

INSIDE: NEW SCENARIOS & STRATAGEMS FOR CITIES OF DEATH

**GAMES
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WD379 July 2011

GAMES WORKSHOP'S MONTHLY MAGAZINE



WARHAMMER

STORM OF MAGIC

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WD379 JULY 2011 WWW.GAMESWORKSHOP.COM

STORM OF MAGIC

This month Storms of Magic hit the Warhammer world. This Expansion for Warhammer has it all, from mythic artefacts and legendary beasts to mighty spells. Find out more from page 18.



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Armed with his tome of spells, Simon Grant talks to Mat Ward about the new Warhammer Expansion: Storm of Magic.

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Trish Carden sits down with Andy Hall to talk about the menagerie of monsters that are released upon the battlefields of the Warhammer world this month.

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Storm of Magic is a great excuse to add all manner of new things to your army, as Simon Grant and the Studio's generals explain.

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Adam Troke takes a fresh look at the Cities of Death Expansion, providing updated rules, new missions and race-specific stratagems.

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In this month's Modelling Workshop we take a look at creating your own Cities of Death, as well as showcase Chad Mierzwa's huge cityfighting board.

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As the Winds of Magic blow into a howling gale, the Warriors of Chaos march upon the Dark Elves of Naggaroth in this month's Storm of Magic battle report.

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In the second of this issue's battle reports, Phil Kelly's heroic Space Wolves engage in bloody urban warfare against Adam's dastardly Chaos Space Marines.

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NEW RELEASES

STORM OF MAGIC

Howling storms are upon us, as monsters and magic clash to create a whole new way of playing Warhammer. This issue's new releases not only bring a brand new Expansion but a whole host of monsters and wizards as well.



NEW RELEASES



NEW RELEASES

In *Storm of Magic*, Wizards can use *Scrolls of Binding* to summon powerful monsters to their will. Chimerae, Manticores, Dragons, Cockatrices and more can be included in any army, and are accompanied by these new plastic kits.

CHIMERA



TURN TO PAGE
30 FOR THE
SCROLL OF
BINDING THAT
WILL ALLOW
YOU TO FIELD
A CHIMERA IN
YOUR ARMY.



This kit makes a Chimera, an amalgamation of several different beasts merged together in a truly Chaotic way. Three horrific heads, broadly described as reptilian, avian and lupine in look, sprout from the body of the model, all sculpted with a twisted appearance. Upon its back are two sweeping wings that can carry the creature across the table and into combat before the enemy can truly react. A fourth set of jaws can actually be found on the monster, as the tail is a gruesome langed mouth that, due to the way it has been positioned, seems to be twisting and contorting with a life of its own. In a game of *Storm of Magic*, the Chimera can be included in any army thanks to its *Scroll of Binding*.

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CHIMERA £25.50

Product code: 99126299022

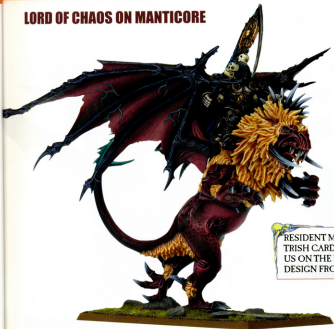
Sculpted by: Iain Carline

© G.W. 10, 2000. ISBN 0 7552 1234 1

ON SALE JULY 07th

MULTI
PART
PLASTIC
KIT

LORD OF CHAOS ON MANTICORE



RESIDENT MONSTER-MAKER, TRISH CARDEN, ENLIGHTENS US ON THE MANTICORE'S DESIGN FROM PAGE 28.

The Manticore is a terrifying beast of Chaos, a leonine creature with bat-like wings and a deadly, slashing tail. The new plastic Manticore is striking a dynamic pose, rearing up on its hind legs with claws ready to swipe at the foe. The kit offers a wealth of options with a choice of two heads and two tails, not to mention a variety of options for its riders.

The Manticore forms a worthy mount for a Chaos Lord, who can be armed with a sword or chain flail in his right hand and a punch dagger, spear or shield in his left, and a choice of heads. The Manticore kit can also be ridden by a Chaos Sorcerer Lord, armed with a scythed staff and bedecked with a flowing cloak. The kit can also be assembled without a rider.

**CHAOS LORD
ON MANTICORE** £31
Product code: 997/0201014
Inspired by Trish Carden and
Alex Medeiros
600, 2000c, 3000c, 750g

ON SALE JULY 07th

MULTI
PART
PLASTIC
KIT



Chaos Sorcerer Lord



Chaos Lord

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DARK ELF DREADLORD ON BLACK DRAGON



The mighty Black Dragon is a dynamically posed plastic monster kit that acts as a terrifying steed for a Dark Elf Lord. The Dragon has a choice of two heads, one with a gaping jaw posed as though breathing a gout of noxious fumes over the foe. The armoured bands and plates that are worn by the Dragon pictured here are all optional, allowing you to customise the look of your steed if you wish. The kit contains a bewildering variety of components to make a choice of a Dreadlord or Supreme Sorceress. You can choose from four different torsos, five different heads – both helmeted and bare – with a further selection of three helmet decorations and all manner of weapons and accoutrements, from spell tomes, swords, wands and even a repeater handbow.

**DARK ELF DREADLORD
ON BLACK DRAGON**

E31

Product code: 991202/2065
Sculpted by: Nick Carden and
Colin Crayton
£40, 30000, 30000/100, 1300

ON SALE JULY 9TH

**MULTI
PART
PLASTIC
KIT**


TO SEE THE FULL ARRAY
OF COMPONENTS FOR
THIS MONSTROUS KIT
TURN TO PAGE 37.

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COCKATRICE

This exquisite Citadel Finecast miniature captures a Cockatrice in the throes of combat. Trish Carden has sculpted the beast rearing up on its serpentine body with talons outstretched and its horrifying toothed beak bearing down on its unfortunate victim. While a Cockatrice may not share the physical strength of larger monsters, it can be the equal of a Dragon thanks to its petrifying gaze. This is a magical shooting attack with the Sniper and Heroic Killing Blow special rule, meaning it can slay the enemy's most powerful heroes and monsters with a single roll of the dice.



CITADEL FINECAST

COCKATRICE

Product code: 398/A299001

Sculpted by Trish Carden

© GW, 1/19/06 28040000 1704F

£25

COMING SOON

A Cockatrice is summoned to join an Orc & Goblin army.



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A Storm of Magic battle is fought for control of the mysterious Arcane Fulcrums. These two sets make for great-looking Arcane Fulcrums on the tabletop, as well as fantastical pieces of scenery in their own right.

MAGEWRATH THRONE & BALEWIND VORTEX

The Balewind Vortex is an eight-pointed star that is held in the air by the twisting winds of a mystical tornado entrapped within a magical circle, whereas the Magewrath Throne is a grandiose and opulent seat of power, flanked by two griffon statues and raised upon a pillar of stone skulls.

Both of these models are perfect for the role of Arcane Fulcrums in games of Storm of Magic, but they can also add a touch of the fantastical to any Warhammer battlefield. Magewrath Throne would make for a great Sinister Statue, whilst Balewind Vortex could be a Magic Circle.

MAGEWRATH THRONE AND
BALEWIND VORTEX £25
Product code: 99120299020
Sculpted by Dave Andrews
629.21, 22 holes, 280 items, 112.50g

ON SALE JULY 9TH

CHECK OUT THIS
MONTH'S FEATURE TO
FIND OUT WHY ARCANES
FULCRUMS ARE KEY.



The Balewind Vortex



The Magewrath Throne

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ETERNITY STAIR & DREADFIRE PORTAL



The Eternity Stair



The Dreadfire Portal



This box set contains two Arcane Fulcrums. One is known as the Eternity Stair, a winding staircase that coils around a central column inscribed with magical sigils and iconography of the Empire, while the stairs of the Dreadfire Portal lead to a platform flanked by two pillars upon which reside burning skulls.

But should you wish to become your own Arcane Architect, Dave has purposely designed each Arcane Fulcrum for ease of modelling. The flat points of contact between the parts allow you to mix and match the different elements between the kits. For instance, you may want to place the chair of the Magewrath Throne at the top of the Eternity Stair, or you could take the stone star from the Balewind Vortex and place it upon the stairs of the Dreadfire Portal.

ETERNITY STAIR AND DREADFIRE PORTAL

£25

Product code: 99120096021
Sculpted by Dave Andrews
429.25, 22500, 28000, 113, 500

ON SALE JULY 9TH

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Wizards are as much a part of Storm of Magic as the monsters and this month we are releasing four new plastic magic users. Commanding vast mystical power, these characters can capture and control the Arcane Fulcrums.

WARRIORS OF CHAOS SORCERER LORD



**WARRIORS OF CHAOS
SORCERER LORD**
Product code: 99070201001
Sculpted by Brian Nelson
£10.50, 8000, 10000000, 4000

ON SALE JULY 9TH

This plastic Chaos Sorcerer stands defiant with his arcane staff held high. The Chaos Sorcerer comes on a single frame as nine separate parts that are easily glued together to make a characterful hero. The kit even includes a scenic base adorned with blasted stone.

WARRIORS OF CHAOS TZEENTCH SORCERER LORD



**WARRIORS OF CHAOS
TZEENTCH SORCERER LORD**
Product code: 99070201002
Sculpted by Brian Nelson
£10.50, 8000, 10000000, 4000

ON SALE JULY 9TH

The Sorcerer of Tzeentch is an impressive feat of miniature design that maximises the use of the plastic medium to create a delicate, almost ornate figure. In a game of Storm of Magic, you'll want to include as many Wizards as possible to seize control of the Arcane Fulcrums.

DARK ELF SUPREME SORCERESS



**DARK ELF
SUPREME SORCERESS**
Product code: 99070212001
Sculpted by Brian Nelson
£10.50, 8000, 10000000, 4000

ON SALE JULY 9TH

The Dark Elf Sorceress is a truly beautiful model, her hair – made up of three separate components – flowing down her back in individual ribbons. The Sorceress is a great model to complement the Supreme Sorceress on Black Dragon, in case she should have the misfortune to lose her mount.

VAMPIRE COUNTS NECROMANCER



**VAMPIRE COUNTS
NECROMANCER**
Product code: 99070207001
Sculpted by Brian Nelson
£10.50, 8000, 10000000, 4000

ON SALE JULY 9TH

Brian Nelson is responsible for all the wonderful miniatures on this page, each presented in a clear-plastic clamping. The flow of the figure denoted by the swirls of the layered robes, the leering face and even the way the creature grips the skull all add to the character of the model.

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WARHAMMER: STORM OF MAGIC

Storms of Magic are cataclysmic events that unleash terrible and all-powerful arcane energies, unbridled power that allows wizards to shackle titanic beasts to their dominion, or deny their enemies mystical forces that could destroy whole nations in one cataclysmic spell.

Storm of Magic is the latest Expansion for Warhammer, the Game of Fantasy Battles. It is a 152-page, full-colour, hardback book with an integrated spinner in the inside front cover.

The lavish tome is absolutely packed with background and history of the most prominent magical storms that have swept across the Warhammer world. All the rules needed to play a Storm of Magic battle are detailed within, and the book itself is intrinsic to the game as it hosts the Wheel of Magic that Wizards can manipulate to their own cause. Within the pages you'll find a library of powerful magic items, all of the devastating Cataclysm spells as well as 45 Scrolls of Binding for allying a variety of terrifying monsters to your side.



STORM OF MAGIC
CO-AUTHOR
MAT WARD, GIVES
US HIS TAKE ON
ITS DEVASTATING
SPELLS FROM
PAGE 18.

WARHAMMER:
STORM OF MAGIC
Product code: 6003029002
Written by Jeremy Vennek and
Matthew Ward
£19.99 (RRP) £15.99 (S)

£30

ON SALE JULY 9TH

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A wizard would be nothing without his magical paraphernalia, and so too it is with any aspiring Storm of Magic general. This month we're also releasing a selection of characterful new gaming accessories for use in your games.

VORTEX TEMPLATES

This set contains six tin Storm of Magic Vortex Templates, each adorned with individual, evocative designs that conjure up images of devastating magical effects.

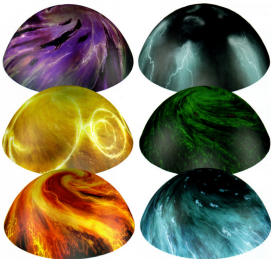
These templates are great for use with some of the most powerful Cataclysm spells that the Wizards in a game of Storm of Magic are likely to unleash, adding a distinctive flourish to your destructive efforts. As vortex spells remain in play, these templates will look great in subsequent turns as they roam about the board.



This hourglass symbol indicates that the product shown is only available while stocks last.

STORM OF MAGIC £18
VORTEX TEMPLATES
 Product code: 992.202.9904.3
 422.75, 175x16, 225x16x16, 47.30x4

ON SALE JULY 8TH



MAGIC DICE



MAGIC DICE £6
 Product code: 992.202.9903.04
 47.80, 60x60, 75x60x16, 30x4

ON SALE JULY 8TH

This set contains eight distinctive dice. Each dice is adorned with one of the symbols of the Lore of Magic, and the set comes in a velvet bag.

ALSO AVAILABLE

If you prefer dice for one lore, then these sets are for you. Show allegiance to one of the Colleges with a set of eight dice of the same design.



MAGIC DICE LORE OF BEASTS Product code: 992.202.9903.13 47.80, 60x60, 75x60x16, 30x4	MAGIC DICE LORE OF LIFE Product code: 992.202.9903.19 47.80, 60x60, 75x60x16, 30x4	MAGIC DICE LORE OF SPIRIT Product code: 992.202.9903.45 47.80, 60x60, 75x60x16, 30x4
MAGIC DICE LORE OF DEATH Product code: 992.202.9903.16 47.80, 60x60, 75x60x16, 30x4	MAGIC DICE LORE OF FIRE Product code: 992.202.9903.17 47.80, 60x60, 75x60x16, 30x4	MAGIC DICE LORE OF AIR Product code: 992.202.9903.47 47.80, 60x60, 75x60x16, 30x4
MAGIC DICE LORE OF HEAVENS Product code: 992.202.9903.18 47.80, 60x60, 75x60x16, 30x4	MAGIC DICE LORE OF SHADOW Product code: 992.202.9903.42 47.80, 60x60, 75x60x16, 30x4	

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WARHAMMER BATTLE MAGIC: STORM OF MAGIC



This set contains 64 cards presented in a plastic spellbook box. The set contains all of the Cataclysm spells, as well as the Cantrips and Ancestor Runes. The box contains space to include extra spell cards, allowing you to customise your grimoire even further.

**WARHAMMER BATTLE
MAGIC: STORM OF MAGIC** **£8**
Product code: 602202/99006
£10.50 (incl. VAT) £9.50 (excl. VAT)

ON SALE JULY 9TH



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CITADEL® FINECAST™



Whenever you see this symbol, that product is only available to order. This page has details on how to get hold of it.

This month we continue to launch new models in Citadel Finecast, including a selection of monsters and wizards available for the first time in resin. Make sure you keep checking our website and in Hobby Centres for the latest releases.

LAMMASU

Hailing from the Dark Lands is the Lammasu, a sorcerous creature possessed of a keen intelligence and the ability to cast magic. What's more, the Lammasu is enshrouded in a mystical miasma that will stop all magical weapons working when in base contact with it. The model itself, just like its bull-shaped brother below, will be available in Citadel Finecast.



CITADEL FINECAST

LAMMASU £21.50
Product code: 99810271002
Sculpted by Alan Perry
£10.21 (incl. 20% VAT) £12.25

ON SALE JULY 23RD

GREAT TAURUS

This winged bull-shaped creature is said to be the embodiment of the Dark Land's rage. The venerable Great Taurus has been seen in many a Chaos Dwarf army in years gone by and is now launched anew in Citadel Finecast. With the advent of the Scrolls of Binding there's no doubt the monster will appear in many more armies, where it will ensure victory.

CITADEL FINECAST

GREAT TAURUS £21.50
Product code: 99810271001
Sculpted by Alan Perry
£10.21 (incl. 20% VAT) £12.25

ON SALE JULY 23RD

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DARK EMISSARY

They are said to be the agents of darkness but none can say for sure whose will the Dark Emissaries truly serve. This miniature is the embodiment of untold evil. Garbed in ragged cloaks with a hooded face, only the long horns that sprout out of its head give you any kind of clue to the Dark Emissary's true motives.



DARK EMISSARY £9.50
Product code: 99800299004
Sculpted by Chris FitzPatrick
412.30, 70000, 1730000, 304

CITADEL FINECAST

ON SALE JULY 23RD

TRUTHSAYER

Truthsayers are exiles from a lost island, who now live as hermits in the wilds. They are drawn to Storms of Magic where they hope to harness enough power to undo the spells of shrouding that conceals their land. For this reason Truthsayers are powerful spellcasters that should not be trifled with.



TRUTHSAYER £9.50
Product code: 99800299005
Sculpted by Chris FitzPatrick
412.30, 70000, 1730000, 304

CITADEL FINECAST

ON SALE JULY 23RD

FENBEAST

Fenbeasts are magical constructs formed from the sludge and foul detritus of the marshes. They are relentless creatures with a constant hunger for flesh or any other kind of sustenance. Trish's classic rendition of the Fenbeast brilliantly shows the monster's relentless nature as it shamles towards its prey.



FENBEAST £15.50
Product code: 99800299007
Sculpted by Trish Canham
602.75, 10000, 1730000, 304

CITADEL FINECAST

ON SALE JULY 23RD

COLD ONE

Available in Citadel Finecast for the first time, this new Cold One has been sculpted by Jes Goodwin. Units of Cold Ones can be summoned to battle as part of a Scroll of Binding, where their frenzied attacks can rip foes apart.

CITADEL FINECAST

COLD ONE £10
Product code: 99800299005
Sculpted by Jes Goodwin
412.30, 10000, 1730000, 304

ON SALE JULY 23RD





WARHAMMER SPACE MARINE

www.spacemarine.com

Warhammer 40,000: Space Marine follows the story of Ultramarines Captain Titus and his squad as they fight to take back a vital forge world from an Ork invasion force. Take bolter and chainsword to Mankind's foes in this third person action blockbuster.

Space Marine will allow you to experience the 41st Millennium like never before. Putting you in the role of an Ultramarine you will get to fight iconic Ork and Chaos opponents in epic environments. The intense single-player campaign will feature a host of celebrity voice talent led by Mark Strong.

In addition to its single player campaign, Space Marine also features 8 vs. 8 multi-player where gamers will be able to represent their favourite Space Marine Chapter or Chaos Space Marine Legion. Space Marine is available to pre-order now and is released on Xbox360, PS3 and PC in August.



Black Crusade is the latest Warhammer 40,000 roleplaying game from Fantasy Flight Games. Black Crusade brings an entirely new perspective on Chaos by delivering the unprecedented opportunity to play as a Disciple of the Dark Gods, whether as a Chaos Space Marine or a human Servant of Chaos.

The Dark Gods may capriciously help or hinder their mortal followers (if they notice such supplicants at all), each of whom must forge his own destiny within the ever-changing schemes of the Ruinous Powers. Though the perils are vast, personal glory awaits.

Will you embrace Chaos?

www.FantasyFlightgames.com

WARHAMMER 40,000 KILL TEAM



Warhammer 40,000: Kill Team is the new arcade shooter available to download on Xbox LIVE and the Playstation Network. This action-packed game puts players into the power armour of an elite Space Marine squad sent to assault a gigantic Ork Kill Kroozer. Players choose a squad from six available Space Marine Chapters. Your Kill Team comprises four heroes each with their own special abilities: the Sternguard Veteran, Librarian, Techmarine and Vanguard Veteran. The player selects one class to play and can upgrade their hero by unlocking dozens of upgrades as they take the fight to the enemy. Featuring both single player and also same-screen two player co-op, Kill Team offers the ultimate in arcade action.

Players who complete Kill Team will get a bonus content unlock for the upcoming action/shooter Warhammer 40,000: Space Marine video game.

www.THQ.com

BLACK LIBRARY



Black Library publishes a range of novels, short story anthologies and audio CDs based in the worlds of Warhammer and Warhammer 40,000. The Black Library website is the place to go to read exclusive extracts, interviews with the authors and sneak-peeks at forthcoming releases. The website is also the only place to get limited editions of novels and an ever-growing range of digital downloads.

www.blacklibrary.com



This month sees the launch of an exciting new series to accompany the new Warhammer Expansion, Storm of Magic. Each Storm of Magic novel tells the exciting tale of what happens when the Warhammer world is riven by the gale-force winds of the tempestuous Winds of Magic. The first novel is Razumov's Tomb, which tells the tale of the magical clash between a mighty Wizard and a Chaos Sorcerer, and you can expect to find many more such tales in the forthcoming titles, the Hour of Shadows and Dragonmage. As with all Black Library's releases, go to our website to read exclusive interviews and extracts, as well as to order your copy of the book!

www.blacklibrary.com

OUT THIS MONTH:



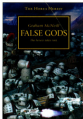
Slaanesh's champion is driven to the heart of the Chaos Wastes to save his dark desires.

SIGVALD £7.99
ISBN: 978-1-84970-099-7
€10.50, 658c, 300x160, 384pp



A Celestial Wizard pits his magic against the might of an ancient Chaos Sorcerer.

RAZUMOV'S TOMB £3
ISBN: 978-1-84970-115-0
€4.40c, 568c, 152p



Relive the moment when Horus gave in to Chaos, as book two of the Horus Heresy comes to life.

FALSE GODS £30
ISBN: 978-1-84970-057-3
€26.20c, 2000c, 240x160c, 300p



Inquisitor Czevak's quest takes him into the Eye of Terror, pursued by the Harlequins.

ATLAS INFERNAL £7.99
ISBN: 978-1-84970-069-6
€10.50, 658c, 160x160c, 384pp

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WARHAMMER STORM OF MAGIC

Over the next few pages we present Storm of Magic, taking a look at the new Expansion for Warhammer and the plastic monster kits. First Simon Grant takes a look at the Expansion, then Andy Hall talks to the miniatures designers.



**“The end is nigh: a storm of wrath is coming.
Madness will rain from the sky, and in its fury
walk Monsters. Our doom cometh!”**

— Dammos, Disciple of the Red Redemption





A MAGICAL MAELSTROM

This is an auspicious time for hobbyists across the globe. The latest Expansion to Warhammer is here, and battlefields will echo to the crackle of magical power and the roar of mythical beasts. In this article Simon Grant explores Storm of Magic.



