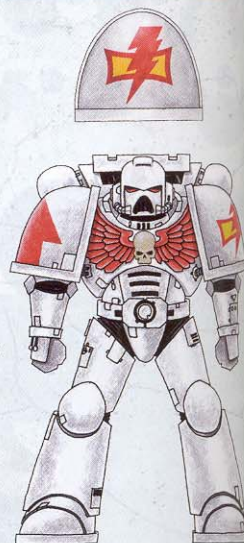
CRIMSON FISTS

The Crimson Fists are a Chapter on the edge of extinction, their fortress-monastery destroyed and their numbers all but obliterated when Waaagh! Snagrod descended on the Loki sector. Yet the Crimson Fists fight on, bearing the blows of a cruel fate with a stoicism that has become legend across the Imperium. Even amongst the elite ranks of the Space Marines, the remaining Crimson Fists are held as warriors without peer, forged in the heat of the most terrible and hopeless battles.



WHITE SCARS

White Scars are the masters of reconnaissance and adherents of the hit-and-run attack. They are hunters and raiders without peer, using ultra-rapid deployment to ensure that the foe's first sight of them is also his last. Such were the teachings of the Primarch Jaghatai Khan, and in the millennia since his disappearance these doctrines have been honed and refined in countless battles and wars.



SALAMANDERS

Born out of fire, the battle-brothers of the Salamanders Chapter have jet-black skin and burning red eyes – a daemonic appearance brought about by a reaction between their unique genetics and the high levels of radiation on the Chapter Planet of Nocturne. This terrifying appearance is entirely superficial, but has intimidated more than one rebellion into submission without a shot being fired.



RAVEN GUARD

The Raven Guard are masters of the unseen war, engaging in frontal battle only when no other option presents itself. In pursuit of their covert goals, the Raven Guard depend heavily on Scout forces able to act alone for extended periods of time, and rapid-reaction forces that can quickly capitalise on the foe's weaknesses. Thunderhawk strikes and Drop Pod assaults are employed for much the same reason, and they have a great many more of these craft than any other Chapter.



EVOLUTION OF THE SPACE MARINE

Everybody knows that the Emperor is the architect of the Adeptus Astartes, but delve beyond Imperial propaganda and you'll discover that the true daddy of the Space Marines is Jes Goodwin. We got together and reminisced.

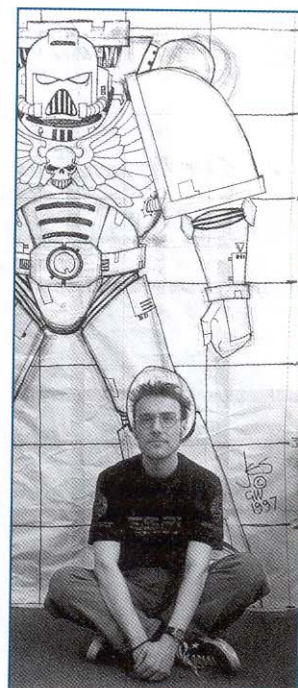
I wasn't the first person to design Space Marines," begins Jes. "Bob Naismith came up with some basic designs and had already sculpted three miniatures. Even so, people think of the very first Space Marine frame, RTB01 (Rogue Trader Box 1), as the original Space Marines. That wasn't just me though – all the Citadel Sculptors worked on that – Bob, Aly [Morrison] and Trish [Morrison] are just a few of the names that come to mind, but it was the whole team.

"I've become synonymous with Space Marines because of the work that followed. I've spent well over a decade working on Space Marines since, defining them and establishing the look of Mk VII power armour, that's why I keep appearing in these kinds of articles!"

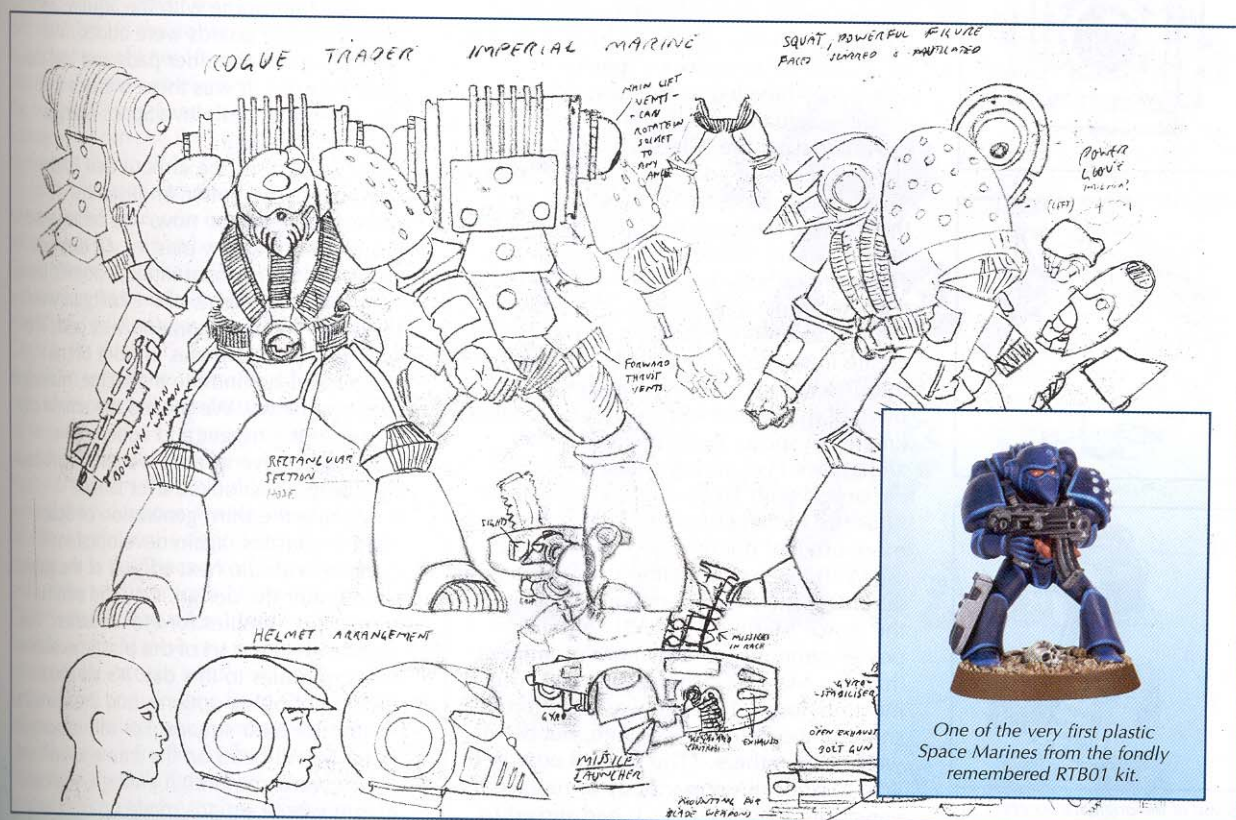
So while Jes had worked on the "Rogue Trader" era of the Space Marines, it wasn't until the next generation that he really

began to stamp his mark upon them. In the meantime, development work was continuing apace. The first Mark VII Space Marines started to appear in metal and the Chapters, which had up to that point been nothing more than a reason to paint your force a different colour to your mate's Space Marine army, were becoming more divergent. "A lot of the imagery for the 'Big Four' – Space Wolves, Ultramarines, Dark Angels, and Blood Angels – grew out of spending lunchtimes with John [Blanche] just drawing heraldry. I think it took about two weeks, but at the end of it we'd got the big themes, the livery, and the symbology for the prominent Chapters."

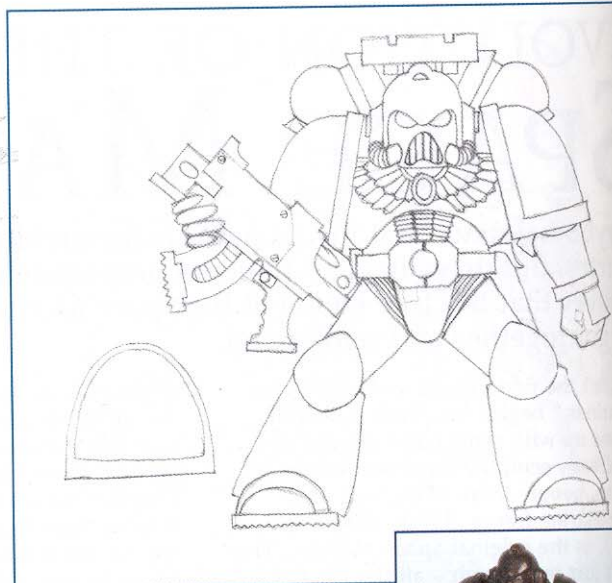
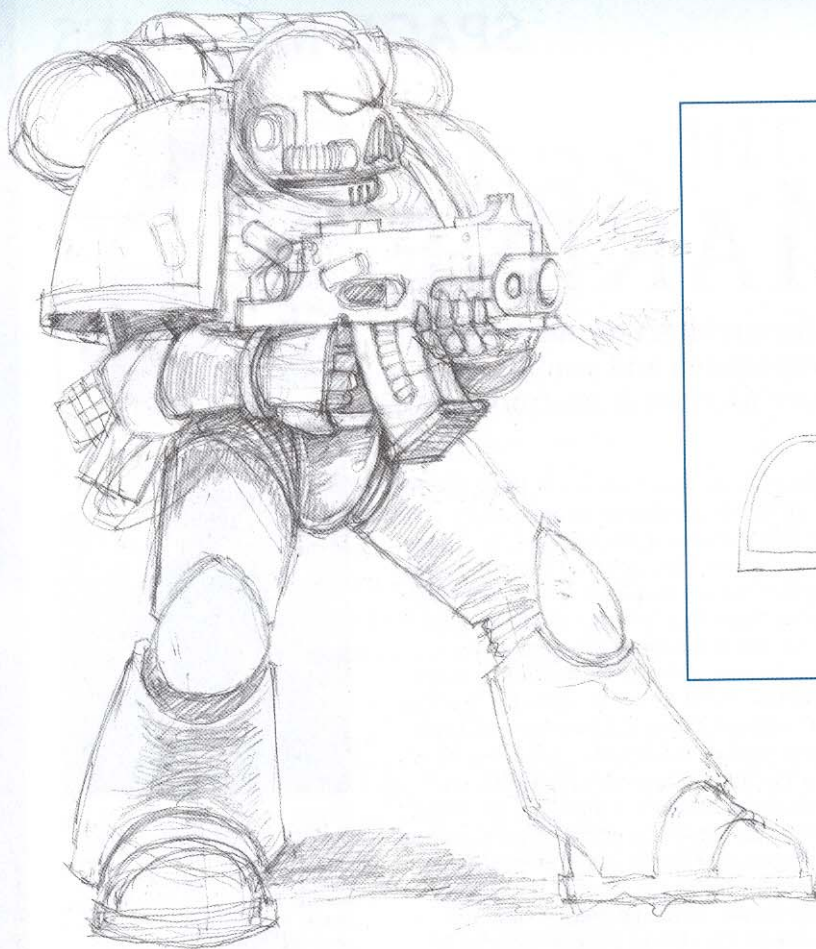
While we've never tried to hide our influences, it's always been a bugbear of Jes' that people can simplify that aspect. "It's human nature to take the most recognisable element and label the whole thing," says Jes. "So 'Space Wolves are



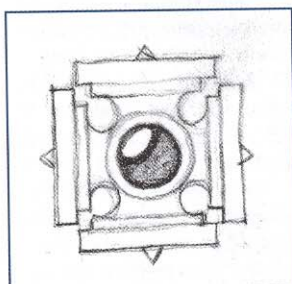
What is there to write about Jes Goodwin that hasn't been written before? Nothing, we'll wager. But for those who don't know, Jes has been an integral part of the Citadel Design team since the 80s, and is generally regarded as the man behind the Space Marines and the enigmatic Eldar.



The very first Space Marine – who knew then what this unassuming chap would spawn?



Whereas many miniatures designers evolve their work as they go, Jes' miniatures often look unerringly similar to his original concept sketches and proportion studies – a testament to his strong vision.



Some of the original concept sketches for Space Marine honorifics and heraldry.

Vikings!' is what you'll hear a lot. But the archetype was intended to be much wider than that, encompassing as many barbarian types, historical and fictional, as possible. So you have Celtic influences and other barbarian devices all mixed in as well. The same with Ultramarines – they're sometimes labelled as Romans, when the scope is actually much more expansive, covering all of the 'Classical' era."

The secret of good, strong concepts is to take these base archetypes and turn them into something unique. "Audre Lord famously said 'There are no new ideas. There are only new ways of making them felt.' And that's always been the case; it's the juxtaposition of existing elements that create fresh ideas. So, while warriors in futuristic armour were by no means original in the mid 1980s, putting medieval knights in space, underpinned by the archetypes I've already mentioned and decorated with archaic livery, rather than futuristic looking markings, was a much more original notion."

With the second edition of Warhammer 40,000 came the next major evolution of the Space Marine. Mark VII "Aquila" power armour was now more prominent than the Mark VI "Corvus" armour. The most obvious difference was the shorter snout of the helmet face plate, but there were many others. "The second edition of 40K gave us the opportunity to replace the venerable RTB01 frame. It had served us well but we wanted to put the new

developments into plastic and the old plastic Space Marines were looking too small. Obviously the helmets were different, but we added a chest plate that covered the piping with the aquila, and separate knee guards were added. We beefed up the shoulder pads and lost the studded ones. It was these plastics that locked in that definitive Space Marine design," says Jes.

It wasn't just the armour that had a makeover. The bolter, an instantly recognisable shape now, was redesigned along with the new plastics. "It did look weird in its first incarnation," admits Jes. "The basic elements of the boltgun were there but the configuration was odd. The forward hand grip was in front of the trigger and behind the magazine, making it look top heavy. We moved the ammo clip closer to the trigger and added more cowling to give it more weight. That's how the design has looked ever since."

While the third generation of Space Marine plastics, again developed in concert with the next edition of the game, didn't alter the design, they did add far more opportunities for the modeller. "This was really the start of the plastic evolution that continues to this day. It's all about giving hobbyists options, and the chance to customise their squads. For this reason you got a Mk VI head on the frame as well and, if you were committed enough, you could create whole squads made up of Corvus-type Space Marines. I like this aspect – that

SPACE MARINES

DESIGN NOTES

suits aren't necessarily complete, and the Chapter's Artificers will have had to make whole suits out of pieces from different sources, be it spares or even items recovered from the battlefield."

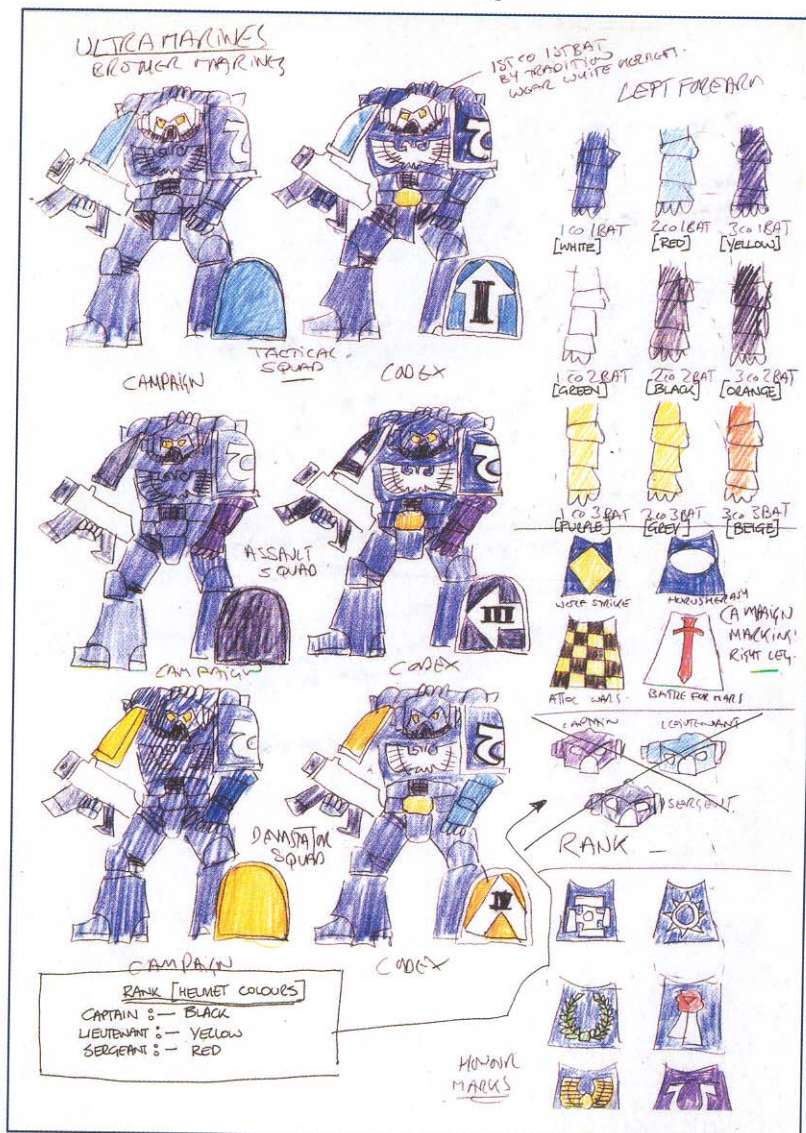
The third edition also marked the advent of the redesigns of the Space Marine vehicles, starting with the Land Speeder and Dreadnought, followed by iconic vehicles like the Land Raider and Rhino APC. "Bob Naismith designed the first Rhino," continues Jes. "It was a brilliant kit, ingenious in design. Because we could only afford one mould – don't forget we were a much smaller company then, and a plastic injection mould was (and still is) a huge investment – Bob designed the frame to be symmetrical so you could get one vehicle out of two identical frames. I don't know the numbers but we've probably sold more of those first generation Rhinos than any other kit over the years. When it came to retire it and replace it with a new Rhino, I wanted it to be instantly recognisable while tying it into the more modern look, but it had to be versatile, just like the original kit, and be able to be used as a basis for Predators and Razorbacks, etc."

And what is this more modern look? There's no doubting that all Space Marine vehicles look part of the same design lineage, but how is that achieved? "It's simply a case of reusing certain design elements," says Jes. "The vehicles needed to look of the Imperium, but not Imperial Guard. So they appear more advanced and even futuristic in the context of 40K. They have clear panel lines, few rivets, and chamfered sides – an element first seen in the original Rhino. Even on the Land Speeder you can see the sloped air foil, reinforcing that look."

Jes has had little to do with the latest releases as he's busy on other, currently secret, projects. So the bulk of the new Space Marine work has been done by up-and-coming stars such as Dave Thomas, Juan Diaz, Neil Langdown and Colin Grayson; Jes thinks it's some of the best stuff we've ever done. But after all these years of designing Space Marines, which is his favourite model? "That's a tough one," says Jes. "I have always liked the Space Marine characters that I've done, although some of the older ones are looking a bit flat now. Mephiston is definitely worth a mention, as is the Space Wolf Rune Priest, and I've always been fond of the Blood Claws Sergeant. However, I think my favourite Space Marine is a humble trooper, a real veteran who I made a further twelve conversions from. I think I've still got the blacked, squashed green round my desk somewhere. Yeah, he's my favourite because I'd have had to do another twelve Space Marines from scratch without him!"



The original Rhino (above) by Bob Naismith, and its next-generation successor (right) by Jes.



Just one of the pages of Space Marine colour concepts by Jes and John Blanche.



IN-STORE THIS MONTH

Across the country a Crusade has been launched to purge the Alien, the Heretic and the Mutant!

Next weekend, on October 4th, the amazing new Space Marines Codex and model range deep strikes from orbit into our stores!

To coincide with this incredible release, all through October our stores will be running an equally amazing array of Space Marine-themed events and activities, from painting sessions to get your forces ready for battle, to a series of huge games featuring the might of the Adeptus Astartes against

the myriad enemies of Mankind; Aliens, Traitors, Heretics, Mutants and Daemons!

Starting with a glorious Drop Pod Assault, join your Brother Marines in a series of battles throughout the month, and bring the Emperor's light to the fallen worlds!

Get down to your local Games Workshop store NOW and find out how you can sign up for the Great Imperial Crusade!

A dynamic illustration of a Space Marine Captain in blue and gold armor, holding a sword and a glowing power box, surrounded by other Marines in a battle scene with explosions and a flying Marine in the background.

WARHAMMER
40,000

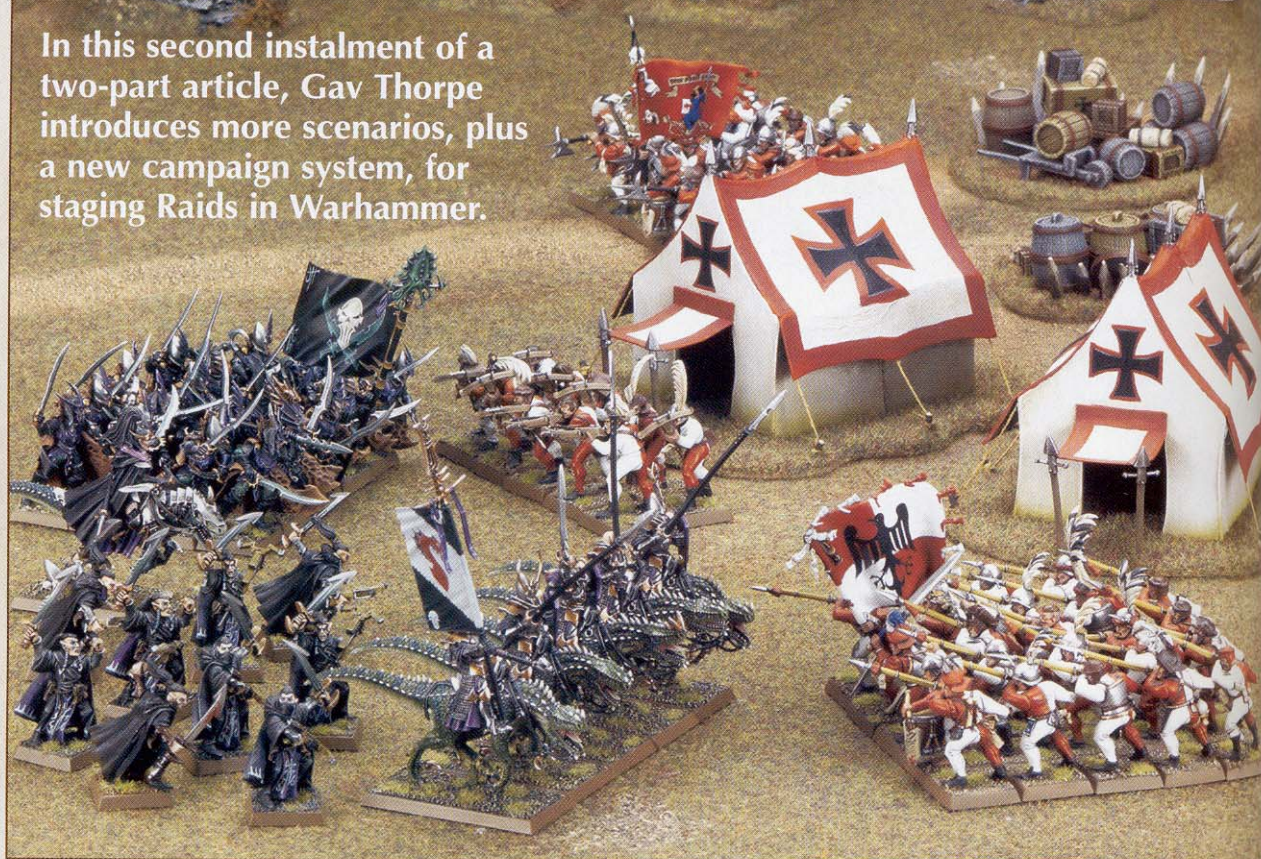
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WARHAMMER

PILLAGE

RAIDS
PART TWO

In this second instalment of a two-part article, Gav Thorpe introduces more scenarios, plus a new campaign system, for staging Raids in Warhammer.