The release of the Storm of Magic Expansion is by far the biggest treat for Warhammer players since the launch of the rulebook last year. Not only does Storm of Magic introduce a whole new way of playing games of Warhammer, but also introduces an abundance of mighty beasts that can be fielded by armies of every race. As if that wasn't already cool enough, Wizards can use the gales of sorcerous energy to unleash spells of such a magnitude that they can blast entire armies from the battlefield. Barely able to contain our excitement, we caught up with the enigmatic Mat Ward, author of the Storm of Magic Expansion, to find out exactly what we're getting ourselves into when we lead our armies to war at such a turbulent time.

"Storms of magic haven't been referred to as such before, but are very much a part of the Warhammer world," begins Mat. "Every realm is suffused with magic at the

best of times and things can go terribly wrong at a moment's notice, but sometimes the Winds of Magic go even more wrong than normal. Rivers start to flow uphill and mountains can be split asunder by the magical upheaval. Arcane Fulcrums burst out of the ground and wizards can use them to channel the gathering magical storms. Giant monsters of legend awaken from their slumber and emerge from their lairs, energised by the magical storm, and armies march forth either to take advantage of the power on offer, or simply to deny others the ability to do so. This can be the basis for a single battle, or even a campaign with multiple armies fighting to control them. As the first Expansion for Warhammer for many years, we wanted Storm of Magic to dig into something that makes for great, evocative battles – you're telling a story, having a great time, and there's an exciting game in there as well."

As a storm of magic howls above, the land is riven and torn, the earth tearing itself skyward.



ARCANE FULCRUMS

Eldritch monoliths that Wizards can use to channel the tumultuous winds during storms of magic, Arcane Fulcrums are strange structures protected by powerful enchantments – an occupying Wizard benefits from a +3 ward save and is immune to Psychology. In addition, the Wizard counts as defending a building but may only be

attacked by a single model, including monsters, but the Wizard's elevated position renders him immune to harm from Stomps or Thunderstomps. This protection comes at a price – if a Wizard miscasts from atop an Arcane Fulcrum, he must roll on the Miscast table and the Arcane Fulcrum Miscast table!



At the heart of the battlefield during a storm of magic are the Arcane Fulcrums, mystic nexuses that form the objectives in the new Storm of Magic scenario. 'They are the source of power that each army is striving to control, and it is by holding these vital objectives that you win the game. This power manifests in that controlling Arcane Fulcrums grants your wizards the ability to unleash Cataclysm spells, so they have also have a direct influence on the game.'

Only Wizards have the power to control Arcane Fulcrums – anyone else trying to do so would probably end up having their brain turned to cheese and to cause teeth to rain from the sky. A Wizard may seem exposed when standing proudly atop an Arcane Fulcrum, but they are far from vulnerable, as Mat explains. 'The magical protection offered by an Arcane Fulcrum is such that it is very difficult indeed to drive a Wizard from his lofty perch by any normal means. What you need is a single model with lots of Attacks – something like a monster! The strategy for Storm of Magic becomes very cool in this manner: you need Wizards to capture Arcane Fulcrums and blast the enemy army apart; you need

monsters to knock the Wizards off the fulcrums; you need your other units to block and protect the Wizards by driving off the enemy monsters and attacking units.'

Arcane Fulcrums may sound all benevolent and positive, but this is Warhammer – commanding such power is never without risk. If your Wizard miscasts whilst standing on an Arcane Fulcrum, you not only roll on the standard Miscast table, but you must then roll on the Arcane Fulcrum Miscast table if he survives the ordeal. The wildly varied results range from the Arcane Fulcrum moving across the battlefield or exploding, to the Wizard on top mutating into a hybrid monster or even ignominiously turning every spellcaster on the table into a frog!

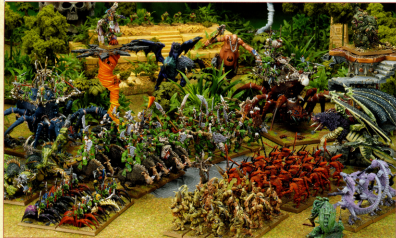
As already hinted at, controlling Arcane Fulcrums allows your Wizards to manipulate the wild energies of a storm of magic to unleash deadly new spells and devious cantrips. 'The Magic phase in any game of Warhammer will see devastating spell effects and cunning strategies,' says Mat. 'Storm of Magic takes things even further and sees the return of some of those classic spells that could remove entire units

The Sundering (-2749 to -2723, Imperial Calendar):

At the height of the bitter civil war between the High Elves and their dark kin, the Witch King sought to undo the great ritual of Calador Dragonstamer and tap into the immense energies that his magical vortex drained from the world. Calador, momentarily freed from his endless ritual by the Witch King's interfering sorcery, was able to deny Makoth his victory, but at great cost. His desperate counter-spell devastated the island of Ulthuan, the Elvish energies unleashed killing thousands on both sides and partially sinking the island home of the High Elves beneath a tidal wave a thousand feet high.

Green Idol (2150, Imperial Calendar): Amidst the jungle ruins of the Southlands, a tribe of Savage Orcs unwittingly opened a rift to the Realm of Chaos and Daemons poured forth into the world. At the height of the ensuing battle, a third army of Lizardmen and giant reptilian monsters emerged from the jungle

to join the fray. Unsure of what to do and not liking the look of either opposing army, the greenskins slaughtered everyone. Using whatever materials they could find, the victorious tribe erected a giant idol of Gork atop the arcane ruins, sealing the breach. The idol still stands to this day.



Magical Flux

When wild storms of magic sweep the world, the eight winds become more unpredictable than ever. At the beginning of each Magic phase, the Wheel of Magic spinner is used to discover which lore is ascendant, offering bonuses to cast spells from that lore.



from play or kill the largest beast, but under much stricter circumstances. Magic has a tendency to do strange things to the game, but Storm of Magic gave us an excuse to introduce lots of crazy things that you can't do in Warhammer most of the time.

'One of the reasons that Warhammer magic works so well is that it's all playing out in your head,' continues Mat. 'You get a description of what's going on, and it can be as fantastical or mundane as you want it to be at that point. It fans the flame for people's imagination. In Storm of Magic, many of the spells are epic, "special effects" spells. For example, older gamers may fondly remember Assault of Stone, where you could displace a hill and bring it down on top of an enemy unit, causing utter carnage. Well, it's back! Such devastating spells were a little too powerful for the majority of normal games, but in a Storm of Magic environment, they're just what you want. It also allowed us to further reinforce the identity of the magic lores by introducing spells that really characterised their individual nature.'

These Cataclysm spells are the mightiest enchantments and incantations of their kind, so powerful that even the greatest sorcerer could not hope to cast such a spell without the wild energies of a storm of

magic to empower it. Cataclysm spells are extensions to the existing spell lores, and any Wizard who generates spells from a magic lore will also know any Cataclysm spells from that lore. To command the eldritch energies of a storm of magic, your army must control an Arcane Fulcrum. This is known as Presence, but if you control the same number as your opponent, you have achieved Equilibrium and you will be able to cast even more powerful spells. Should you ever achieve Dominance, by commanding more Arcane Fulcrums than your opponent, your Wizards will command the power to unleash some of the deadliest spells in existence.

'There are three Cataclysm spells for each Battle Magic lore,' explains Mat, 'and most of the army-specific lores have an additional spell or two. Each of these spells capitalise on what makes that lore great. This doesn't necessarily mean that Cataclysm spells are simply more powerful versions of signature spells – the Winds of Magic have their own identity, but how that manifests can be quite different. For example, a Wizard using the Lore of Fire has access to Fireball Barrage, a terrifyingly powerful magic missile that has a maximum range of 48" and inflicts 6D6 Strength 4 hits – it's not exactly subtle, but

you would expect nothing less from a Fire Wizard. The Lore of Light features *Time Amok*, a spell that grants you an additional Shooting or Close Combat phase that turn. Goblin Shamans, on the other hand, have access to a suitably sneaky spell called *Nikkle! Nikke!* that can steal a magic item off your enemy, so the tone of a Cataclysm spell varies not just on the lore, but also on the character of those likely to wield that form of magic.

To represent the ferocity of the magical storm, 4D6 are rolled each turn to determine the Winds of Magic, with the highest two rolls forming the dispel pool. With the power and dispel dice pool limits also increased to 24, each Magic phase has the potential to make a huge impact on the game, but as Cataclysm spells typically have huge casting values, you're going to need to leverage as much of that power as possible. An additional boost comes in the form of *Magical Flux*, determined by a spin of the swanky Wheel of Magic spinner found in the inside cover of the book. 'This determines which spell lore is ascendant, which in turn gives a bonus to spells cast

from that lore. It adds an additional air of unpredictability to the Magic phase, as your best chance of casting a Cataclysm spell is to wait until that lore is ascendant, but you can't count on when that will be.'

One of the things you notice as you delve further into the Storm of Magic book is that you are allowed to spend an additional 25% of your agreed point value total on completely new magic items and monsters. 'Storm of Magic doesn't force you to change your army or take anything out to make room for any of the new stuff,' Mat explains. 'It allows you to field a selection of monsters and Mythic Artefacts and add them on top, so if you want, you can just take your regular Warhammer army and include a bunch of cool new monsters for a Storm of Magic game.'

This aptly named *Monsters and Magic* allowance can be spent on pacts with dread forces, powerful monsters bound to your will or fabled Mythic Artefacts. With so many terrifying new monsters released this month, we asked Mat just how you could encourage such ill-tempered beasts to fight for your cause. 'Scrolls of Binding, created

Cantrips

Wizards have long since learned the importance of Arcane Fulcrums and over the years have perfected a few simple spells that can only be employed in their presence. Cantrips are spells that all Wizards know, but are only of use during a Storm of Magic game. They allow your Wizards to engage in a duel to drive your opponent off an Arcane Fulcrum, teleport between Fulcrums, or even attempt to release a monster from its sorcerous bondage – in fact, *Unbound Monster* is one of your best defences against your opponent's creatures. These spells provide a great tactical edge to the Magic phase.

SUMMONING SPELLS

Wizards can tap into the power of Arcane Fulcrums to cast the *Seven Secret Sigils of Summoning*. This spell allows you to summon reinforcements to battle from a wide selection of unwitting allies. These hapless pawns are seldom summoned by consent, but part of the spell's artifice binds them to the caster's will. The points value allowance for a character or unit summoned in this way varies in a similar manner to Cataclysm spells, from 75 points for Presence, 150 for Equilibrium, to a full 300 points for Dominance.



Dwarf Ancestor Runes

During a storm of magic, Runesmiths retrieve fabled Ancestor Runes from the deepest vaults. These can be struck when a Runesmith stands atop an Arcane Fulcrum. Grimmir's Ancestor Rune blasts the enemy for example, whilst the Ancestor Rune of Valaya can heal the most grievous of injuries.



by none other than Kadon himself,' says Mat. 'There is a list of 45 different types of monster in the book, many of which have additional options to choose from. In this way, there are over sixty or seventy variants of Scrolls of Binding. You can ally them to any army – there are no restrictions. It's a great opportunity to add a model that you always loved into your collection, such as a majestic Black Dragon or fantastical Chimera, even though you would normally be unable to do so in a regular game of Warhammer. We've even included many of the Warhammer Forge models too, including the Chaos War Mammoth and Exalted Bloodthirster. Such mighty beasts are very much a part of Storms of Magic, so we're giving you the chance to unleash these magnificent models on the battlefield. Many gamers may still have some of the more weird and wonderful models in their collections from years past, such as the Truthsayer, Fenbeast or Lammasu, and will now be able to dust them off and use them again. We've even brought back Fimir and Zoats, for those of you that remember them! We're bringing the full wealth of fantasy back to the Warhammer world.'

So how do Sorcerous Pacts fit in? 'Pacts allow you to ally your army with a small

force of Vampire Counts, Tomb Kings or Daemons of Chaos. These are all magical creatures – monsters if you will – so it seemed fitting for them to be included here. It didn't make sense to include them as bound creatures, but more as an infernal and unholy bargain that has been struck for their mutual benefit. In this way, we could also allow people to choose from the full range of those armies, not just a few units.'

Last, but by no means least, you can also spend your Monsters and Magic points allowance on Mythic Artefacts – enchanted heirlooms thought long bereft of power that have begun to crackle into life once more. Their arcane abilities are intrinsically linked to storms of magic, and they lie inert, hidden in secret vaults until such times as they can be used effectively. 'They are not for the faint hearted,' warns Mat. 'Many Mythic Artefact abilities are affected by the number of Arcane Fulcrums you control, so each item can grow or diminish in power as the game progresses. For example, the Dawnstar Sword doubles your basic number of Attacks as standard, but can be augmented to hit and wound automatically and even cause Multiple Wounds (2D6)! Such an item can be given to any character in your army, and doesn't



SCROLLS OF BINDING

During storms of magic, Wizards can utilise Scrolls of Binding to command and compel the fell creatures of the land that are roused to wrath by the rising magical hurricane. Be they noble beast, wicked creature or monstrous abomination, all the races of the world have

the means by which they can dominate their feral minds, even if the effects are only temporary. For an in-depth look at Scrolls of Binding and the many breeds of monster that can be bound by them, check out Andy Hall's Here be Monsters article from page 28.

The Great War Against Chaos (2271-2304, Imperial Calendar): Before the defeat of Asavar Kul's enormous army at the gates of Kislev, the Chaos legions made a self-sustaining rift between worlds. The resultant tide of magic powered vast spells of destruction, allowing great hordes of Daemons to be summoned

and ensuring the army left only shattered ruins and madness in its wake. The city of Praag was razed and transformed into a hellish nightmare, where the victims melted into the walls, their imprisoned souls crying out from the twisted city. Unds writhed from the pavement and living gargoyles hunted the streets.



even count towards his Magic Items limit, but they're certainly not cheap! In fact, the Dawnstar Sword described above costs 200 points.' In this way you are forced to earn each artefact's value by unlocking their more powerful or esoteric abilities through the control of Arcane Fulcrums. 'They are powerful relics that only come to life when the Winds of Magic blow incredibly strongly,' says Mat. 'While items such as the Axes of Grimnir and Ghal-Maraz are the most powerful artefacts under normal circumstances, during a Storm of Magic, these items pale next to a Mythic Artefact. They are all or nothing items, but under the right circumstances, they are the most powerful magic items in the world. Believe me, with all those monsters flying around the place, you'll need them.'

If a world-slaying sword isn't your thing, then there are still plenty of other options to choose from, ranging from a helmet that turns your character into a Giant, to a flying version of Fozzrik's Folding Fortress that can activate increasingly lethal defences the more Arcane Fulcrums you control. The Living Deadwood Staff can create Blood Forests and the Dodecahedron of Continental Drift even allows you to swap two board sections, models and all!

One final addition to the Storm of Magic armoury was the inclusion of

sorcererous terrain. As latent sources of magical power, Mat wanted Arcane Ruins, Wizard's Towers and even Sigmarrite Shrines to represent the weird and wonderful effects that storms of magic have on the lands in which they manifest, even if they last only as long as the storm itself. Consequently, these terrain pieces have been given some additional, but entirely optional rules, 'so you can spice your scenery up with a little bit more magic,' as Mat puts it. These rules cover situations such as entering what appears to be a Sigmarrite Shrine, only to find out that it has been consecrated to a blasphemous deity. Perhaps some long-dead spirits still defend their former master's property against any intruders. As with all mysterious terrain, you won't know what happens until you enter it...

All this talk of monsters, magic and mayhem is making me chomp at the bit to paint up a few more Mages for my High Elf army. The Annulii Mountains on Ulthuan are full of Chaos-spawned beasts, so a few Bound Monsters should do the trick. With that in mind, I politely excused myself so that I could sneak back to my desk and get cracking. Whilst I'm getting my paints out, read on and check out Andy Hall's Here Be Monsters article, detailing all the fantastical creatures released this month. Now where is that Scroll of Binding I had earlier?

Ogre Kingdoms in Storm of Magic

Storm of Magic makes mention of the Lore of the Great Maw – in Storm of Magic games Butchers and Slaughtermasters have access to the two Lore of the Great Maw Cataclysm spells. When attempting to cast these additional spells, follow the rules given in the Storm of Magic book, just as you would for any other Cataclysm spell and ignore the Casting Gut Magic section in the Ogre Kingdoms army book. A Butcher or Slaughtermaster that miscasts whilst attempting to cast a Cataclysm spell must roll on the Gut Magic Miscast table. If he miscasts when casting any spell whilst occupying an Arcane Fulcrum, he will also roll on the Arcane Fulcrum Miscast table as normal.

The Scourging of the Southlands



When in control of an Arcane Fulcrum, the Slann Mage-Priest can cast the Cataclysm spell known as the *Great Leveller*. The cost of the spell is great as the Slann sacrifices himself to cast it, but the effects are catastrophic because the enemy loses as many units as are needed to balance the battle and ensure they can no longer outnumber the Lizardmen army.

As an accursed tempest blew through the lush canopy of the Southlands, Arcane Fulcrums sprouted from the ground and the very boughs of the trees twisted together to form mystic nodes. Amidst the howling vortex the Lizardmen launched their attack.

Grey Seer Scyletooth had been tracking the magical storm for days. In his lust for power he and his Skavens retinue had ignored the warning totems and withered heads of previous intruders that had encroached onto land the Lizardmen considered sacrosanct. Under the command of a young Slann – a mere stripling at only eight millennia old – the legions of Saurus attacked, emerging on the Skaven flanks and closing with the hordes of the intruding army.

The Grey Seer reacted with quicksilver speed: he scampered up the nearest Arcane Fulcrum and unfurled two ancient Scrolls, which called and bound the fire-wreathed creatures of the Dark Lands to his bidding. The Lizardmen were not without monstrous aid, as a Chimera that had been drawn to the storm was shackled to the Slann Mage-Priest's indomitable will.

Despite the formidable might of the Lizardmen, the Skaven were not ready to squint the musk of fear. They still outnumbered their reptilian foes and their sorcerous master would bring greens-tinged hellfire upon them, standing as he did atop his eldritch pillar. However, the ratmen had not counted on the Slann Mage-Priest's ability to dominate the Winds of Magic, and its willingness to sacrifice itself to fulfil the Great Plan of the Old Ones. Hovering above an Arcane Fulcrum, the Slann began the rites to a cataclysmic spell known in hushed whispers as the *Great Leveller*...

The battlelines are arrayed for a final, climactic clash.





Even the Saurus Cowl One Cavalry cannot stand against the unrestrained might of the Hell Pit Abomination as it rears up and flutters them with its great tumour-strewn body.



The Chirwea flies into the flank of the Clanrats just as a large block of Saurus charges them in the front. Ratrovs are slaughtered in great numbers and those that survive the initial onslaught flee but are mercilessly run down by the hungry beast.

BATTLE SCENES

A SNAPSHOT OF A BATTLE IN PROGRESS

- 1 A Warlock Engineer and his Stormvermin bodyguard discover an Arcane Ruin hidden amongst the trees. In a Storm of Magic, sorcerous terrain awakes to become even more powerful than before. The Arcane Ruin turns out to be a Thaumic Lodestone, allowing the Warlock Engineer to directly manipulate the magical winds.



A dramatic illustration of a massive red dragon with a knight on its back. The dragon is covered in sharp spines and has a fierce expression. The knight is a full plate armor warrior, holding a sword. The scene is set against a cloudy sky, with dark, jagged rock formations in the foreground.

WARHAMMER

HERE BE MONSTERS

“Thus the roar of monsters
joins the howling of the storm.”

As the storm of magic roils across the landscape, the monsters of the Warhammer world emerge from their lairs attracted to the magical flux and to join in the devastation. Andy Hall dons his monster hunter's cap and sets forth.

The appearance of Arcane Fulcrums and the influx of magical power are far from the only auguries that a storm of magic approaches. The beasts and monsters of the world are themselves creatures often born of magical ancestry. And so when the howling winds of the magical maelstrom blow it awakens long-slumbering monsters, and attracts creatures who would rarely emerge from their darksome lairs in normal circumstances. Hydras slither out of deep tunnels, Manticores are goaded to new levels of rage, Chimerae migrate towards eldritch tempests and even Dragons can be roused from their deep slumber by a passing storm of magic.

All magical creatures feel the siren call of the supernatural storms, and beasts seldom seen will suddenly appear before the gale. For the wizards and their hosts that fight during a storm of magic, the prevalence of monstrous beasts can be a boon as well as a threat. Magic users can draw upon the illimitable energies unleashed by the storm and for a time sorcerously chain the beasts to their will.

Thus does a battle fought in the midst of a storm of magic become as much about the physical carnage as the ability to weave powerful spells.

Key to this aspect of a Storm of Magic battle are the Scrolls of Binding. Authored by the legendary beastmancer, Kadon, these ancient texts are extremely rare, for in them – when infused by the energies of a magical storm – lies the power to gain dominion over a monstrous creature. The Scrolls of Binding are prized throughout the many realms of the world. They are a vanishing resource for Kadon disappeared thousands of years ago, and no wizard since has been able to ape his skill in authoring new scrolls.

For players, the Scrolls of Binding are a way of adding creatures, monsters and other powerful beasts into your army, even if your army list does not normally have such an option. As mentioned earlier, you have a Monsters and Magic allowance in Storm of Magic games – an additional 25% on top of your agreed points limit – you use this allocation for purchasing and customising bound creatures.

“A battle fought in the midst of a Storm of Magic becomes as much about the physical carnage as the ability to weave powerful spells.”

A High Elf Archmage reads from the Scrolls of Binding and binds a Chimera and Giant to his will.



CHIMERA

The three-headed Chimera is one of the most fearsome of all children of Chaos, a beast whose progenitors were so warped that it is now impossible to say what manner of creatures they might have been. Regardless of their exact form, all Chimerae share a savage and unpredictable nature that makes them easily the worst of all chance encounters.

For much of the time, when the Winds of Magic are at relatively low ebb, Chimerae are rare and seldom seen – even in the frozen northlands. There might be tales of such beasts guarding mountain passes, lurking in the black depths of the Drakwald or having been pressed into service as mounts by favoured Champions of Chaos, but most such reports are eventually discovered to have confused the Chimera with some other creature of Chaos, such as the Manticore. Some scholars have postulated that in times of magical dearth, Chimerae simply abandon the mortal plane altogether, to instead hunt prey through the rich and sorcerous fields of the Realm of Chaos. Others believe that Chimerae are not creatures of flesh and blood at all, but rather monsters called into being only when the Winds of Magic are at their most fulsome – savage emissaries sent by the darkest of the Dark Gods. Regardless of where the truth lies, none can argue that when a storm of magic bursts, the tri-throated roars of hunting Chimerae are never far behind.



	M	WS	BS	S	T	W	I	A	Ld	Troop Type	Unit Size	Points
Chimera	6	4	0	6	5	4	2	6	5	Monster	1	175

SPECIAL RULES:

Fly, Large Target, Terror.

OPTIONS:

May take any of the following:

- **Venomous Ooze** 15 points
Grants the Chimera the Poisoned Attacks special rule.
- **Iron Hard Skin** 25 points
Grants the Chimera the Scaly Skin (4+) special rule.
- **Flaming Breath** 30 points
Grants the Chimera a Strength 4 Breath Weapon with the Flaming Attacks special rule.

May take one of the following:

- **Lash Tail** 15 points
Grants the Chimera 1 Tail Attack.
- **Fiend Tail** 30 points
Grants the Chimera a Tail Attack with the Random Attacks (D3) special rule.

May take one of the following:

- **Whip-tongue** 15 points
Grants the Chimera 1 Chomp Attack.
- **Rending Fangs** 20 points
Grants the Chimera 1 Chomp Attack with the Armour Piercing special rule.

Left: The Chimera's Scroll of Binding. Note how these are further options for making your Chimera even deadlier.

Right: With the Scroll of Binding, this terrifying Chimera can fight in any Warhammer army.



Chimeras are Children of Chaos and as such no two will look the same. As shown on the models above and below the colours and patterning varies tremendously, from striped to mottled and even to ethereal qualities.



THE MANTICORE

Even for creatures of Chaos, Manticores are particularly ferocious, possessed of a stubbornness that propels them to fight for their territory whatever the odds. Whoever the interloper, the Manticore's response is always the same: to launch itself roaring into a bloody conflict from which there can be but a single victor. The fact that this victor is almost always the Manticore stands as harrowing testament to its savagery.



More Scrolls of Binding

Scrolls of Binding are rare but Kadon was prolific and the world is full of hiding places and forgotten repositories. And so, occasionally, new Scrolls of Binding may well come to light. Storm of Magic contains over 40 Scrolls of Binding but we have plans to publish even more. In fact you'll have to wait no longer than next month as we'll have a selection of new and exclusive Scrolls of Binding with plans for even more in the following months.

With the increase in the number of monsters Storm of Magic will bring to the battlefield, the Citadel menagerie has grown. This month sees the arrival of several new plastic monsters, namely the Manticore, Chimera and Black Dragon. As well as the plastic beasts, there is also a Cockatrice made in Citadel Finecast resin. Responsible for the sculpting of all these (although not the riders – Colin Grayson did the Dark Elves mounting the Black Dragon and Alex Hedström created the Chaos Lord that sits atop the Manticore) is Citadel's queen of creatures, Trish Carden.

Trish's name is synonymous with monsters, and throughout her career she has been known for her striking creature designs. 'I've been sculpting for a long time, and for the majority of that I've been designing beasts,' says Trish. But how, out of all the other Citadel designers, did she fall into that niche?

'It's something I have a natural affinity for. Some sculptors are good at creating war machines, others can really capture human anatomy, but I love designing monsters. And that's a pretty cool job description to have!' admits Trish.

For the epitomic monster-maker, the advent of the brand new Warhammer Expansion has been something to look forward to despite all the hard work involved. 'It's glorious,' enthuses Trish. 'Monsters have always been a big part of Warhammer but Storm of Magic really puts them at the forefront. And as someone who has a hand at creating them it's very satisfying to see so many swooping or rampaging across the tabletop.'

The bulk of the new monster releases are in plastic, a medium Trish has embraced. 'I've been working on plastic models for a long time and with every project we find we can do more stuff as

THE COCKATRICE

The Cockatrice prefers to lurk around the fringes of a battlefield where it can feast on the dead and dying, but despite the beast's inclination for self-preservation, only a foolish warrior will corner a Cockatrice. When the beast is desperate it shrieks and claws at all who approach it. In addition any foe that captures its deadly gaze will be instantly turned to stone.



the production methods improve and the technology we develop increases. What I've found, especially over the last few years, is that I don't have to compromise my design nor worry about balancing the miniature. I think this really came to the fore with the High Elf Dragon I worked on with Martin Footitt. The whole Dragon is suspended in the air via the rocky outcrop and so does not make physical contact with the base, a feat that would have been impossible if the model was metal.'

The Black Dragon is Trish's latest winged reptile and it takes its cues from the previous design in that the creature does not directly touch the base but is held high into the air by its tail wrapped around a tree stump. 'I wanted to get some height and create a very dynamic and unique silhouette. We ended up with a very tall, almost elongated 'S' shape. An easier option would have been to copy what I'd

already done with the High Elf Dragon but I didn't want to go down that route.'

Whilst Dragons have taken up much of Trish's time she hasn't just been working on plastic kits, Trish's first miniature to be sculpted for release in Citadel Finecast is the Cockatrice, another mythical creature given a Warhammer twist. 'All the monsters have a basis in legend but we are in no way constrained to that, this is the Warhammer world after all. With the Cockatrice I wanted to create a mix of a serpentine and avian look, to make it truly a creature of Chaos. As with all the monsters, positioning was very important. I wanted it rearing up in an aggressive pose, so took advantage that it was being cast in resin, where the light weight of the material would allow the model to hold a stable stance.'

Both the Chimera and Manticores went through a similar design process, the aim being to create dynamic and striking plastic

Chomped

Some monsters have Chomp and Tail Attacks. These give them an additional Attack and can also have further effects such as Poisoned Attacks or Armour Piercing. What's more Tail Attacks give the model +1 to hit against models fighting in their rear while Chomp Attacks give you a bonus for hitting Large Targets.

Scrolls of Binding will often have additional options where Chomp and Tail Attacks can be purchased allowing you to tailor the monster to suit your needs.



This Gobbie Shaman has bound a Giant and a Chimera to his will to defend his Arcane Fulcrum.



Creatures Abroad

The new monsters released this issue are but a fraction of the many abominable beasts that inhabit the corners of the Warhammer world. Arachnork Spiders, Giants, Stegadons, Hydras, Great Eagles and Dragon Ogre Shaggoths are just a few of the creatures that you can field in a Storm of Magic battle using *Scrolls of Binding*. Keep an eye on future issues of *White Dwarf* too, as we'll be printing even more *Scrolls of Binding* for you to use.

monsters for the tabletop, as Trish explains: 'Sculpting the High Elf Dragon had taught me that a monster didn't have to have all four of its feet/hoooves/claws on the base, if any at all. So we wanted big, imposing creatures in dynamic poses rearing up as though in the midst of attack.'

While Trish has been doing this for many years, there will be many of us wondering just how you start making a Manticore! 'Well, a bit like the Cockatrice, I think the first port of call is ancient mythology, after all that's where the name comes from and where the origins of the archetype resides. But we're in no way bound to what history or legend – which in itself can differ wildly – tells us. What's far more important is that they should look part of the Warhammer world and make good models. The Chimera, for instance, in one text I read, had to have a goat's head

behind the head of a dragon. Well, frankly, that would look silly on a miniature and not very menacing. Another example is that Manticores in legend are often described as having human faces, where a more hideous visage would not only look more characterful but threatening as well.'

After a brisk dip into history, the next step was to come up with concepts. 'I love working with artists,' says Trish, 'especially John Blanche and Dave Gallagher both of whom I've known for years, so we have a good and instinctive working relationship. John and I went away and drew some sketches independently and when we showed each other they were virtually identical so we knew we were in a good Warhammer place with the project. From there it was on to creating mock-ups to get the size, general pose and overall shape of the creatures.'

The art of the sculptor lies not just in the overall look but in the details as well, and it was over the following months where Trish refined her monstrous designs. 'Wings and manes are where I did a lot of work,' states Trish. 'Manes on models can look two dimensional, so I wanted them to have depth on the Chimera and the Manticore. So they travel down the body, covering the neck and immersing the heads.'

'The wings are another aspect; all three plastic monster kits have a different pair of wings which wouldn't have always been the case in the past. This way you can tailor the look of the wings to each individual model, whether that's the pincer-like pinions of the Manticore or the tattered, ragged wings of the Black Dragon,' says Trish.

While the monsters generally make up 80% of the model, let's not forget in Warhammer they will often act as terrifying steeds, and monstrous mounts for the diabolic and the good alike. In the case of the Black Dragon it can be ridden by a Dark Elf Dreadlord or a Supreme Sorceress. Colin Grayson took over from Trish, in this respect providing players with a host of options and multiple heads to use, helping to define the model further. Alex Hedström has done the same with the Manticore, creating a rider that sits upon the mane of the great beast that can be assembled as either a fearsome Chaos Lord or Sorcerer

Lord with a flowing and layered cloak. Both kits can also be built without riders allowing you to include them in any army with a Scroll of Binding.

If the incentive of a large, awesome model as one of your army centrepieces isn't enough to include monsters in your force then their effect on the tabletop will certainly swing it in your direction. Monsters have powerful profiles with many attacks, a good number of wounds and high Strength and Toughness. What's more they also have a Thunderstomp attack; the great equaliser of Warhammer is always helpful when fighting against regiments of infantry and can easily knockout any other combat bonuses the enemy have accrued for standards and their greater numbers.

In Storm of Magic games, where Arcane Fulcrums are important focal points of the battle, monsters will come into their own. An Arcane Fulcrum can only be attacked by a single model and whilst a humble unit champion may well get the upper hand against some haughty Wizard Lord, I'm betting a terrifying monster will stand a much better chance of gulping down the enemy mage even though he can't Thunderstomp! The moral then, is that you should employ monsters to rid Arcane Fulcrums of enemy magic users, whilst using your own army to block the foe's beasts from claiming yours!

Dark Tidings

Amidst the myriad models released this month, the Dark Emissaries and their eternal adversaries, the Truthsayers make a welcome return to the range in Citadel Finecast.

Dark Emissaries are potent spellcasters with access to either the Lore of Death or Shadow, their Staff of Darkness giving them bonuses to casting and channelling. They can also regenerate, making them hardy foes.



A Cockatrice charges towards the enemy's Arcane Fulcrums, aided by a deadly Chimera.





THE BLACK DRAGON



A Flight of Dragons

Although many armies in *Warhammer* have access to Dragons as mounts for their characters, any army can field a Dragon or two by using a Scroll of Binding in a Storm of Magic battle. The Dragon scroll allows the caster to bind a variety of different sizes and types of Dragon, whilst the Chaos Dragon scroll allows that twisted specimen to be summoned to war. The new Black Dragon can be assembled without a rider or any armour plates if desired, allowing for easy inclusion in any Storm of Magic force.

Dragons are a diverse species that display enormous variation in colour and abilities. These differences depend little on the creature's breeding, for the Father of all Dragons was the fabled Kalgalanos the Black, and his spawn were all the colours under the sun. The hue of a Dragon's scale goes beyond mere pigment – it is an indicator of the Dragon's nature. Red, or Fire Dragons, are impatient and wrathful creatures that breathe roaring flame. Forest Dragons are elusive, deepwood creatures that belch corrosive fumes, whilst Storm Dragons spit lightning bolts and are capricious in temperament. However, it is the Black Dragons that are said to be even more feared and were ranked amongst the most malevolent and murderous of all creatures, even before they were warped by the dark sorceries of the Witch King Malekith.

Ever since the Witch King first rode a Black Dragon to war, they have been part

of the menagerie of Naggaroth. Like the Dark Elves that ride them, they are cruel and malicious of temperament and reserve a special hatred for the Dragons of Caledor, which they see as tamed and subjugated to the will of the fey High Elves. Although Black Dragons, thankfully remain a rare sight, even in the armies of the Witch King, their very nature means that they rouse more easily than the Dragons of Caledor, which is a frightening prospect for any High Elf noble to contemplate.

Even amongst their black kin, a Dragon's size is proportional to its age. They continue to grow throughout their lives, and Dragons of any colour can reach huge proportions if they live for long enough. Few Dragons today can rival the size of Kalgalanos the Black, whose vast scaly body was bigger than a Greatship. Even so, Dragons remain amongst the largest of all creatures, and powerful servants whilst the spells of binding last.



1-2	Dreadlord heads
3-4	Horns
5-6	Dreadlord torso
7	Suit and
8-9	Dreadlord legs
10-12	Dreadlord weapons
13-14	Repeating handbow
15-16	Shields
17-18	Sheathed weapons
19	Shield arm
20	Dagger holder
20-21	Quivers
22-24	Suit
25-26	Rammer
27-28	Dreadlord torso
29-30	Sorceress heads
31-32	Horns
33-34	Sorceress torso
35-38	Sorceress weapons
39-40	Tunic and scroll
41-42	Sorceress legs
43-44	Pauldrons
45	Dagger
46	Wand
47-54	Armour plates
55-56	Dragon wings
57-58	Dragon body
59-62	Dragon legs
63-65	Dragon tail
66-67	Dragon neck
68-76	Dragon head
77-78	Tree stump
80	Sword
81	Scroll
82	Dreadlord head
83	Rammer

MONSTERS FOR HIRE

The Studio's hobbyists have been going painting-mad over the past couple of months, putting the finishing touches to their Storm of Magic armies. Simon Grant sets out to see what people are adding to their armies ready for the new Expansion.

Monsters and Magic

In a game of Storm of Magic, each army may include an extra 25% of on Monsters and Magic. You can take a maximum of two of each Scroll of Binding in a standard army, and a single Mythic Artefact. In a grand army, this allowance is doubled to four of each Scroll of Binding and up to two Mythic Artefacts. An army may only ever include units from a single Socratic Pact.

Mustering an army for a Storm of Magic battle couldn't be simpler. Many players will simply choose to field their regular gaming army and spend the additional 25% Magic and Monsters points allowance on a selection of extra beasts. Such an army should still work well in Storm of Magic, but many of the staff here in the Studio have been overhauling their armies from the ground up and refining their tactics in preparation for the coming storm. Over the next few pages, we will be displaying a selection of army lists and chatting to some of the Studio's veterans of the Storm of Magic playtesting sessions. But before we learn more of the sneaky tactics they've developed, let's take a look at what objectives a Storm of Magic army should be aiming to achieve on the battlefield.

To win a Storm of Magic game, you need to control more Arcane Fulcrums than your opponent by the time the game ends. Obviously, your opponent isn't going to just let you walk up and take them, so you need to be ready to do so by force, and driving a Wizard from an Arcane Fulcrum in this manner is no mean feat.

Yes, you get an additional 25% of your army allowance to spend on powerful artefacts and scary monsters, but it's worth looking at your army book once more and seeing what else you can field that could perform a similar role. The more units in your army capable of driving a Wizard from an Arcane Fulcrum, the better, but

remember that your opponent will (or should be) trying to do the same. With this in mind, you will need some solid units that can hold up or fend off the worst that your enemy can throw at you, including the big, gribbly monsters that they will be fielding

as well. The third, and perhaps the most important unit type to include are your wizards. Remember that to win, you need to control Arcane Fulcrums. Only wizards can do this, so it is imperative that you include enough of them in order to give yourself the best chance to do so.

Storm of Magic armies should therefore be looking to include two or three powerful attacking units to capture enemy-held fulcrums, a solid, reliable defensive unit for each fulcrum in your half of the table, and at least three or four Wizards to control fulcrums as well as seizing them from your foe once you've killed his Wizards. For your attacking units, you can use Scrolls of Binding to select some powerful monsters that suit this role perfectly. Most of these ugly critters have a high Movement value, and some, such as the Chimera and Manticores, can even fly, making it possible to charge in the earliest stages of the battle. Monsters almost always have a large number of high-Strength attacks, giving them the best chance to breach the occupying Wizard's pesky 3+ ward save enough times to kill him. Giants can be exceptional in this role, as an Arcane Fulcrum's defensive enchantments won't save a Wizard from being plucked from his lofty perch and shoved into a bag (or even more ignominiously, down his trousers) or eaten whole! If you can complement such monsters with another powerful unit from your own army list, then you can't go far wrong.

When selecting units to defend your Arcane Fulcrums, use large units, either ranked up as a horde or deployed in a deep column to remain Steadfast as long as possible. If you have the option to choose Unbreakable or Stubborn units, such as Empire Flagellants or Greatswords, then don't leave home without them – these guys can be relied on to hold against even the most rampant enemy Monster.

The following armies all feature examples of this practise from the Studio's foremost Warhammer generals. White Dwarfier Matt Hutson has even included a sample force of Dwarfs to show how these doughty warriors can fight in a game of Storm of Magic just as readily as more magically inclined races. So read on to learn some excellent hints and tips with which to better prepare your armies for the coming conflict.



THE FORGOTTEN LEGION OF QATAR



Robin Cruddace: The strategy with this army is very clear. The faster, more powerful half of the army surges forth to relentlessly attack any Arcane Fulcrums controlled by an enemy Wizard, either bursting from the sands or swiftly flying forwards to assail them. By contrast, the huge Skeleton regiments will use their enormous, horde-sized frontage to completely cut off any attempts by the enemy to attack my own fulcrums, bogging them down in prolonged combats from which few enemies can hope to escape. To ensure the survival of the defensive units, three of the Liche Priests command the Lore of Nehkchura with which to continually top up their fighting regiments by virtue of the Restless Dead Lore Attribute.

The army's defensive strategy is fairly straightforward, but the aggressive units, on the other hand, are finely tuned to accomplish their tasks. Both of the monsters have a Breath Weapon, enabling the ugly critters to make the most of any

attack on an enemy-held fulcrum. The Necrosphinx will mercilessly pick on any Wizards believing themselves safe atop a monstrous mount, as its Heroic Killing Blow and high Toughness will give it all the edge it needs to crush them. With both the Sepulchral Stalkers and Cockatrice able to unleash lethal ranged attacks, the army certainly has plenty of options for driving enemy Wizards from Arcane Fulcrum. The Stalkers and Necropolis Knights begin the game Entombed Beneath the Sands, ready to threaten any defended fulcrums, and more importantly, safe from the magic their occupying Wizards can unleash!

My final trick revolves around the Tomb King himself. At the head of a large, reliable unit of Tomb Guard and bolstered by the random boon of the Windcatcher Prism, the regiment should be able to carve their way to an Arcane Fulcrum. Once there, the Tomb King can really make his presence felt, with 7 Strength 5 Attacks which force the enemy to re-roll successful ward saves.

LORDS

Alcazashir the Forsaken
Tomb King with Sword of Bloodsteel, Dragonhelm, the Other Trickster's Shield, shield.
250 points

Hierophant Anukapen
Level 4 Liche High Priest with Earthy Root, Obsidian Trident and Healing Potion, using the Lore of Nehkchura.
285 points

HEROES

Hotep Ra
Liche Priest using the Lore of Death.
70 points

On-phatar
Liche Priest, using the Lore of Nehkchura.
70 points

Im Ratop
Liche Priest, using the Lore of Nehkchura.
70 points

CORE

Ebony Legion
40 Skeleton Warriors with spears, light armour. Master of Arms, musician and standard bearer.
270 points

Jade Legion
40 Skeleton Warriors with spears, light armour. Master of Arms, musician and standard bearer.
270 points

Opal Legion
40 Skeleton Warriors with light armour. Master of Arms, musician and standard bearer.
270 points

Amber Legion
30 Skeleton Archers.
180 points

SPECIAL

Alcazashir's Golden Legion
29 Tomb Guard with halberds, Tomb Captain, musician and standard bearer with Standard of Undying Legion.
457 points

The King's Cobras
6 Necropolis Knights with Necropolis Captain, musician, standard bearer. Entombed Beneath the Sands.
450 points

The Seekers of Eternity
3 Sepulchral Stalkers.
165 points

RARE

The Oblivion of Souls
Necrosphinx.
225 points

TOTAL: 2000 points

MONSTERS & MAGIC

Black Book of the Naggar
Carried by Hotep Ra.
150 points

Windcatcher Prism
Carried by Alcazashir the Forsaken.
150 points

Cockatrice with Poisoned Claws and Acidic Vomit
265 points

Hydra with Envenomed Fangs
240 points

TOTAL: 745 points



DWARF EXPEDITIONARY FORCE 'IRON STONE'

LORDS

Lord Durak Gromrindsson
Dwarf Lord with gnomish armour, Rune of Preservation and Rune of Stone, axe with Master Rune of Smiting, Rune of Might and Rune of Speed, carried by Shieldbearers.
290 points

HEROES

Thane Ghal Fariksson
Thane with Battle Standard with Master Rune of Valaya.
190 points

Durlir Ironbeard
Runesmith with great weapon, Master Rune of Spellbinding and Rune of Spellbreaking.
149 points

Aggar Durbildsson
Runesmith with great weapon, Master Rune of Balance and Rune of Spellbreaking.
149 points

COSE

Gromrindsson's Kinsmen
30 Dwarf Warriors with shields, musician, standard bearer and Veteran, Gromrik.
295 points

1st Dragon Belchers
10 Thunderers with musician and standard bearer.
155 points

2nd Dragon Belchers
10 Thunderers with musician and standard bearer.
155 points

SPECIAL

The Heartguard
19 Ironbreakers with musician, standard bearer with Rune of Determination and Ironbeard, Hargrim.
297 points

Flaksson's Legacy
Bolt Thrower with Flaksson's Rune of Seeking, Rune of Burning and Engineer Karag.
80 points

RARE
Gnaghi's Wrath
Organ Gun
120 points

Dragon's Breath
Organ Gun
120 points

TOTAL: 2000 points

MONSTERS & MAGIC

Added the Earthly Truthsayer
270 points

Chimera with Lash Tail
190 points

2 Great Eagles
100 points

TOTAL: 500 points



Matt Hutson: This army is designed with two main objectives in mind: to kill monsters and to stop the enemy Magic phase, thereby allowing my Runesmiths to hold their Arcane Fulcrums victoriously.