Burning, looting, pillaging and slaving – these are an ever-present part of the war-torn Warhammer world. Lives are destroyed, villages razed and the spoils squabbled over by vicious marauders and cruel raiders. Conflicts between determined attackers and stalwart defenders provide great scope for some very different types of Warhammer battle and are an opportunity to vary your gaming, perhaps using different parts of your collection of Citadel miniatures and testing your generalship skills with different strategies and tactical challenges.

Last issue, I introduced some general rules that you can add to games to give them a raiding feel, and presented the first two of the six scenarios I have devised. This issue I present a further four scenarios, all of which can be played as one-off battles, or woven into a campaign of destruction and mayhem as you and your opponent see fit.

Pillaging in Mighty Empires

We asked Jervis Johnson to come up with an example of a raiding rule for Mighty Empires, which can be added to those listed in the Mighty Empires rulebook. It allows players to attack an enemy empire and, if successful, pillage a tile for loot. The Dark Elves have a fearsome reputation for carrying out attacks such as this, and so they may always choose to use this event, even if another player has already chosen it.



Pillage

If you win the first battle you fight this round, then you may choose to pillage a castle, city or mine belonging to one of the players on the losing side. The piece may not use any of its abilities for the rest of the round, so a city or castle won't help protect the tile it is in, a tile with a city only counts as one tile, mines will not provide any revenue, and so on. In addition, you gain 3D6 x 10 gold pieces which you can add to your treasury.

Scenario 3 – Dawn Raid

A swift raiding force relies upon the ability to strike at will, exploiting the element of surprise. One way an army of raiders can use this to their advantage is to strike at their foes when they are least ready, storming into their camp, cutting down shocked warriors and burning supplies. An unprepared army can be caught by surprise by a swift-striking attacker, awaking to find the enemy in their midst, struggling to bring arms to bear before the raiders make off with valuable supplies.

The Battlefield

Divide the battlefield into 2' by 2' squares and place a tent, building, supplies pile or other element of the defender's camp in each square. These are the attacker's objectives. Place other terrain in any mutually agreed manner – I would advise only one or two extra terrain features so that the battlefield doesn't become too cluttered.

Forces

Both attacker and defender have an equal-sized army chosen as normal.

Deployment

The defending army is spread across the battlefield, oblivious to the imminent attack. Each unit in the defending army is deployed in a randomly-determined square. For example, there are six squares on a 6' by 4' battlefield so you could roll a D6 to determine which square each unit starts in. The defending player is free to position these units as he wishes within the designated square and a unit may start the battle inside a building or other structure if appropriate. Characters are not deployed randomly, but are instead placed anywhere on the battlefield by the defending player after all other units have been deployed.

The attacking army does not deploy and instead moves on to the table during its first turn. Attacking units may move on from any table edge, just like a unit returning from a pursuit off the table. Units that cannot normally move may be placed touching a table edge during the first Movement phase but cannot move any further.

Fighting the Battle

The attacker gets the first turn. The battle lasts for 8 turns.



Special Rules

Setting Fires, Looting. Non-building objectives can be set on fire or looted by any attacking unit in contact.

Surprise: The defending army is taken by surprise and may be slow to react. Defending units must "activate" before they can do anything. The defender can attempt to activate any number of units at the start of each of his turns. To be activated, the unit must pass a Leadership test. The unit may add +1 to its Ld if there is an enemy model within 12". They also gain +1 to their Ld if any war machines have been fired in the battle. They may add a further +1 to its Ld for each close combat currently being fought. If failed, the unit is not active and may do nothing. Characters, or units that are led by characters, automatically activate at the start of the defender's first turn. Once active, a unit may move and fight as normal for the remainder of the battle.

Victory Conditions

The attacking army will break off and withdraw after eight turns. The attacker scores one point for each building, tent, or other objective that has been destroyed and one point for each loot counter in their possession. The defender scores one point for each attacking unit that has been destroyed, fled the battle or is fleeing at the end of the game. The defenders also score one point for each intact objective. The player with the most points wins.



An Empire tent



A pile of supplies



Scenario 4 – Coastal Raid

Some raiders attack from the sea or across rivers, using boats and ships to strike from an unexpected direction. The most notorious sea raiders are the Black Ark Corsairs of the Dark Elves, who fall upon the coastal settlements of other races swathed in storms, bringing death and terror with them.

The Battlefield

One long table edge is designated as the coastline. If you have suitable scenery pieces, even better! Mark out the coastline in 12" sections. Place one building for every 2' of coast (so on a 6' table, place three buildings). These buildings must be placed at least 18" from both long table edges, and at least 12" from each other and the short table edges. Place any other terrain in a mutually agreed manner, using the normal Warhammer guidelines.

Forces

Both attacker and defender have an equal-sized army chosen as normal. The attacker must divide his army into "waves", representing the army arriving in their ships and disembarking onto the battlefield. Only one unit may arrive in each 12" section of the coast each turn, so each wave can contain a number of units no greater than the number of sections. Each wave must be numbered – first wave, second wave, and so on. This is the order in which the units will arrive. Flying units do not count towards this limit and so can be listed in any wave.



Deployment

The defending army is deployed anywhere within 8" of the table edge opposite the coast.

The attacking army does not deploy and must instead move on to the table during its Movement phase. Starting with the first wave in the first turn, attacking units move on from the coast table edge, just like a unit returning from a pursuit off the table. Only one unit may move on from each 12" section each turn, although the attacker is free to decide which unit in each wave moves on from which section. Units that cannot normally move may be placed touching the coastal table edge during the first Movement phase but cannot move any further. Flying units may move on from any part of the coastline.

Fighting the Battle

The attacker gets the first turn. The battle lasts for 8 turns.

Special Rules

Setting Fires, Looting, Taking Prisoners.

Surprise: The defending army is taken by surprise and may be slow to react. Defending units must "activate" before they can do anything. The defender can attempt to activate any number of units at the start of each of his turns. To be activated, the unit must pass a Leadership test. The unit may add 1 to its Ld if there is an enemy model within 12". They also gain +1 to their Leadership value if any war machines have been fired in the battle. They may add a further +1 to its Ld for each close combat currently being fought. If failed, the unit is not active and may do nothing. Units that are characters or are led by characters automatically activate at the start of the defender's first turn. Once active, a unit may move and fight as normal for the remainder of the battle.

Victory Conditions

The attacking army will withdraw after eight turns. The attacker scores one point for each loot and prisoner counter, and one point for each destroyed building. The defender scores one point for each attacking unit that has been destroyed, fled the battle or is fleeing at the end of the game. The defender also scores one point for each intact building. The player with the most points wins.



Scenario 5 – Spoils of War

This scenario stages an all-out attack on the raiders' primary goal – an enemy settlement. They have come looking for loot and slaves, and are willing to sow destruction in order to reap the rewards of their daring. The defenders must race to protect what is theirs.

The Battlefield

Place at least four buildings on the tabletop. These buildings cannot be deployed within 12" of each other or a table edge. For every two buildings, the defender may place one watchtower anywhere on the battlefield. Place any other terrain in a mutually agreed fashion.

Forces

Both attacker and defender have an equal-sized army chosen as normal.

Deployment

The defender may place one infantry unit in each watchtower as a garrison (and one war machine on each watchtower roof, if possible). With the exception of these garrisons, neither army is deployed at the start of the battle but instead must move on to the table during its first turn.

At the start of the first turn, the attacker nominates one table edge and it is from here that the raiders will appear. Each defending unit moves on from a random table edge as troops in the surrounding area respond to the raised alarm. Roll a D6

for each defending unit at the start of the defender's first turn. On a 1 the unit must move on from the table to the left of the attacker's edge. On a 2, 3, 4 or 5 they move on from the table edge opposite, and on a 6 they move on from the table edge to the right. Roll for all units before moving. Units may move on from the table edge just like a unit returning from a pursuit off the table. Units that cannot normally move may be placed touching a table edge during the first Movement phase but cannot move any further.

Fighting the Battle

The attacker gets the first turn. The battle lasts for 8 turns.

Special Rules

Setting Fires, Looting, Taking Prisoners, Watchtowers.

Victory Conditions

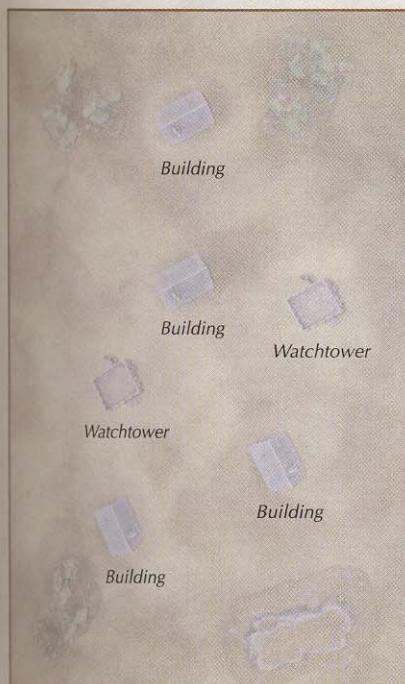
The attacking army will break off and withdraw after eight turns. The attacker scores one point for each loot and prisoner counter he controls at the end of the game, and one point for each building that has been destroyed. The defender scores one point for each attacking unit that has been destroyed, has fled the battle, or is fleeing at the end of the game. The defender also scores one point for each building that remains intact when the game ends. The player with the most points wins.

Prisoner Counters

The rules for taking prisoners were included in last month's White Dwarf. Most gamers will simply make prisoner counters out of paper chits or spare slottabases. However, Chad Mierzwa made us this cool Empire prisoner, bound in fine jeweller's chain. He's mad, I tell you.



A captive Empire soldier





Scenario 6 – Revenge

Sometimes the enemy catch the raiders in the act and the hunter becomes the hunted! In this scenario, the attackers are surrounded and must escape with their loot and prisoners.

The Battlefield

Place three or four burnt-out buildings or other ruins within 12" of the centre of the battlefield. Place any other terrain in a mutually agreeable manner.

Forces

Both attacker and defender have an equal-sized army chosen as normal. For each non-character or war machine attacking unit roll a D6. On a roll of a 1 it starts the game with no loot or prisoners. On a 2 or 3 it has a loot counter, on a 4 or 5 it has a prisoner counter and on a 6 it has both a loot counter and a prisoner counter.

Deployment

The "attacking" units are deployed anywhere within 8" of a ruined building. The "defending" units are deployed anywhere not within 18" of an attacking unit.

Fighting the Battle

The defender gets the first turn. The battle lasts for 6 turns.

Special Rules

Taking Prisoners, Looting. Only the defender may take prisoners during the course of the battle and these count for victory purposes.

Vengeful: The defenders have suffered greatly at the hands of the raiding forces and are eager to exact their revenge upon the foe. All defending units are subject to Hatred of the attackers.

Victory Conditions

For every prisoner or loot marker that the attacker manages to get off the battlefield, they score one point. For every attacking unit destroyed, fled or fleeing the battle, the defender scores one point. The defender also scores one point for each loot counter or prisoner marker on the table at the end of the battle. The player with the most points at the end of the game wins the game.



Burnt Buildings

Burnt Ruins

Chad Mierzwa again came to the rescue when we were trying to make some burnt-out buildings for these scenarios. Chad has used the Warhammer Chapel and Fortified Manor kits as a basis for these battle-damaged structures, with balsa wood strips inserted inside to represent upper floors and fallen timbers.



Raid Campaigns

These Raid scenarios can be used in all types of campaigns to add variety to your games, to represent particular events or as objectives for one side or another. Earlier, Jervis provided rules for raiding and pillaging in games of *Mighty Empires*, just one example of how you can incorporate raiding into your own games.

I devised the following campaign system to allow players to stage their own series of raids. It is designed to be fought over several games, though it could be adapted for campaigns with multiple attackers and defenders without too much effort. The attacker begins with much of the initiative, but must weigh the benefits of further attacks against the dangers of being caught by an increasingly alert defending army. Each stage explains which battle or battles are fought, the consequences of victory or defeat and how to move on to the next stage.

Stage Three – Let the Raids Begin!

In this part of the campaign, the attacker expends Raid points to attack settlements and gain prisoners and loot (represented by Pillage points). Once all of the targets have been raided, the attackers must then try to get away with their ill-gotten gains.

The Battle: For each Raid point earned during Stage One and Two, the players fight a battle. The attacker can choose to fight Spoils of War, Dawn Raid or Loot and Pillage. Once each Raid point has been spent on an attack, move on to Stage Four. If the attacker chooses to fight a Spoils of War battle and loses, all remaining Raid points are lost.

Consequences: For each attacker victory, he gains one Pillage point for Stage Four. If the defender wins, the attacker gains no Pillage point.

Next Stage: Once all of the Raid points have been spent by staging attacks, move on to the final stage.

Stage Four – Back to the Ships!

Sooner or later the defenders will muster enough warriors for a concerted counter-attack. The attackers must escape with their loot, their confidence bolstered by their earlier successes.

The Battle: Fight the Revenge scenario. Each Pillage point earned in stage three can be spent by the attacker during the battle to do one of the following:

- Re-roll a dice when determining loot and prisoners at the start of the battle.
- Re-roll a failed Leadership test.
- Allow one unit to re-roll failed rolls to hit in one phase (decide after rolling to hit).
- Re-roll all of the dice for a pursuit or flee move.

Consequences: Whoever wins this final battle wins the campaign!

Stage One – Landing the Troops

The attacking forces have arrived off the coast and must disembark their troops. Equally, you could view this as an army moving through a narrow mountain pass, crossing a river or otherwise staging their initial invasion into enemy lands.

The Battle: Fight the Coastal Raid scenario.

Consequences: If the attacker wins they land as planned and gain a bonus Raid point in Stage Three. If the defender wins, the attacker gains no impetus for their attack and no bonus Raid point.

Next Stage: After the Coastal Raid, move on to Stage Two.

Stage Two – Gaining the Upper Hand

In this stage, the attacker gains Raid points that represent the vulnerability of their targets. By attacking watchtowers and enemy camps, the attacker gains points, but they will lose points if their attacks fail and give the enemy warning.

The Battle: The attacker must fight at least one Dawn Raid or one Deathly Silence battle. They may choose to fight more as outlined in the Next Stage section.

Consequences: For each attacker victory, they gain one Raid point for Stage Three. For each attacker loss, they lose one Raid point. As long as the attacker has at least one Raid point he may choose to continue to play Dawn Raids and Deathly Silence battles to gain more points.

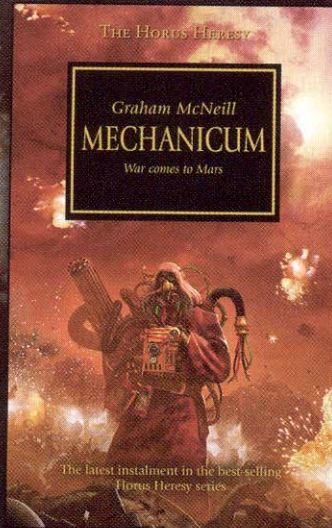
Next Stage: The attacker can choose to move on to Stage Three at any time after playing at least one Dawn Raid or one Deathly Silence battle. If ever the attacker is reduced to zero Raid points, the attacks have failed and Stage Three is skipped – move directly to Stage Four and fight a Revenge! battle.

Now it's Your Turn

I hope that I've shown how much fun can be had with raiding and looting. If you're feeling inspired, why not come up with some Raid scenarios of your own? Or for that matter, you can devise other types of games that represent the different sorts of battles taking place all over the Warhammer world, such as Night Goblin attacks on Dwarf mines, border disputes between nobles and chieftains, armed expeditions against foreign palaces and temples, and many others. You can go even further by combining these scenarios with the *Legendary Battles* rules published in WD340, perhaps staging a massive raid on a walled city, or the arrival of an enemy armada.

Happy raiding!

War comes to Mars...



The next instalment in the
bestselling Horus Heresy series

MECHANICUM

Graham McNeill



IN STORES THIS NOVEMBER

WARHAMMER[®] 40,000

A TALE OF FOUR GAMERS

Three months in and our budding hobbyists are well on their way to amassing decent-sized armies. Join us now as we check up on them once more to see who they've crushed, how much they've painted and whether Huron Blackheart has managed to claim yet another foe!

It's Month 3 and our gamers have got their first battles under their belt. We thought we'd turn up the pressure a little and get the gamers to build their armies up to 1000pts. But why stop there? The new edition of Warhammer 40,000 places a lot more emphasis on objectives, and there's nothing better to represent these than a specially modelled objective counter. There are bonus points up for grabs for any gamer who models their own objective counter for their army.



ON THE WEB

Don't forget to catch up with our gamers in our online diary!



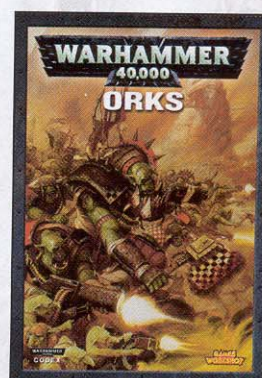
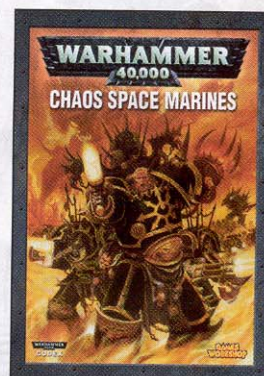
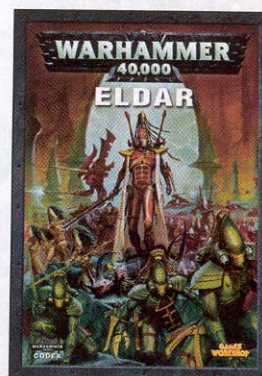
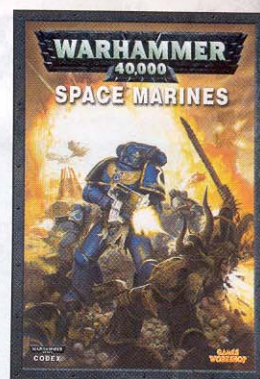
Month 3 Rules

Every month, each of our four gamers will be given a task to build on their army in some way, ending up with each player having an army of at least 1500pts. At the end of the month we'll judge how well they've done and award them points. By the end of the series, the player with the most points will win a prize beyond their wildest dreams! Or a pint. For Month 3 we challenged our gamers to play their first 1000pt game, giving points for both playing and painting as last month. There are also bonus points on offer for modelling an objective marker.

Models painted on time.	5pts
Models painted late.	3pts
Models not painted	0pts
Game played (best result)	
Win	5pts
Draw	3pts
Lose	1pts
Made an objective marker.	2pts

Month 2 Leaderboard

Neil Hodgson	15pts
Fil Dunn	11pts
Matt Hutson	11pts
Pete Foley	11pts



FOR ROGAL DORN!



Neil is the Studio's resident illustrator, which means that he gets to spend all day drawing pictures of tanks and shields and banners. And when he's not doing that, he's painting his new army of Space Marines. Live the dream, Neil!

Adeptus Astartes hero, Neil Hodgson, has been given the task of building a Crimson Fists army. After a couple of months of painting and playing, Neil gets the ultimate upgrade to his army this month in the form of a new edition of Codex: Space Marines.

Neil: This month is something of a bonanza for me, as it coincides with the release of the new Space Marine Codex. This means I've been really spoilt for choice as to what to add to my army, as well as having a whole new set of special rules and wargear options to try out.

For Month 3 I've added Pedro Kantor and a unit of Sternguard to the army, along with a Razorback for them to ride in. With the addition of this iconic Crimson Fists character, complete with his new Chapter Tactics special rule, the army doesn't just look like a Crimson Fists army – it plays like a Crimson Fists army too. The models are simply great, but I haven't been able to lavish the attention on them I might normally – one of the drawbacks of such a gruelling schedule, alas. I might go back and add a bit more detail to them at a later date, however.

I've done a couple of conversions to the Sternguard, modelling one with a plasma gun and one with a flamer. This might compromise their new armament somewhat, but I think it will be worth it.

I suppose I could have given them combi-weapons instead, but for the sake of a few extra points, I'd rather have a special weapon that can fire every turn instead of just the once. The combination of Pedro Kantor and the Sternguard is especially potent – whilst in his army, the veterans become scoring units! I can't begin to tell you how good this is, and I plan to use them to clear objectives of enemy troops, before digging in to defend them.

I'm a big fan of Razorbacks; they might not have quite the transport capacity of other vehicles, but they can add some potent heavy support to a squad – and all for just 45 points in the new Codex! I've picked up some Forge World Rhino doors, moulded with Crimson Fist iconography. These are top notch, and make Pedro Kantor's personal Razorback really stand out as something special.

One of my favourite things in the new Codex is the improvement to Tactical Squads. They really are some of the best Troops choices in the game, and I believe that every Space Marine army should have



a solid core of them at its heart. There's a real incentive to take ten-man squads of them now too, as you don't get any options with smaller squads. But when you hit ten men, you can choose a flamer and a missile launcher for free!

I think we're going to see Tactical Squads used in a different way from now on. For a start there are going to be a lot more of them around, much more than the minimum Troops requirement, as they're so useful and cheap. I also think they'll be armed with less flamboyant weaponry, such as missile launchers and flamers, instead of lascannons and plasma guns.

Instead of spending points on fancy weaponry for my Tactical Squads, I plan on saving the points and buying a Devastator Squad to support them instead. In fact, I intend to build my army around 15-men blocks – a ten-man Tactical Squad, supported by a five-man Devastator or Assault Squad, kind of like a detachment in a Warhammer Empire army.