Lord Durak Gromrindsson is a monster-killing machine (although he's more than capable of hacking his way through everything else too), his axe's Master Rune of Smiting inflicting Multiple Wounds (D6) and the Rune of Might doubling his Strength to 8 in the face of anything Toughness 5 or more. And if that's not enough, his armour's Rune of Preservation keeps him safe from Killing Blows and Poisoned Attacks, to foil any monsters that might have mischief in mind.

The other three characters are there to halt the enemy's spellcasters. The Battle Standard Bearer's Master Rune of Valaya gives me +2 to dispel that stacks with all the other bonuses, giving Durlir Ironbeard and his Master Rune of Spellbinding a +3 to dispel attempts. Both Runesmiths generate

dispel dice and can channel too. I plan on planting them atop my Arcane Fulcrums, from where they'll both win me the game and be able to strike the mighty Ancestor Runes, which is a lot like spellcasting for Dwarfs.

The rest of the army is there to protect my Runesmiths, my various sturdy units of Ironbreakers and Dwarf Warriors taking up defensive positions in front of the Arcane Fulcrums. There's quite a lot of firepower crammed into the army, the highlights of which are the Bolt Thrower (with Flaming Attacks and +1 to hit flyers, it's a monster killer) and the Organ Guns (whose sole purpose is to shoot Wizards from fulcrums).

I've added in some monsters of my own to give me some much-needed mobility and a touch of spellcasting in the form of the Truthsayer. You'll notice that the army doesn't have any Slayers in it – I just can't trust them to keep their axes to themselves with all those monsters hanging around in my own army.



WAAAGH! GOBSPIT



Matthew Hobday: What all good Orc & Goblin armies need is a lot of Orcs and Goblins, and this one is no exception! The Orc units are able to soak up a fair amount of damage and still be effective with numerous support units to run amok (if they can behave themselves for long enough, that is!). Overall a lot of the army is the same list that I would take along to a normal game of Warhammer.

Grotgit and Bakkash have managed to swell the Stabbas' numbers to beyond a horde. With just over 100 models in the unit, Bakkash da Mad's plans are set and he is ready to reap untold destruction across the battlefield. Wielding the Black Book of Iln Naggazar, Bakkash da Mad is likely to suck as many Goblins into its ever-hungry pages as it kills enemies but such is life for a lowly Night Goblin! Each Goblin sucked into its blood hungry pages will provide an extra power dice to fuel the Catachism spells of the Lore of Shadows or Death, but I need to keep up the sacrifice or Bakkash is for it.

The key to Storm of Magic are the Arcane Fulcrums. They let you cast more powerful spells, protect your otherwise vulnerable Wizards and ultimately decide who has won the battle. Making sure that you have the right mix of Wizards, units to defend your fulcrums and units to threaten your enemies fulcrums is the key to victory. The monsters I have chosen make for excellent fulcrum assault forces, with the Lammasu's Breath Weapon able to smoke most Wizards off of their fulcrum and, as it is also a Wizard, it can immediately take it over! The large number of attacks from the Chimera makes it a great hunter as well. Wizzbang has brought with him his trusty Skull Wand of Kaloth, as only one model at a time can attack him when he is on an Arcane Fulcrum, forcing one opponent in base contact to make a Leadership test or die makes for a great defence. Whilst it will have little effect against an enemy hero it should protect him from any early attacks from enemy flying monsters!

LORDS:

Gobgit da Bakkash
One Wizzbang with Bakkash's Axe of Shanty Smaashin' and Armour of Shattered Steel. 215 points

Wizzbang da Wild

Level 4 Savage Orc Great Shaman with the Skull Wand of Kaloth. 200 points

HEROES:

Beggit da Lary
Orc Big Boss Battle Standard Bearer with Mark's War Banner and shield. 382 points

Daggaak
Caldin Big Boss with Sward of Anti-Heroes, Potion of Strength, giant wolf, light armour and shield. 161 points

Bakkash da Mad
Level 2 Night Goblin Shaman with Incense Horn. 80 points

Zappit
Level 1 Goblin Shaman. 55 points

Shappit
Level 1 Goblin Shaman. 55 points

CORE:

Grotgit's Stabbas
101 Night Goblins with spears, Nettles, Night Caldin Boss, musician and standard bearer. 578 points

Zappagor's Big'Uns
31 Savage Orc Big'Uns with additional hand weapons, Big Stabbas, Savage Orc Boss, musician and standard bearer. 301 points

Kikri's Lads
30 Orc Boys with shields, Orc Boss, musician and standard bearer. 245 points

Beggit's Sticks
20 Goblins with shields, 1 Nasty Skuller, Goblin Boss, musician and standard bearer. 130 points

Wizzbang's Bakkash
8 Caldin Wolf Riders with spears and musician. 88 points

SPECIAL:

Kelkuk
2 Goblin Spear Chieftains. 70 points

Bologaz Chomgax
8 Night Goblin Squig Hoppers. 98 points

BASE:

Chundak Troll
3 River Trolls. 115 points

Diddles
Aatchnank Spider. 290 points

Skidmark
Doom Diver Catapult. 80 points

Kosh-kang
Swirling Pump Wagon spiky roller. 60 points

Wallop
Swirling Pump Wagon with giant exploding spines. 60 points

TOTAL: 3800 points

MONSTERS & MAGIC

Lammasu with Serpentine Exhalation 200 points

The Cowled One Dark Entinity 270 points

Chimera with Venomous Ooze 190 points

Black Book of the Naggar carried by Bakkash da Mad 150 points

TOTAL: 750 points

ATHEL LOREN AWAKENS

LORE

Nateth the Prophetess
Level 4 Spellweaver
250 points

Ieldi Valentin
Highborn with light armour,
longbow, Frison of Strength and
Secret of Bloodshed
228 points

Lord Cadran the Red
Highborn of the Ather Kindred
with light armour, the Bone of
Loren and Arcane Booklets
243 points

HEROES

Mathamoor of Blackglens
Level 3 Spellinger with
Diapell Scroll
115 points

Kelith Bariswath
Level 3 Spellinger with
Channelling Staff
105 points

**Cavan, Herald of the
Deepwood King**
Noble with Battle Standard and
light armour
93 points

COBE

Nashari Greenchaka
20 Glade Guard with musician,
standard bearer and Lord's
Bowmen
264 points

Pine Crag Foresters
20 Glade Guard with musician,
standard bearer and Lord's
Bowmen
264 points

Guard of the Deepwood King
20 Eternal Guard with
musician, standard bearer and
Guardians
270 points

The Sisters of Dawn
10 Dryads
120 points

SPECIAL

The Laughing Kin
3 Wizardrons with musician
and Wandering
111 points

The Blades of Leece
3 Wizardrons with musician
and Wandering
111 points

Deadwood Halls
6 Treelins
390 points

RARE

Adamsch the Great
Treeman
285 points

Sandrow, Lord of Winds
Great Eagle
50 points

Mandroth Kren-Ey
Great Eagle
50 points

Ladax the Swift
Great Eagle
50 points

TOTAL: 2999 points

MONSTERS & MAGIC

Aulric the Green
Truthsayer
210 points

Cockatrice
175 points

**Chimera with Flaming Breath
and Iron Hard Skin**
230 points

3 River Trolls
135 points

TOTAL: 750 points



Mat Ward: This army is a pretty standard Wood Elf army – needless to say, plenty of Wizards, plenty of bows and the battle's half won. A Spellweaver is more or less mandatory, so you can get to the Lores of Life and Beasts.

Wood Elves excel at controlling games of Storm of Magic, able to cast spells such as the *Madrigal of Greening* and the *Gardener's Warcry* and summon forests to the battlefield. This can be incredibly effective at disrupting your opponent's battle plan. Meanwhile, use the Lore of Beasts *Cataclysm* spells to give your army an extra punch, and *Verdurous Harmony* to heal your injured units.

The Wood Elves already have a fairly strong monster contingent, but the more the merrier, says I. River Trolls make a for a great blocking unit – I'll plunk those down in front of my 'home' fulcrum (the one my opponent's really got to push for if he's going to have any chance of stealing it). Placed here, it doesn't matter if the Trolls

go stupid – them wandering forward a little won't hurt me too much.

The Cockatrice and the Chimera are my attack dogs, sent to attack enemy Wizards. Which monster goes where depends on the foe they're facing. The Cockatrice is relatively fragile, but has enough Attacks to deal with fast cavalry and other small formations. Oh, and it can turn things to stone. The Chimera's less subtle – it's a true rend and tear critter – not much will stop it.

Last of all, the Truthsayer gives me a solid boost to my magical repertoire. He can take advantage of his ability to transform (via *Transformation of Kadon*) into a Great Fire Dragon. This makes the Truthsayer incredibly versatile, able to occupy fulcrums as a Wizard, or munch Wizards as a monster. As he can end the *Transformation of Kadon* at any point, his best strategy is as follows: 1) Become Dragon, 2) Eat enemy Wizard on fulcrum 3) End the spell in the moment of victory and occupy the now empty fulcrum.

THE IRONCLAW CLAN



Jeremy Vetock: There is a lot in this Skaven army that I would take in any game, especially the Core choices. I want my Grey Seer, my best spellcaster, to be free to stand atop fulcrums and to Skitterleap about the battlefield causing trouble, so I've taken a Plague Furnace rather than a Screaming Bell. I also added a few low-level Warlock Engineers. The more options to take fulcrums the better, and with all those power dice about there are bound to be Warp Lightning bolts flying around. The Jezzails are there to whittle down enemy monsters or get lucky and snipe a Wizard.

I'll be honest, I chose the monsters that I like the best, but lest you think I am a soft-hearted fool, consider facing both a Hell Pit Abomination and a Hydra! That's a lot of high-Strength attacks and, unless my foe has got Flaming Attacks, two big beasts with Regeneration is a tough combination.

The Chimera is my only flying model – a really useful attribute anytime, but especially in getting across the tabletop

to assault enemy fulcrums. No doubt my enemy will think the same, so my Grey Seer has a Warpstorm Scroll, a good offensive zap to put some hurt on the enemy flying monsters I expect to face.

The Chaos Spawn with the Mark of Nurgle was an impulse purchase – it just seems to fit so nicely with the Plague Monks (in a gross kind of harmony). I've found a lone monster (especially an Unbreakable one) is just the kind of thing that can slip through a battleline and attack an enemy Wizard on a fulcrum or, conversely, tie up an enemy unit to stop it from doing the same.

Every Storm of Magic game I play I try my utmost to cast the Verminous Ruin spell. Not only is the effect potentially harmful, but should the random dice come up with a lucky roll of 13, you summon a Vermin Lord to the battle. Game winning? Possibly, but more importantly, I can't wait to see the look on my opponent's face when that 13 comes up!

LORDS

Vetick Ironclaw

Skaven Warlord with halberd.
93 points

Vittik Chiseltooth

Grey Seer with Warpstorm Scroll and a Healing Potion.
125 points

HEROES

Graz Throtlespine

Level 1 Plague Priest on Plague Furnace.
250 points

Mangy Skratshit

Level 1 Warlock Engineer with Sceptre of Stability.
80 points

Skirt Skabies

Level 1 Warlock Engineer with Warp Energy Condenser.
85 points

CORE

Ironclaw Vermin

35 Clanrats with shields, spears, musician, standard bearer and Clawleader.
195 points

Skavenlaves

20 Skavenlaves with shields.
50 points

Giant Rats

20 Giant rats with 4 Packmasters.
92 points

Blackfur Brigade

20 Clanrats with musician, standard bearer, Clawleader and Warplike Thrower.
170 points

SPECIAL

Skittlok's Jezzails

5 Jezzail teams with Sharpshooter Team.
110 points

The Gristlelegion

35 Plague Monks with musician, standard bearer with Plague Banner and Bringers-of-the-Word.
300 points

RARE

The Big Beast

Hell Pit Abomination with warpstone spikes.
250 points

TOTAL: 2000 points

MONSTERS 6 MAGIC

Chimera

175 points

Hydra with Envenomed Fangs

240 points

Chaos Spawn with Mark of Nurgle

85 points

TOTAL: 500 points

Into the Storm

IN-STORE THIS MONTH

As Storms of Magic engulf the Warhammer world the skies darken and the very ground tears itself apart. During these times of cataclysmic events your local Hobby Centre is a hotbed of activity.

The World of Warhammer

If you're new to the hobby, Summer is a fantastic time to take your first steps into a world of fantasy, amass a grand army and lead them to battle across the magic-swept plains of the Warhammer world. Have a chat with the staff of your local Hobby Centre to find out how you can get started today!

Expand Your Armies

During a Storm of Magic whole nations march to war. This summer visit your store and talk to any of the staff about how you can expand your armies, or even start a brand new army to reign supreme.

Monsters and Magic

Roused by the ever-changing magical tides, monstrous beasts emerge from their places of rest to once again wreak havoc across the lands. Speak to your local staff and find out how you can bind these ferocious creatures to your will and fight alongside your army.

Harness the Fulcrums

All this summer your local Hobby Centre will be running enormous games of Storm of Magic, and at their centre lie the Arcane Fulcrums. With four new superbly detailed scenery pieces available, get down to your local store today to collect and build your Arcane Fulcrums.

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WARHAMMER

BATTLE REPORT

A STORM IN THE NORTH

In this month's battle report we're showcasing the new Storm of Magic Expansion in an epic clash between the Warriors of Chaos and Dark Elves on the fringes of the Chaos Wastes. Andrew Kenrick introduces the proceedings...





BATTLE FACTS

Scenario: Storm of Magic

Players:

Andrew Kenrick vs. Matt Hutson

Points Value:

3000 points a side plus 750 points of magic & monsters.

Just as a game of Warhammer is anything but an ordinary battle but a clash of great armies, mighty heroes, powerful magic and terrifying monsters, so too is a game of Storm of Magic anything but an ordinary game of Warhammer. With magic that can level entire armies, summon new units and even warp and change the battlefield itself, not to mention monsters that tower above the raging armies and magical artefacts whose power defies reason, Storm of Magic is on an entirely different scale to the Warhammer games you're used to and quite unlike anything we've played before in a battle report. Wizards clash in magical duels whilst striving to control unbelievable magical power and capture mysterious Arcane Fulcrums. Monsters bound to the will of mages with sorcerous sigils engage in titanic battles and all around infantry scatter in terror. In short it's everything we love about Warhammer, but writ large on an even more epic canvas. And it's this sweeping grandeur of magical might and monstrous foes that we want to showcase in this month's battle report, fought between two foes who have more than their share of both: the Warriors of Chaos and the Dark Elves.

Naturally for the launch of such an awesome and exciting Warhammer Expansion we needed the brightest and the best players, tactically adept generals who could bring their full wargaming acumen to bear on the battlefield, so we turned to none other than... *aww, who am I kidding?* For such a fantastic battle there was no way I was letting anyone else but me play – how could I let such an opportunity pass, especially as it would give me the chance to play with my first army of choice, the Warriors of Chaos. And upon declaring my intentions, fellow White Dwarf and rival general, not to mention regular commander of the Dark Elves, Matt Hutson, threw down his gauntlet too. So with the players chosen, it's on with the battle.



THE DREAD HOST



Editor of this illustrious magazine he may be, but Andrew's past battle report record does not make for good reading – can he pull one out of the bag and win a game in print?

Andrew: I'm feeling confident after I hammered Matt in the warm-up game and managed a bloody draw the last time my Warriors of Chaos faced his Dark Elves, and fully plan to write my victory speech in the blood of the Druchii.

Rather than put all my eggs in one basket with a Sorcerer Lord, I've opted to take a trio of lower-level Chaos Sorcerers. Two of them have my favourite Chaos Lore, the Lore of Tzeentch and the Lore of Nurgle, not only because these lores are potent enough as it is, but because their Cataclysm spells are all kinds of awesome. I've also taken a Wizard with my favourite Battle Magic lore too, the Lore of Death, because... well, just take a look at Crystal Maze and you'll see why. I'm not leaving home without my favourite trick either, the Infernal Puppet, as both Matt and myself

are bound to miscast and I fully intend to make his worse and mine better.

To accompany each Wizard to battle I'm taking a unit of Chaos Warriors – one led by an Exalted Hero – against whose relentless defence I'm confident no Dark Elf can break through. Dark Elves I'm not so worried about, but monsters I certainly am, especially as Dark Elves fit in a lot of nasty critters at the best of times. Alongside monsters of my own (which we'll come to in a minute), I'm taking a horde of Marauders to bog down anything large and stompy long enough for my Chaos Knights to charge in to help. For good measure I've given them the Mark of Khorne, as well as the Banner of Eternal Flame to deal with Matt's inevitable War Hydra assault.

But the Dark Elves aren't the only army that can rustle up their own monsters, so



I'm taking a Chaos Giant, a Hellcannon (I'm secretly hoping it'll misfire and cause a miscast on all Matt's Wizards) and a Chaos Lord riding a Manticore. I'll give him the Mark of Tzeentch and the Talisman of Preservation to make him fairly durable, and the Favour of the Gods so that he can properly capitalise on rolls on the Eye of the Gods table when he bags himself a monster or two.

Finally, I have 750 extra points to spend on monsters and magic, and I already know exactly what I want. The glittering Windcatcher Prism has caught my eye – it may be unpredictable, its effects varying with the Winds of Magic, but none are bad and most are fantastic. I've given it to the Exalted Hero so his Chaos Warriors can benefit too and am hoping it'll give them Initiative 10 and Always Strikes First (if

the Lore of Light is ascendant) or Flaming Attacks (the Lore of Fire). I've got to take a Chimera (if only for the model), upgraded with a whip-tongue to make it better at eating Matt's monsters, and I'll round off the army with another two Giants.

As an afterthought, I'm fairly sure that Matt hasn't given the Seven Secret Signs of Summoning much more than a glance (his eye was drawn by the Cataclysm Spells instead) so I hoped to use that spell as an ace up my sleeve if the opportunity arises. I've drawn up a shortlist of possible candidates for casting, ranging from a unit of Jezzails to snipe Wizards off of fulcrums and an Unbreakable unit of Flagellants to get in the way of Matt's nastiest monsters, to a cast of extra Wizards, just in case I need to rustle up some magical reinforcements towards the end of the game.

LOORDS

Lord Rares the Blind
Chaos Lord with Mark of Tzeentch, Bullhead, Talisman of Preservation and Favour of the Gods, mounted on a Manticore.
478 points

HEROES

Ta'V'Vel the Changed
Level 2 Chaos Sorcerer with Mark of Tzeentch and Infernal Puppet.
775 points

The Giant One
Level 2 Chaos Sorcerer with Lore of Death.
120 points

Bubonax the Feasting
Level 1 Chaos Sorcerer with Mark of Nurgle and Spell Familiar.
120 points

Khakull Maghlool
Exalted Hero with Mark of Tzeentch.
120 points

CORE

The Blue Crow Tribes
29 Marauders with hand weapons and shields, Mark of Tzeentch, Mexican, Standard Bearer and Marauder Chieftain.
181 points

Blissard of Tzeentch
13 Chaos Warriors with hand weapons and shields, Mark of Tzeentch, Mexican, Standard Bearer and Champion.
290 points

The Blooded Axe
17 Chaos Warriors with additional hand weapons, Mexican, Standard Bearer and Champion.
352 points

The Blooded
14 Chaos Warriors with additional hand weapons, Mark of Nurgle, Mexican, Standard Bearer and Champion.
284 points

SPECIAL

The Bloodbeasts of Khorne
9 Chaos Knights with lances, Mark of Khorne, Champion, Mexican and Standard Bearer with Banner of Eternal Flame.
495 points

RARE

Grat the Horned Giant
225 points

Har'Ghor the Bound
Hellcannon
205 points

Total
2999 points

MONSTERS & MAGIC
Chimera with whip-tongue.
190 points

Giant
200 points

Giant
200 points

Windcatcher Prism
Carried by Khakull Maghlool.
130 points



THE ARMY OF KAROND KAR



Matt is a long-time advocate of the Druchii. His typical tactics are overwhelming his foes with monsters and magic... Storm of Magic should be right up his street, then.

Matt: Storm of Magic, eh? An Expansion that focused on magic and monsters? That sounds right up the Dark Elves' street, as they already have a preponderance of both in their army list. Because of this, I intend to take the Dark Elf army of Karond Kar that I always wanted to field, filled with lots and lots of monsters.

The first thing I need are Wizards. Knowing I'll have three Arcane Fulcrums to defend at the start of the game, I'll go for three level 2 Sorceresses. Although a Wizard might seem vulnerable standing atop a fulcrum, I'm confident in my ability to make a 3+ ward save – all that practice making power armour saves has got to pay off, after all. I've opted for a wide spread of spell lores: Dark Magic, as it's suitably destructive and the Oblivion Cataclysm spell can destroy fulcrums; the Lore of

Metal, as it's practically custom-made for killing Chaos Warriors; and Shadow, because its tricky, sneaky selection of spells appeals to my nefarious side.

I've made sure that my Sorceresses have a couple of nasty tricks of their own – one has a Black Dragon Egg, to beef one of the ladies up to Toughness 6 and give her a Breath Weapon in an emergency; another has the Tome of Furyion to give the Sorceress an extra spell; and the third Wizard has the Featherfoot Torc, to force any attacking flyers, of which I'm sure there will be more than a few, to re-roll hits against her. But just to make sure my Sorceresses don't come to any harm, I'm going to include a solid core of Dark Elves to act as defensive units, blocking anything that closes with my Arcane Fulcrums. First amongst these is a horde of Dark Elf Warriors. Although

that many hate-filled Dark Elves should be enough to give anyone pause, there's an Assassin in there too who should be able to bring down anything short of a Chaos Lord. I've also got a unit of Corsairs and a unit of Crossbowmen, both to serve as a defensive unit and to fill enemy Wizards and monsters with crossbow bolts. Thirdly there's a chunky unit of Black Guard of Naggarond, who are included to act in either a defensive or offensive capacity.

Of course, it's not just enough for me to defend my own fulcrums – I'm going to need to take them off Andrew as well. With that in mind I turn to my favourite part of my Dark Elf army – its monsters. Firstly I'm taking two of what I refer to as the King of Monsters, the War Hydra, which I'm sure can take on pretty much anything and win. I'm also taking a Cockatrice and two

Chimeras, who I plan to use to hunt enemy monsters or Wizards, as required.

My final monster (of sorts) will be a Dreadlord mounted on a Black Dragon, whose main task will be flying about killing Wizards and generally terrorising Andrew (and his army). I've given him a lance to make him Strength 6 on the charge – hopefully high enough to be able to take on monsters, but, if a boost is required he also has a Potion of Strength to potentially take him up to Strength 9. He also wears the Black Amulet, which allows him to bounce wounds back at Andrew – always good for a laugh, I find.

Finally, I've thrown in a pair of Reaper Bolt Throwers because, well, it's a Dark Elf army so why wouldn't I? They're good at both shooting down monsters or knocking a Wizard off an Arcane Fulcrum.

LORDS



Lord Lithanix,
Captain of the
Obsidian Tower of
Tornest Black Ark
Dreadlord with
heavy armour,
shield, Sea Dragon
cloak, lance, Black
Amulet and Potion
of Strength riding a
Black Dragon.
381 points

HEROES

Saceress Caemthae
Level 2 Saceress with
Feathered Torc.
170 points

Saceress Erdetha
Level 2 Saceress with
Tome of Fate and
Ironcure Icon.
155 points

Saceress Corquene
Level 2 Saceress with
Black Dragon Icon.
165 points

CORE

Warriors of Lithanix
40 Dark Elf Warriors
with shields, including
Lording, Musician,
Standard Bearer.
295 points

The Disciple of Khaine
Dark Elf Assassin with
additional hand weapon,
Mantle and Rune
of Khaine.
146 points

Dread Sea Raiders
20 Black Ark Corsairs
with Rowers, Musician
and Standard Bearer.
223 points

Bolts of Lithanix
16 Crossbowmen with
Guardsman, Musician
and Standard Bearer.
180 points

Cloaked Heralds
5 Dark Riders with
repeater crossbows,
Herald, Musician and
Standard Bearer.
145 points

Winged Screamers
6 Hagries.
66 points

SPECIAL

**Guard of the Tower of
Malice**
20 Black Guard with
Tower Mallet, Musician
and Standard Bearer with
Banner of Murder.
320 points

RARE

Khaine's Embrace
2 Reaper Bolt Throwers.
200 points

Breeds of Karned Kar
2 War Hydras.
350 points

Total 2998 points

MONSTERS & MAGIC
Cockatrice with
Acidic Vents.
195 points

**Chimeras with Fined Tail
and Iron Hard Skin.**
230 points

**Chimeras with
Flaming Breaths.**
205 points

**5 Sabretooths with
Bone Claws.**
120 points

DEPLOYMENT

Andrew deployed his Chaos Sorcerer of Tzeentch on the easternmost fulcrum, protected by a unit of Chaos Warriors and a Giant. The easternmost fulcrum was occupied by the Chaos Sorcerer of Nurgle and guarded by Chaos Warriors, a Giant, a horde of Marauders and a Chimera. In the west, the Death Wizard stood upon the great staircase, defended by a large unit of Chaos Warriors, an Exalted Hero and the third Giant. To garner the support of the Chaos Gods, he made sure that the Sorcerers of Tzeentch and Nurgle were both guarded by units of Chaos Warriors that shared the same mark.

The Chaos Lord on Manticores was held back, waiting to counter-attack wherever Matt threatened. The Chaos Knights deployed in a position to swiftly move anywhere in this half of the table, tasked with hunting down Hydras with their Banner of Eternal Flame.

In the west, Matt's Shadow Wizard deployed, wreathed in mist, 40 Warriors with spears, a unit of Dark Riders and both War Hydras stood at her command. In the centre, Matt's Mistress of Dark Magic occupied the Fulcrum, guarded by both Reaper Bolt Throwers, the Crossbowmen, the Black Ark Corsairs and the Dreadlord himself. Finally, Matt deployed the rest of his army on the eastern flank, alongside his Metal Wizard. With two Chimerae and a Cockatrice over there, it was clear this was where Matt intended to make his advance.



Guarded by a lumbering Giant and a unit of Chaos Warriors, the Chaos Lord wasn't taking any chances.





TZEENTCH RISING

WARRIORS OF
CHAOS TURN 1



Lord Faros the Blind swooped up the flanks alongside his Enslaved Champion, Khakul Mageblood.

The Winds of Magic

In a Storm of Magic game, the different Winds of Magic blow stronger each turn, as represented by the magical flux. This is determined by a spin of the magic wheel at the start of each Magic phase. Whichever Battle Magic lore is ascendant confers a +5 bonus to cast spells from that lore, whilst other ascendant lores receive +4. One of either Dark or High Magic will also be ascendant, offering a +3 bonus to cast spells. The surest way to cast a Cataclysm spell is to wait until its lore is ascendant, taking the maximum advantage of the enhanced bonus.

Andrew: It was clear from the off that Matt had learned from his mistakes in the practice game, blocking each of his fulcrums with a unit – he didn't want to get his charged by my Giant on Turn 1 again.

I started the turn with a quintet of charge declarations, aiming to pitch as many of my monsters into melee as I could – there was nothing to be gained from holding back. It started so well, with the Dark Elf Warriors fleeing in terror from the Manticores, leaving the fulcrum they were supposed to be guarding undefended. Unfortunately I couldn't capitalise on this as my Giant failed its charge. Both my Giant and Chimera charged the Crossbowmen, the Giant taking a wound as they stood and shot. This might be considered overkill, but there was little chance the Elves would survive and I was hoping the overrun would get me into contact with the fulcrum behind. Finally the third Giant tried to charge the Cockatrice – a risky manoeuvre for sure, as it can stand and shoot with Heroic Killing

Blow, but it was either that or be shot at in Matt's own turn. Luckily he only wounded the Giant, rather than killed him outright, but unluckily the Giant failed the charge and ended up standing rather dominantly in front of both Matt's Chimeras and the Cockatrice. Oh.

Elsewhere I moved my Marauders forward to create something resembling a battleline between two of my Arcane Fulcrums, and my Chaos Knights wheeled round slightly to align with the Chaos Warriors, hoping to get a charge in against their prey, the War Hydras.

The Magic phase started off well with me giving the spinner a good flick – the Lore of Metal proved to be ascendant, which also meant that so too was the Lore of Tzeentch. Happy times for Tza'h'kleil the Changed, whose staff positively sparked with magical energy in anticipation. I started with Infernal Gateway on the Black Guard, only managing to cast it on a 19. Matt overwhelmingly dispelled it with a roll of a 28! I then cast my first Cataclysm Spell,

THE CHANGER OF THE WAYS

Right from the offset, Andrew's Tzeentchi Sorcerer, Tza'h'k'leil the Changed proved a thorn in Matt's side, his magic taking a horrendous toll on Matt's flanking force and his none-too-shabby profile and 2+ ward save (3+ from the fulcrum, +1 for the Mark of Tzeentch) making him surprisingly hard to shift.

Because he was receiving a whopping +7 bonus to cast spells this turn (+2 for his Wizard level, +1 for the Mark of Tzeentch and +4 for the ascendant Lore of Tzeentch) it's no surprise that Andrew used Tza'h'k'leil for most of his spellcasting, and it was only Andrew's lacklustre rolls (and Matt's outlandishly potent dispels) that left the death toll this turn at a mere seven Black Guard. Had he rolled better, the Black Guard unit could easily have been slain by the sorcerer onslaught – or worse, dragged screaming into the Realm of Chaos.

Invisible Fire of Tzeentch, on a 27, which Matt failed to dispel, causing 3D6 Strength 2D6 hits. I rolled well enough, causing 10 Strength 8 hits on the unit. Seven died, which wasn't a bad start by any means. Sadly that was also the effective end of my Magic phase, as I failed miserably to cast Flickering Fire or start a Magical Duel with my remaining Wizards.

The Shooting phase didn't go much better, as the Hellcannon misfired whilst trying to hit the Black Guard. But didn't you secretly hope for a misfire in your introduction, I hear you cry? Yes, but not one that results in the Hellcannon breaking free, killing four Chaos Warriors, wounding the Chaos Giant and inflicting five wounds on the Chaos Sorcerer (all of which, luckily, he saved), and then vanishing from the table. I'm sure those of you at home can see Matt's smile from there.

Luckily I'd stacked the Close Combat phase in my favour, and although the Crossbowmen wounded the Chimera twice, it killed six in return. The Giant swung its club at the Elves, killing another five, and the pair then thunderstomped another four. The sole survivor, the Guardmaster, turned tail and fled for Ghroind. The Giant did exactly as I hoped and overran straight into the Arcane Fulcrum.

BATTLE TRACKER

WARRIORS
OF CHAOS
FULCRUMS



DARK ELF
FULCRUMS



END OF WARRIORS OF CHAOS TURN 1



GIANT SLAYING

DARK ELF TURN 1

Annotations

- 1 Both War Hydras charge the Giant.
- 2 The Chimeras and Cockatrice pile in against the Giant.
- 3 The Dreadlord and Black Dragon charge the Giant threatening the Dark Elf Sorceress.
- 4 The Dark Elf Warriors rally and reform into a column, ready to file past the fulcrum.
- 5 Unnerved by the sight of the Manticores swooping towards their Sorceress, the Dark Riders redeploy to guard the fulcrum.
- 6 Matt casts *Magical Duel* on the Nurgle Chaos Sorcerer, driving him from his fulcrum and teleporting to his position. Unfortunately he miscasts, slaying both Wizards!

Matt: Call that a Storm of Magic? I've weathered worse storms in Nottingham. Let me show you how it's done: I started by declaring a charge with all my monsters. Dark Elves don't believe in half measures, and neither do I. Both Chimeras and the Cockatrice charged the Giant on my right. Over on my left I sent both Hydras in against the other Giant, whilst the Dreadlord charged the Giant threatening my fulcrum. I had to kill both the Giants as I couldn't let them get to my fulcrums and start shoving Sorceresses down trousers.

I tried to manipulate the flux towards Metal but ended up with the Lore of Death. I decided to take a far subtler tack than Andrew might be expecting. I firstly cast *Olkkam's Mindrazor* on the Hydra, which might not seem an obvious choice until you realise it makes the Beastmasters S8 with 3 Attacks each – almost as deadly as the Hydra. Andrew overlooked this and let the spell through – ha! I then tried to cast one of my *Cataclysm* spells, *Quicksilver Swords*, on the Cockatrice, making it wound automatically, but Andrew successfully dispelled it.

Finally, my Sorceress started a Magical Duel with the Nurgle Sorcerer, miscasting as she did so. I won the roll and drove the Chaos Sorcerer from his pedestal, wounding him in the process, before moving onto the now-empty plinth of the Arcane Fulcrum. Then I rolled for the miscast, scoring a 5, Calamitous Detonation, but Andrew, the swine, used his *Infernal Puppet* to drop it to a 2, Dimensional Cascade. My Sorceress was cast into the Realm of Chaos, but the ensuing explosion killed the Nurgle Sorcerer too! I had the last laugh there.

In close combat, the Beastmasters and Hydra tore the Giant to pieces, although the big lump fell on the Hydra, wounding it twice. One of the Hydras then overran into the Chaos Warriors. The Dreadlord and the Black Dragon easily slew the Giant in the centre of the board, prompting the nearby Chimera to flee too. Over on the other side of the battlefield the Chimerae felled the third Giant, although one of them was killed in the attempt.

Oh dear, I seem to have killed all of your Giants.



MONSTER MASH

Just to make doubly sure that he killed it, Matt sent both Chimeras and a Cockatrice in against Andrew's Giant. Whilst this might look over the top, Matt hoped it would not only ensure the monster's demise but also allow his own monsters to overrun towards the fulcrum. As it happened, it was fortunate that he had sent all three in as the Cockatrice failed to wound the Giant at all and then the Giant proceeded to thump one of the Chimeras with its club, killing it outright. Luckily the remaining Chimera inflicted 7 wounds on the already-wounded Giant, slaying it too.

END OF DARK ELF MAGIC PHASE TURN 1



BATTLE TRACKER

WARRIORS
OF CHAOS
FULCRUMS

ASCENDANT LORE:
DEATH

DARK ELF
FULCRUMS



KEY



Movement



Charging



Flying



Magical



HYDRA HUNTING

WARRIORS OF
CHAOS TURN 2



As the War Hydra overruns into the Chaos Warriors, the Knights of Khorne prepare to charge in.

Mythic Artefacts

The Windcatcher Prism is just one of several Mythic Artefacts, super-powerful magic items. These range from the subtle, such as Wyssan's Weighted Dice (which let you modify dice) to the less subtle, such as the Dodecahedron of Continental Drift (which allows you to shift Realm of Battle tiles about).



Andrew: Here I was boasting before the game that I wouldn't need the Fallen Giant template. How wrong I was. How does the saying go? To lose one Giant is unlucky; to lose two is careless but to lose all three is irresponsible. Still, I wasn't panicking yet – Matt's hasty advance had left a couple of his fulcrums looking decidedly exposed and his battleline out of order.

I decided to take a gamble and try to finish both War Hydras off in one turn, charging one in the flank with my Knights of Khorne (21 Frenzied 56 Flaming Attacks on the charge coming right at you, Matt) and the other with my Chaos Lord. I know never to underestimate one of Matt's units, or a War Hydra for that matter, but felt confident that a Chaos Lord could take on pretty much anything and win. I also charged the Black Guard with my Chaos Warriors of Tzeentch, hoping that they could crush Matt's elite unit and overrun towards his Wizard before they were surrounded by his various pets.

In the centre of the board the Nurgle Chaos Warriors advanced towards the Corsairs and the Marauders tried to march, but failed their Leadership test. Speaking of failed Leadership tests, the Chimera

failed to rally. Luckily it only fled 4" and because it was fleeing parallel to the table edge had a few more turns in which to come to its senses. There's nothing to be scared of, he's only an Elf, Riding a Dragon. Actually I think I'd be fleeing about now too.

This turn Shadow was ascendant, but I tried to manipulate it to towards Fire to give my Chaos Warriors Flaming Attacks but ended up with the Lore of Beasts. Not the most useful lore to me, although it did make the Windcatcher Prism's unit subject to both Frenzy and Hatred. Sadly my Magic phase was lacklustre as I rolled an 11 for the power dice and Matt had 9 dispel dice. I could see this wasn't going to be a turn for casting big spells already. I tried to cast the *Seven Secret Sigils of Summoning* to replace my Nurgle Sorcerer but failed miserably, and then followed up with *Transagar's Teleportation* to get my Tzeentch Sorcerer out of the way of those monsters but this was dispelled.

The Close Combat phase was altogether more brutal, although it only went partly to plan. First up the Chaos Champion challenged the lower Master to a duel to the death, but not to the death I



had in mind as the Dark Elf casually hacked his opponent in two. It picked up when the Black Guard only managed to kill a single Chaos Warrior (Chaos armour, a shield, a pary save and the Mark of Tzeentch makes for a sturdy unit, it has to be said). In return the Chaos Warriors killed four Black Guard. Not knowing when they're beaten, the Black Guard stubbornly stayed put.

Continuing my disappointing performance with characters, my Chaos Lord underwhelmed. I think I jinxed him when I named him Faros 'the Blind' as he only wounded the War Hydra once, which was promptly regenerated. The Manticores then proceeded to miss with all its attacks and it was at this point that I started to wonder if I'd made a huge mistake by charging. I got away with it as Matt wounded the Chaos Lord once and the Manticores twice, and I passed my Break test. That was close.

Finally I ended the turn on a high as my Exalted Hero wounded the Hydra once and the Chaos Knights butchered the monster, wounding it seven times against which there could be no saves. Frothing at the mouth and eager for blood, the Chaos Knights overran a little too far, putting them out of charge arc of the other War Hydra.

At the end of my Turn 2, it was fair to say that Matt was firmly in charge.

END OF WARRIORS OF CHAOS TURN 2



BATTLE TRACKER

WARRIORS
OF CHAOS
FULCRUMS



ASCENDANT LORE:
BEASTS



DARK ELF
FULCRUMS



Lord Faros and his Manticore charge in against the second of Matt's War Hydras.



CLAW AND SHADOW

DARK ELF TURN 2



Shadow and Dust

The Lore of Shadows is tricky, as Okkam's *Mindrazor* proved last turn. But it's with the *Cataclysm* spells that the really powerful illusions appear, including the ability to move units or even rearrange scenery.



Matt: Well, by this point in the practice game I'd lost two of my Wizards and a Black Dragon. In this battle, Andrew was down three Giants, a Hellcannon and a Wizard, his Chimera was heading for home and my War Hydra was about to eat his general, so things were looking up already.

My Chimera charged that wretched Tzeentch Sorcerer, the Corsairs charged the Nurgle Chaos Warriors whilst the Black Dragon swung round, aligning himself to charge into the flanks next turn. Both the Harpies and the Sabretusks moved around the rear of the Blessed of Tzeentch.

The magical flux was Heavens, but I manipulated it to Shadows, perfect for what I had in mind. I rolled 11 power dice. I started off with *Penumbral Pendulum*, hoping to entangle the Chaos Knights and was confident I'd get away with it too with a roll of 29, but Andrew managed to roll a triple 6 when dispelling it.

KEY



Movement



Charging



Fleeing



Magical

I then cast my new favourite spell, *Ribauld's Retroactive Illusion*, which lets me move any piece of terrain within 24" somewhere else. I targeted Dreadstone Blight, moving it right in front of the Chaos Knights and hampering any charges they might be considering next turn. In what other game could you move the scenery about like that? To further secure my Sorceress' safety, I cast *Transagar's Teleportation* and zipped over to the recently vacated Arcane Fulcrum, putting her out of any charge arcs and right in the midst of the Chaos line.

The Bolt Throwers shot at the Marauder horde, hoping to panic them. I needed to kill 8 to provoke a test, which I duly did and they failed, but the re-roll from Will of Chaos saw them stay infuriatingly put.

I was confident in my War Hydra's abilities to deal with, well, anything, although it started off a bit hairy. The

Annotations

- 1 The Chimera charges into the Chaos Sorcerer, hoping to budge him from an arcane fulcrum.
- 2 The Harpies and the Sabretusks move into position behind the Chaos Warriors in combat with the Black Guard.
- 3 The Black Dragon swings around, ready to charge into the flank of the Chaos Warriors.

END OF DARK ELF MAGIC PHASE TURN 2

Chaos Lord inflicted two wounds on the War Hydra, reducing it to its last wound, and when the Beastmasters failed to hit or wound I thought it was all over, but the Manticore failed to cause any wounds as well. The War Hydra stepped up, killing the Manticore before adding insult to injury by breathing fire and thunderstomping on the dismounted Lord Faros. Unfortunately Andrew's 3+ ward save saw him survive but I was fairly sure I'd have him next turn.

Elsewhere the Black Ark Reaver and the Chaos Champion killed each other in a challenge. The Corsairs were less destructive, only killing one Chaos Warrior whilst their foes killed five. Luckily I was steadfast and passed my Break test.

The Black Guard failed to kill any Chaos Warriors. The Chaos Warriors were far more brutal, butchering seven Black Guard and leaving the Tower Master standing fast, which I suppose was something.

The Chimera came off worse for wear against the Chaos Sorcerer. The Sorcerer wounded the Chimera once, but with nine attacks back (I rolled a 3 for the Chimera's tail upgrade) odds were the wizard was for it. Never underestimate the potency of a 2+ ward save, however, as Andrew passed all his saves and sent the Chimera fleeing! That Chaos Sorcerer was harder than I'd thought.



Despite dishing out a horrendous number of wounds, the Chimera could not slay the Chaos Sorcerer.

BATTLE TRACKER

WARRIORS
OF CHAOS
FULCRUMS



ASCENDANT LORE:
SHADOW



DARK ELF
FULCRUMS





THE FIRE OF TZEENTCH TURN 3

Annotations

- 1 The last of the Black Guard is slain, leaving Matt's Sorceress exposed to a charge from the Chaos Warriors.
- 2 Using *Bridge of Shadows*, Matt moves the unit of Dark Riders to block the Arcane Fulcrum.
- 3 The Sorceress casts *Ribault's Retroactive Illusion* to move the fulcrum across the board and her along with it.
- 4 The second Sorceress casts *Magical Duel* on the Tzeentch Chaos Sorcerer, expelling him from his lofty perch minus a wound.
- 5 Finally, the nearby Black Dragon breathes noxious fumes over the Chaos Sorcerer – now without his 2+ ward save – slaying him instantly.

Andrew: Things were not looking good at the start of this turn so it was time to show Matt what it means to be a master of Chaos as once again Tzeentch was rising in the Magic phase. I kicked off by casting *Flickering Fire* at the Sabretusks threatening my fulcrum, knocking a mere three wounds off them. I then blasted them utterly apart with *Invisible Fire* of Tzeentch, which inflicted fourteen more wounds. That's one threat down. I then turned to the menacing form of the Cockatrice who was perfectly capable of sniping me off my lofty perch, so I opened an *Infernal Gateway* and blasted him through it, resulting in eight Strength 8 hits and one less monster. Once the Chaos Warriors had chopped down the last of the Black Guard what was once a lost flank was suddenly cleared of pretty much all of Matt's forces. Don't underestimate me Matt!

Matt: Ouch! That was quite a display of firepower from the Sorcerer of Tzeentch, but I had a far subtler plan to get rid of him than simply blasting him apart as his 2+ save would foil any blatant attempts to kill him. First up I moved my Dreadlord

closer, ready to breathe poison on him or charge next turn. I also charged the Arcane Fulcrum with my Harpies, which was probably a rash move but by this time I was getting annoyed with Andrew's Wizard.

After the demise of the Black Guard my Sorceress suddenly found herself in charge range of the Chaos Warriors and I didn't fancy her chances, so I kicked off by casting *Bridge of Shadows*, moving the Dark Riders across the board to block any charge. I then cast *Retroactive Illusion* again, this time moving the Arcane Fulcrum itself over to the eastern flank. I did this for two reasons: first, it got both fulcrum and Sorceress away from Andrew's units, and secondly it put her in range of the Chaos Sorcerer.

Which brings me to the really cunning part, whereby I used a *Magical Duel* to knock the Sorcerer off his fulcrum, wounding him and wiping the smug look off his face. The Sorcerer, now minus his 2+ ward save, was right in front of the Black Dragon, who promptly toasted him alive. I've got your flickering fires for you right here.

END OF DARK ELF MAGIC PHASE TURN 3





WEIRD AND WONDERFUL

The Cockatrice is a monster as deadly as it is bizarre, dishing out six attacks in combat and able to turn anything, no matter how large, to stone with the Heroic Killing Blow of its shooting attack – one to avoid charging if you're a lumbering monster, that's for sure.