But, you know what they say about the best laid plans... For this month's game I played Andy Hall's Tau army. It's fair to say that it didn't go well at all, as I got well and truly beaten (*Chalk one up for Team Dwarf – Ed*). I made a couple of mistakes early on – notably not Deep Striking the Terminators or outflanking with the Scouts

– and had a dreadful run of bad luck. I got shot to bits crossing the battlefield, which, in an Annihilate mission, was bad news. I'm going to add some Drop Pods for future games – we'll see how those Tau cope with Space Marines Deep Striking right on top of them.

Next month I'm adding some Heavy Support to my army in the form of a Land Raider Redeemer. I'm also going to bolster my five-man squad of Tactical Marines up to ten men, so I can take advantage of all those lovely free options!



Neil has made his objective from spare plastic parts he found lying around the Studio, representing a downed Space Marine.

Month 3 Score:

Models painted on time;
Game played: Loss;
Objective modelled.

8

STERNGUARD VETERANS

Neil has converted a couple of his Sternguard Veterans, arming them with a plasma gun and a flamer instead of boltguns. What he loses in terms of special ammo he hopes to gain in versatility.



CHAPTER MASTER PEDRO KANTOR

Pedro Kantor is the Chapter Master of the Crimson Fists, a role he has occupied for over a century. He has led the Chapter through the hardships and challenges of its recent history, and under his stern guidance the Crimson Fists look to the future with fresh optimism. Pedro Kantor is a formidable foe on the battlefield – a must for any Crimson Fists army – giving all units the Stubborn special rule, allowing Sternguard Veterans to count as scoring units and giving all nearby units a bonus Attack! So not only is his inclusion in Neil's army flavoursome, but also tactically astute.



XENOS WAR



Pete is such a tournament enthusiast that he likes to try out as many armies as he can before settling on one. As we write, he's not just building his Eldar force, but also a Daemons of Chaos army, a Vampire Counts army AND a Tomb Kings army, all at the same time!

Tournament poster-boy Pete Foley has been tasked with building an Eldar army fit to take on all-comers. Pete's army is now well underway, and he even managed to paint all his models on time. We had to hound him to play his game, though – if it's not one thing it's another...

Pete: This month I was finally able to field an army similar in size to the one I will be taking to the GT this year. Although only 1000pts, the dynamic is similar enough for me to get a real idea of how the army will perform. I decided to test my army out against my good friend and author of the Eldar Codex, Phil Kelly. Phil has a great track record at tournaments and who better to give advice on Eldar than the guy who wrote the book? Phil would be using his own Eldar army so I could get a sense of how an experienced Eldar player uses each of the different units in their army.

We rolled a Capture and Control mission with a Spearhead deployment. I won the roll for deployment and elected to

let Phil go first – a pretty standard tactic with objective-based missions as you get to go second and therefore get the last turn of the game. In that turn you can jump on the objectives and try to kill any enemy units that are claiming them.

Phil had a pretty balanced force full of small Elite units. This gave me hope, as my army followed a similar tack, although Phil also had a unit of Dark Reapers, a Wraithlord, and a big unit of Howling Banshees in a Wave Serpent. My army, on the other hand, revolved entirely around speed and manoeuvrability.

Phil was pretty fortunate with some of his early shooting, his Dark Reaper Exarch popping open my Wave Serpent with my Dire Avengers in it with his first shot. Not only did it leave the Dire Avengers deep in my own table quarter, but they had my Farseer with them who was going to have trouble aiding the rest of the army.

My luck then went from bad to worse. I made the same mistake that I make against Phil's Eldar army every time I play it. For some reason I never remember that, although units can't assault out of closed-top vehicles if the vehicle moves, if it stays still they can jump out, Fleet of Foot and assault all they like! That is exactly what Phil's Banshees did, jumping on my Autarch and his Jetbike buddies, and promptly killing all the bikers. The Autarch survived and held up the enemy, but was pinned down. I knew that, unless I could

THE AUTARCH'S ADVICE

I soundly beat Pete, although it has to be said that I did have the advantage, having played with them rather a lot. One of the pitfalls with any elite army is getting carried away and buying all the cool stuff, which doesn't always make for a viable army. I fear that Pete has fallen into this trap and as a result has all his eggs in one basket. The average points per model is 40pts in Pete's army – too high, and then some. I find it useful to have a small unit that you can leave on an objective and forget about – in my Ork army I have a unit of

Grots for this, and in my Eldar army I have some Guardians. Cheap and cheerful, yet just as able to claim an objective as a pricier unit of Troops. I also think he needs a bit more punch in close combat. I'd recommend either some Harlequins or Howling Banshees which, combined with Doom, are very potent. And with that empty Falcon flying about, it'd be a crying shame not to use it to transport them into battle in relative safety.



A Howling Banshee Exarch armed with mirror swords has an impressive 5 Attacks at Initiative 10 when she charges – just the sort of close combat boost Phil ordered.



It's Eldar versus Eldar, as the apprentice challenges the master. Pete says that one of the best ways to test out an army is to play it against itself. However, Pete has gone one step further by playing Eldar controlled by the author of the Codex, Phil.

get him some support, he would be killed pretty quickly in the next turn. Alas, I had no support to offer him. My army, I slowly began to realise, was full of style but little substance. The Jetbike squads were too small to lend enough firepower or enough attacks in an assault to help, and my two expensive tanks had too many targets and not enough guns.

With a combination of his superior knowledge of the army and some fortunate dice rolling when it counted, the game continued to go Phil's way, ending in a 1-0 defeat for me.

The one good point I took away from the game was how indestructible an Eldar

Falcon can be when fully tooled up with all the upgrades. Mine managed to fly from one side of the table to the other and eventually contested Phil's base, but it was too little, too late.

So what did I learn? Some really useful stuff, actually. My army is far too tooled up with upgrades and the Guardian Jetbike squads don't really have a purpose at the moment. I have decided to combine the units of Jetbikes into units of 6 with two shuriken cannons apiece, so that they can throw some real firepower around. It also makes them far more resilient than small units of 3. I am also going to drop a few of the unnecessary upgrades and maybe get a unit for the Falcons to transport in safety.

With my army approaching 1500pts, I am going to have to play a few more games to make sure that my final list is really tip-top before going head-to-head with the other three gamers.



You'll notice we've not given Pete any bonus points for his objective – this is because he handed it to us so late it almost didn't make it into the magazine at all!

Month 3 Score:

Models painted on time;
Game played: Loss;
Objective not modelled.

6



TYRANT OF BADAB



Matt has a reputation in the Studio for his high hobby standards, and more than one staff member has been berated for cutting corners or taking shortcuts. Some might call him a hobby tyrant, but he prefers the word perfectionist.

Turning his back on his Black Templars, Matt Hutson has undertaken the task of building a Chaos Space Marines army inspired by a story in the Codex. Resisting the urge to defect to the loyalists in the wake of the new Space Marine Codex, Matt continues to add to his traitorous Red Corsairs.

Matt: This month it was all about adding more punch to my army, as well as beefing up my Troops choices. I decided to add a Vindicator, as there's little that can stand up to a blast from its demolisher cannon. I like to lavish a great deal of attention onto painting all of my tanks, and my Vindicator and Rhinos were no exception. I started by basecoating the vehicles with Mechrute Red, before painting the panels and details in Chaos Black as the colour scheme I've plumped for is two-tone – a red hull with black panelling. As those of you who read last month's Four Gamers Diary online will know, I always paint the interior of my

Rhinos, Razorbacks and Land Raiders. The kits have detailed interiors that are there to be painted – you're not a proper Space Marine player if you just miss them out! A charlatan, and no mistake!

"The interiors are there to be painted – you're not a proper Space Marine player if you just miss them out!"

I also increased my five-man Chaos Space Marine squad up to nine strong, allowing it to survive for a few more turns in the face of enemy fire. Why nine, you ask? Well, it's so that

I can have Huron join the squad and pop them all in a Rhino, that I've also been busy painting up this month. Assuming my Terminators enter by Deep Strike, my army is now fully mechanised.

I really went to town making my objective marker, which is inspired by the

SHOWING OFF

Matt is one for painting every little detail on his miniatures, and tanks are no exception. Every single one of Matt's tanks has been painted with great care, from the fine-line highlights to the script hand-painted on the armour plates and the Red Corsair iconography. And, of course, he's a stickler for painting those interiors.



A close-up showing the attention to detail Matt lavishes on the interior of all of his Rhinos.



Month 3 Score:

Models painted on time;
Game played: Win;
Objective modelled.

12



short story, *The Wolf of Fenris*. I made it from some of the spare bits I had left over from the Space Wolves box set, and it represents the dead Space Marines dedicated to the Traitors' new patrons. Although I've painted most of the armour grey, I did find room for a single green Salamander helmet – testament to my mauling (if not quite a victory...) of Andrew's army last month.

This month I played a game against Studio artist and long-time opponent Alex Boyd's Orks. I've played Boyd more than any other opponent here in the Studio (even more than Phil), so there's a friendly rivalry going on. Once again, I absolutely trounced my foe, except this time I remembered to claim some objectives too! I killed every single greenskin on the table. We played the Capture & Control mission, and my bolstered Chaos Space Marine squads came in useful. I left one behind to guard my home objective, whilst Huron led another on a flank assault in a pair of Rhinos. As they piled into the Ork Boyz on the flank, my Chaos Terminators homed in

on Huron's Personal Icon to accurately Deep Strike into the midst of the Orks.

As befits his title of Blood Reaper, Huron Blackheart stole the show. His heavy flamer, coupled with the *Warptime* power (re-rolling wound rolls!), were particularly deadly, and between him and his squad 48 Orks were slain. The brutality of the flank attack caught Boyd off-guard, and in an attempt to stem the assault he pulled those all-important Troops choices away from the attack on my own objective. As soon as he did that, I knew that the game was mine.

Next month I've got 500 more points to add and I'm going back to the source material for inspiration about what to add. I'm going to convert a Chaos Lord to represent the Astral Claws' Techmarine Valthex, along with another Chaos Space Marine squad. I know that I'll be fighting Space Marines next month, too, so I'm going to add a Predator Annihilator, upping the number of lascannons in my army for taking out that enemy armour.



Matt's objective has been made from all the Space Wolves parts he had left over from Month 1.

FIL'S KAN FACTORY



Even though he's rake thin (he prefers the word aerodynamic), Fil's painting sprees are fuelled by large quantities of sugary foods. Instead of paints and brushes, his desk is filled with packets of crisps and biscuits.

'Eavy Metal master painter Fil Dunn has got swept up in the Waaagh! and is hard at work painting his first Ork army. Still in shock from having to paint the contents of Assault on Black Reach last issue, this month Fil has had it (comparatively) easy.

Fil: This month I added a bit of Heavy Support to my army – ostensibly to draw fire from my Boyz, but really it's to add a bit more shooty power to the horde. I painted a Deff Dread, three Killa Kanz and another Trukk, in exactly the same way that I painted the Deffkoptas last month. It's fair to say that Orky vehicles are the easiest things to paint in my army, and I can bash them out at a fair old rate. These four took about an evening's worth of work to paint – I certainly could have painted more, but I had a conversion project I was keen to get on with, which I'll hopefully have finished in time for next month.

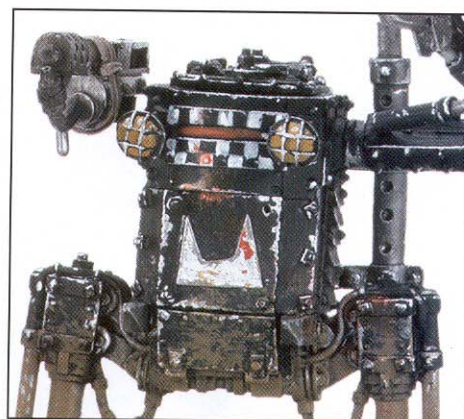
I've tried the new stuff out a few times now, and they really add a great deal of oomph in a battle – especially the extra pair of close combat weapons I've added to the Deff Dread, and the big shootas and scorcha on the Kans makes them very shooty. I'm still getting used to the new rules, however, and this hasn't been more apparent than with a few choices I made with the Killa Kans. I've been needlessly adding Grot riggers and extra armour to them, both of which are rendered redundant by the new rules for squadrons, so that's about 45 points I've been habitually throwing away. That might not



DEFF DREADS AND KILLA KANS



Despite the (self-confessed) speed with which he knocked his Ork walkers out this month, the finished effect is still impressive. After first painting the armour black, Fil painted the chips on his paintwork with Boltgun Metal. He has tied the colour scheme of the vehicles to the rest of the army with the check patterns and use of glyph plates. Fil has also swapped the guns on his Deff Dread for an extra pair of close-combat arms, which have already proved lethal!



seem like a great deal, but they could be points better spent on another Deffkopta, for example!

Making an objective was great fun, allowing me to inject a bit more humour into my Orks. I made a Guard Squig tied to a post, complete with a squeaky toy Scarab for him to play with! You should see my Orky Bitz Box now, it's literally overflowing with odd bits and pieces. I think it's at the stage where you could pour superglue into it, stick a wheel, shoota or a rotor blade on whatever comes out and you'll have something usable!

I've played three games in total this month – I won a game against Craig's Khorne Berzerkers (which you can read all about in my Four Gamers Diary online), drew against Richard's Plague Marines, and was beaten by Keith Robertson's Tyranids. Not a bad spread of results, to be fair.

I particularly enjoyed the game that I played against Keith. His force contained

lots of little guys, all packing a fair amount of firepower, which put me in the rare position of being outnumbered by my foe! Keith is rather fond of "Without Number" so, no sooner had I seen to a unit of Gaunts than they came back on! The big units of Boyz more than held their own, and it took a good few waves of gribbles to wear them down. My great undoing was – as it was last month – getting too much into the Orky mindset and abandoning my home objective. This lost me the game, as Keith managed to keep hold of his. Sooner or later I'll get the hang of holding onto objectives, even if it isn't the done thing in Orkdom!

All in all, I've not enjoyed 40K this much in a very long while. I'm really liking how the Ork army plays – as I said last month, it's really very different to the specialised armies I'm used to, and I'm loving it!

I'm all done with the compulsory choices now – I think I've painted more than enough Boyz to be going on with – so it's on to some of the fun stuff. Next month I'm converting myself a miniature to represent Wazdakka Gutmek, as well as something big and very, very Orky.



It's a foolhardy enemy soldier that strays too close to Fil's objective – a vicious Guard Squig.

Month 3 Score:

Models painted on time;
Game played: Win;
Objective modelled.

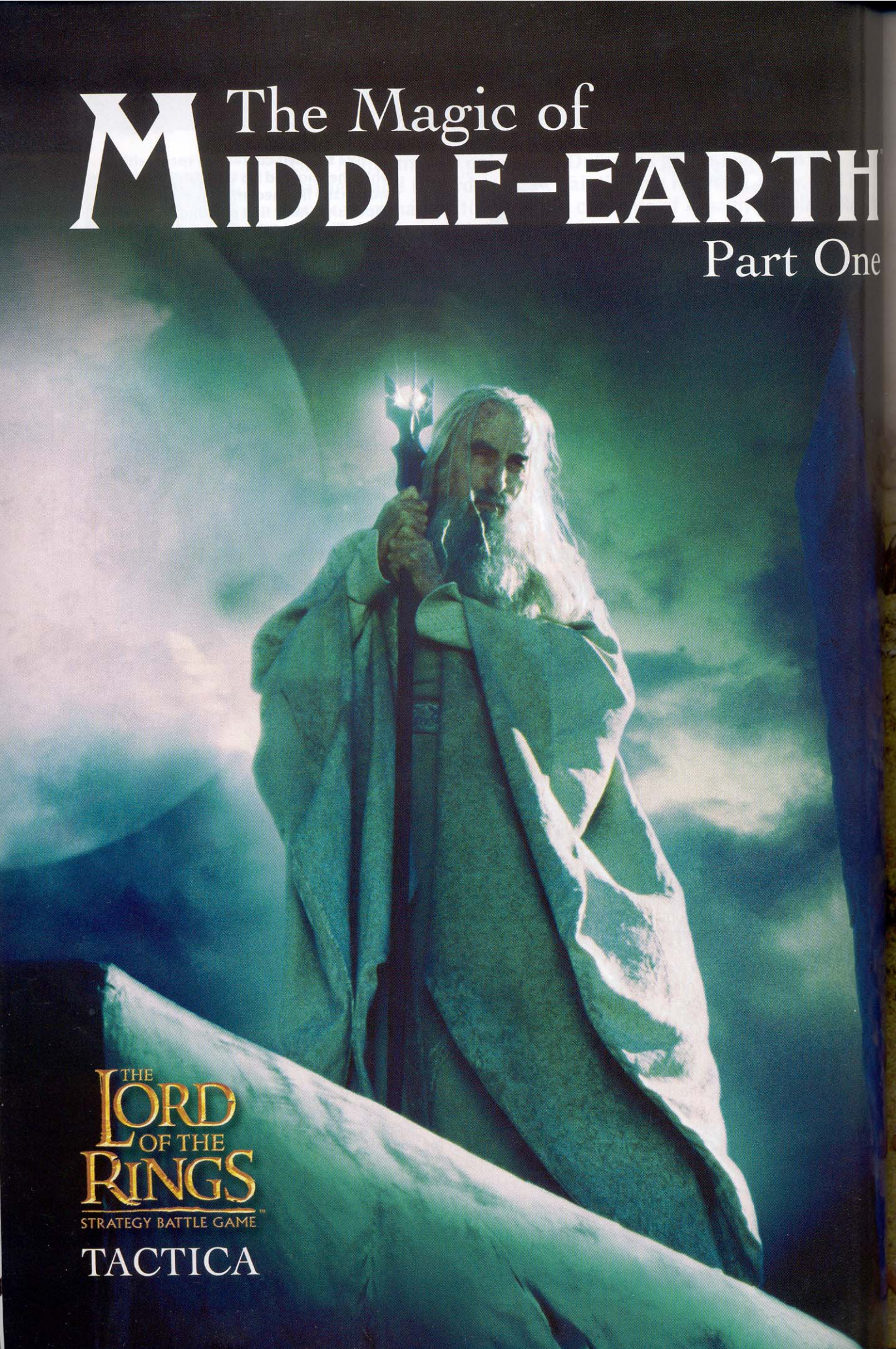
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NEXT MONTH

Next month it's brother-gamer against brother-gamer in our Four Gamers mini-league! There are lots of points up for grabs, and it's all down to their tactical acumen.

The Magic of MIDDLE-EARTH

Part One



THE
LORD
OF THE
RINGS
STRATEGY BATTLE GAME™

TACTICA

In Middle-earth, those individuals who wield magical powers are held in awe by their fellows, their powers providing a massive boost on the battlefield. In part 1 of our Tactica, Simon Grant takes a look at the magic of Middle-earth.

Magic. I love magic. Whether it is commanded by one of the mighty Istari, or wielded to deadly effect by one of the terrifying Nazgûl, magic can be employed for good or ill to dominate any game of The Lord of the Rings. Having dabbled in the mysterious art of magic since the birth of the game, I will endeavour to share my hard-won experience and unlock the secrets of this hidden lore.

The ABC of Magic

There are plenty of magical powers available to the budding general, from the widely available *Immobilise/Transfix*, to the unique *Paralyse* and *Panic Steed*. All of these powers, however, can be grouped together into one of three general categories, each with a different part to play and time to use: Augment, Blast, and Confound. Some Heroes employ powers exclusively from one of these categories, such as Cirdan of the Grey Havens, who

bolsters the offensive and defensive capabilities of his allies with his magical skills, whilst others, such as Gandalf, have a wide variety of magical powers, encompassing aspects of all three categories of spell.

Whilst there are many Good and Evil Heroes that can command these powers, it is important to understand their uses before you decide which Hero you want to include in your army. Why waste too many points on a fully upgraded Ringwraith, when the Mouth of Sauron or even a humble Orc Shaman could suffice? Therefore, the second point to consider is whether you need a designated spellcaster, usually with a variety of magical powers available to them but somewhat vulnerable in combat, or an all-rounder able to hold their own in or dominate a fight, but with a more limited magical capability. I shall go into more details on spell-casting Heroes themselves next month, but for now it's all about the magic.





Shamanic Fury

It is worth pointing out that every Shaman in the game comes equipped with a spear. Why is this important? A model using a spear in combat to support a friendly model does not count as being part of the combat. This means that if the Shaman has already cast *Fury*, the spell will not be nullified if the model he is supporting loses the combat. It is usually best to support a tougher Hero, however, just in case the poor warrior in front of him is slain and your enemy has a clear path to your Shaman next turn.

Augment

Sometimes it's best to let your warriors do the talking, but why not give them a little helping hand?

Augment spells tend to affect an area of the battlefield around the caster, not only bolstering their own abilities, but those of their allies too. Spells such as *Aura of Dismay* and *Cast Blinding Light* can divert the worst attentions of your enemy away from a key section of the battleline or, perhaps more importantly, keep the best of your warriors alive, fighting for longer than they otherwise would. For the more aggressive players out there, *Aura of Command* and *Fury* will not only keep your army in the fight once broken, but will inspire them to attack even the most terrifying enemy relentlessly, essential for countering mighty heroes or gribbly creatures. For the evil denizens of Middle-earth, *Fury* also has the added benefit of giving them a chance to survive even the most grievous wound that would slay another outright.

The other spells in this category affect individuals, only affecting the caster himself or a single model of his choice. *Terrifying Aura*, *Renew* and *Strengthen Will* are the three examples here. In a similar vein to *Aura of Dismay*, *Terrifying Aura* will help to keep the worst of your opponent's attentions away from your valuable Hero, hopefully allowing you to keep up the momentum of your attack. *Renew* has the

obvious use of healing wounded models, but do not underestimate *Strengthen Will*—giving Elrond or Arwen another Will point with which to cast *Nature's Wrath*, for example, is priceless! The greatest strength of this category of magical powers is that, with the exception of *Aura of Dismay*, the effects remain in play in subsequent turns, and are only nullified when certain conditions are met. For example, *Cast Blinding Light* will cease its effect if the caster runs out of Will. It's well worth checking the conditions of your magical powers when selecting a spellcaster for battle, so that you don't get caught short.

"Augment this!" (Whack!)

So if you can't stop Augment powers, then how do you counter them? There are two methods here. The first is to endeavour to attack the enemy Wizard as quickly as possible. Remember that a spellcaster cannot cast a spell if he is already embroiled in combat, and *Fury* will be nullified if the casting model loses the ensuing fight. A more permanent solution is to send a hit squad of warriors, cavalry or a more powerful Hero to kill them as soon as possible! You can't cast *Aura of Command* if you're a big, red smear on the end of a Troll's hammer, after all.



Blast

For the more aggressive general, there is nothing more satisfying than breaking open an enemy shield wall with a devastating blast of magical energy.