Unfortunately, even such a strangely warped beast as this could not withstand the infernal firepower of Yza'h'k'leil the Changed, whose *Infernal Gateway* spell caused eight Strength 8 hits and the Cockatrice to explode in a psychedelic puff of multicoloured feathers.



BATTLE TRACKER: DARK ELF TURN 3

WARRIORS
OF CHAOS
FULCRUMS

ASCENDANT LORE:
HEAVENS

DARK ELF
FULCRUMS



KEY



Movement

Charging

Fleeing

Magical

IN THE BALANCE

TURN 4



The Gaunt One is charged by the War Hydra, but the wizard is not as frail as he looks.

The Seven Sigils

This spell summons a unit or character from almost any army book, the size of which depends on whether you have Presence, Equilibrium or Dominance. Summoning a unit of Flagellants to block a stampeding monster or a Shaman to capture a fulcrum can prove a sneaky ploy.



Andrew: Matt sure has been taking Storm of Magic lessons since our practice game, when all he seemed to do was roll lots of dice and blow up his own Wizards. I want to play that Matt please! No matter, I may be down to one fulcrum but I'm still in the fight – as last turn proved, a game of Storm of Magic can change in an instant.

I started the turn with a hat trick of charges: the Chaos Knights went in against the Warriors (risky, I know, but they're no longer a horde so I might just get away with it); the Chaos Warriors charged the Dark Riders; and the Marauders managed to charge both Bolt Throwers at once, thanks to Matt's not-so-cunning plan of deploying them next to one another. In other exciting news, my Chimera rallied, putting him in a great place for charging Wizards next turn.

With one Wizard, I didn't hold out much hope for a powerful Magic phase, but I did have a plan. I cast Seven Secret Sigils of Summoning with everything I had, miscasting in the process but summoning a Beastman Bray-Shaman. You may wonder why, but Shadow was currently ascendant and he was the cheapest Wizard with access to Shadow magic that there was. My hope was that he'd get *Steed of Shadows*

and be able to magically move himself onto that empty fulcrum. He didn't get it, so he'd have to set off on foot next turn instead.

I got away with the miscast too; I rolled a 12, *Power Drain*, which could easily have turned my Chaos Sorcerer into an ex-Wizard – the worst result next to death, but luckily it just reduced him to Level 1. I then braced for the Arcane Fulcrum miscast but rolled another double-6, adding 2D6 power and dispel dice to the pool. If only I had more Wizards to take advantage of this surfeit of power, but the miscast had robbed the Chaos Sorcerer of his chance to cast any more spells this turn and the Bray Shaman's *Enfeebling Fox* was dispelled.

In combat the Chaos Warriors killed four Dark Riders but couldn't kill the fifth, and infuriatingly he remained put! The Marauders easily overran both Bolt Throwers, but it was unlikely they'd be able to affect the remains of the battle. Finally the Assassin revealed himself in the unit of Warriors, promptly cutting down the Knight Champion in a one-sided challenge. The Knights speared six Warriors and their steeds two more, whilst the Dark Elves could not penetrate my sturdy Chaos armour. Sadly the steadfast Warriors held.



KABOOM!

Any Wizard that miscasts whilst standing on an Arcane Fulcrum, whether casting a regular spell or a Cataclysm spell, must roll on both the Miscast table and then (if they survive) on the Arcane Fulcrum Miscast table. As Matt's Sorceress proved this turn with the explosive backlash from her miscast spell, the Arcane Fulcrum Miscast table can be just as destructive and disruptive as the Cataclysm spells themselves. The results of this table range from the deadly, such as 'Earth-shattering Kaboom!', where the Wizard and the fulcrum are removed from play or 'Power Siphon', where an enemy Wizard can immediately cast one of their spells; to the wacky, such as 'I Think I'm Feeling a Little Odd', where all Wizards on the battlefield are turned into frogs, or 'Did the World Move, or Was it Just Me', where all Wizards swap places on fulcrums.

Matt: Keen to get rid of the last of the Chaos Sorcerers, if not the last of Andrew's Wizards, I charged the fulcrum with the War Hydra that had seen off the Chaos Lord. Elsewhere both the Chimera and the Dreadlord tag-teamed the Chaos Warriors stuck in combat with the Dark Rider.

In the Magic phase I tried to repeat last turn's performance by teleporting across the board, shoving the Chaos Sorcerer from his perch and claiming the empty fulcrum. Unfortunately I miscasted Transagar's Teleportation, wounding the Wizard. Worse was still to come on the Arcane Fulcrum table, as the Sorceress and two Warriors were killed as the fulcrum itself exploded! Still, it denied Andrew the fulcrum...

In combat the Dragon rampaged through the Chaos Warriors, but not before the last Dark Rider was cut down. Elsewhere the Assassin killed another two Chaos Knights but not only was the Assassin killed in return, so too were five Warriors. The Warriors fled but were caught. In the shock result of the game, the Chaos Sorcerer killed the War Hydra!

Andrew: Quite a turn up, eh? Killing a Large Target bagged me a roll on the Eye of the Gods table too, but I rolled a 7! The Eye was Closed. But my Wizard just killed a huge Hydra! What more do I have to do?

BATTLE TRACKER: DARK ELF TURN 4

WARRIORS OF CHAOS
FULCRUMS



ASCENDANT LORE:
FIRE



DARK ELF
FULCRUMS



END OF TURN 4



SECRET SUMMONING TURNS 5 & 6



Andrew's bound Chimera, reduced to a single Wound, pounces upon Matt's Chimera.

Monstrous Mutations

To further increase its potency, the Chimera can be upgraded with a variety of options. Andrew's Chimera had been upgraded to have a Whip-tongue, giving it a Chomp Attack. As well as granting an extra attack, when used against other monsters a Chomp Attack is made at +1 to hit – great for slaying your opponent's gribbles. Matt had also upgraded his Chimeras, both with Iron Hard Skin, giving them Scaly Skin (4+), and a Fiend Tail. The Fiend Tail makes the Chimera great at fighting infantry, for it gives an extra D3 attacks, which combines with the 6 Attacks from the Chimera itself and a further D6 from its Thunderstomp to dish out a world of hurt.

Andrew: Well, with the demise of both the Sorceress and the fulcrum my Bray-Shaman was heading for, I suddenly found myself stuck at the wrong end of the board to seize victory. My only real chance was to either repeat Matt's trick of teleporting to another arcane perch, or else eat his Sorceress with one of my monsters. Enter the Chimera, who had rallied last turn. Unfortunately Matt had his own Chimera in the way so I declared a charge against that instead.

Over on the opposite side of the table the Bray-Shaman moved towards my fulcrum, ready for when I pulled my cunning web of spellcasting off.

The magical flux this turn was the Lore of Light, but I tried to manipulate it and ended up with Fire. I started off by casting the *Seven Secret Sigils of Summoning* with a mighty 32, and a Chaos Sorcerer of Tzeentch promptly appeared, although once again he was a bit far to be able to influence things. Unfortunately both of my other spells – *Pandemonium*, in a vain attempt to make Matt miscast, and *Transagar's Teleportation*, to get to the empty fulcrum – were dispelled.

In the title fight between the two Chimeras, I wasn't holding out a huge

amount of hope for my monster – it was down to a single wound after its earlier run in with the Black Dragon. However, the Chomp Attack gifted by my Chimera's Whip-tongue upgrade was made at +1 to hit against other monsters, and it managed to hit and wound six times! Sadly all Matt needed to do to was inflict a single wound, which he did, and both behemoths crashed to the ground.

Matt: The ball was firmly in my court this turn, with every opportunity for me to turn a draw into a victory. Even though we technically claimed just the one Arcane Fulcrum each, my cunning (and explosive!) use of Shadow magic had left no unoccupied fulcrums up Andrew's end of the battlefield.

I started off by moving the Black Dragon closer to the empty fulcrum, ready to threaten it if Andrew tried anything.

The Winds of Magic blew strong this turn, as I nearly rolled the maximum at 23 power dice. I was loathe to actually cast any spells, as another miscast could lose me the game, but it'd be rather boring if I didn't. Plus those power dice were looking awfully tempting...

In the last couple of turns I'd been carefully watching Andrew rather ineffectually summon himself new Wizards – they were too far away to do anything. This rather put the idea in my head to summon myself a second Sorceress, and unlike Andrew, I was in a position to make use of another Wizard and snatch the win. I threw caution to the wind and rolled eight dice to cast Seven Secret Sigils of Summoning and succeeded with a 27... and no miscast! Andrew, knowing that this spell could very much result in my victory, rolled all 12 of his dispel dice and still failed to stop it!

Andrew: Oh no! Of all the moments to roll badly I pick that dispel attempt. With a second Wizard, the battle was practically in Matt's grasp. This turn I had to cast that Sorceress somehow, although my chances were fading fast. I could no longer grab a second Arcane Fulcrum – this was the last turn of the game and I needed at least another Movement phase to get one of my spare Wizards onto a fulcrum.

Most of my army marched up the board in an attempt to dissuade any attempt by Matt's Black Dragon to make a play for my own fulcrum.

The Bray-Shaman moved towards the Arcane Ruins to increase his chances of channelling. In a Storm of Magic game, Arcane Ruins are mysterious as well as their normal effect, so I rolled on the table. They were revealed to be a Thaumic Lodestone, which meant I could re-roll one of the Wind of Magic dice – doubly useful at making sure I squeezed as much power out of my last Magic phase as possible.

Lore of Death proved to be ascendant – great for my Chaos Sorcerer, although he was hardly well placed to cast many of his spells – and I rolled 21 when determining power dice, channelling another two from the Arcane Ruins.

I kicked off proceedings with Transagar's Teleportation, hoping to get the Gaunt One over into Matt's corner where he could engage in a spot of mayhem-making. Unfortunately, Matt knew that without this spell there was little else I could cast, so he threw all 13 of his dice at it in an attempt to dispel it. Naturally he pulled this off with ease, and brought my nascent Magic phase screeching to a halt.

Matt: Victory was in my grasp as my summoned Sorceress occupied the fulcrum, but there was still time for a little fun so my Dreadlord charged the Chaos Warriors.

In the Magic phase I planned to summon a third Sorceress to win 3-1, but Andrew dispelled it out of hand.

In combat the Dreadlord and Black Dragon mowed through the Chaos Warriors, sending them fleeing. A suitably glorious way to win the battle report!

BATTLE TRACKER: DARK ELF TURN 5

WARRIORS
OF CHAOS
FULCRUMS



ASCENDANT LORE:
METAL



DARK ELF
FULCRUMS

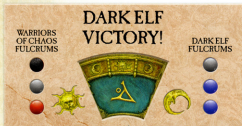


As Matt's newly summoned Sorceress claims the fulcrum, the Dreadlord swings forward.





KAROND KAR RISES



Matt: Well that proved quite eventful! With exploding Sorceresses, exploding Arcane Fulcrums and a clash of mighty monsters, I'd say that game made for a great inaugural battle report for Storm of Magic.

I think what won it for me was that I successfully outchemed Andrew. I started off by going for a brutal, destructive approach, before starting to experiment with some of the sneakier spells in my repertoire to great effect. Foremost amongst these were the various Cantrips, which proved to be game winners.

The Cantrips were instrumental in the demise of two of Andrew's Wizards (and two of mine, it must be admitted), so let's take a moment to recap. The death of the Nurgle Sorcerer was nothing if not amusing – if you're going to lose one of your Wizards, you might as well take one of your opponent's with you too.

The death of the Chaos Sorcerer of Tzeentch was nothing if not genius. While he occupied his fulcrum I tried everything to kill him, throwing spells, Chimeras and everything short of the kitchen sink at him. But so long as he occupied his Arcane Fulcrum he had a pesky 2+ ward save, so eventually I came to the realisation that to kill him, I needed to knock him off first. It still makes me smile when I think of the one-two sucker punch that did for him of a *Magical Duel* to push him off, followed up by a dose of noxious gases from the Black Dragon to finish him off. Ha!

It was about the same time as the Tzeentch Wizard gasped his last that Operation: Fulcrum Denial went into action, as I decided the best way to stop Andrew from winning was to take away his Arcane Fulcrums. This is where *Ribauld's Retroactive Illusion* came into its own, moving one of the fulcrums away from Andrew's army, and was also the reason why I teleported across the board in the closing stages of the game. Unfortunately I nearly mucked this up, losing both a Wizard and a fulcrum as Andrew desperately tried to summon more Wizards. Of course, this then gave me the idea to do the same, which won me the game back.

My monsters proved to be great fun, leading to the great Giant-killing of the first turn, as well as the War Hydra claiming the scalp of both the Manticore and the Chaos Lord riding it. My own Lord proved to be every bit the monster I hoped he would, pretty much single-handedly tearing up everything in the middle of the board, not to mention finishing off the Chaos Sorcerer of Tzeentch.

My only real regret was that I didn't manage to win the game 3-1!



WIZARD OF THE MATCH

The star of the show on the Dark Elves' side was the Sorceress with the Lore of Shadows for one main reason: *Ribauld's Retroactive Illusion*. Matt made great use of this Cataclysm spell – only a Presence-level spell as well – to gain control of the battlefield by manipulating the terrain itself to his favour. There were two key moments when this spell was employed. Firstly, in moving *Dreadstone Blight* to block the Khorne Knights, he effectively put this unit out of the game for a turn as they were forced to manoeuvre around the scenery in their path. Secondly, in moving the Arcane Fulcrum, Wizard and all, across the battlefield, Matt denied Andrew access to a key objective at a vital stage.

BACK TO THE NORTH

Andrew: I'd like to say that Matt snatched victory away from me, but from quite early on Matt was firmly in control, his Wizards running rings around me with deft use of spells and cunning combinations of Cantrips. Whilst I saw Cataclysm spells as an opportunity to unleash destruction on my foes, killing handfuls of models at a time, Matt took a subtler tack and saw them as an opportunity to rearrange the board to his liking and tactically move units to where they were most needed. But it was in his use of Cantrips that I was most impressed, his Sorceresses zipping about the board, ousting me from fulcrums and exploding all over the place.

OK, so the last part wasn't actually part of Matt's plan or my doing in any way beyond a spot of minor puppetry, but it was highly entertaining and nearly cost him the game on a couple of occasions. It's just a shame that when his first Wizard blew, she took my Nurgle Sorcerer with her.

In hindsight, I'm not sure my Chaos Lord was the best choice – I sent him monster hunting, but he wasn't tooled up to fulfil that role particularly well, lacking anything resembling a magic weapon. I think he'd have fared better pitched against Matt's Dreadlord or being used as a missile aimed at his fulcrums instead, leaving my Chaos Warriors and Chaos Knights to bring down the War Hydras and Chimeras instead. I think a Chaos Sorcerer Lord might have been a better choice, as he could have left his underlings to guard the fulcrums whilst he flapped about blowing stuff up.

I could have done with a couple of more mobile units or deployed my Chaos Knights more centrally, so that when my Tzeentch Sorcerer found himself isolated on the flank and the Chaos Warriors were bogged down in combat with the Black Guard, I had something to reinforce the flank with. That was my plan for the Chimera, but after spending much of the game running away (or should that be flapping?) his involvement came too late.

I think my biggest mistake was not dispelling some of Matt's more incongruous spells. Some of this was down to dice rolls – as is the way. I struggled at times to roll high – but some of it was down to my fixation with the destructive potential of Matt's Cataclysm spells and a reticence to leave him free reign to cast them. Many of my troubles could have been stopped by a timely dispel of a simple Magical Duel, Seven Secret Sigils of Summoning or Transagar's Transportation.

What it comes down to is Matt played more deviously than me, whilst I played far too bluntly. Very fitting for a Chaos Lord.

“What it comes down to is Matt played more deviously, whilst I played far too bluntly. Very fitting for a Chaos Lord.”



RUNNER UP: WIZARD OF THE MATCH

Although it was Andrew's Chaos Sorcerer with the Lore of Death that held the Arcane Fulcrum right to the end of the game, the Chaos Sorcerer with the Lore of Tzeentch was by far the most potent. Not only did he use his sorcerous ways to blaze his flank clear of a good chunk of Matt's army – Cockatrices, Sabretusks, Harpies and Black Guard all fell to his infernal flames – but he stubbornly refused to die, chasing off a Chimera in close combat! Wizards aren't meant to beat monsters, especially not in melee, but this heroic feat didn't phase him. He'd still be there as well, clinging on to the edge of Magewrath Throne, if it wasn't for Matt outmanoeuvring him with his Shadow Wizard.

STANDARD BEARER



This month Jervis has come over all dreamy eyed as he talks about the past and the future of Citadel miniatures. Cue wibbly wobbly special effects.

It may surprise some younger readers to hear that, not too long ago, a subject of earnest debate amongst hobbyists was "Which is better, metal or plastic miniatures?". I was discussing the matter just recently with some friends of mine, and thought I would devote this month's Standard Bearer to the subject. 'Hey, wait just a minute!' I hear you cry, 'Has Jervis lost the plot - hasn't he heard that metal is being replaced with Citadel Finecast miniatures!?' Well, as it happens, I have heard about these new-fangled Citadel Finecast miniatures. In fact, in my usual roundabout way, this month's Standard Bearer is really about them. It's just that to get to the new Citadel Finecast miniatures, I really need to talk about the evolution of Citadel miniatures, the metal and plastic miniatures that preceded them first of all.

So, as I was saying, amongst hobbyists of a certain age, the debate about the merits of metal and plastic miniatures continues, as I was reminded recently when I got back together with some friends of just that certain age. The reason that old codgers like me and my wargaming buddies discuss such things is because when we started out you couldn't get plastic miniatures (or resin, for that matter) - the entire Citadel range was made of metal. All of my early armies were made up of metal miniatures, which meant that they tended to be quite small (as it's harder to build up large armies made exclusively of metal miniatures) and fairly uniform (as metal miniatures come in a limited variety of poses, and are harder to convert than plastic ones). That said, there is something about the weight and heft of a metal miniature that gives them a special quality all of their own, and if you talk to any old school gamers, they will often say that they think plastic miniatures don't 'feel' right when they pick them up, however strange as that might sound to those of you that didn't start out in the hobby in the eighties. Anyway, the bottom line is that we

grew up wargaming with metal miniatures, and were not all that sure about these Johnny-come-lately plastic miniatures when they started showing up in game stores and on battlefields.

In many ways we were right to be dubious back in those early days, mainly because learning how to make plastic miniatures well takes years of experience. The reason for this is simply that the steel mould used to make a plastic miniature is much less-forgiving than the silicon moulds used for metal miniatures - the little bit of extra 'give' in a silicon mould allows you to get away more dynamic poses that simply wouldn't be possible in steel. As most early plastic miniatures were made in one piece, rather than as kits, they had to have rather flat poses to allow the steel mould to come apart. It was this as much as anything that sparked the debate about which material was better. On the one hand plastic miniatures allowed players to at last build larger regiments of troops, because you got five or more miniatures in a set, but on the other hand they just didn't quite have the dynamic poses of the metal miniatures available at that time.

Over the years this has all changed, mainly because our miniature designers made it a matter of pride to develop plastic miniatures that were indistinguishable from the metal miniatures that we made - well, indistinguishable until you picked them up anyway. The trick, they found, was to make the miniatures into small plastic kits, with separate heads and arms and so on. Each of the parts could be produced in exquisite detail, and then assembled to make a miniature that had just as much detail as a metal miniature, while still allowing them to be cast in a steel mould. It also meant that the miniatures could be assembled in a number of different poses, which gives units a suitably varied appearance, rather than having all of the models standing in exactly the same pose.



This brand-new Chaos Sorcerer is the latest plastic innovation.



A classic metal miniature from the Empire range.



A multi part plastic Chaos Space Marine, individually posed.



A Citadel Finecast Bonosic, showing the crisp detail.

One unexpected side effect of this approach is a whole sub-hobby based around constructing and converting plastic models. I know many hobbyists who find the process of making plastic miniatures hugely enjoyable, and who love swapping pieces round from one plastic set to another, or converting models by deft use of Hobby Knife and Green Stuff. I think a lot of the appeal lies in the fact that it allows you to make models that are really unique and 'your own' – nobody else will have anything quite like them.

Anyway, for quite a few years we focused pretty much exclusively on making plastic models in this kit form. Recently, however, games like the Assault on Black Reach, Space Hulk, and Island of Blood have seen the return of plastic miniatures that are rather more like the first one-piece models we created. These miniatures are made of two or three pieces and designed to snap together to create a specific 'bespoke' model, rather than being little kits that can be put together in variety of ways. It is testament to the skills of our miniatures designers that they are able to make plastic miniatures in a handful of pieces, that can snap together, and which look every bit as good as any other Citadel miniature.

Of course, as you may have already noticed, this month also marks the launch of the next generation of plastic miniatures with the release of four new plastic characters that each come on a single frame. These miniatures are the next step for plastic miniatures, super-detailed 'bespoke' heroes that make for great, characterful additions to your army, and are every bit worthy as centrepiece models.

This said, there are a number of things that can be done with a metal miniature that simply can't be achieved with a plastic model. For a start, as I've already mentioned, the moulds are more forgiving, and allow the designer to use techniques that can't be used for plastic models. They are also much quicker to sculpt – what takes a month or two to achieve in metal may take a year or two to achieve in plastic. More than this, though, they allow Citadel designers the freedom to really go to town and create a miniature that represents their own unique vision of something from one of our game settings. These things made metal miniatures ideal for models such as special characters, collectors models, and 'bitz packs'.

All of which takes me back to the start of this article and my previous conversation with my old gaming buddies. Our discussion about the virtues of metal and plastic models went on for quite a while, as these things are want to do. However, in the end we all agreed that



Snap-fit Space Marines from Assault on Black Reach.

it wasn't really possible to say that metal miniatures were better than plastic ones or vice-versa. No, the truth of the matter was that over the years a sort of synergy has developed between the different ways we make Citadel miniatures, so that they complement each other really well. In other words, it became no longer a question of 'metal or plastic' but of 'metal and plastic'. All of which seemed like quite a revelation to us at the time, though it has to be said that it was by then very late, and we were all rather the worse for wear following the consumption of several beverages intended to help our critical faculties (well, that's my excuse and I'm sticking to it!)

And it's here where my story finally turns to our new range of Citadel Finecast miniatures (*We got there in the end, Jerv, I had faith that we would! – Ed*). Because, you see, all of the benefits that I've described for metal miniatures also apply equally – if not more – to resin miniatures. What's more, the detail on Citadel Finecast miniatures is even crisper than that found on a metal miniature, and they are much easier to put together, much easier to work with when making conversions or when using Bitz Packs to modify a plastic miniature, and so on. With all these advances in technology, it really became a no-brainer choice as to make the change to Citadel Finecast. After all, the synergy I mentioned earlier on between metal and plastic miniatures becomes even more pronounced when it's a case of Citadel Finecast and plastic.

And that's quite enough from me for another month. As ever, please feel free to write to me c/o White Dwarf if you have any comments on this month's Standard Bearer, or the Games Workshop hobby in general. I can't always reply to the letters I receive, but I do read every one, and I really value your feedback.

Write to Jervis at:

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WARHAMMER FORGE

The Warhammer Forge range contains a selection of towering resin monsters, from the huge Chaos Dragon seen on the right to the lumbering War Mammoth and the Bonebreaker Giant. Many of these can be included in games of Storm of Magic using Scrolls of Binding, or in Warhammer using the army list included in the first Warhammer Forge book, Tamurkhan: the Throne of Chaos, available to buy now. Check out the Warhammer Forge website for the complete range of monsters.

forgeworld.co.uk/warhammer





WARHAMMER

40,000

ARMY WORKSHOP DARK ELDAR



To Duncan Rhodes, painting a Dark Eldar army could mean only one thing – the macabre Haemonculi covens. In this article, Simon Grant discovers how he painted them.

When we asked Duncan to paint a Dark Eldar army for White Dwarf, he jumped at the chance. He hurriedly snatched up as many Haemonculi, Wrack and Grotesque models as he could before scurrying off into his painting corner, laughing maniacally. He emerged a few days later, unshaven and with a slightly deranged and deeply unnerving smile.

Duncan: As soon as Phil Kelly expanded the background for the Haemonculi covens in Codex: Dark Eldar, I knew that I wanted to paint an army of them, so I was delighted to finally get the opportunity to do so. The Haemonculi are weird, wonderful, downright creepy and horrible, but I love them. I was very much inspired by a piece of artwork in the book that depicts the Tau

Empire's first encounter with the Dark Eldar, the Haemonculi covens front and centre. The Haemonculi covens were definitely the aspect of the Dark Eldar that interested me the most, as they have such a cool theme.

When flicking through the book for inspiration, I was immediately drawn to the disturbing seal of the Prophets of Flesh Haemonculi coven – a stylised design with five fingers and a thumb – it is a subtle difference, but looks utterly wrong. Urien Rakarth hails from this coven, so I had to include him as a centrepiece to the army. It helps that he is also my favourite model in the range, so I didn't need any further encouragement. The rest of the army consists of a selection of Haemonculi coven models, including a Talos and a Cronos, as well as some members from a Wych Cult that caught my imagination as well.



Painting paragon
Duncan Rhodes may seem like a happy, cheery sort of fellow, yet when he isn't painting armies, it is rumoured that he is busy building his own fully operational Talos in his spare time. Creepy.

PREPARING CITADEL FINECAST

We asked him to show us how to go about preparing and assembling Citadel Finecast miniatures. Although Duncan uses one of his Wracks for this guide, the technique is applicable to any Citadel Finecast model.



Use a pair of Plastic Cutters, first clip all of the components from the frame.



Using a Hobby Knife, cut away any large areas of flash. Take care with the sharp blade.



Once all the large areas have been removed, use the Hobby Knife to trim away smaller areas of flash.



Finally scrape the blade of the Hobby Knife gently across the surface to remove model lines.

ASSEMBLING CITADEL FINECAST

Citadel Finecast is best glued together with Superglue. Because of the porous nature of resin, Superglue bonds very quickly, so it's best to perform a dry fit first to make sure that the components fit together snugly.



First test fit the components, making sure that they fit snugly together before applying glue.



Apply a small dab of Super Glue to one component before pushing together.



Once the model is assembled, glue it to its base. You may need to nip the tab off first.



The assembled Citadel Finecast Wrack, ready for undercoating with Chaos Black Spray.



URIEN RAKARTH AND HAEMONCULUS

When painting the two leaders of his force, Duncan used the same techniques as he did with the Wracks (as described overleaf), but spent a lot more time and care on the highlighting. He began by painting the skin, as this would likely be the messiest stage, so any stray paint would be covered up when applying the basecoat stages to other areas later on.

The only exception was that when painting Urien Rakarth and the Haemonculus, he didn't paint the 'bruised skin' effect as used on the Wracks – as the rulers of the Haemonculi covens, Duncan reasoned that they would be the ones inflicting pain and suffering on their underlings, not receiving it! To further differentiate the two characters, Duncan painted Urien Rakarth with a black cloak, whilst his colleague in pain wears a patchwork of flayed skin stitched into a lab coat.

Duncan wanted Urien Rakarth to have a suitably large bodyguard of Wracks, as his Father of Pain special rule helped ensure that they began a game with three pain tokens. This squad was also going to be mounted on a Raider to enable them to assault the enemy as soon as possible.

GROTESQUES

The Grotesques provide Duncan's army with some real muscle (pun intended), and he always takes advantage of Urien Rakarth's Master Haemonculus special rule, paying the 5 extra points per model to grant them an additional point of Strength.

As with much of the army, Duncan painted the Grotesques using the same method as the Wracks, but took extra care with the skin. The large areas of flesh would stand out much more, so Duncan made sure that the skin was painted in more detail.





WRACKS

As the mainstay of his army, Duncan painted the Wracks first so that he could decide on a colour palette before using them as a template to paint the remaining models in the force.



Basecoat the flesh and bone with a basecoat of Dholeb Stone and the weapons with Chainmail. Highlight the leather with Scorched Brown.



Apply a heavy wash of Ogryn Flesh to the skin. Edge highlight the leather Snakebite leather. Wash the metal Rustic Black.



Layer a 1:1 mix of Dholeb Stone and Skull White onto the skin. Edge highlight the leather Kommando Khaki and the metal Mithril Silver.



Apply a fine highlight of Skull White to the flesh and bone, and wash the leather with Devlan Mud.



Duncan then added areas of bruising to the skin by washing on patches Leviathan Purple.



Once the Leviathan Purple was dry, he added patches of thinned-down Thakra Green as well.

Painting Citadel Finecast

Duncan explained that he paints Citadel Finecast in much the same way as the plastic miniatures in his army. 'The crisp finish that a Citadel Finecast miniature has is a real treat for us as painters, as it makes it incredibly straightforward to pick out the detail.' Duncan does point out that at this stage you should keep an eye out for flash that you might have missed – just scrape it off and touch it up with Foundation paint.



RAIDER

The inclusion of the Raider provides Duncan's army with some serious speed, not to mention a powerful anti-tank weapon in the form of the dark lance mounted on its prow. With a third of his points invested in Urien Rakarth and his large squad of Wracks, Duncan wanted to ensure that he could get the most from this expensive unit. A Raider would certainly help him do that, quickly delivering its cargo to where they could inflict the most hurt – right in the heart of an enemy army.

Duncan thought long and hard about how he could modify the Raider's gunner and pilot to fit in with the theme of the rest of his army, eventually finding the solution he was looking for when he began building his squad of Wyches. A faceless mask covers one of the Wych heads in the kit, and Duncan used two of these, after modifying them to suit his purposes, on the crew of his Raider. He smoothed the helmet

with Green Stuff before using a Hobby Vice to make holes to match the impassive masks worn by the Wracks and Grotesques. Simple but effective touches such as these can really help to reinforce the overall look of your army and carry a single unifying theme across the whole force.

To further identify the Raider as belonging to and carrying agents of the Prophets of Flesh, Duncan made sure that the vehicle's aethersail proudly displayed the coven's seal. The symbol of the Prophets of Flesh features on the Raider's transfer sheet, so it was a simple matter to apply them after the aethersail had been painted. Duncan painted the fabric of the aethersail in the same way as the aprons on Urien Rakarth and the Wracks, almost implying that it is made of a similar material, no doubt stretched skin. This is yet another way to tie the look of the Raider to the unit that it transports into battle.



Duncan took the black mask from the Wyches frame and drilled holes into it with a Hobby Drill, to fit in with the look of the Wracks.



The Raider's gunner has been similarly converted, using another spare mask.



The sail has been painted in a similar manner to the aprons of the Wrack. Duncan reasoning that it might be made of stretched skin.



Duncan attached as many chains and hooks to his Raider as possible for capturing slaves to take back to the oubliettes of Covenoragh.

VENOM

Duncan included a Venom to transport a small squad of Wyches. He intended to provide this elite combat squad with the means to rapidly close on the enemy, capturing objectives or picking off vulnerable enemy units. He included as many chain-snares as possible on the models, not only to fully represent the vehicle upgrade, but also to further fit the theme of the Cult of the Dying Breath trying to capture victims. Duncan painted the Wych crew and passengers at the same time as the squad to ensure consistency.



WYCHES

For the Wyches in his army, Duncan took inspiration from a piece of unpublished background that Phil had written (see right). They are from the Dying Breath, a Wych cult with strong ties to the Haemonculi covens as a result of their augmented physiques and passion for secret weaponry concealed within their flesh. Duncan even considered modelling the Wyches with extra limbs to represent their augmentation, but decided that this would interfere with the Wyches' dynamic feel. With the Wych cult's obligation to the Haemonculi in mind, Duncan assembled them with equipment suited to capturing slaves, such as a shardnet for the squad and chain-flails on their Venom. To represent the Wyches' ability to perform the dying breath from which the cult takes its name, Duncan painted vials of chemicals on their backs.

THE DYING BREATH

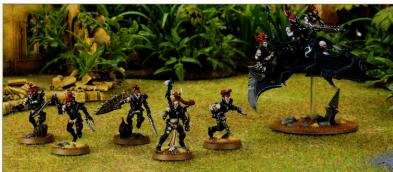
The Wyches of the Dying Breath are almost all biologically modified in some manner. Maintaining close ties to the covens of the Haemonculi, it is not unusual for these Wyches to boast more than two arms, gyroscopic stabilisers within their torsos, hydraulic knives that burst out from under the flesh, back-jointed legs that allow great leaps or steel tendons that flex like cables under laser-reflective skin. Instead of using combat drug injectors like most Wych Cults, the Dying Breath's warriors have glands within themselves that can excrete whatever combat drug its user desires. The Wyches of the Dying Breath are quite literally living weapons – even when they are laid low, they can metabolise their drug-glands into a cocktail of hypertoxins that they breath out in a cloud of poisonous gas, choking their killers to death with one last spiteful curse.



This Wych carries shardnets to capture slaves for their masters.



The tubes have been painted to look like drug dispensers.



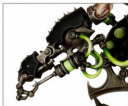
TALOS PAIN ENGINE

'I was always going to feature a Talos in my army, as it's amongst my favourite miniatures to date.' He proclaimed that 'They are creepy and disgusting, but in the best possible way,' which in itself is a disturbing thought. During one of his more lucid moments, Duncan strongly advised that anyone thinking of collecting an army from the Haemonculi covers, or at least a Dark Eldar army that features them heavily, should consider including at least one or two of the Talos kits in their army. Not only are both the Cronos and Talos highly effective on the battlefield and perfectly fit the Haemonculi theme, but the kit includes a huge selection of spare components that you can liberally spread throughout the army to help identify this weird and wonderful side to the Dark Eldar. The spare weapons, for example, fit the Grotesque models so you can add them to your units to add more variety.

The Talos is very much the army's hard-hitter, strengthening the line wherever it is required, able to crush both infantry and vehicles alike. Duncan equipped his Talos with chain-flails for additional close-combat punch, as it allows him to re-roll the random number of Attacks the Talos receives each turn, further increasing its reliability for dishing out pain.

One final point of note is that Duncan assembled the 'scorpion tail' of the Talos so that it flows behind the Talos rather than rearing over its back. He wanted it to have the same look as the horrible, extended spines of the Haemonculi, and decided that this would be a clever way to achieve it. As he explains, 'By assembling it in this pose, it makes it look as though the tail flows out of the back of the creature, so by painting it to look bony it makes it look like its spine.'

Duncan painted the carapace of the Talos black to match with the colour scheme he employed for the vehicles, helping it match the army.



Duncan chose to use an icher injector as it was a particularly creepy looking device.



Duncan painted the tendrils of the Cronos to look like fleshy appendages.

PAINTING VIALS

To help unify the army as a whole, Duncan painted any vials, liquids or toxins featured on any of his models using the techniques described below.

1



First block out the glass vial with Chaos Black.

2



Apply a basecoat of Oxhide Shade to the whole area.

3

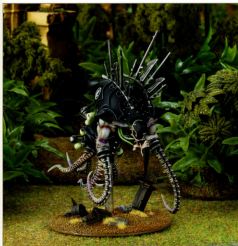


Highlight the upper area of the vial with Snot Green.

4



Apply a highlight of Scorpion Green. Finally highlight with Skull White and wash with Thraka Green.



CRONOS PARASITE ENGINE

The inclusion of a Cronos Parasite Engine gives the army the ability to acquire pain tokens with remarkable speed. Not only do many of the units in the army begin each game with one such token on account of their *Altered Physique* special rules, but the inclusion of a *Haemonculi* and *Urien Rakarth's Father of Pain* ability further increases this starting quota. With an abundance of pain tokens already in the bank, the Cronos' ability to process enemies, either at range or in combat, and distribute the stolen life-energy to other units as pain tokens is priceless. In this way, it will not take long for the majority of the army to acquire three or more pain tokens. Duncan's first target for this boon of life-essence is the Talos, earning it the *Feel No Pain* special rule and increasing its survivability in battle.

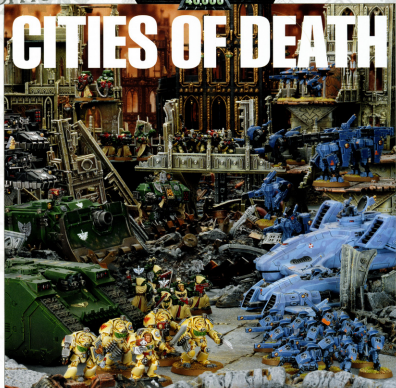
To maximise the ability of the Cronos to generate pain tokens, Duncan made sure that he assembled his model with a spirit probe, enabling it to strip the souls of its victims in combat as well as at range. It helped that this gave it a horrible, insectile appearance. The finishing touch was to apply a transfer displaying the seal of the Prophets same way as on the Talos.



OFFICIAL

WARHAMMER
40,000

CITIES OF DEATH

**Cities of Death**

Cities of Death is an 80-page Expansion for Warhammer 40,000. Containing rules, stratagems and scenarios for playing cityfighting games in urban environments, it's a great way to expand your Warhammer 40,000 experience. The book is also packed with hobby ideas for you to try out on your miniatures and scenery and plenty of stories and background to whet your appetite.

Cities of Death is an Expansion for Warhammer 40,000 that enables players to unleash their armies into the bloody and brutal streets of a city engulfed by war. It enables players to experience the thrill of battling in the tight confines of a city in the 41st millennium, presenting a wealth of tactical opportunities.

This month the Studio is publishing an FAQ and Errata document for Cities of Death that brings the veteran expansion for Warhammer 40,000 bang up to date. For the guys over in our games development team however, it wasn't enough just to polish up the rules and make sure they were consistent for the current edition of Warhammer 40,000 – they also felt the need to delve into the rules and cook up some new scenarios for your games and

some race-specific stratagems to unleash onto the battlefield. To lead the charge, we hand over to games developer Adam Troke to explain more.

Adam: Since Cities of Death was first released it has provided a wealth of great opportunities to play games of Warhammer 40,000 within a tense urban-warfare environment. That's something that sings to the soul of anyone with a love of the background – many of the greatest and most exciting battles throughout the history of Warhammer 40,000 have been fought through the blood-soaked streets of the Cities of Death, from the engagements in the bloody streets of Armageddon's hives during Ghazghkull's various invasions to the dense urban warfare during the final stages of the

Badab War. Whenever I get the chance to play a game within that context, it feels as though it has the potential to be something quite extraordinary. Epic in scope and thrilling in execution.

The joy of it comes from the interaction, not only with your opponent, but also with the terrain. As you move your models down cramped streets, through rubble-strewn ruins and across narrow gantries, your imagination is drawn into the story of your game. Tactics are different too – an army that dominates through long-range firepower might well find itself taxed amidst the burgeoning cover. Likewise, an assault force may struggle to navigate the densely covered battlefield. It makes us play our games differently, think about our forces in a different way and gives our games a new lease of life.

So, what we've done here is revisit the rules for Cities of Death – a simple thing really that basically addresses the few rules issues that the Expansion runs into with the current iteration of the rulebook. The FAQ is available for download from our website and with that (and a copy of the Cities of Death Expansion) there is a whole world of urban carnage waiting to be unleashed. Over the next few pages, we'll delve into some of the things that arise. I'll talk over a few of the more significant clarifications (complete with lovely pictorial examples) and we'll present four new scenarios for you to try alongside a raft load of new army-specific stratagems. Finally, and perhaps most excitingly, we'll showcase the awesome fun that's to be had with a battle report fought between Space Wolves and Chaos Space Marines.

So... how's that work?

The funny thing about the rules notes in Cities of Death is that they prepare the way for 5th Edition Warhammer 40,000 – many of the principles that are covered within the book have found their way directly into the rulebook or have been superseded by the more recent ruleset. Just by having a copy of the Warhammer 40,000 rulebook, you have access to most of the information that you need and the Cities of Death Expansion simply rounds out the experience, providing you with the nitty-gritty detail of how to organise and fight a cityfight, with plenty of scenarios and stratagems to use during your games.

Unexpected Situations

The complex urban environments of the Cities of Death will sometimes throw up interesting situations that you think it'd be cool to have a rule for – just discuss it with your opponent and make a rule up! This happened in the battle report, where both me and Phil thought it'd be cool for models to be able to jump across gaps in the gantries.



LINE OF SIGHT

Perhaps the single biggest rules adjustment to bear in mind with Cities of Death nowadays is the fact that Warhammer 40,000 uses 'true line of sight'. This is a really rewarding element of the game that encourages you to get down to eye-level with your miniatures and work out what they can see (watch out for the spiky terrain when you're doing so – you don't want to poke yourself in the eye). This is never more fun than in Cities of Death with all that super-detailed Citadel terrain to battle through. To check if you can make a shot get down and look to see what your models can see. It's fun, it gets you interacting with your miniatures and it looks fantastic when you realise that your lascannon can draw a bead on the enemy warrior lurking through all that cover.



GORE-SOAKED RUINS

Close combat in city ruins poses some interesting conundrums such as whether models can fight opponents that are on different floors and so on. Although addressed in *Cities of Death*, the rules presented in Warhammer 40,000 offer a clear and concise system with the vagaries of close combat in a densely packed situation (especially page 85). These rules are pretty easy to follow and make assaults in cityfighting games especially bloody.



WALKING THROUGH WALLS

One of the topics that needs addressing is how models move around within city ruins. Firstly, models can move through walls. Bearing in mind the weaponry, wargear and physical power of the warriors of the 41st Millennium, this is entirely reasonable – providing they take a difficult terrain test as usual. Of course, if you want to you can count walls as solid, using doors and similar, but in the main adopting the 'walking through walls' philosophy from the rulebook is very effective. Secondly, there is the question of climbing between levels. If you have enough ladders in your ruins then there's no harm in ruling that models can move up and down only where there is a ladder or staircase. However, this can be restrictive so generally we assume that models can ascend and descend wherever they choose.



TAKE AND HOLD

Many of the Cities of Death scenarios revolve around having a Scoring Unit occupy a building or particular location. There's a handy table on page 46 of Cities of Death that qualifies what counts as a Scoring Unit in Cities of Death and what doesn't. When playing, just

use this table to see whether your unit counts or not. This makes many units that would not normally be able to claim objectives more flexible than usual in Cities of Death games, which enables you to field armies with a very different tactical flexibility.



NEW STRATAGEMS

One of the enjoyable aspects of *Cities of Death* is the use of stratagems to give you a tactical edge over your opponent. On this page we present a swathe of new cityfighting stratagems for you to use in your games – one for each of the major forces in *Warhammer 40,000* (you'll notice that the Space Marines share one... that's perfectly fine). Feel free to use these in your games, just make sure you have this White Dwarf with you to show your opponent what the stratagem does when you unleash it!

☉ Tau Empire: Tactical Urban Navigation Apparatus

Deployment Stratagem

In the hard-to-navigate confines of ruined cities, the Air Caste is known to employ technology to reveal the battle zone before a fight. Any Fire Caste unit equipped with a reception device will be guided through the treacherous twists and turns of the ruined landscape by the Air Caste crews high above.

- Before deployment roll a D6 – this is the number of units equipped with Tactical Urban Navigation Apparatus. These models are not deployed before the game, but instead will enter play from reserve.
- During the game, when a unit equipped with this stratagem becomes available, it may enter play from any board edge, moving on as described as under the rules for reserves (*Cities of Death* page 45 and *Warhammer 40,000* rulebook, page 94).



☉ Dark Eldar: Insidious Portal

Dirty Trick Stratagem

Unbeknownst to its owner and the city at large, a priceless artefact in the Planetary Governor's private museum is actually a portal to the Dark City of Commorragh. As the urban war intensifies, the Dark Eldar activate the portal's opposite number from within their labyrinthine city, turning the artefact into a darkly shimmering gateway from which a new strike force can emerge to wreak havoc.

- The Insidious Portal is used at the beginning of the owning player's third turn.
- Nominate a building anywhere on the board that does not include any enemy models. A Dark Eldar unit arriving from reserve may enter play as if the borders of this building were part of its table edge, as per the usual rules for reserves.



☉ Eldar: Holo-Emitters

Dirty Trick Stratagem

Eldar vanguard units are deployed with advanced holo-emitters, causing them to fade into the shadows of ruins and playing havoc with enemy auspexes and sensoriums.

After both sides have deployed and Scout moves have been made, roll a D3. Pick that many of your units. For each unit picked you may:

- Remove them from the table and place them back in reserve.
- Swap them for a unit that is held in reserve.
- Swap them for another unit elsewhere on the table.