There are only five spells in the category of Blast spells, but they are the least subtle and most destructive of all the spell types. *Sorcerous Blast* and *Nature's Wrath* are both spells that can devastate even the most heavily defended section of the battleline. *Sorcerous Blast* is more precise in its application, bowling models over in a straight line and inflicting damage, whilst *Nature's Wrath* is more indiscriminate, hurling all enemies within 6" to the ground. Both spells, however, leave all enemies involved on their backs just begging to be trampled on or swarmed over as they lie defenceless. It is essential to remember at this point that a spell can be cast at any point during the caster's move, allowing other models, and even the spellcaster himself, to take full advantage of the enemy's vulnerability.

The Nazgûl are blessed with a more precise, but much more powerful, attack in the form of a *Black Dart*. Hitting automatically and inflicting a Strength 9 attack on their chosen target, this spell is exceptional as a method of assassination. Whether aimed at a wounded Hero awaiting the final blow or a banner bearer just asking to be picked off, this power is second only to Sauron's *Chill Soul*, which

causes a wound automatically. Even the most powerful Hero can fall to multiple attacks of this kind, making a group of Nazgûl exceptionally dangerous. Those of a less scrupulous nature might even choose to attack a Hero's steed with a *Black Dart*, forcing him to fight on foot for the remainder of the battle. *Panic Steed* does this automatically, despite being the least aggressive of the Blast spells.

Heroic Intervention

To counter these spells, you can again attempt to engage the troublesome spellcasters in combat and/or kill them, but there is also a more subtle way. Blast spells can all be resisted by the target of the spell using their own store of Will points. By making sure that there is a Hero within range of *Nature's Wrath*, you stand a chance of preventing it from happening. Wily players will almost certainly target warriors with *Sorcerous Blast*, preventing an opportunity to resist, but by positioning a Hero nearby, you can call a Heroic action to engage the enemy first. My preferred method, as always, is to hunt the pesky Wizard down and bludgeon them mercilessly to death: a more direct approach, and infinitely more satisfying!

Radagast

Radagast is the only Hero in the game to have mastered the *Panic Steed* power. With it, he becomes second to none at dealing with a flying Nazgûl. As much as the target Ringwraith can attempt to resist the spell on behalf of his ignoble steed, the moment the spell breaches his defences, the Fell Beast will be gone for good, forcing your opponent to pour Will points into resisting the spell, weakening the model's potential for the rest of the game. All this from a spell that only needs a 2+ to cast!

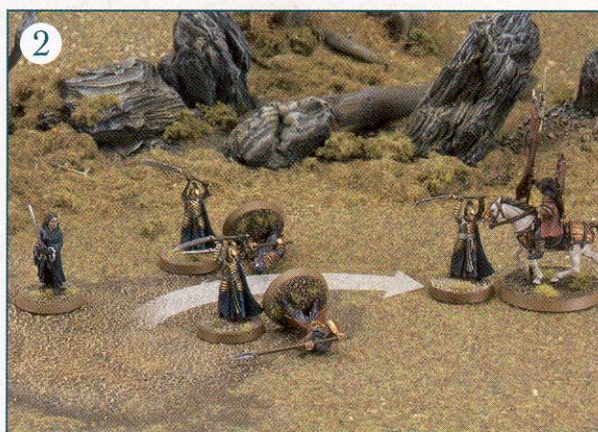


Unleashing Nature's Wrath



Nature's Wrath Spell

Utterly deadly, *Nature's Wrath* can devastate even the most determined charge. Its best use is to counter the effects of a cavalry charge. By keeping Arwen (or Elrond) safe and tucked behind your battleline, you can unleash *Nature's Wrath* once the enemy has completed his charge (1). This will also knock the rider from his mount. Then, any remaining models can sweep in to engage the models that are already on the floor. Remember also that models on the ground have no



Control Zone, so you can push through their ranks (provided you've space to move through the gaps) to take on back-rankers like banner bearers (2). The *Wrath of Bruinen* takes *Nature's Wrath* to a whole new level, and used against a densely packed formation can take a grievous toll on the enemy force. Imagine how badly a formation of twenty or thirty Goblins, Orcs or Corsairs will suffer when each takes a Strength 2 hit.



Isengard

I have been known to use a fiendish combination of models in my Isengard force to create a small, very expensive, yet utterly deadly hit squad. By combining the debilitating effects of Grima Wormtongue's presence with Saruman's magic, enemy Heroes stand little chance of resisting my trap. I then surround the near defenceless Hero with 3 Uruk-hai Berserkers. At Courage 7, you can rely on them to complete the charge even against a Terror-causing target, and it's no less than 12 Strength 4 Attacks with +1 to wound if you win the ensuing combat.

Confound

Why fight fair, when you can fight dirty?

The spells in the final category, Confound, are best used against enemy Heroes or monsters. The easiest and therefore the most common confounding spell to use is *Immobilise/Transfix*. Most spellcasters have access to this spell, and I can assure you that it is a game-winning one if used correctly. Reducing the scariest beastie or mightiest Hero to a single Fight Value 1 attack, can give even the most diminutive warriors a great chance to do damage way above and beyond their usual ability. By allowing you to nullify a powerful model's strengths, even temporarily, they can be either kept at bay, or dealt with on a more permanent basis. In the latter case, it is sensible to have your hardest hitting models on hand waiting for their cue to deliver the killing blow. Look to try and surround your chosen target, trapping them, and if you have any models with two-handed weapons, get them stuck in and make them count – it's all about the timing. This can be made easier through the use of the *Command/Compel* spell, allowing you to draw your chosen target away from the protection of their allies as well as crippling their fighting ability, leaving them even more vulnerable to attack by your best troops. By far and away the most effective Confound power is the *Paralyse* spell, unique to the Barrow Wights. Rendering its victim completely useless and utterly open to attack, this power has the potential to last indefinitely!

The other Confound spells are slightly less drastic in their effect, but can be useful

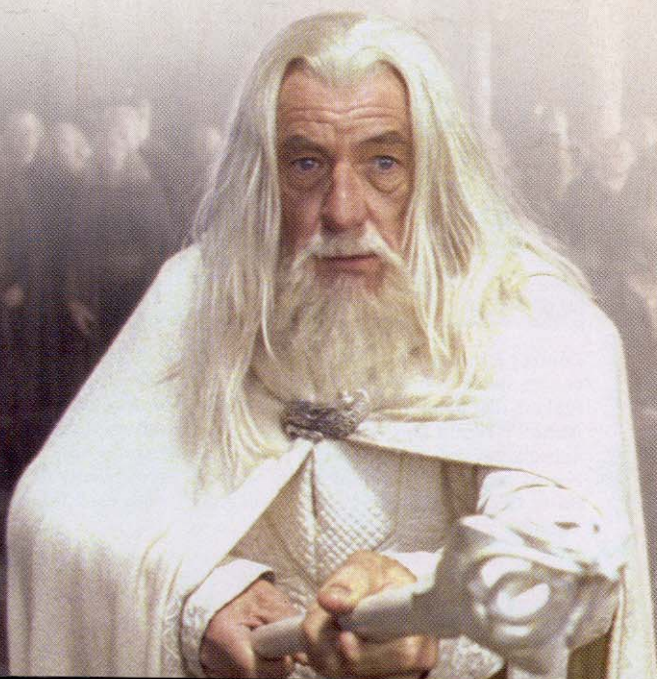
nonetheless. *Drain Courage* and *Sap Will* are both spells that are fantastic for weakening a powerful Hero that you have neither the means nor the numbers to deal with effectively at the time – an opening gambit of sorts. *Sap Will* is also the perfect counter to enemy spellcasters with augmenting powers – Cirdan may be impressive, but without Will he's easy meat. Spells of this type usually have lower casting values, and therefore require fewer dice to attempt – yet their effectiveness should not be underestimated. Try fighting Aragorn and the Hobbits in the Amon-sul scenario using only these two spells and you'll see what I mean. *Your Staff is Broken!* is a highly effective, but very specific power, only able to target one of the three Istari. This spell is great for draining their huge store of Will points, as they will invariably try and resist this spell's effects, but if you can actually overcome their mental resistance, their game effectiveness will be hugely reduced.

Fighting Even Dirtier

Again, your best defence against these sneaky spells is your own store of Will points. It is also worth considering your deployment, as setting up your Mordor Troll opposite Gandalf the White and his bodyguard of Clansmen of Lamedon is just asking for trouble, but don't let your plan be scuppered simply because your enemy has selected such a Hero. As mentioned earlier, there are still ways of negating the effects of spellcasters, leaving your best brawlers unmolested by their attentions. Keep them occupied with your warriors and punish another area of the battlefield with your best fighters.

A Magical Middle-earth

That's it for this month folks. I hope I have inspired you to look at the effectiveness of spells in The Lord of the Rings strategy battle game in a new light. Magic really does hold the key to help level the playing field if you are outclassed by your opponent's army, and can help make an effective army even more brutally efficient. I have seen four winged Nazgûl devastate an entire army, and witnessed an army of brutish Mordor Trolls overwhelmed with the help of a certain White Wizard. Without the effective use of magic, the outcome of those battles would almost certainly have been different. With that in mind, next month I will take a look at the types of Hero that can wield magic, and how to get the most out of them on the battlefield. Until then, fare thee well!



Casting Spells

It is important to judge how many Will points to use when casting a spell. Use a single point and you may not roll high enough or it may be too easy to resist; use too many and you may limit your spellcasting ability later on in the game. I would suggest that if you really, really need to cast a spell, then use enough to make it happen. For those Heroes that generate a free Will point every turn, take advantage of it and use a single point unless you really need a high score to cast.

Resisting Spells

Always use as many Will points as you feel you need to succeed, but don't be afraid to let the odd spell through – you might still be able to support your targeted models and regroup in the following turn. Will points are a rare commodity for most Heroes, so don't throw them away unless you absolutely have to. You can, however, be more carefree with Will points when using Heroes with the Resistant to Magic special rule, as you'll always have a chance to resist.

ANGELS OF DEATH

This month's battle report is something a bit special as we play not one, but three – yes, three! – games. Mat Ward explains why we're holding this trilogy of war.

GAME STATS

Game 1

Ultramarines vs Eldar
Opponent: Glenn More
Mission: Seize Ground

Game 2

White Scars vs
Chaos Space Marines
Opponent: Andy Hoare
Mission: Capture & Control

Game 3

Salamanders vs Tyranids
Opponent: Phil Kelly
Mission: Annihilation

Are you crazy? Why do you want to do three battle reports?" I hear you cry. Well, the answer to the first question on general principles alone is probably a resounding "yes!" The answer to the second is simple: there's so much shiny new stuff in the Codex that there's no way we could do it justice in a single battle report.

Think about it: there's a new Land Raider, Vanguard Veterans, Sternguard Veterans, the Thunderfire Cannon, Scout Bikers, the Drop Pod and a whole bunch of special characters. And that's just the new releases – each and every one deserving of their own glorious day in the 'Dwarf. When you add the flurry of under-the-hood tweaks and additions, such as auxiliary

grenade launchers, digital lasers, Chapter Masters, Honour Guard and so on, it quickly becomes apparent that there's simply too much joy here for one battle report to contain! It should be noted that I vigorously deny any suggestion that I asked to do three battle reports so I stood a chance of winning at least one game.

Of course, another benefit of doing three battle reports is that they allow me to showcase just how flexible the Space Marine army list really is. As you'll see on the following pages, I've gone for three army types: tactical, strikeforce and bulwark, using (appropriately) the Ultramarines, White Scars and Salamanders Chapters respectively. These are by no means the only themes open to me. I could have gone for a Dreadnought-heavy (by which I mean six!) Rhino-mounted Iron Hands force, a Mentors army constructed around six Veteran squads, a Terminator teleport strike led by Lysander, an Exorcists Scout Company and so on. I've used these (and other) configurations in playtesting (and whilst exploring options for the new army I'm building) but there are plenty more waiting to be fielded.

I should spare a mention here for the scenarios in the new edition of 40K. Regardless of the changes and tweaks I've made in Codex: Space Marines, a huge chunk of the fun to be had from putting them out on the tabletop comes from the brilliance of the new scenarios! I've always enjoyed fielding Space Marines for their sheer tactical flair, and each of the new scenarios rewards you for getting into the mindset and flexible combat stance beloved of the Angels of Death. Regardless of their armament, any squad of Space Marines can chance their arm against almost any foe, and in the frenetic action of the new missions (particularly Capture & Control and Seize Ground) they'll get a chance to prove it!



SPACE MARINES

BATTLE REPORT

ULTRAMARINES VS ELDAR

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WHITE SCARS VS CHAOS SPACE MARINES

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SALAMANDERS VS TYRANIDS

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Assemble For War!



Mat: Naturally for three battle reports, I'm going to need three armies. As previously mentioned, the intention is to show not only three different battle stances, but also test drive as much of the shiny new stuff as possible. To give me a little extra wiggle room, I've managed to negotiate a points value of 1750 per game, which should really open up the possibilities.

Scions of Guilliman

The Ultramarines army is by far the easiest to put together – we've got loads of figures in our collection and I can pretty much pick and choose whatever I want. First and foremost, I want Sicarius to lead my army. Not only is he a hard-as-nails hero, but he bestows a special skill on one of my Tactical Squads. Speaking of which, I plumped for two Tactical Squads – always useful, all of the time. The rest of the army complements this core force. Fire support is provided by Sergeant Telion's Scouts, Chronus' Predator and a Land Raider. Close-range firepower comes from the two squads of Sternguard backed up by Tigurius. Sternguard are particularly nasty when arriving by Drop Pod, so one of the squads is going to do just that!

Sons of Jaghatai

The White Scars army may be small, but no less deadly for that. A Captain on a bike leads the charge, accompanied by a bike-mounted Command Squad. By taking a Captain on a bike, I can also start taking Bike Squads as Troops choices. Frankly, I'd be crazy not to (and not the good kind of crazy, to which I earlier confessed) but I did want some Tactical Squads as well, as sometimes you just need to swamp an objective. I've added Vanguard Veterans and some Scout Bikers, for fast-moving support. Gentlemen, start your engines.

Fire and Thunder

The Salamanders army needs to be solid and defensive. For Space Marines, this inevitably means as many bodies on the ground as possible, so again I've chosen a solid Tactical Squad base and added some specialist troops in. Two Terminator Squads adds a not-insignificant punch, whilst a Thunderfire Cannon gives me some much-needed long-range firepower. With points swiftly running out, a Land Raider Redeemer provides not only transport, but plenty of molten goodness as well. Last of all, a Chapter Master and Dreadnought will provide support to the battleline.

SCIONS OF GUILLIMAN – 1750 POINTS



S Captain Sicarius.



T Chief Librarian Tigurius.



S1 Sternguard with combi-melta and power fist.



A Attack Bike.



S2 Sternguard with melta bombs.



1 2 Tactical Squad with flamer and missile launcher.



3 4 Tactical Squad with flamer and missile launcher.



5 6 Scout Squad including Telion, 3 sniper rifles and missile launcher.



P Predator with autocannon, 2 heavy bolters and hunter killer missile.



D Drop Pod, Sternguard 2 Transport.



C Chronus.



L Land Raider.

SPACE MARINES

BATTLE REPORT

★ SONS OF JAGHATAI – 1750 POINTS



K Captain riding a bike, with power weapon, digital weapons and melta bombs.



C Chaplain with power fist.



3 Command Squad riding bikes including 2 flamers, standard bearer, and Company Champion.



4 Bike Squad including 2 meltaguns and Attack Bike with multi-melta.



5 Bike squad with 2 plasma guns and combi-plasma gun.



6 Scout Bike Squad with auxiliary grenade launcher.



V Vanguard Veterans with relic blade, 2 power weapons and 2 plasma pistols.



1 Tactical Squad with flamer and missile launcher.



R Rhino.



2 Tactical Squad with flamer and missile launcher.



D Drop pod.

★ FIRE AND THUNDER – 1750 POINTS



C Chapter Master with power weapon, combi-melta, hellfire rounds and auxiliary grenade launcher.



A Terminator Assault Squad with thunder hammers and storm shields.



T Terminator Squad with cyclone missile launcher.



D Dreadnought with heavy flamer and multi-melta.



Th Thunderfire cannon.



L Land Raider Redeemer.



1 2 Tactical Squad with flamer and missile launcher.



3 4 Tactical Squad with flamer and missile launcher.



5 6 Tactical Squad with flamer and multi-melta.



7 8 Tactical Squad with flamer and multi-melta.

Dark Triumvirate

Guardians of the Webway



Glenn: I've come up with a rough plan for my force, starting with two squads of Dire Avengers mounted in a Falcon and a Wave Serpent.

I backed this up with two Guardian squads and a Jetbike squad. My main plan is for the Guardians to hold the objectives within my deployment zone, while the Dire Avengers use the fast movement of their transports and their weight of fire to attack and hold the others. The Jetbikes will then run amok, and lend a hand wherever they are required. I know Mat is fond of the Sternguard and the Ultramarines special characters, so I figure I'll need something to stand up to a possible Sicarius/Marneus Calgar tag-team. I settled on the Phoenix Lord Asurmen – with his deadly skills, I should be able to go toe-to-toe with the Ultramarines' finest warriors.

Lords of Chaos



Andy: The Studio's Chaos Space Marines army is a glorious spectacle, with huge variety, so I've chosen what appeals to me most. The Terminators were in, along with a

Chaos Lord in Terminator armour. I don't normally use Khorne Berzerkers, but the Studio army contains a squad, so why not? The army also contains a Khorne Lord, so taking these together in a Rhino seems a pretty good plan. We're playing Capture & Control, so I'll need to hold on to the objective in my own deployment zone, whilst sending a force forward to grab Mat's. I'm tempted to keep the Chaos Space Marine squad as a tactical reserve, using it to counter-attack any White Scars that make for my objective. I'll be sending the Berzerkers forwards. Both units have Icons, so I can summon my Lesser Daemons where needed the most.

The Devourer



Phil: Unleashing swarms of Tyranids upon a gun line of Space Marines never gets old. Besides, if there's some high quality "gribbling" to be done, I like to be

the man to do it. When playing Tyranids I field a mixed force weighted towards the horde side, with plenty of Gaunts and a few monstrous creatures to back them up. This time round I'm taking advantage of the new rules, with a Broodlord and his upgraded Genestealer pals (got to love those feeder tendrils re-rolls) attempting to outflank the Space Marines, whilst the Zoanthropes and deathspitter-toting Tyranid Warriors will cause more havoc than ever with their blasts. There are a ton of scary guns and tanks in the new Space Marines list, so I should be enacting the age-old tactic of running like hell into close combat.

GUARDIANS OF THE WEBWAY – 1750 POINTS



A Asurmen.



F Farseer with Guide, singing spear and runes of witnessing.



3 9 Dire Avengers including Exarch equipped with power weapon and shimmer shield.



W Wave Serpent with twin-linked scatter lasers.



1 10 Guardians with star cannon, and Warlock with Conceal.



4 5 Dire Avengers.



F Falcon with scatter laser.



2 10 Guardians with bright lance, and Warlock with Conceal.



5 5 Striking Scorpions including Exarch with scorpion's claw and Shadowstrike.



P Fire Prism.



6 6 Guardian Jetbikes with shuriken cannon.



7 5 Shining Spears including Exarch with laser lance and Withdraw.



V Vyper with bright lance.

SPACE MARINES

BATTLE REPORT

LORD OF CHAOS - 1750 POINTS



THE DEVOURER - 1750 POINTS



GAME 1 – ULTRAMARINES VS ELДАР

WITCH HUNT

Captain Sicarius and his strike force of Ultramarines must recover the remnants of an Imperial shuttle in an alien jungle rife with the taint of Eldar psykers.

The first of our games features the Ultramarines taking on the Eldar on a table set up with lots of dense terrain. The mission and deployment type had already been decided on as Seize Ground and Spearhead, but we still rolled off to see who had the first turn. In this case the Eldar, controlled by Glenn, won the roll and he opted to deploy and go first. Glenn's deployment was quite light, with only the Guardian squads, the Falcon and the Fire Prism appearing on the board. The Ultramarines set up most of their force on the board, with Tactical Squads split into combat squads claiming two of the objectives right from the start. The Striking Scorpions and Space Marine Scouts then deployed on the board as Infiltrators. Before the game could truly begin Mat used Captain Sicarius' special rule to double his chance of Seizing the Initiative. However, the Eldar still went first – no doubt manipulating the fates to ensure they did so.



The legendary Phoenix Lord Asurmen is more than a match for any power-armoured foe. If not stopped, he'll cleave his way through any Ultramarines that oppose him.



Captain Sicarius is a strategic genius and worthy adversary in combat. He starts the battle in the Land Raider with Tigurius and a unit of Sternguard.

Strike Fast, Strike Hard

The Ultramarines take an early lead by going on the offensive, claiming three objectives. The Eldar remain patient and prepare to counter-attack as their reserves fly onto the battlefield.

Turns 1-2



SPACE MARINES

BATTLE REPORT



Drop Pod Assault

Arcing down from the sky, the Drop Pod landed on the northern side of the battlefield at the start of Turn 1. A five-man Sternguard Veteran Squad disembarked and immediately targeted the Striking Scorpions with their AP3 vengeance rounds. The Aspect Warriors were caught in a hail of bolter fire and when the dust cleared four were dead, including the Exarch. Only a single Scorpion was left to avenge his brothers. The Drop Pod's own armament, a storm bolter, targeted the nearby Guardian position and slew two.

Asurmen's Arrival



As the Eldar began Turn 2, some of Glenn's reserves started to arrive. The Shining Spears and the Wave Serpent full of Dire Avengers and the Phoenix Lord, flew onto the hill in the north. The Dire Avengers disembarked from the transport, unleashing a deadly Bladestorm at Sicarius and his attached Sternguard. Sicarius was wounded and three Sternguard were cut down in the withering fire. The Shining Spears also made their mark by firing on the Sternguard Veterans that had emerged from the Drop Pod, slaying two.

Turn 2 Battle Tracker

ULTRAMARINES	3
ELDAR	1

Turn 2 – End of Ultramarines' Movement phase.



Key



Sure Sight

Sergeant Telion and his Scout Squad took aim at the Fire Prism. Telion forsook his own shooting to lend the Scout armed with missile launcher his BS of 6. The missile fired and, unsurprisingly, hit the Eldar tank. The Fire Prism's armour was breached by the krak missile, immobilising the grav-tank.

Key Points

- Chronus' Predator trundled forward and fired at the Guardians with a bright lance in the west. The resulting burst of fire killed two Eldar.
- During Turn 1 the Land Raider sped north around the dense terrain. As it rounded the trees, Tigurius teleported himself Sicarius and the Sternguard out of the tank towards the northern hill, using his *Gate of Infinity* psychic power. After taking heavy fire from the Dire Avengers in the second turn, the Sternguard retaliated with long-ranged kraken rounds in their following Shooting phase and killed all but Asurmen and the Dire Avenger Exarch.
- Tactical Combat Squad Serrus spent two turns of hard running to claim the objective in the centre. They were honoured with Sicarius' presence when he joined their squad in Turn 2.
- In the south-west, Tactical Combat Squad Valcus made good ground and assaulted the immobilised Fire Prism. They failed to destroy it, but took out its main weapon, making it a wreck in all but name.

Asurmen's Rage

The Ultramarines start to feel the pressure as the Phoenix Lord makes his mark and the Eldar reinforcements continue to bolster the attack. However, the Ultramarines are far from cowed and make ready to advance on their next objectives.



Combat Tactics

In the ensuing combat between the Scout, Squad Valcus and the Jetbikes, Mat used the Combat Tactics rule to try and shift the balance towards the Ultramarines. With the Guardian Jetbikes scoring a marginal victory, the Scout chose to fall back while Squad Valcus remained locked in combat. This way he could charge again in the next turn, gaining an extra attack. Obviously this is far more effective when used with a whole squad.

The Guardian Jetbikes and Vyper, flying scant centimetres above the tree-line, entered the battlefield from the west. The Vyper then veered off to the south, intent on getting Chronus' Predator within sight of its bright lance.

Back in the north, the surviving Striking Scorpion vowed vengeance on the Drop Pod Sternguard Veterans and advanced in their direction. Just above them, Asurmen bounded down the hill with preternatural speed, dashing behind Tigurius and the Sternguard before they even realised he had moved. He then headed southwards, towards the Ultramarine-held objectives.

The Eldar shooting in the third turn proved uncharacteristically ineffective, thanks to Glenn's atrocious dice rolling. Despite having a clean shot at the Predator, the Vyper's bright lance missed. The Guardian Jetbikes poured fire into Squad Valcus but only managed to inflict one

wound that was saved. The following assaults proved to be far more decisive. Asurmen declined to charge Sicarius and Squad Serrus in favour of assaulting the Attack Bike, which he destroyed with consummate ease. This also allowed him to consolidate closer to Squad Milus, who were holding the cockpit objective.

The Shining Spears brought their lances to bear and rode full tilt into Tigurius and the Sternguard. The jetbike-riding Aspect Warriors wiped out the Space Marines in one fell swoop, as Tigurius was taken out of action. Events didn't go so well for the Eldar in the west. The Guardians assaulted the Scouts but were repulsed, losing five of their number to the battle-eager Scouts. The Scouts then consolidated closer to the hill-top objective. The Jetbikes also struggled and found the Tactical Marines tenacious fighters, ending the turn locked in combat.

Never Say Die

The lone Striking Scorpion charged into the last of the Drop Pod Sternguard in the third Eldar turn. While everyone was expecting a quick resolution to the battle, the stoic veteran had other plans and countered the Aspect Warrior's attack. The Sternguard fought valiantly, holding on until Captain Sicarius charged in. Together they slew the alien warrior, which allowed the heroic Captain to consolidate towards the Eldar Guardians.



SPACE MARINES

BATTLE REPORT



○ Sicarius ○ Tigurius ○ Squad Milus ○ Squad Serrus ○ Squad Valcus ○ Squad Damloss ○ Scout Squad & Telion ○ Scout Squad	○ Sternguard 1 ○ Sternguard 2 ○ Drop Pod ○ Attack Bike ○ Land Raider ○ Predator ○ Chronus	○ Asurmen ○ Farseer ○ Star Guardians ○ Bright Guardians ○ Dire Avengers 1 ○ Dire Avengers 2 ○ Striking Scorpions ○ Jetbikes	○ Shining Spears ○ Vyper ○ Wave Serpent ○ Fire Prism ○ Falcon
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Turn 4 Battle Tracker

ULTRAMARINES	2
ELDAR	1

Massed fire!

When faced with a powerful character like Asurmen, sometimes the best tactic is to keep him at arm's reach and shoot him with everything you can bring to bear. This was how Mat proposed to deal with Asurmen in Turn 3. The tactic was partially successful as he reduced the Phoenix Lord to one Wound. However, when the smoke cleared he was still alive and well, and Mat had effectively lost a round of firing against more pertinent targets.



Recognising the greatest threat to be the Phoenix Lord, Mat turned the majority of the Ultramarines fire on this lone character in his third turn. Even so, the Phoenix Lord emerged damaged but very much alive. The Shining Spears were not so lucky, as the rapid fire from Tactical Combat Squad Damloss shot every Shining Spears Jetbike out of the sky.

In Turn 4, Asurmen made his way further south and confronted Squad Milus. Despite losing three Tactical Marines, the squad kept fighting, keeping the Phoenix Lord engaged. The Vyper had better luck in this turn and destroyed the Predator. The Falcon also finally hit something by slaying Telion, causing the last surviving Scout to fall back off the table. The Jetbike combat in the west was fought to a standstill, as neither side could gain the upper hand.

Mat began Turn 4 by detaching Sicarius from Squad Serrus and making his way

behind the Drop Pod and into the ensuing combat between the Striking Scorpion and lone Sternguard. Sicarius' intervention proved timely and the Aspect Warrior was slain. Not too far away, Chronus – now without a tank – advanced northwards ready to support his fellow Ultramarines in whatever capacity he could. The Land Raider reversed to deliberately shield Squad Damloss from Asurmen, should he wipe out the battle-brothers of Squad Milus in the following combat. The tank also changed its target preference from the star cannon-armed Guardians to the Wave Serpent. Despite two hits, the Eldar vehicle remained operational. Meanwhile, on the west flank, the last Space Marine Scout, Squad Valcus, and the Jetbikes drew their combat again. Both sides desperately needed to free up these squads to take control of the nearby objectives, but the stalemate continued.

Key Points

- In Turn 3 the Guardians positioned in the north fired their star cannon at Squad Milus, killing one Ultramarine.
- The Farseer cast *Guide* on the Falcon. The improved accuracy allowed the Eldar Tank to destroy Sergeant Telion's Scout Squad.
- The Land Raider trained its lascannons on the starcannon-armed Guardians in Turn 3 and felled two, despite the squad having the *Conceal* power.
- In the east, the Guardians that had fled from the Scouts in Turn 3 passed their Morale check, regaining their composure.
- In Turn 4 the Vyper's bright lance hit its target, easily penetrating the Predator's thick armour. The Ultramarines tank exploded, but Chronus jumped free of the carnage. The Ultramarines character was unfazed by the destruction and immediately headed north, towards the nearest objective.
- For Squad Milus, the second Assault phase of Turn 4 was to be their end as Asurmen cut down the last members.

Fight to the Last

Having spent most of the battle trailing behind the Space Marines, the Eldar launch an effective fight back. But Captain Sicarius is far from finished as he brings Asurmen to task in a climactic single combat.

As the battle entered the final stages, the commanders played out their last few gambits. The Eldar Falcon swooped down on to the west hill and disgorged a squad of Dire Avengers, claiming the objective. Ignoring the Ultramarine-held objectives, Asurmen stalked towards Sicarius, shouting a challenge. The Ultramarines Captain was happy to oblige, and the two legendary heroes clashed in mortal combat. Over the following two Assault phases the combatants fought, but just as it seemed Asurmen had the upper hand by wounding the Captain, Sicarius struck out with the Talassarian Tempest Blade, taking Asurmen's final Wound and slaying the Phoenix Lord.

West Hill



With Squad Valcus locked in combat with the Jetbikes, the Falcon landed on top of the west hill and the Dire Avengers disembarked, claiming the unopposed objective. Even at the end of Turn 6 the combat was still undecided with no one able to gain the upper hand.

Turns 5-6

Shuttle Wing Wreckage



The Guardians with the star cannon had been hidden behind cover in the north, close to the shuttle wing objective. In Turn 5 they broke cover to claim the objective, managing to take it for a turn. Unfortunately for them, Captain Sicarius triumphed over Asurmen. In the following phase the Ultramarines Captain charged into the Guardians along with the lone Sternguard Veteran. The Guardians couldn't stand up to the might of Sicarius and were destroyed, leaving the objective unclaimed.



SPACE MARINES

BATTLE REPORT

Ruined Web Gate

Combat Squad Damloss had tenaciously held onto this objective all battle and the final few turns were no different. Mat's use of the Land Raider to block Asurmen's path earlier in the game no doubt saved them, although they had already proved their own worth by gunning down the Shining Spears.



Turn 5 – End of Ultramarines' Movement phase.

Main Shuttle Wreckage



Squad Serrus had been holding the objective on the shuttle wreckage since Turn 3. If the game had ended on Turn 5 then the Ultramarines would have managed a victory. However, the extra Eldar Shooting phase proved costly as the Falcon targeted the squad and wiped them out with its formidable arsenal, depriving the Ultramarines of the objective.

Final Battle Tracker

ULTRAMARINES	1
ELDAR	1

DRAW

THE SUNKEN CITY

As dawn breaks across an arid desert planet, the White Scars launch a lightning raid against Chaos forces holed up in the sand-blasted ruins of an ancient city.

For our second battle, Mat took control of the White Scars.

Mat elected to take a Space Marine Captain on a bike, which allowed him to select any number of Space Marine Bike Squads as Troops choices. This means you can take an all bike-mounted Space Marine army if you so wish. Mat didn't quite go that far, but has still built a very fast strike force, typical of the White Scars' favoured method of battle. Andy Hoare was to play the part of the Chaos Overlord. The mission was Capture & Control with a Dawn of War deployment. Andy won the roll to go first, though deployment was light, in keeping with the Dawn of War restrictions. Andy kept his Nurgle Space Marines close to his own objective, while the Khorne Berzerkers ranged out ahead towards Mat's. The White Scars' deployment was worthy of note, because Mat made no attempt to defend his own objective at this early juncture.



The Khorne Lord is a formidable opponent wielding a mighty Daemon weapon known as a Bloodfeeder. The Bloodfeeder gives the Chaos Lord an extra 2D6 attacks in combat. However, if he rolls a 1 when determining attacks then he loses one of his own Wounds.

Khatir Khan is the epitome of a White Scars Captain – quick thinking, fast and brave. As well as his power sword, he's armed with digital weapons, hellfire rounds and melta bombs, making him extremely adaptable.

Dawn Assault

Turn 1

The Chaos forces take the first turn to bolster their defences, but the White Scars give them little time as they storm onto the battlefield in a coordinated mechanised assault.

Turn 1 – End of White Scars' Movement phase.



SPACE MARINES

BATTLE REPORT

Full Throttle



The White Scars sped across the battlefield, the Captain and his bike-mounted Command Squad gunning their engines and heading straight towards the Chaos-held objective. They easily made it into assault range of the Nurgle Rhino and charged it with krak grenades and melta-bombs at the ready. The Rhino exploded, releasing a plume of noxious fumes into the air, but the Bikers had already moved on seeking out their next target – the Rhino's passengers.

Squad Koubla, containing predominately meltaguns and the Attack Bike, turbo-boosted into the centre of the table. The Scout Bikes and Squad Lujan, comprising mostly plasma weapons, were sent west to protect the Space Marine objective. The Rhino ferrying Squad Skarla advanced northwards, but couldn't keep up with the Bikes. At the same time, a Drop Pod descended and Tactical Squad Damlh disembarked with bolters ready.

Key Points

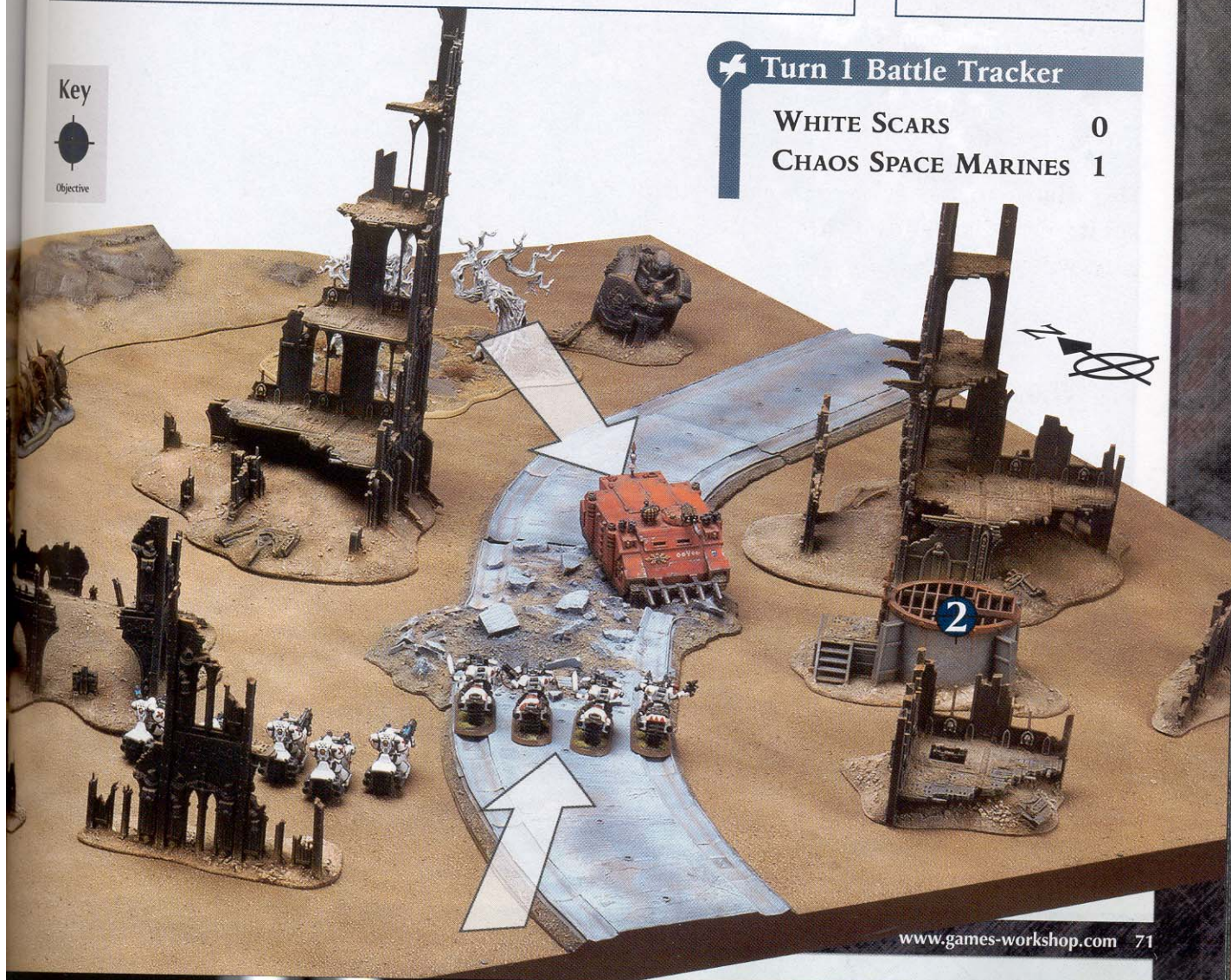
- The Defiler targeted the White Scars Command Squad with its mighty battle cannon but Andy rolled a whopping 18" on three dice and so the blast templates sailed well out of range!
- The Chaos Vindicator tried its luck firing the demolisher cannon at the speeding bikes, but the shot was just out of range.
- The Rhino containing the Khorne Lord and his Berzerker retinue traversed the ruined landscape as fast as possible, aiming directly for the White Scars objective.
- Underestimating the range and accuracy of the Drop Pod machine spirit, a Havoc ventured too close and was killed by a storm bolter shot.

Key



Turn 1 Battle Tracker

WHITE SCARS 0
CHAOS SPACE MARINES 1



Heroic Intervention

Turns 2-3

Daemonic forces are unleashed as decisive attacks are made by both sides against each other's objectives. White Scars Veterans Deep Strike onto the battlefield to even the odds and bring righteous might to bear against the hated traitors.

Vanguard Assault

In the White Scars' second turn, the Vanguard Veterans used their Deep Strike ability to arrive in the crowded north-western quadrant, immediately assaulting the Chaos Lord and his Terminator bodyguard. This was only possible because of their Heroic Intervention rule, which lets them assault on the same turn that they enter via Deep Strike. The fighting was vicious and the Chaos Terminators gave out as much punishment as they took, slaying three of the White Scars elite. The Vanguard more than matched their reputation as combat masters and killed all the Terminators

except for the Chaos Lord, although he was wounded in the bloody struggle. In the following stages the combat grew to encompass the Daemons and a Chaos Spawn as well. The Vanguard held their own against the mounting Chaos foes, even without the momentum of the charge, their superior weapons and armour carried them through. However, attrition began to take its toll and even the elite members of the 1st Company found their numbers starting to dwindle. By the end of Chaos Turn 3 the only survivor of the combat was the battered and bloodied Chaos Lord.



SPACE MARINES

BATTLE REPORT

Chaos Turn 2 began with an influx of new forces as the Chaos Terminators and Chaos Lord Deep Strike into the north-west quadrant, close to their home objective. The Summoned Daemons were also unleashed; one unit flocked close to the Chaos Icon near Andy's objective, the other ranged out across the table to support the Khornate troops.

In the Shooting phase, Squad Damlh drew a large amount of fire. The Defiler targeted the same unit and killed a further four White Scars with its powerful cannon. The Drop Pod was destroyed by a krak missile from a Havoc.

The Vanguard Veterans' arrival heralded the start of the second Space Marine turn. The Bikers of Squad Koubla used their superior manoeuvrability to approach the Chaos Vindicator and zoom round its flank, bringing their array of melt weaponry to bear on its side armour. Captain Khatir and his Command Squad rode over the



Blood for the Blood God



The Khorne Berzerkers disembarked from the Rhino ready to charge in the following turn. However, the White Scars had other ideas, as Squad Lujan and the Scout Bikes surrounded the Khornate Troops. The combined bolter and plasma fire reduced all nine Berzerkers to charred and hole-ridden corpses. Only the Khorne Chaos Lord remained standing. On some unseen signal, both Bike Squads piled into the Khorne Lord with combat blades and power weapons drawn. The Chaos Lord was finally overwhelmed and slain.

Defiled

Squad Skarla, the Chaplain, and the Attack Bike all charged into the Defiler. The Tactical Marines couldn't harm the steel monster, so it ignored them and concentrated all its attacks on the Chaplain. Unluckily for Andy, the Chaplain made all his invulnerable saves. The Chaplain then punched through the Daemon Engine's armour with his power fist, destroying it.



wreckage of the Chaos Rhino, using it as a ramp to propel them into the Chaos line. The White Scars Rhino trundled into the northern half of the table, Tactical Squad Skarla emerging from its metal confines.

The Shooting phase continued with the Bikers of Squad Koubla firing into the Vindicator and immobilising it. The Command Squad unleashed their flamers. One of the Terminators was fried, but the unnatural constitution of the Nurgle Marines saved the rest. In the Assault phase, the Command Squad charged into the Chaos Space Marines. The Captain had veered off from the Command Squad earlier in the turn – his attention was firmly fixed on the Chaos Lord – meaning he didn't participate in the assault. The White Scars overcame the Nurgle Marines with ease and the traitors fled. In the centre of the board the Vindicator was swarmed over by Squad Koubla and destroyed.

The Daemon pack in the south took control of the Space Marine objective in Turn 3. The Defiler also made its mark by shattering Squad Koubla, with only the Attack Bike surviving the hit. The White Scars' third turn began with the Captain opening up his engine and charging full pelt into the Chaos Lord, pumping hellfire rounds into him as he closed, causing another wound. The commanders briefly exchanged blows but remained locked in combat. The Command Squad spun their bikes round to hammer into the Havocs, slaughtering them all.

Turn 3 Tracker

WHITE SCARS	0
CHAOS SPACE MARINES	1

All Hail the Khan!

Turns 4-5

The White Scars' ability to outmanoeuvre their foe starts to take its toll on the Chaos force. But while the Space Marines focus on annihilating their enemy can Chaos sneak a win by stealing away an objective?

Digital Weapons

As befits a hero of the Imperium, the White Scars Captain was tooled up with all manner of equipment. Instrumental in his victory over the Chaos Lord were his digital weapons. As well as inspiring a pang of nostalgia from the veterans amongst you, this piece of wargear is pretty handy in a fight too, allowing you to re-roll one failed wound in close combat each turn.

Andy began to play more cautiously as the game entered into the latter phases. The Lesser Daemons in the south hid behind the culvert that represented the Space Marines' objective. As there was no shooting in Turn 4 it went straight into a very busy Assault phase.

Khatir Khan and the Chaos Lord traded vicious blows. The Chaos Lord remained steadfast, while the White Scars Captain circled the great fiend on his bike, his power sword flashing out to strike. The Chaos Lord's Daemon weapon struck first, wounding the Khan and nearly knocking him off his bike. However, the Captain had been born in the saddle and remained expertly in control of his steel mount.

He revved the engine and skidded past the Chaos Lord once more, with his power sword swinging in a deadly arc. The Chaos Lord's head was severed from his body in one fell strike.

Not too far from where the White Scars Captain felled the Chaos Lord, Squad Skarla fought against the two Chaos Spawn. The Spawn took down two White Scars before they were both despatched by the combined might of the battle-brothers and the Chaplain.

In the fourth turn, the Bike Squads in the south-east, having dealt with the Khornate threat, spun round and headed towards the objective, aware that there was still a daemoniac infestation to attend to.

Chaos Objective

The last few turns of the game gave the White Scars time to cleanse the north-western objective of the Chaos taint. With power sword and bolter shell, all of Andy's Chaos forces were eliminated. With the area secure thanks to the efforts of the bike-mounted strike force, Squad Skarla moved in and claimed the Chaos Space Marine's home objective.



SPACE MARINES

BATTLE REPORT

Space Marines Objective

The Daemons covered behind the culvert trying to wait out the turn limit, but the massed bolter fire of the White Scars Bikers cast them back to the void, allowing the Space Marines to re-take the objective. With their own objective back in White Scars hands and all Chaos opposition quashed, it was clear that the day belonged to the Khans.



Final Battle Tracker

WHITE SCARS	2
CHAOS SPACE MARINES	0
WHITE SCARS WIN!	



The Attack Bike also turned round and sped south with the aid of a Turbo-boost.

With Squad Skarla freed from their combat with the Spawn, they advanced onto the Chaos objective. Once in position, they turned their bolters on the last few Lesser Daemons of the northern pack and wiped them out.

In the south the Scout Bikers tried to fire at the other surviving unit of Lesser Daemons, but couldn't quite get a bead on them, while the Khorne Rhino was immobilised by a blast of plasma energy into its rear armour.

In Turn 5 the only action was centred around the White Scars' objective. The Daemons remained hidden and refused to

fight, even with Mat jeering at Andy to do so. In the White Scars' turn, the Bike Squads shot three of the Warp-creatures, and then assaulted in to wipe out the rest.

“The Chaos Lord's Daemon weapon struck first, wounding the Khan and nearly knocking him off his bike.”

The ensuing combat was predictably short and deadly, and not a single Daemon survived the first round. With little left on the table, the game ended there. The White Scars had triumphed, cleansing the Sunken City of Chaos filth.



THE MOONS OF VALOSKA

Amongst the craters of a moon, the Salamanders force the Tyranids of Hive Fleet Leviathan to battle, refusing the alien menace purchase in the sector.

The third and final battle in our Space Marine trilogy is a desperate struggle between the Salamanders and Tyranids. Lover of all things gribbly, Phil Kelly, will be taking possession of the Tyranids instinctual influence for this one. The mission is a straight-up Annihilation with a Pitched Battle deployment.

Continuing the pattern from the previous games, the dice confounded Mat and he was to go second yet again. The players set up their forces strung along the deployment zones. Mat tried to Seize the Initiative, but the dice gods forbade it once again, so Phil's swarms went first.



The Thunderfire Cannon may not be mounted in a tank but its Heavy 4 Blast and choice of different shells make it a potent weapon.



Advance of the Swarm

As the Tyranids stream across the battlefield in a tide of chitin and claw, the Salamanders remain resolute. The Space Marines pour fire into the living tide, ready to sell their lives to delay the encroaching swarm.

Turns 1-2

Phil sent his Tyranids swarming forward, oblivious to the bolters being hastily loaded on the opposite side of the table. The Shooting phase was predictably light, as the vast majority of Tyranid units chose to run forward instead.

There was little movement from the Salamanders in the first turn, except for the Land Raider, which rumbled forwards to disembark its deadly payload of Assault Terminators in the centre of the battlefield.

A massive explosion in the xenos lines announced the start of the first Salamander Shooting phase, as the Chapter Master called down an orbital bombardment. The blast was aimed squarely at the Hive Tyrant but the template veered east slightly, splattering Gaunts and wounding the Carnifex. On the east flank, the Salamander Tactical Squads opened fire en masse, cutting down swathes of the Tyranid line. The Thunderfire Cannon sent a subterranean shell across the battlefield at the advancing Gaunts – a shot that wouldn't have been possible in the previous edition, but as Mat could draw a bead through the gaps in the terrain it was a perfectly legitimate shot. The first assault of the battle came, surprisingly enough, from the Space Marines as the Terminator Assault Squad charged into the Hive Tyrant's retinue.

Terminator Assault!

In what must be a rare move, the Tyranids were charged rather than charging! The Terminators assaulted from the ramp of the Land Raider Redeemer, attacking the Hive Tyrant and its bodyguard. Their 3+ storm shield saves allowed the Terminators to weather the Tyranids' initial flurry of attacks, although one 1st Company veteran was felled. The thunder hammers then struck back, wiping out the Tyrant Guard and wounding the Hive Tyrant. In the following Tyranid Assault phase, Phil sent in a Genestealer Brood. The Terminators fought on valiantly but slowly started to become overwhelmed, until the Hive Tyrant slew the last veteran at the end of the Space Marines' second turn.



SPACE MARINES

BATTLE REPORT

Surface to Air

The Thunderfire Cannon made its mark early on in the game; in the first turn Mat targeted a Termagant Brood across the board with a subterranean blast. As well as slaying four Gaunts, the blast hindered the brood's movement in the following phase. In the second turn Mat aimed the cannon at a Zoanthrope. The creature was slain easily as four Strength 6 surface detonation shells punctured its malformed brain.

Turn 2 Battle Tracker

SALAMANDERS	4
TYRANIDS	3

Secure the East flank

Despite the firepower being poured into the Termagant and Hormagaunt broods in the east, they kept coming and were in assault range by Turn 2. The Tyranids hit hard, wiping out one combat squad and inflicting heavy casualties on the other two squads that were involved. However, in the Space Marines' second turn the unengaged combat squad joined the fray, attacking the Hormagaunts with characteristic Salamander vigour. This action turned the tide. The Hormagaunts were wiped out, and the Termagants repelled. The two Salamander Tactical Squads had secured the eastern flank – for now.

Key Points

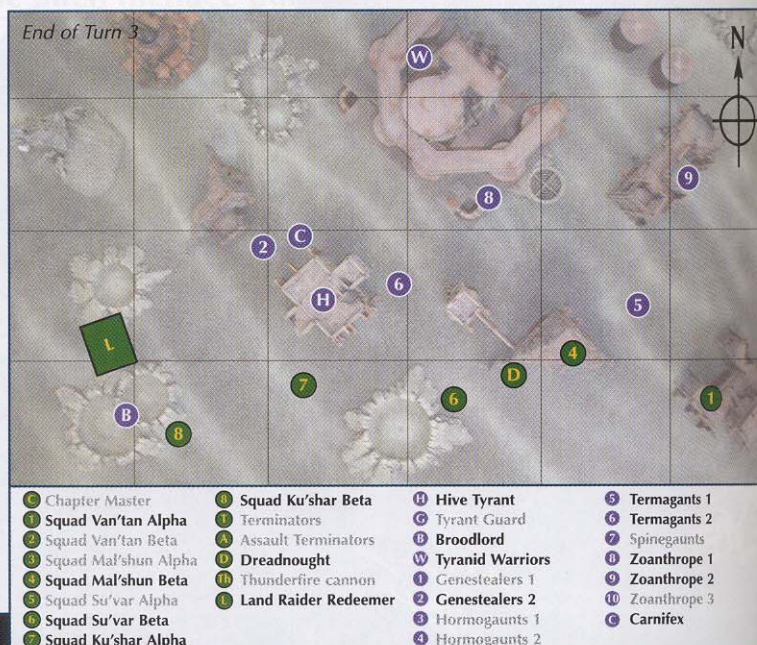
- The disciplined fire of the Salamander Tactical Marines in the first Shooting phase slew an impressive three Hormagaunts, two Genestealers, two Tyranid Warriors and two Spinegaunts.
- The movement for the second Tyranid turn was unapologetically predictable as the alien creatures swarmed forward.
- The Zoanthrope fired on the Land Raider in Turn 2. The resultant psychic blast penetrated the Land Raider's armour and destroyed the assault cannon.
- The Chapter Master killed a further three Gaunts in the second round of shooting with accurate fire from his sacred weapon.
- The second Salamander Assault phase was frantic. Aware that the Spinegaunts were getting too close to the Salamanders' lines, the Chapter Master and Terminators charged in and wiped them out.

Attack of the Broodlord

Turn 3

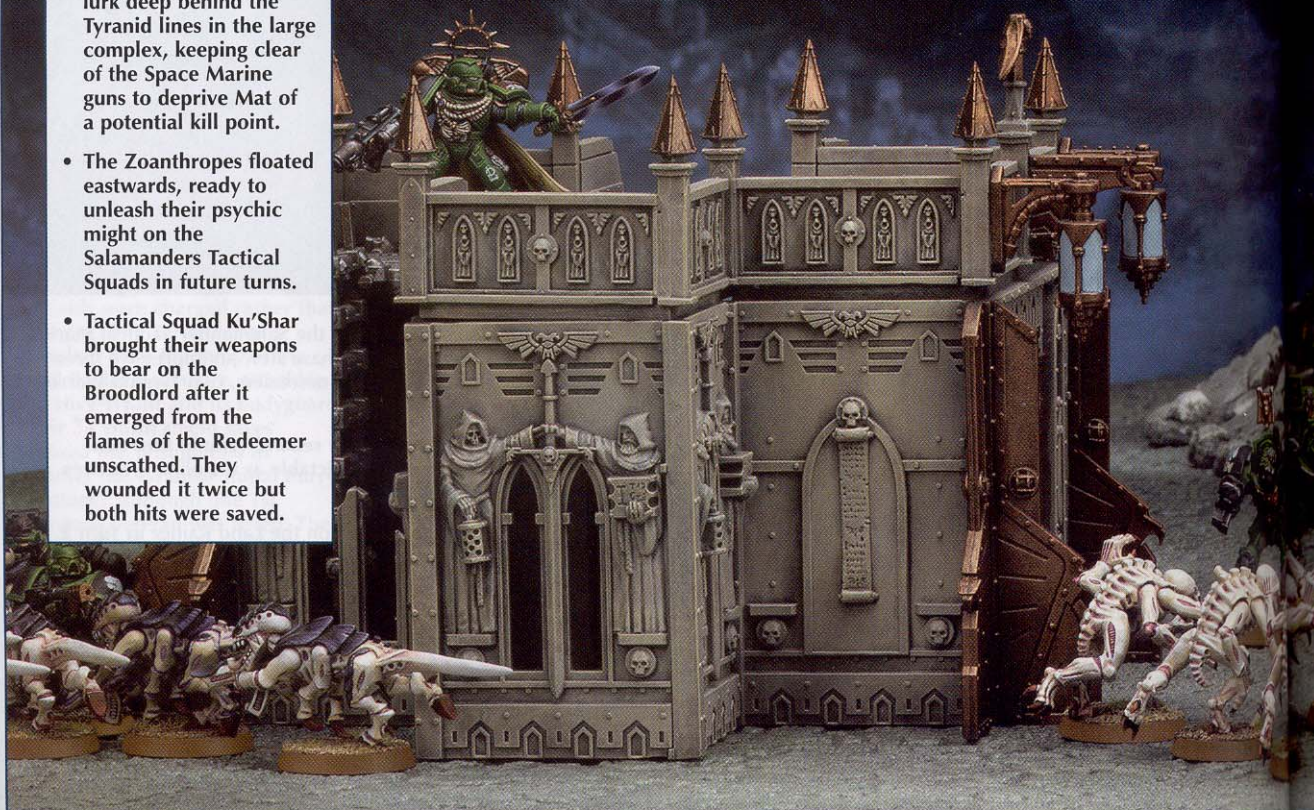
A Broodlord and its retinue of Genestealers enter the fray in the west and immediately have an impact on the game. On the opposite flank, the Salamanders attempt to capitalise on their dominance of the area.

In the west the Broodlord, accompanied by a retinue of Genestealers, emerged and immediately fell upon the Thunderfire Cannon, slaying the Techmarine and claiming the all-important Kill Point. In the centre of the table, the Hive Tyrant, free of the prolonged combat with the Terminator Assault Squad, climbed the hab-building and spied the Chapter Master. On the east flank the Gaunt Brood assaulted back into the Salamanders, but after being repulsed once, they chose their target more carefully, picking off a lone Space Marine and taking another Kill Point. The Genestealers and Carnifex, fuelled with adrenaline after destroying the Assault Terminators, piled into the other Terminator Squad. The combat was drawn, as two Terminators fell to the Genestealers' rending attacks, but the Space Marines' power fists killed two in return.



Key Points

- The lone Tyranid Warrior continued to lurk deep behind the Tyranid lines in the large complex, keeping clear of the Space Marine guns to deprive Mat of a potential kill point.
- The Zoanthropes floated eastwards, ready to unleash their psychic might on the Salamanders Tactical Squads in future turns.
- Tactical Squad Ku'Shar brought their weapons to bear on the Broodlord after it emerged from the flames of the Redeemer unscathed. They wounded it twice but both hits were saved.



SPACE MARINES

BATTLE REPORT

Revered Warrior



Having witnessed the devouring of the thrice-honoured Chapter Master, the Dreadnought raised its multi-melta and fired at the hated Hive Tyrant. The shot struck home, and the monstrous creature screamed in pain. However, only one wound was inflicted as the Hive Tyrant's Toughness of 6 ensured that it couldn't be Instant Killed.

Righteous Flames!



The Redeemer manoeuvred to bring the deadly flamestorm cannons into range of the Broodlord's retinue. The Genestealers were bathed in the super-hot fire and all were withered to lifeless black husks. Only the Broodlord himself survived the flames.

Turn 2 Battle Tracker

SALAMANDERS	5
TYRANIDS	6



Bleak Moon

Turns 4-5

As the casualties begin to mount up on both sides, it's still difficult to tell who the victor will be. Can the losing side hang on until the battle's natural end, or will the Annihilation mission live up to its name?

The surviving Salamanders in the east looked to be in control of the flank, but Phil wasn't finished with them yet, and urged the Zoanthropes forward.

The Carnifex and lone Genestealer made short work of the last few Terminators. This allowed the Hive Tyrant and Carnifex to coordinate an assault on the Land Raider. The Redeemer fired at the approaching monsters, wounding the Hive Tyrant, but Phil was determined to take out the tank. In the following combat the Carnifex's massive claws tore through the thick armour, causing it to explode in a bright yellow plume. Mat hoped the explosion would inflict an extra wound on the Hive Tyrant, but Phil made his save. This explosion heralded the end of the game, as the dice to see whether the game continued scored a 1. The Tyranids had won, and the moon was theirs.

Break the Carnifex!

In the latter turns of the game, Mat concentrated his heavy weapons against the Hive Tyrant hoping to rid it of its two remaining wounds. The Redeemer's flamestorm cannons fired, burning away another wound. Then the Dreadnought shot it's multi-melta. The shot hit but the Dreadnought's line of sight was obscured by the Carnifex, and so the Hive Tyrant got a cover save – which it made! This was Mat's last viable attempt to even out the scores but with the Hive Tyrant still active, the day belonged to Phil.



Zoanthrope Attack



In an attempt to get as many Kill Points as possible, Phil threw the Zoanthropes forward even though they're not really suited to the rigours of close combat. Phil gambled that their 2+ save would protect them. In the end the attack faltered, as the

Zoanthrope's attacks were too few to make it count. The only thing that saved the plan from seriously backfiring and awarding Mat with a Kill Point instead was the fact that the Zoanthrope had more than one Wound.

Salamander's Bane



The Broodlord charged into Squad Ku'shar, scrambling over the craters in its haste to reach them. The Salamanders tried their best to overwhelm the creature but they were fighting against

– quite literally – a close-combat monster. The Broodlord wiped out the Salamanders and stalked off in search of its next target, a particularly tasty looking Tactical Combat Squad.



Final Battle Tracker

SALAMANDERS	7
TYRANIDS	10

TYRANIDS WIN!

The Dust Settles



Mat: A win, a draw and a loss – a perfect average in anyone's book and a most satisfying result. Not that three wins wouldn't have been better, but given my usual battle report form, I'm quite happy with that.

Of the three armies, it was the White Scars that performed above and beyond. The speed and manoeuvrability of the bikes, combined with a good spread of weaponry, allowed me to pretty much have the right tool for the job in the right place at the right time. Special mention has to go to the Captain and his Command Squad, who happily munched their way through Andy's right flank, seemingly undaunted by the prowling Chaos Lord and his masses of vengeful minions. That said, if the Chaplain hadn't been able to shrug off the Defiler's attacks it would have been a completely different result, as I didn't fancy anyone else's chances of taking down the mechanical monstrosity.

If the White Scars proved to strike like lightning, the Ultramarines proved that the Adeptus Astartes can manoeuvre with the best of them, and held Glenn's Eldar to a draw. This was easily the most dramatic battle, swinging back and forth with every phase of every turn. Although Tigurius was a bit locked down by the Eldar runes of warding, every other unit in the army performed fantastically. Special mention

Hero of the Hour

With so much derring-do, it's hard to select one particular model for special recognition. However, Cato Sicarius did cut down a Phoenix Lord and go on to force a draw. That's the stuff of which heroes are made, and I'll be fielding him again soon!



goes to Tigurius and the Land Raider, although the solitary Sternguard Veteran who survived turn after turn really showed the true indefatigable spirit of the Space Marines. I've certainly gained a new respect for Asurmen, who single-handedly set about carving my Troops off objectives and, without a lucky strike from Sicarius, victory would easily have gone to Glenn. I'd have loved to play a seventh turn in that game, as both forces were more than capable of fighting on, but alas the dice gods decreed otherwise.

For the Salamanders, victory over the Tyranids was always going to be hard won. Whether you shoot at the big bugs or the little ones, there's always going to be plenty left to cause you headaches. This game reminded me a lot of the battles I used to fight in 2nd edition, with hordes of 'Nids sweeping towards my gunline – though I must confess I never fared any better back then. Kill Points aside, the game was actually quite close. An armour save passed here, a to wound roll made there – these are the things that separate defeat from victory. Nevertheless, my Space Marines acquitted themselves well – the Terminators did fantastically against the mass of monsters storming up the middle, whilst the Tactical Squads heroically stood their ground against Gaunts of all kinds. Really, I should never have split into combat squads for this game – I just gave Phil more points to score!



The Enemy Arrayed

Clouded Fate



Glenn: What a thoroughly enjoyable game! It was fairly close throughout with some great action-packed tense moments – exactly the sort of Warhammer 40,000 game I like to play.

The Sternguard caused me problems right from the start, killing off my Striking Scorpions. Even after I reaped some vengeance upon them with my starcannon, the last survivor still gave me a bit of a kicking. The arrival of my reinforcements really saved the day for me

though. Asurmen's Dire Avengers may have died early on, but they let me get the Phoenix Lord into position to rampage through Mat's army. The Shining Spears and Guardian Jetbikes did well, although I could have done with the former surviving a bit longer and the latter being a bit more decisive in combat against the Tactical Marines. An early win there would have freed up my west flank forces. Mat's combined use of combat squads and Combat Tactics meant his army was really hard to get to grips with, even with the Eldar's manoeuvrability. Damn his eyes...

One Man Army

Asurmen – what a hero! Despite having lost his squad of Dire Avengers and 2 Wounds to what felt like the entire Ultramarines force shooting at him, he still wreaked havoc. More importantly, he forced Sicarius to fall back. Mighty indeed.

Spurned by the Gods



Andy: The game started out pretty well, with my favourite moment being when the Havocs destroyed the Drop Pod, granting the Defiler a clear battle cannon shot at the White Scars sheltering

behind it. It then went on to take out almost an entire Bike Squadron. At the last, Mat's Chaplain stepped forward to take it on and, thanks to a single invulnerable save, survived to administer the power fist of doom.

Another outstanding moment was provided when the Vanguard charged the Terminators, who had arrived via Deep Strike to form a rock-like barrier before the objective. The Vanguard took out the four Chaos Terminators with their relic blade, leaving the Chaos Lord to deal with the survivors in the next turn, which, thanks to his Daemon Weapon, he did, with admirable style and aplomb.

That particular Chaos Lord proved pretty tasty in the fight around the objective in my deployment zone, but it's a shame the same couldn't be said for his compatriot! The Chaos Lord with the mark of Khorne, along with his retinue of nine Khorne Berzerkers, should have caused, well, chaos amongst the White Scars. Sadly, the entire squad of Berzerkers fell to a devastating round of White Scars shooting, and the Lord himself went down in the subsequent close combat. Oh well!

If I had my time again, I might well try to make better use of the Khornate Lord and his posse. These guys had a huge amount of destructive potential, which went sadly unrealised as the White Scars' manoeuvrability allowed Mat to attack where and when he wanted.

Overall, though, the White Scars showing what a Space Marine bike army can do! I'm looking forward to a lot more games against the Space Marines – I'll have my revenge, just you wait!

Food that Fights Back!



Phil: Wow, those Salamanders did not go down easily. Mat's gun line held admirably, repelling the Gaunt-heavy left flank with well-orchestrated shooting. If it wasn't for the Terminators' impetuous

foray into my lines, my forces might not have made it across the table at all.

Luckily the Terminators eventually caved, although it took my two most powerful monsters to achieve it, and therefore gave me an opportunity to get

really stuck in. There isn't much in a Tyranid army that can take out a Land Raider, but a Carnifex will rip it to shreds with spectacular ease. In fact, the big fella not only saved my Hive Tyrant from the Terminators, but he also rescued the Broodlord from the Redeemer's flamers, – he was my monster of the match without a doubt. Next time, I think I'll bring three.

Despite the Salamanders' staunch defence, though, I managed the win. Frankly, there were too many Kill Points on the table, proving that it's not always a good idea to split into combat squads.



~~STANDARD BEARER~~



This month's Standard Bearer is a little bit different. In fact, it's not actually a Standard Bearer at all, but a special one-off edition of Blanchitsu! I'm sure many of you hoary old vets will just about remember John Blanche's hobby column, and here John explains why we've resurrected it.

BLANCHITSU

I'm 60 this month. To many reading this, reaching that age will sound like an eternity away, but let me assure you that it arrives very fast. But I haven't hijacked these pages to be maudlin because, even at 60, I'm having a great time. For me, the last decade has been full of constant distractions. That, coupled with a little bit of ill health, has meant that I haven't been in touch with the hobby as much as I used to be.

Now, when I say hobby, I don't mean drawing; that's my bread and butter and I've never stopped that. What I mean is doing what you do – modelling and painting miniatures. However, over the last year something wonderful has happened. I've had a hobby epiphany and have been painting models with more fervency than ever before!

It's my son who I have to thank for this. He and his friends have been collecting, painting and playing so I was naturally interested in how they were getting on. What I didn't count on was being subsumed into the group and soon I was as keen as any of them to get the models out and game. Yes, game with them. Long-time hobbyists will probably know that I've painted loads of models in the past but I've only occasionally taken them to the gaming table – I've rolled some dice in my time but I've never been a gamer as such, that is until now – I didn't realise what I

was missing! It's a fantastic experience to participate in a game of Warhammer or 40K. I can't pretend to be a competent general or to even have a good grasp of the rules, but my son and his mates have an encyclopaedic knowledge and tell me what to roll and when. I find it all tremendous fun. Most weekends are now spent in the Warhammer World store – I love it in there. I'll either be gaming with my son's posse or at the painting table, sometimes just kicking back with the staff or watching other people's battles. I'm enjoying the gaming side of things so much that I'll have played in a massive multiplayer Imperium vs Orks game by the time you read this. But more on that in a bit, because I want to talk about modelling and painting first.

If you were to ask me exactly what my hobby is, in the past I would have said it's painting miniatures, later I would have said converting miniatures, and now I think my hobby is converting plastic miniatures. It is easier to convert than metal, but it's not the lack of difficulty that attracts me, but the versatility. Now, if we're defining converting as radically changing a miniature, then I don't convert every figure. Instead what I do is individualise each one. You can put a dynamic into these miniatures; create a different energy with a subtle twist to the torso or the head. Another joy of plastics is the amount of

The Slow Method

These models were created using John's "slow method". So they've been given a white undercoat and have been painted with no specific gaming purpose in mind – just for pure creative whimsy.

John has really gone to town on the shoulder pads, adorning them with the twisted images we're used to seeing in his paintings and sketches.

John's miniature painting has always had a very distinctive look that could only come from his hand, as if the models themselves had walked out of his drawings.





John's Chaos Space Marine hybrids were created with the aid of Possessed and Assault Marine frames.

plastics that we do, so the potential for each army is massive. We used to – and probably still do – use the term bitz box; when converting you'd dip into a tub or box of spare components to fish through and find a suitable bit to attach to your model. Nowadays, each frame comes with a bitz box worth of components, giving you limitless opportunities, which is great if you're the kind of modeller that I am.

I categorise my hobby projects into two broad categories – fast and slow. Fast models are for my burgeoning armies. I just give them a black undercoat and paint them quickly. Slow models are individual

figures that I usually convert – the sort I was better known for “back in the day”. It's these projects you can normally find me tinkering with at Warhammer World on the weekend. I start these with a white undercoat. At the moment I've been creating lots of Chaos Space Marines, using the Possessed torsos and legs, with Chaos Space Marine heads and arms. The result are very dynamic and decisive-looking miniatures, storming ahead, ready to engage the enemy.

For all these projects, as with my art, I use a very limited palette of colours: Snakebite Leather, Chaos Black, Skull White, Shining Gold, Boltgun Metal, Mithril Silver and the new washes, especially Devlan Mud and Badab Black. I find limiting yourself like this gives your figures a very distinctive look.

As I've already mentioned I'm painting armies now too. So far I've kept very much in league with the Chaos Gods; Chaos Space Marines in 40K and Warriors of Chaos in Warhammer, as well as a dalliance with Daemons in both systems. However, at the moment it's all about Orks. I'm taking part in a very big game, which will have happened by the time you read this. The Studio art manager, Dom Murray, is organising a massive battle of Orks versus the Imperium. I immediately signed up even though I hadn't got a greenskin army at that point. Now, I don't know how you decide what you're going to collect – it could be how it works in the game, whether it suits your style of play or if you like the look of the models. I veer

Blanchitsu!

John's *Blanchitsu!* column was a regular feature in *White Dwarf* back in the 80s and early 90s.



Route to Inspiration

For his Ork army, John was inspired by a vivid image in his mind's eye of a massed, smog-shrouded mob of Ork Bikers. Before he began in earnest he looked at the brilliantly painted 'Eavy Metal Ork Bikes and Studio artist Alex Boyd's fantastically converted Warbikers. With all this inspiration to call upon he set to work on his own force.



One of John's favourite Ork Biker Boyz.

Alex Boyd's converted Ork Biker.

John is in Warhammer World most weekends at the moment – if you see him, why not say hello! Don't forget you can write to John Blanche and, of course, Jervis Johnson at:

c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham
NG7 2WS
United Kingdom

from race to race. I keep having visual flashes of inspiration, seeing scenes and thinking how great it'd be to see them on the tabletop – it's the same thing that fuels my drawings and paintings. For my Orks I had an image of a great Imperial bastion in the early morning, on the horizon is a line of mist. As the mist gets closer to the fortification it gets darker and denser. The Guardsmen on the fortification start hearing this great rumbling that's so deep in its timbre their bodies vibrate. Then out of the mists appear a few Ork icons and poles, it becomes clear that the mist is no

natural occurrence but the exhaust fumes of innumerable bikes. There's even louder revving and then suddenly ten thousand Ork Warbikers emerge. It's a great image, I could paint it, but I actually wanted that army!

First thing's first – I needed to work out how many bikes I could get in 1500 points. With Wazdakka Gutsmek and ten bike-riding Nobs, I could get another 30 Ork Bikers – that's 41 Bikes in all. I've already painted my Nobz but I can't wait to get started on the Biker Boyz as well.

For the Orks' flesh, I'm using a very experimental technique that I've come up with. When you look at your own skin, it has a translucent quality; you can see veins and imperfections underneath. I wanted to try and capture that in my Ork's flesh. So I've started with a very dark, almost swarthy basecoat, comprising Snakebite Leather with a pinch of Skull White and a hint of Thraka Green. That's then given a wash of Devlan Mud. I then do a highlight using a mix of more Skull White and Snakebite Leather. Finally, I give it all a green wash, with Thraka Green. At first I assumed this would take between two and five coats, but the washes are so good the effect I wanted was achieved with just one layer. The aim, though, is to create that translucent effect I've already mentioned.

Well, there you go, just a few of my exploits since I've "come back to the hobby." Obviously I never went away, but you know what I mean. What it has done is left me totally reinvigorated. I know Jervis has had a very similar experience with his son and I'm sure some of the hobbyists reading this who are old and lucky enough to be parents have also used the hobby as common cause to spend time together.

To the majority of you who will be decades away from having a son old enough to play 40K with, try and remember this advice, because you won't regret it.



John's first ten Bikers, led by his version of Wazdakka Gutsmek, the dreaded biker of the Aporkalypse.

HOBBY ESSENTIALS

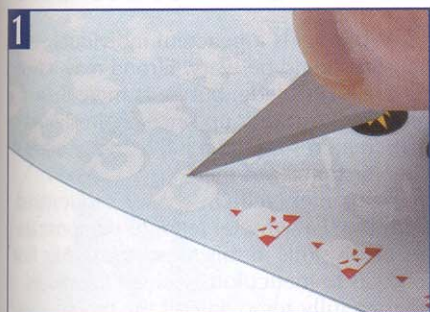
For many hobbyists, transfers are useful accessories that provide fine and consistent detailing – ideal for heavily regimented armies with intricate iconography.

For this month's Hobby Essentials, we approached 'Eavy Metal painter Fil Dunn, and master model maker Mark Jones, for their expert approach to applying Citadel transfers (sometimes called decals). Whilst you'll find perfectly serviceable instructions on applying decals on the back of the transfer sheets, as well as a whole page of information in *How To Paint Citadel Miniatures*, we wanted to go into a little more depth.

Before applying a waterslide transfer, it's important to prepare the area you are mounting it onto. Make sure this area is flat and sufficiently sized to take the design and carrier film (the clear film that surrounds the decal). If the area isn't flat, you can file away any detail until it is smooth. Then apply two coats of 'Ardcoat to the area – this smoothes out the paintwork and prevents air bubbles appearing under the transfer.



The new transfer sheet that can be found in the *Assault on Black Reach* boxed game.



1 Cut your transfer from the sheet and place it on some kitchen towel. Drip some clean water onto the tissue to soak the backing paper. Wait 30 seconds, and then pick up the transfer with some tweezers.



2 Slide the decal partially off the backing paper and into position. Use a brush to hold the transfer in place, and then carefully slide away the backing paper. Smooth down the transfer using a clean, damp brush.



3 Dab the transfer and the area around it with some kitchen towel to remove any excess water. Take care not to accidentally move the transfer in the process.

If you need to, you can reposition the transfer by flooding the area with clean water. However, this is very tricky and can easily break the transfer, so be careful.

When dry, it's best practice to seal the transfer using watered down 'Ardcoat, to protect it from wear or slippage. However, this creates a shiny finish, so you'll need to dull the area down a little. If you plan to varnish the whole model, then simply spraying it with Purity Seal will do the job. But, if you just need to dull down the transfer and nearby area, then a better option is to use watered-down Citadel Wash or diluted PVA glue.

Top Tips

For many, once a transfer is on the model then it's "job done." However, there are a few things you can do to enhance the design or even change it altogether.

Paint: One of the more practical steps is to paint over the transfer edging with the same colour as underneath to seamlessly blend the transfer with the model. You can also paint onto the design itself, adding highlights and shades to enhance the look or even painting out parts and adding other elements to fundamentally change the design. You can see this technique used to good effect by Pete Foley in *A Tale of Four Gamers* in *White Dwarf* issue 345.



Cutting: Sometimes you need to apply transfers to an awkward surface, such as a curve or a partially obscured part of a model. In these instances it is often necessary to slice a small slit into the transfer with a Hobby Knife, otherwise air will get trapped beneath it and it will wrinkle regardless of your best efforts. In the example below, the transfer has also been cut to fit an awkward shape, and then repaired with paint afterwards.



'EAVY METAL[®] MASTERCLASS

THE COUNCIL OF ELROND[™]

THE LORD OF THE RINGS[™]
STRATEGY BATTLE GAME

With the release of the new miniature last month, this issue's 'Eavy Metal Masterclass was a great opportunity to paint Elrond himself to the high standard such a model deserves.

ELROND[™], MASTER OF RIVENDELL



Elrond Half-Elven is a pivotal figure in Tolkien mythology – an Elf Lord steeped in the blood of countless slain Orcs, who has survived some of the bleakest times to beset Middle-earth.

As the Third Age draws to a close and Sauron attempts to extend his domain, Elrond remains ready to rally the Free Peoples if, or more pertinently, when, the need should arise. In this age, Elrond has taken the role of mediator and counsellor. In his home of Rivendell, he welcomes all travellers of a good heart to set aside their burdens and rest their weary bones.

While he is a peaceful individual, Sauron should be wary. Elrond may have set aside his blade, but he is more than prepared to take it up once again should evil creatures threaten his home or allies.

No stranger to these pages, expert figure painter Neil Green was sequestered from the 'Eavy Metal team to demonstrate his brush skills in this Masterclass. His first job was to meticulously clean the model up, carefully removing all the mould lines. He then stuck the model onto a base and sprayed it Chaos Black, using very short bursts to get maximum coverage.



You Will Need

All of these paints are available from the Citadel Colour, Foundation and Wash ranges of paints.

- | | | |
|---------------------|------------------|---------------------|
| ● Chaos Black Spray | ● Fortress Grey | ● Ultramarines Blue |
| ● Bleached Bone | ● Liche Purple | ● Vermin Brown |
| ● Boltgun Metal | ● Mithril Silver | ● Badab Black |
| ● Chaos Black | ● Regal Blue | ● Devlan Mud |
| ● Chainmail | ● Scorched Brown | |
| ● Codex Grey | ● Shining Gold | |
| ● Dwarf Flesh | ● Skull White | |

The Fellowship of The Ring – Rivendell



Elrond is present throughout the story of *The Lord of the Rings*. His most notable appearance is, of course, at the Council of Elrond. As we've mentioned before, the great thing about *The Lord of the Rings* movies is that they provide a great visual reference for painting. The Elrond figure above has been painted in a palette of colours heavily inspired by the costume worn by Elrond (played by Hugo Weaving) in the Council scene.

The Return of the King – The Grey Havens



As we already had an Elrond in garb from *The Fellowship of the Ring*, for this Masterclass we decided to paint his robes as he was dressed at the Grey Havens in *The Return of the King*. The colours Neil uses form a palette of pale greys and neutral tones. These colours can be an effective scheme but will need an expert eye to achieve.



Painting Elrond's Skin



Painting flesh can be quite challenging and patience will be required to get the best look. If the paint goes on too thickly it will cake and you'll lose any pretence of a flesh tone. Neil paints flesh in lots of thin layers, applying two to three thin coats of watered-down paint rather than a single thick coat. This ensures the flesh is given a smooth, vibrant finish.

Shading and Highlights

This movie still is a great visual reference to see how light and shadow falls upon a face. The light source in this picture is coming from just above and slightly to the right, casting the right side of Elrond's face in shadow, particularly in the recessed areas around the eyes and close to the nose.



Hair

Neil started with a 1:1 basecoat mix of Scorched Brown and Chaos Black. He then applied a coat of pure Scorched Brown on all but the most recessed areas. The highlight was a 1:1 mix of Scorched Brown and Bleached Bone followed by the same mix, but adding even more Bleached Bone.

Painting the Face



Step 1. Neil started with a basecoat using a 3:1 mix of Vermin Brown and Liche Purple.



Step 2. For the next stage he started with the same mix as before but added half as much again of Dwarf Flesh. This was painted on all the areas not in shadow.



Step 3. A mid-tone layer of pure Dwarf Flesh was then applied to the face. Again, the raised and prominent areas were covered but not the recessed areas.



Step 4. The first highlight layer was then brushed onto the prominent areas of the face. Neil used a 3:1 mix of Dwarf Flesh and Skull White for this stage.



Step 5. A further highlight was carefully blended onto the raised parts of the face using a 1:1 mix of Dwarf Flesh and Skull White.



Step 6. Finally, Neil painted the eyes. By dotting Bleached Bone into either side of the eye slit the pupil was formed.

Painting the Metal and Blue Trim



You should always plan out your colours before you set to painting, and this is especially true for clothing. As we discussed earlier, we're painting this version of Elrond as he appears at the end of *The Return of the King* movie. There is, of course, nothing stopping you from painting your version of Elrond in any colours you see fit.

The two references we have are in russet brown and neutral greys, but your imagination is the only limit and you could clothe him in rich green robes or cool blues, for example. Whichever colour scheme you choose, make sure you have a contrasting colour. A contrast is important as it helps the eye to define the model.

Painting the Blue Cloth



Step 1. To start with, Neil used a 2:1:1 mix of Regal Blue, Chaos Black and Ultramarines Blue as the basecoat.



Step 2. For the mid-tone, Neil added a little Bleached Bone to the mix in the following proportions: 3:1 blue mix to Bleached Bone.



Step 3. For the next layer, Neil repeated the previous stage but added more Bleached Bone, before carefully blending the layer as a highlight.



Step 4. For the edge highlight, Neil continued to use the same mix with even more Bleached Bone added: about 3:1 Bleached Bone to blue mix.

Painting the Metal



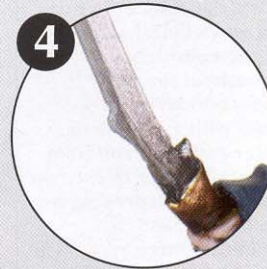
Step 1. The blade started with a 1:1 basecoat mix of Boltgun Metal and Chaos Black. A 1:1 mix of Shining Gold and Scorched Brown was used for the hilt.



Step 2. Neil then used washes for shading both parts of the sword – Badab Black for the blade and Devlan Mud for the hilt.



Step 3. A liberal layer of Chainmail was brushed onto the blade. The hilt was given a coat of Shining Gold.



Step 4. The hilt was highlighted with a 1:1 mix of Shining Gold and Mithril Silver, while the blade was highlighted with pure Mithril Silver.

Painting the Robes



Highlighting cloth requires a different technique to extreme edge highlighting. When you have a hard or flat surface like a sword blade or armour plates, then using an extreme highlight (a thin line using a lighter colour to the base for a distinctive contrast) is an effective technique. However, for softer, organic surfaces, such as cloth or foliage, then a subtler effect is called for.

So, for the robes, Neil achieved a three-dimensional effect by blending mid-tones, steadily progressing to the lighter colours until he was working purely with Skull White. Even then he used the Skull White very sparingly, only applying it to the seams and the very edge of the robe so it's almost indistinguishable to the previous layer – the opposite effect to an extreme highlight.



Thinning Paint

There can be nothing simpler than watering down paint, right? Well, when painting to the 'Eavy Metal standard, even this is a very clinical act to ensure consistency throughout the many stages and layers. Neil starts with a 1:1 mix of water and paint and from there will either thicken or water down depending on the task at hand. If covering a large area, such as the back of Elrond's robes, he'll water down the paint further. The larger the area, the thinner the paint should be.

Painting the Cloak



Step 1. A basecoat of Codex Grey was applied to the robes that had not already been painted blue.



Step 2. Neil then applied a shading wash of Devlan Mud directly into the recessed areas.



Step 3. A mid-tone using a 1:1 mix of Fortress Grey and Codex Grey was then applied to all but the most recessed areas.



Step 4. A lighter tone was blended to all but the most recessed areas, as in Step 3, using a thin coat of Fortress Grey.



Step 5. A third layer was added, using a 1:1 mix of Fortress Grey and Skull White. This was only used on the uppermost areas.



Step 6. A final highlight of Skull White was carefully applied to the most prominent folds of the robes.

Applying Fine Details



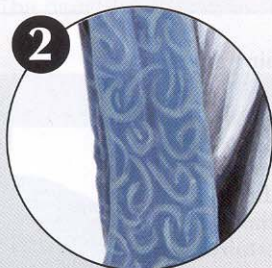
Practice Makes Perfect

Adding the final details, such as the patterning on Elrond's robe will take time and a steady hand. Neil, as an 'Eavy Metal painter, is obviously skilled at this kind of work – however, you should not feel intimidated by this. You can leave the patterns off, go for a simpler design, or bite the bullet and try it. Get the pattern planned out before you begin – draw or paint it on a separate piece of paper. Remember, you can always paint over your mistakes!

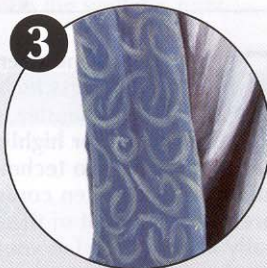
Painting the Sleeve Patterns



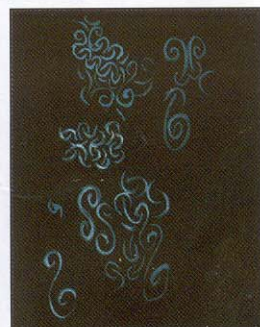
Step 1. Use the blue mix from earlier – (2:1:1 mix Regal Blue, Chaos Black & Ultramarines Blue).



Step 2. As before, Bleached Bone was added to the blue mix. (1:1 Bleached Bone to blue).



Step 3. The sleeve was highlighted with Bleached Bone, before being shaded with thinned Devlan Mud.



Practising the designs on a piece of paper or card will save you from spoiling your paint job.



The finished Elrond model standing alongside his closest friends and allies.

PAINTING WORKSHOP

DRYBRUSHING AND OVERBRUSHING

WARHAMMER
WARHAMMER
40,000
THE LORD OF THE RINGS
STRATEGY BATTLE GAME

Each month, Painting Workshop presents tips and techniques, becoming an essential reference guide to help you build your painting skills. This month we explain how to use drybrushing and overbrushing.



Drybrushing and overbrushing are among the first techniques that any miniatures painter learns, and are incredibly useful for highlighting models at a stroke. The two techniques are very similar, and are often confused, but careful deployment of these methods can really help to broaden your repertoire of painting techniques.

The great thing about drybrushing and overbrushing is that they can not only be used to batch-paint units quickly, but to selectively enhance small areas of single models as well. We asked the Studio's Chad Mierzwa, Mark Jones and Nick Bayton to share some top tips with us on how to get the best out of these two essential painting techniques.



The Citadel paint range is specially formulated for achieving great results with a variety of miniature-painting techniques.



Drybrushing wears brushes out extremely quickly, which is why the Citadel range includes special hard-wearing brushes for just this purpose. There are many types of drybrush available for use. We tend to favour the flat-headed drybrush when painting tanks.

DRYBRUSHING

Drybrushing is a fast and attractive technique, useful for adding highlights to areas of raised detail. It can also be used to apply a fine texture to large flat areas, such as armour plating, to create a realistic effect. A light drybrush over an entire model can give it an overall dusting that draws the colours together and gives a natural appearance.

Drybrushing is often confused with the very similar technique of "overbrushing," described later. The difference is that drybrushing literally uses a dry brush, whilst overbrushing does not, but the two techniques tend to merge into one another and most painters combine the techniques as they work.

Drybrushing is most easily demonstrated by painting hair, bone or fur textures. Begin with a suitable base colour that has been shaded with a wash – the drybrushing is added at the final stage to provide highlights. Take the brush (preferably an old brush or purpose-designed Citadel drybrush) and mix up a lighter shade of the base colour. The paint

needs to be fairly dense. If the paint is a little thin, let it dry slightly on the palette. Work the colour into the brush and then wipe any excess back onto the palette.

Now – most importantly – run the brush over a tissue or some newspaper, or some similarly absorbent surface, until the strokes leave almost no mark, even when applied with pressure. Depending on the effect you want, you can make the brush more or less dry.

Begin by stroking the brush gently over the surface that you wish to highlight. Ideally the brush should leave no discernible strokes, but deposits a fine, even dusting of colour over the raised points on the model. The drier the brush, the more the effect will appear as a dusting of even colour. Build up the highlights gradually and notice how repeated dusting gives naturally graded highlights. The longer you work at the result, the more intense the effect. Several progressively lighter layers of drybrushing can be applied to increase contrast – the final layer can be white, as shown on the wolf fur, right.



Technique

How to Drybrush



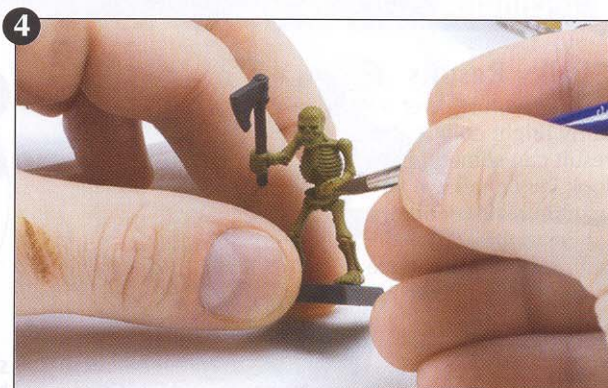
Load the brush with paint.



Wipe most of the paint away...



... until the brush leaves almost no mark.



Stroke the brush over the surface of the model.

Here we have picked three radically different models to show off the versatility of drybrushing.

Skeleton Warrior



Step 1. After first undercoating the Skeleton Warrior with Chaos Black, basecoat it with Snakebite Leather.



Step 2. Then repeatedly apply drybrushes of Skull White to the entire model.



Step 3. The dusty, rough effect looks great in an army of Tomb Kings.

Plaguebearer



Step 1. To start, drybrush Dark Flesh over a Chaos Black undercoat.



Step 2. Drybrush a 50/50 mix of Catachan Green and Camo Green over the Dark Flesh. You should still see Dark Flesh in the recesses.



Step 3. To build up the colour, drybrush Camo Green over the model's flesh.



Step 4. To finish the skin, apply a final drybrush of Rotting Flesh. This quick technique is a great way to create strong texture on a model.

Space Marine



Step 1. The model is undercoated in Chaos Black and then drybrushed Dark Angels Green.



Step 2. A drybrush of Snot Green is then applied to the model. The coating has to be very light when used on smooth areas.



Step 3. Pick out the boltgun, helmet and backpack details in Boltgun Metal.



Step 4. Finally, apply Blood Red to the eyes, gun casing and the insignia, and apply Bleached Bone to the chest eagle, knee pad and skulls.



Technique

Chalky Results

If you drybrush over a fairly bright colour, the result can sometimes look very chalky. If you want to restore colour while retaining the highlight, apply a glaze using thinned-down paint or wash, as described in White Dwarf 343.



Step 1. The skin of this Orc Warrior has been basecoated Snot Green.



Step 2. The drybrushing technique has been used to highlight the skin with Skull White.

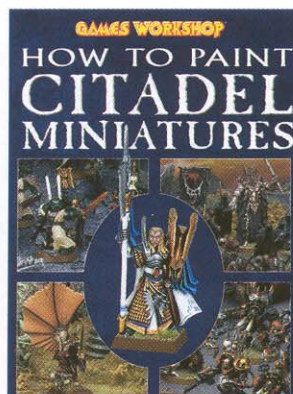
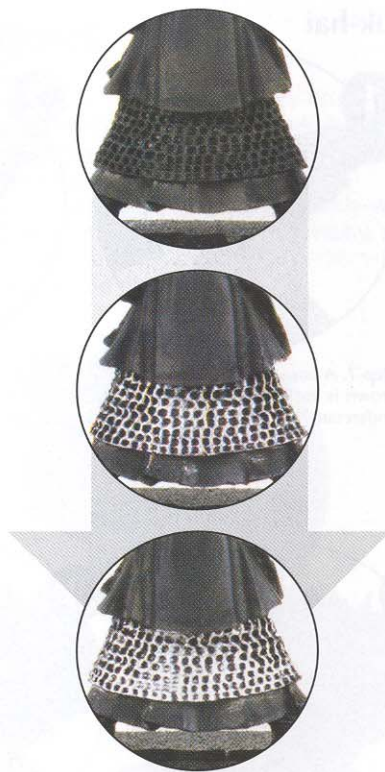


Step 3. The chalky highlights have been smoothed out with a thin glaze of Sunburst Yellow.

OVERBRUSHING

Overbrushing is a simple and obvious way of painting highlights onto chainmail armour, hair, fur and other heavily textured surfaces. It is basically the same technique as drybrushing, but instead of using a dry brush, you apply a light stroke of paint over the surface to pick out all of the highlights. Many people who employ the drybrushing technique use the same word to describe overbrushing too. The difference is that overbrushing doesn't produce the classic "dusty" look you get from extreme drybrushing.

Mail armour in particular is easily painted by overbrushing. Paint the mail with a dark metallic colour such as Boltgun Metal. Then paint a lighter colour, such as Chainmail, lightly over the top so that the paint catches all the highlights on the mail but leaves the darker colour showing in the recesses. Finally, if you want to enhance the effect, repeat with bright Mithril Silver, painting even more lightly and covering only the extreme upper surfaces. As you can see from the example to the right, this is an effective method of painting armour.



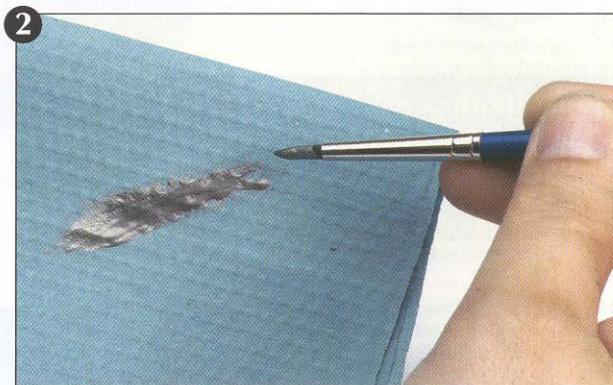
Drybrushing and overbrushing are just two of the techniques covered in depth in the new edition of *How to Paint Citadel Miniatures*. Other techniques detailed include extreme highlighting and staining. The book is an indispensable guide to painting Citadel miniatures, filled with a series of detailed guides.

Technique

How to Overbrush



Load the brush with paint.



Wipe away the excess paint...



... but leave plenty on the brush.



Stroke the brush over the surface of the model.

Overbrushing is a technique adaptable to a wide variety of miniatures and paint schemes.

Uruk-hai



Step 1. A basecoat of Scorched Brown is applied over a Chaos Black undercoat.



Step 2. The armoured areas are overbrushed with a 2:1 mix of Boltgun Metal and Chaos Black.

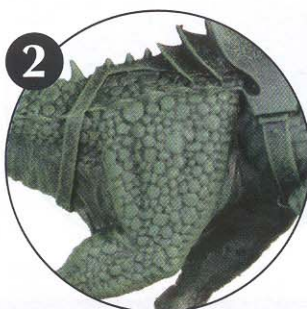


Step 3. The other areas are painted, before the whole model is shaded with a wash of Badab Black.

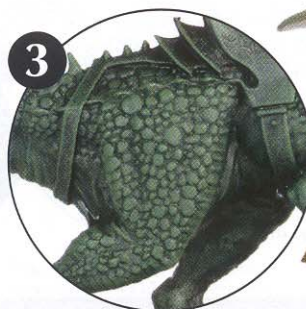
Cold One



Step 1. The scales have been basecoated with Orkhide Shade.



Step 2. The scales were then overbrushed with Knarloc Green.



Step 3. Finally, a wash of Thraka Green was applied to add more definition to the model.



Step 4. Once the messy overbrushing is done, the details can be added to finish the model.



Technique

Basing your miniatures

Overbrushing is also very useful for basing miniatures over a sand texture, as demonstrated here.

This colour scheme gives quite a dark base but with a lot of contrast – it suits “evil” armies well.



Chaos Black basecoat.



Overbrush with Scorched Brown.



Overbrush with Bubonic Brown.



Drybrush with a mix of Bubonic Brown & Skull White.

The scheme shown here gives a warm base colour and is quite bright – you can add a tiny amount of green to the lighter highlights to cool the palette down a touch.



Dark Flesh basecoat.



Overbrush with Snakebite Leather.



Overbrush Snakebite Leather & Skull White.



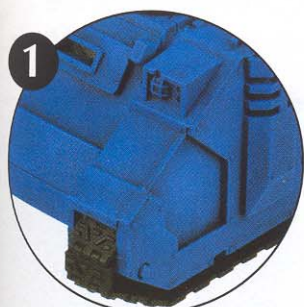
Drybrush Skull White.

Combining the Techniques

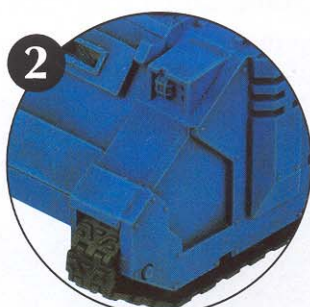
As mentioned earlier, most hobbyists naturally combine the overbrushing and drybrushing techniques without ever making the distinction. Here, we look at how to combine the methods to paint large models, such as vehicles.

If you are drybrushing a large flatish area, such as part of a tank, the effect will

work best if you use a very dry brush so that it is necessary to scrub quite hard to deposit any colour on the surface. This doesn't do the brushes much good – brushes used in this way will quickly wear out. The process can be a little messy, so it's worth painting a subject like this with due care and attention.



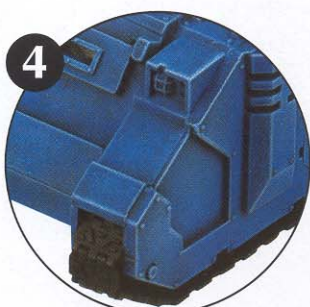
Step 1. This tank was basecoated with Regal Blue over a black undercoat, before being heavily overbrushed with Ultramarines Blue.



Step 2. Allow the previous coat to dry completely, then drybrush the hull with Shadow Grey.



Step 3. Drybrush the tank with a mix of Shadow Grey and Space Wolves Grey. At this stage you may want to start concentrating on the edges, and on the middle of large panels.



Step 4. Drybrush the tank very lightly with pure Space Wolves Grey for the final highlights, concentrating on the hard edges.



Once drybrushed, the Rhino has had all the details and weathering painted on.

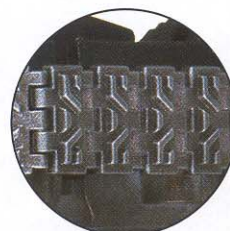


Top Tip

Painting Tracks



Begin with a basecoat of Tin Bitz.



Drybrush the tracks with Boltgun Metal.

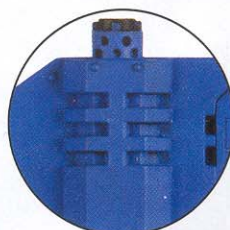


Wash Vermin Brown into the recesses to represent spots of rust and impacted mud.

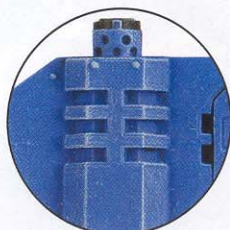


Top Tip

Alternative Method



This Rhino has been base-coated Ultramarines Blue.



Ice Blue has been lightly drybrushed on as a highlight.

Design Studio

Open Day Review

On the 14th June, Warhammer World's iron-bound portals were thrown open by the Design Studio in the first ever Studio Open Day. They had such an awesome day, we decided to turn a page or two over to Adam Troke to let us know exactly what went on...



1) Is that Grombrindal? No – White Dwarf's Mark Latham is trying out the life-sized Grombrindal-photo-stand.
2) Welcome to the Dungeons of Death – Nick Bayton leads intrepid adventurers on a thrilling quest.
3) Secrets revealed – The sculptors were free to showcase their favourite pieces, even those things that were not yet scheduled for release.



Try to imagine your average office inviting the general public in for an open day. By the time you've sampled the delights of the coffee corner, visited the fax machine and learned which stationary shelf belongs to "Accounts" you've probably had enough "fun" to last you. Not a great day out, really, and not one bit like the Design Studio's Open Day! No sir, not at all...

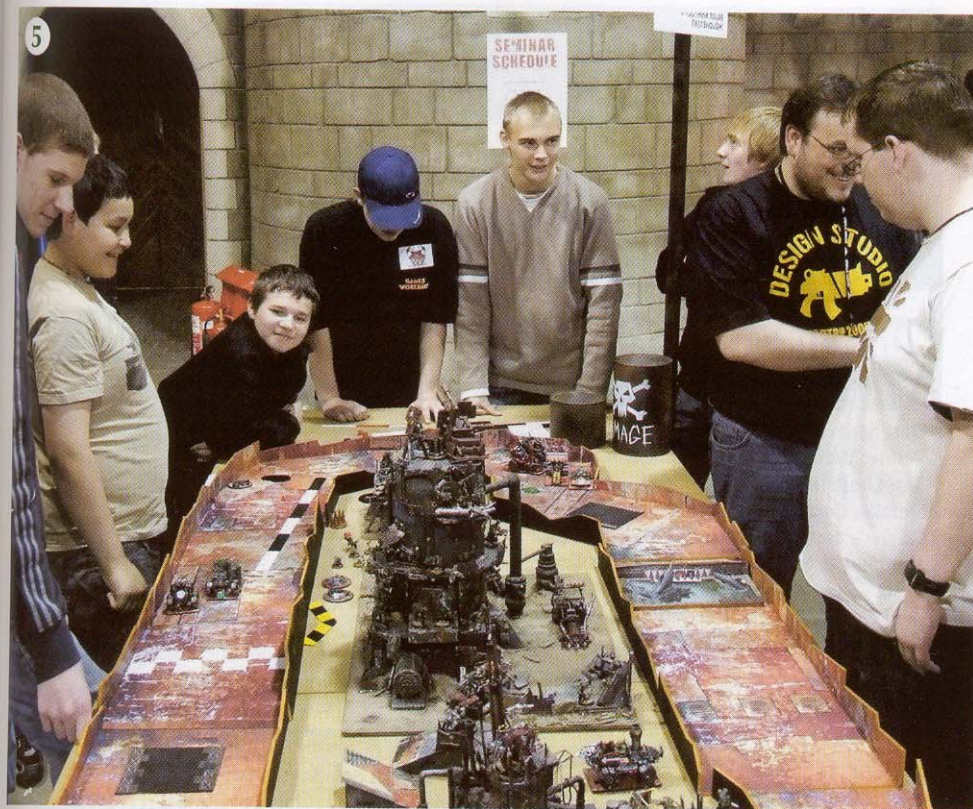
We decided it would be a blast to let folks come in and see the kind of stuff we got up to... cue a dozen or so of the wackiest tabletop games you've ever seen, rules for zero-gravity Warhammer 40,000, a live White Dwarf Battle Report and the chance to take on the guys who write the rules at their own game. That's before you get round to free tutorials and painting clinics from the world famous 'Eavy Metal Team and the chance to chat with the Citadel Miniatures Designers.

Determined to show hobbyists exactly what we do, and how much we love it, we resolved to bring out all our coolest stuff and put it on show. Now, even from an inside view the Studio is an amazing place.

Everywhere you look there are armies, gaming boards and scenery in various stages of construction... image the results if you mixed Santa's Grotto and Aladin's Cave of Treasures and you're starting to get the picture. Our goal was to bring all that out and show everyone what we've got.

So, ready for an action-packed day, we donned our finest and invited all who wanted to come and visit us. The result was an awesome day packed full of the best hobby activities anyone could hope for. When we stopped counting (sometime before lunch) we'd had more than 500 guests enter the gaming hall, to be greeted by the entire Studio staff. From Games Development to the White Dwarf team, 'Eavy Metal and even Games Workshop legends John Blanche and Rick Priestley – all were on hand to answer questions and contribute to one of the most exciting events ever hosted in Warhammer World.

So check out the pictures here to get a taster of what went on and keep your eyes peeled, because if there's the slightest chance we can get away with it again – we'll try it!



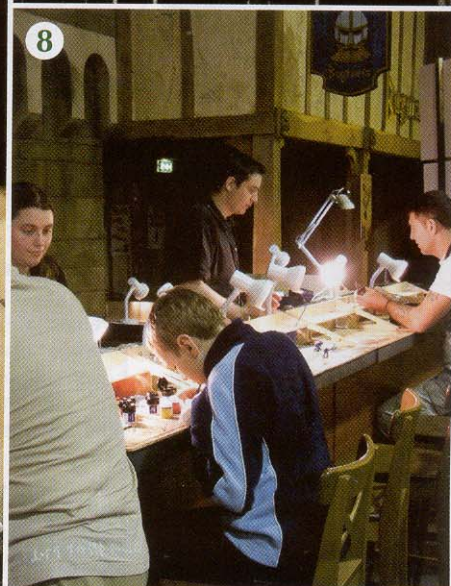
4) Nuala Kinrade explains the Studio Art process in an informal Q&A session.

5) Formula Waaagh! Perhaps the most popular of the day's games, Gabrio Tolentino's Formula Waaagh! pits crazed Ork racers against each other in the ultimate contest of speed and kunnin'.

6) Floaty-light – Games Developer Andy Hoare presides over low-grav Warhammer 40,000 battles, fought across a stunning 40K moonscape.

7) Council of the Wise – Rick Priestley, Alessio Cavatore and Andy Hoare tell all in the Warhammer 40,000 seminar.

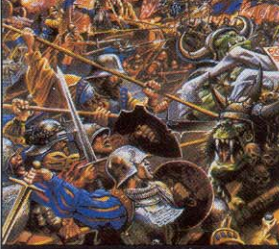
8) The Master's Hand – The world famous 'Eavy Metal Team offer painting tips, advice and tutorials all day long.



Event Calendar

What's on, when and where:
All the events for the next few months are listed here.

CALL TO ARMS
GAMING WEEKEND



EPIC ARMAGEDDON
WARMASTER
MORDOR

27th–28th September
www.warhammerworld.org

Coming in
January 2009...



WARHAMMER
40,000
DOUBLES
TOURNAMENT

October

4th Throne of Skulls Warhammer

Date: 4th–5th October, 2008

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 2000 point Warhammer army to play in six games over the weekend. The qualifiers receive a free place in the final.

Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

11th Throne of Skulls Warhammer 40,000

Date: 11th–12th October, 2008

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 1500 point Warhammer 40,000 army to play in six games over the weekend. The qualifiers receive a free place in the final.

Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

12th Warhammer Teams Tournament

Date: 12th October, 2008

Venue: Wakefield Hobby Centre

Details: Team up with your friends to overcome all challenges, using your skill and judgement to not only win your battle, but pit the right players against the right opponents. Do you have the nerve and skill to be the Team Champions? Each player will need a 1500 point Warhammer army.

Tickets: Tickets cost £30 per four player team.

Contact: GW Wakefield – 01924 369431

12th Challenge III

Date: 12th October, 2008

Venue: OC Sint Idesbald, De Ziltzen 52, 8800 Roeselare, Belgium

Details: Challenge is an annual gaming tournament for Warhammer, Warhammer 40,000 and many others. With plenty of food and drinks, and loads of gaming fun to be had, this is the place to be!

Tickets: Tickets cost €8 per person.

Contact: steven@blackborder.be

info@spellenclubroselare.be

Website: www.blackborder.be

www.spellenclubroselare.be

18th Escalation '08

Date: 18th October, 2008

Venue: Bracknell Forest Gamers, Bracknell

Details: Compete in four rounds of intense combat in the 41st millennium with armies of ever-increasing size, beginning at 500 points before working up to 1500 points.

Tickets: Tickets cost £10 per person.

Contact: club@bfgclub.org.uk

07951 936955

Website: www.bfgclub.org.uk/events.htm

25th Warhammer 40,000 Dutch GT

Date: 25th–26th October, 2008

Venue: Sporthal University of Tilburg, The Netherlands

Age Limit: 16+

Details: Play in five rounds with armies of 1700 points across two days with gamers from all across Europe to become the 2008 champion.

Tickets: Tickets cost €55 and include lunch on both days and an evening meal on the Saturday. Tickets available from Mail Order or visit any of the Dutch Hobby Centres.

Contact: Mail Order – 0115 91 40000

Website: www.games-workshop.com

26th Warhammer 40,000 Doubles

Date: 26th October, 2008

Venue: King and Queen Pub, Marlborough Place, Brighton

Details: Play four games in this cheerful tournament with your friend as your ally.

Contact: peter.cooke@ntlworld.com

November

1st Throne of Skulls HEAT 2 Warhammer

Date: 1st–2nd November, 2008

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 2000 point Warhammer army to play in six games over the weekend. The qualifiers receive a free place in the final.

Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

2nd Warhammer 40,000 Teams Tournament

Date: 2nd November, 2008

Venue: Wakefield Hobby Centre

Details: Team up with your friends to overcome all challenges, using your skill and judgement to not only win your battle, but pit the right players against the right opponents.

Do you have the nerve and skill to be the Team Champions? Each player will need a 1500 point Warhammer 40,000 army.

Tickets: Tickets cost £30 per four player team.

Contact: GW Wakefield – 01924 369431

8th Throne of Skulls HEAT 2 Warhammer 40,000

Date: 8th–9th November, 2008

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 1500 point Warhammer 40,000 army to play in six games over the weekend. The qualifiers receive a free place in the final.

Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

15th Throne of Skulls HEAT 3 Warhammer

Date: 15th–16th November

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 2000 point Warhammer army to play in six games over the weekend. The qualifiers receive a free place in the final.

Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

22nd Throne of Skulls HEAT 3 Warhammer 40,000

Date: 22nd–23rd November

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 1500 point Warhammer 40,000 army to play in six games over the weekend. The qualifiers receive a free place in the final.

Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

23rd Games 'N' Stuff Fanatic

Date: 23rd November, 2008

Venue: Broerenkerk – Zwolle,
The Netherlands

Details: The Games 'N' Stuff Fanatic event offers a wonderful array of activities for the hobbyist with Doubles Tournaments for Warhammer, Warhammer 40,000 and The Lord of The Rings, as well as painting and terrain building workshops, demonstrations and a lot of other fun games to play.

Players wishing to enter the tournaments will require armies of 700 points per player for Warhammer, 600 points per player for Warhammer 40,000, and 300 points per player for The Lord of the Rings.

Tickets: €27.50 per team

Contact: +31(0)38-4216385 or
info@games-n-us.com

Website: www.gamesnstuff.com



HEAT 1

4th–5th October 2008

HEAT 2

1st–2nd November 2008

HEAT 3

15th–16th November 2008

www.games-workshop.com



HEAT 1

11th–12th October 2008

HEAT 2

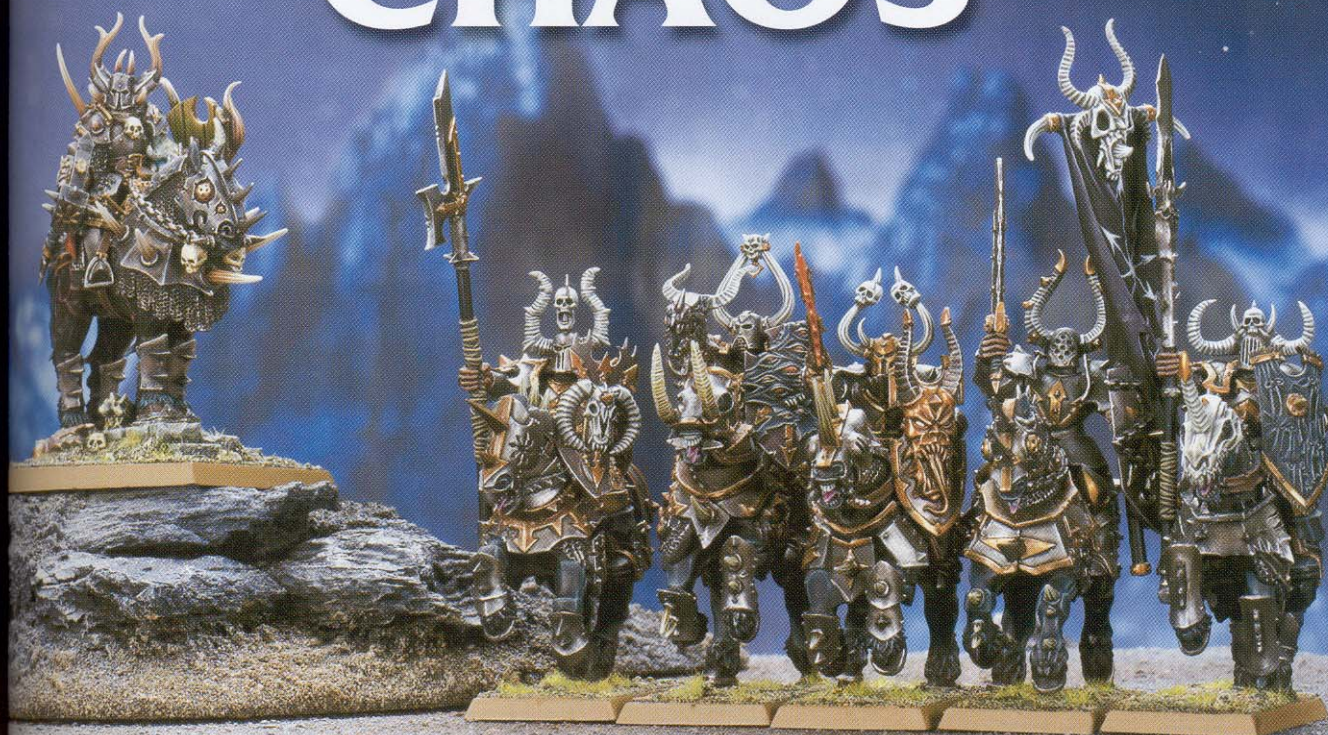
8th–9th November 2008

HEAT 3

22nd–23rd November 2008

www.games-workshop.com

NEXT MONTH: **WARHAMMER** WARRIORS OF CHAOS



ALSO IN NEXT MONTH'S WHITE DWARF:

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

THE MAGIC OF MIDDLE-EARTH

In the second part of our Tactics, we delve further into the sorcerous arts of Middle-earth, taking a look at how to get the best out of your spell-wielding Heroes.

WARHAMMER
40,000

PAINTING SPACE MARINES

In the first of a two-part article, we present an in-depth guide to painting the Emperor's finest, from assembling and converting Space Marines to painting iconography.

NEXT MONTH:



WARHAMMER®

**WARRIORS
OF CHAOS**