☉ Tyranids: Gargoyles Eyrie

Key Building Stratagem

Gargoyles will occasionally choose a high place within a city from which to launch their attacks. Unsuspecting enemies will venture into these chosen ruins, only to find themselves beset by dozens, if not hundreds, of screeching, flapping Tyranid creatures, who erupt from quiet corners and hidden spaces to soar up and out across the battlefield.

- The Gargoyles Eyrie stratagem is always the tallest building on the battlefield and is declared after the terrain has been set up, but prior to deployment.

If your army includes any Gargoyles Broods, they must start in reserve and Deep Strike onto the battlefield anywhere within 12" of the marked building. Additionally, when a unit of Gargoyles enters play through Deep Strike, any non-Tyranid units inside the building suffers 3D6 Strength 2, AP- hits and must immediately fall back.



☉ Chaos Space Marines: Tainted Ground

Dirty Tricks Stratagem

Through vile ritual and blasphemous incantation, a section of the city has been reconsecrated to the Dark Gods of Chaos. Here, the very air crackles with barely contained unholy energies and the howling forms of soul-hungry Daemons claw at the very barriers between the worlds.

- Before deployment, secretly note a city ruin to be the Tainted Ground. For the duration of the game, all enemy psykers in that city ruin suffer a Perils of the Warp attack at the start of each phase (yes, phase!). Furthermore, if a Chaos Space Marine psyker targets a unit in the city ruin with a psychic power, the Psychic test is automatically passed.



☉ Necrons: Flayed One Haunt

Key Building Stratagem

By some stroke of ill-fortune, one of the ruined buildings houses an ancient and terrible hyperspace portal, which links the battlefield with the chancel palaces of the Flayed Ones. As the battle rages, the scent of blood is sure to attract ever more of these gangrel creatures into the fray...

- Each turn, keep a tally of the number of models removed as casualties within 6" of the building. At the end of the turn, roll a D6 for each such casualty. On a score of 5+, a Flayed One emerges from the hyperspace portal and joins the battle.
- If there is a unit of Flayed Ones within 6" of the building, add this model to, and place it in coherency with, the unit (you can choose if there is more than one Flayed One unit within 6").
- If there is no unit of Flayed Ones within 6", place the first Flayed One anywhere within 6" of the building that is not within 1" of an enemy model or within impassable terrain. Add any other newly arrived Flayed Ones to, and place them in coherency with, this new unit.



☉ Space Marines: The Noble Hero

Key Building Stratagem

Beneath the stony gaze of an honoured hero, immortalised in stone or metal, the Space Marines will fight hard for victory.

- Any friendly Space Marine within 6" of the building must re-roll failed rolls to hit in the Assault phase.



☉ Sisters of Battle: Consecrated Shrine

Key Building Stratagem

The shrine houses a relic of great importance. The Sisters of Battle will stop at nothing to protect this revered artefact, finding fresh reservoirs of faith to call upon and defeat their foes.

- Any Sisters of Battle units within a Consecrated Shrine building count as having a Simulacrum Imperialis. In addition, if a Sisters of Battle unit within the building successfully makes an Act of Faith, roll a D6: on the roll of a 5 or 6 your army immediately gains a Faith point (see next issue for more details).

☉ Chaos Daemons: Warp Rift

Dirty Trick Stratagem

When a Warp Storm scours real space, the power of Chaos invades the material world, dragging chunks of realspace into the Warp.

- The Warp Rift stratagem is played upon a single non-objective building at the start of your opponent's first turn.
- At the end of your opponent's turn, and each of his turns thereafter roll a D6. On the roll of a 6 the building (and its occupants) are sucked into the warp. Replace the city ruin with a crater and remove the building and any models within it from play. Note that this could cause weird situations, where the building is really large or built into the battlefield – bear this in mind before you play the stratagem and try and cook up a decent work-around.

☉ Orks: Blood Axe Kommando Hustle

Dirty Trick Stratagem

In unusually disciplined boot camps, Blood Axe Kommandos have been skooling da Boyz in the art of cityfighting.

- In this battle, all Ork infantry units gain the Move Through Cover special rule.



☉ Imperial Guard: Vox Relay

Key Building Stratagem

A communications relay deployed within the building allows officers to link directly into the Imperial Guard's vox net without fear of interference from enemy scramblers or static-emitter arrays.

- Any Imperial Guard Officer within a Vox Relay building adds 6" to their command radius. In addition, when issuing an order, roll an extra dice for the ensuing Leadership test and discard the highest result.

☉ Grey Knights: Hexagrammatic Wards

Key Building Stratagem

The Grey Knights have prepared the battlefield, inscribing sacred sigils with the blood of the pious. Such sigils act as powerful wards, creating a sanctuary from Daemons and psykers.

- Enemy units treat this city ruin as difficult and dangerous terrain.
- Daemons and psykers fail their dangerous terrain tests on a 1 or a 2.



OFFICIAL NEW CITIES OF DEATH SCENARIOS

Played plenty of Cities of Death games already? Hankering for more scenarios to test your mettle? Here you will find four new Cities of Death scenarios to try out.

MAELSTROM

The maelstrom of battle leaves forces fragmented and in disarray – lines of communication are fractured and warriors find themselves cut off from their allies and surrounded by foes.

MISSION OBJECTIVE: KILL POINTS

This game uses kill points to determine the winner.

SCENARIO SPECIAL RULES

Alpha: Cityfighting Stratagems.

Gamma: As Alpha plus Dusk & Dawn.

Omega: As Gamma plus Random Game Length.

THE SWIRLING MAELSTROM

At the heart of a raging cityfight keeping track of friendly units can be incredibly difficult. Roll a D6 for every unit that enters play from reserve. On a 1-3 your enemy chooses the point of entry instead.

SCENARIO SET-UP

- 1) Divide the table width ways into four equal strips. The winner of a roll-off picks two strips to be their deployment areas, but neither player may have two adjacent deployment areas.
- 2) Declare the use of stratagems as normal.
- 3) Starting with the player who chose deployment areas first, players must take it in turns to deploy their force one unit at a time, alternating between deployment areas – thus their force will be split evenly between the two areas. Note that Daemons of Chaos should deploy in the same way as other armies in this scenario, representing the fact that the battle is already underway.
- 4) The winner of a roll-off may go first or second.

Game Length: The game lasts for 4 turns. An Omega game may last longer.

INFERNO

The battle has raged on too long and now high command insists on a swift end to the fighting. Artillery units, loaded with devastating incendiary shells will soon reduce the city to a blazing inferno – there is no time to escape, only kill.

MISSION OBJECTIVE: DEATH AND GLORY

This scenario uses kill points. Additionally, subtract one from your score for each of your units that has fled or is broken at the end of the game.

SCENARIO SPECIAL RULES

Alpha: Cityfighting Stratagems, Raging Inferno.

Gamma: As Alpha plus Dusk & Dawn.

Omega: As Gamma plus Random Game Length.

SCENARIO SET-UP

- 1) Players roll off and the winner picks a table edge to be his deployment zone.
- 2) Declare the use of stratagems, as normal.
- 3) Starting with the player who chose table edge first, players take it in turns to deploy their armies within 12" of their table edge, one unit at a time until both units are fully deployed. Units are deployed in the following order: Troops, Heavy Support, Elites, HQ, Fast Attack.
- 4) The winner of a roll-off may choose whether to go first or second.

Game Length: The game lasts for 6 turns or until one side has been completely wiped out.

RAGING INFERNO

High command are hammering the battlezone with increasing intensity, unleashing a deadly firestorm.

At the start of each player's Shooting phase the controlling player places an inferno marker (40mm round markers that look suitably fiery will do). Once placed, roll for scatter exactly as if the shot was a blast weapon with a Ballistic Skill of 0. Any model within 6" of the marker suffers a Strength 5, AP- hit. The marker remains in play and will have the same effect in each subsequent Shooting phase.

Additionally, if the marker ends up on or in a city ruin, the entire ruin is considered ablaze. Any model within the building at the beginning of any Shooting phase immediately suffers a hit as above.



CATACLYSM

The enemy have a command centre that simply cannot be captured. Destroy it. Utterly.

MISSION OBJECTIVE: SCORCHED EARTH

The winner of the scenario is the first player to successfully detonate their cataclysm device. If neither player achieves this before the end of the game, both players lose.

SCENARIO SET-UP

- 1) Players roll off and the winner picks a table edge to be his deployment zone.
- 2) Declare the use of stratagems, as normal.
- 3) Starting with the player who chose their table edge first, players take it in turns to deploy their armies within 12" of their table edge one unit at a time. Units are deployed in the following order: Troops, Heavy Support, Elites, HQ, Fast Attack. Note, HQ units may not deploy in reserve during this scenario, unless they are Chaos Daemons, in which case they must enter play as soon as possible. Finally, each player must nominate a city ruin within 12" of their table edge as their command centre (this may have stratagems played upon it, but not any that might destroy it).
- 4) Roll a D6. The player with the highest score may choose whether to go first or second.

SCENARIO SPECIAL RULES

Alpha: Cityfighting Stratagems, Cataclysm Device.
Gamma: As Alpha plus Dusk & Dawn.
Omega: As Gamma plus Random Game Length.

CATACLYSM DEVICE

When crushing your enemy nothing is excessive. Once both players have deployed their armies, each must place a counter in base contact with an infantry model (or within a transport that is carrying infantry models, it can be assigned to a model that disembarks later). This counter is your cataclysm device and will move along with the model it is placed beside. Should that model be slain, another friendly model within 2" takes it up. Should all nearby models be slain, it is left in place until recovered (enemies may not move it).

You may attempt to detonate the cataclysm device at the end of your Shooting phase, if it is wholly within the enemy command centre and you have a friendly model in base contact. Roll a D6, on a 4+ the device goes off and you win the game. If there are no friendly models in base contact with the device, you may not attempt to detonate it.

DECAPITATION

A cunning general can make all the difference in a city fight. A dead general can make no difference at all.

MISSION OBJECTIVE: ASSASSINATE THE GENERAL

This scenario uses kill points to determine the victor. Additionally, should you slay the enemy leader (see below) you may score additional Kill Points.

SCENARIO SET-UP

- 1) Divide the table into quarters. Both players roll-off to pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.
- 2) Declare the use of stratagems, as normal.
- 3) Starting with the player who chose a quarter first, players take it in turns to deploy their armies one unit at a time until both units are fully deployed. Units are deployed in the following order: Troops, Heavy Support, Elites, HQ, Fast Attack. HQ units may not deploy in reserve during this scenario, unless they are Chaos Daemons, in which case they must enter play as soon as possible.
- 4) The winner of a roll-off may go first or second.

Game Length: The game lasts for 4 turns. An Omega game may last longer.

SCENARIO SPECIAL RULES

Alpha: Cityfighting Stratagems, Cut Off The Head
Gamma: As Alpha plus Dusk & Dawn.
Omega: As Gamma plus Random Game Length.

CUT OFF THE HEAD

The commander of the enemy force has plagued you long enough, his ruses thwarting your efforts. Each player must nominate one of their HQ choices as their battle leader. If your opponent's battle leader is slain, consult the following table to see how many kill points you receive.

- The battle leader was slain by a ranged attack from more than 24" away: 1 kill point.
- The battle leader was slain by a ranged attack from more from between 6"-24" away: 2
- The battle leader was slain by a ranged attack from within 6": 3
- The battle leader was slain in close combat: 3
- The battle leader was slain by your own battle leader: 4

CITIES OF DEATH



Cities of Death

You can find the full range of Warhammer 40,000 scenery on the website, as well as articles about building your own terrain and even more Cities of Death stratagems.



games-workshop.com

At the heart of every Cities of Death game is the eponymous urban battlefield, the ruined cityscape that is soon to be the focus of so much death and destruction. City ruins create an atmospheric battlefield over which a cityfight is fought, creating the towering edifices and creaking walkways from which your troops can rain fire on the enemy down below. The city ruins also form the streets and plazas that will form the bottlenecks and killing grounds for your troops. They also create the open areas that your vehicles can rumble through, hunting down the foe.

These city ruins interact with the rules of Cities of Death at every turn, whether forming the objectives in a mission that must be captured and controlled, the location of a key building stratagem or simply the chosen point for a cunning ambush or brutal showdown between your armies.

The trick to getting the most out of your city ruins is to indulge in a spot of kit-bashing when you assemble them. If you

buy the Imperial Sector box set, you can use it as the core of your scenery collection. The box contains a plethora of plastic frames, enough parts to make four buildings – three small buildings and one large building – in a variety of combinations. Because the various city ruin frames are compatible, you can let your imagination run wild as you assemble the contents of the box.

There's no single way to put your city ruins together, or to paint them, but we've provided a simple stage-by-stage guide to painting them on the right.

One thing to note is that, since the advent of Warhammer 40,000 5th edition, the battlefields of the 41st Millennium are bedecked with even more scenery than Cities of Death suggests you use. With that in mind, we recommend upping the amount of scenery for each level of mission, adding a ruin or two alongside some extra terrain. The Honoured Imperium, Urban Barricades and Walls, and the Moonscape craters are all great at making an even better cityscape.



PAINING RUINS



Stage 1 – Start by using a 3:1 mix of Graveyard Earth and Shadow Grey. This was applied all over the building with the Spray Gun.



Stage 2 – The building was then drybrushed with a 4:3:1 mix of Rotting Flesh, Graveyard Earth and Shadow Grey. Using the large drybrush, apply the paint in circular motions to make sure all the detail is picked out and no brush strokes are visible.



Stage 3 – The next step was another drybrush, again using the large drybrush but this time applying pure Rotting Flesh.



Stage 4 – The final stage used a 1:1 mix of Skull White and Rotting Flesh, drybrushed on to the building. Chaos Black was lightly stippled on using the stippling brush around the bullet holes and the damaged edges of the walls.

ALPHA-LEVEL MISSION

An Alpha-level cityfight is the simplest set-up to achieve. Although the *Cities of Death* rulebook advises only using two or three city ruins, in an Alpha-level, the latest edition of Warhammer 40,000 advocates using even more scenery in your battles. With this in mind, a fourth city ruin has been added to the board alongside some additional pieces of terrain scattered across the gameboards.

This set-up uses four board sections from a Citadel Realm of Battle, the contents of the Imperial Sector box set and a set of craters to create some more area terrain. This allows you to create several city ruins to fight over, as well as areas of open ground. The craters provide a subtly different dynamic, as they still provide cover but are not focal points.

When setting scenery up for a game of *Cities of Death*, try to remember that you are creating a city setting, complete with streets between the buildings. Arrange your scenery in clusters, creating areas of dense terrain as well as open areas. The more scenery that you add, the easier this will be.



The verticality of a *Cities of Death* battlefield is one of the key features, allowing you to set up sniper's nests and killing fields. However, a wily opponent can use this against you, denying your troops line of sight by keeping close to the base of ruins. When assembling city ruins make sure that you create plenty of areas for models to stand, as well as narrow streets when you set the board up.



GAMMA-LEVEL MISSION

Gamma-level missions add more scenery to the same 4'x4' battlefield – the Cities of Death book recommends four to six city ruins, but, as with the Alpha-level mission, we'd suggest adding even more scenery than that.

This board uses four different sections of the Realm of Battle Gameboard, along with the same city ruins as for the Alpha-level mission. A few more pieces of scenery have been added to the battlefield too. Acting as a centerpiece to the table is the Shrine of the Aquila, a towering edifice with multiple levels. The great thing about the Shrine of the Aquila is that it can be combined, mixed and matched with the other city ruins, allowing for even more combinations on the battlefield.

As well as craters, far more street scenery has been added in the form of the Honoured Imperium set and a selection of Urban Barricades and Walls, and Battlefield Accessories. The various barricades help to break up the areas of open ground, whilst the Honoured Imperium adds a really distinctive, gothic look to the tabletop.



Although the focus of a Cities of Death battlefield is on the city ruins themselves, they should not be the only objects on the board. You will want to leave open areas for your vehicles to traverse, as well as create built up areas of rubble. This 'street dressing' allows for smaller areas of cover and restricted lines of fire, as well as creating a suitably 41st Millennium flavour.



OMEGA-LEVEL MISSION

Studio terrain maker, Chad Mierzwa, built us this Omega-level cityscape that we use in the second of this month's battle reports, (over the page). Chad built the board using a Realm of Battle Gameboard and a huge pile of plastic Cities of Death scenery. He also used a wheelbarrow full of Modular Movement Trays to cover sections of the board and give them impression of stone paving and slabs of concrete.

As the board uses a Realm of Battle Gameboard as its foundation, the entire set-up is modular and can be assembled in a variety of ways. Chad has glued the city ruins to the board to allow him to create focal points, bottlenecks and open spaces.

Perhaps the coolest part of the board, apart from its scale, are the number of levels created by the towering buildings and aerial walkways.

Although the board may look like a daunting project, armed with a selection of plastic kits, the inclination to kit-bash various terrain pieces together and a good deal of time and effort, similarly impressive results can be achieved.



Chad built some of the ruins onto the full section, representing great piles of rubble.





The aerial garrics were made from the pylons from a Skyshield Landing Pad and pieces of city ruins.



Even the open areas are densely packed with fallen statues and heaps of rubble.



WARHAMMER
40,000

BATTLE REPORT

THE TYRANT AND THE WOLF



In the second of this month's thrilling battle reports we move to the corpse-strewn streets of the Dark Millennium, where two legendary heroes and their attendant retinues face each other within the Cities of Death.

BATTLE STATS

Type:
Cities of Death Battle

Mission:
Decapitation (See
page 89 for more
information).

Size:
1500 points

Forces/Players:
Space Wolves (Phil
Kelly) vs. Chaos Space
Marines (Adam Troke)

With Cities of Death updated in this very issue and accompanied by a wealth of new scenarios and stratagems, it seemed wholly appropriate to take the Expansion for a spin in a battle report. Adam Troke is responsible for the new missions and stratagems this issue, so we nominated him, and his comrade Phil Kelly to be the willing opponent.

Phil chose to field the Space Wolves and selected none other than Ragnar Blackmane to lead the charge. Adam elected to side with the forces of Chaos and designed a Chaos Space Marine force with the infamous Tyrant of Badab, Huron Blackheart, at its head. With two such worthy protagonists an exciting tale was starting to form even before any dice were rolled. This also made the choice of scenario an easy one, the Decapitation

Mission would ramp up the narrative as it awarded kill points for slaying the enemy battle leader, the more you close you get the more kill points you receive. This would encourage Adam and Phil to pit the Tyrant and the Wolf against each other in the heat of urban combat. The prospect of two of the most powerful Space Marine characters locking power-flecked claws was an exciting one, especially as they would be controlled by two capable generals, one who had authored the Codex he was using and one who was the architect of the mission they were about to play.

So it was we came to the, frankly awesome, ruined cityscape designed and built by the Studio's Chad Mierzwa. We had the feeling that this was going to be quite the 40K battle, and how right we were... Read on to find out for yourself.



Phil: There's a story in Codex: Chaos Space Marines where Huroon Blackheart captures a Space Wolves Strike Cruiser. I saw this battle report as a chance for our hairy heroes to get their Fenrisian revenge on the traitors.

So how best to bring those traitorous Chaos dogs to heel? Well, the story mentions a 'scarred, grizzled Wolf Priest', in this case leading a squad of Blood Claws in order to grant them re-rolls. In conjunction with my Honoured Ground stratagem this could give me the edge.

Grey Hunters are fantastic all-rounders, so I took two squads. One of these will go to war in a Razorback (immm, twin-linked lascannons) and the other will hustle through the ruins or guard my objective.

Assault Marines are great fun in cover-intensive Cities of Death missions. I took a 5-man Skyclaw pack with a few tank-busting weapons just in case of any heavy resistance. My Scouts would fulfill much the same role, albeit on foot. A Vindicator was practically a must. I love the siege shield's ability to plough through difficult terrain and the siege shells stratagem can collapse a building on the foe.

The main event of my army list was a double-hard unit of Wolf Guard with all the nasty weapons under the sun, led by none other than Wolf Lord Ragnar Blackmane. This guy is seriously expensive but worth every point. Let me prove it to you...



Adam: I've had a soft spot for Huroon Blackheart for a long time, so it stands to reason that he is the man to lead my army. He's accompanied by the Scions of Badab, a 10-man squad of Red Corsair Chaos Space Marines, Blackheart's Chosen, a squad of Chaos Terminators and even a Predator (which I dubbed Killfury). Not a bad start to the army. Especially when I stumbled across five Possessed Chaos Space Marines.

I love the idea that Chaos Space Marine armies are sometimes made up of different warbands (with varying allegiances), so I delved further into the Studio collection for some suitable additions. The Cleaved are wonderful looking models, and have just a hint of the 'Nurgle' about them. Ten Chaos Space Marines, plus a Summoned Greater Daemon with a distinctly Nurgle theme was a nice addition, but I went one further and added Rancid Glory, a squad of eight Plague Marines. Khorne muscled his way into the force in the form of the Bladeborn (ten Khorne Berserkers) and Deathmaker, a hulking Defiler.

Finally, I had space for a Daemon Prince – and I decided that Corflith Loathheart was the Daemon for the task! In terms of narrative, this army tells a wonderful story. Huroon is still rising from strength to strength and Chaos Space Marines continue to flock to his side. Let the carnage begin!



Ragnar Blackmane is the youngest to ever reach the rank of Wolf Lord and lead a Great Company.



Huroon Blackheart is the Tyrant of Badab, Lord of the Marchion and Master of the Red Corsairs.



URBAN SWEEP

URNS 1-2

Annotations

A Ragnar and his Wolf Guard alight from their immobilised Rhino and make it into combat against the Possessed. The Space Wolves strike with stark fury as Ragnar and his Wolf Guard wipe out the Possessed, adding to Phil's kill point total.

B The Razorback was immobilised from the very first turn, but its punner more than made up for the driver's error. In the first turn the Chaos Predator was wrecked and this was swiftly followed by the destruction of the Defiler in the second turn.

C In the second turn of shooting the Vindicator targeted the Berzerkers and slew a further five, leaving only the Icon Bearer left to stand on his own in a smoking crater.

D Keen to collect another kill point, Phil targeted the lone Icon Bearer with his Long Fangs, Dreadnought and even the Blood Claws snapped their bolt pistols at it, but to no avail.

E The Chaos Space Marines move forward to intercept the Grey Hunters and engage them in a short-ranged fire-fight.

F The Tyrant leapt across the walkway, towards the southern building where the Chaos forces were mustering as Ragnar approached. The Plague Marines shot the Wolf Guard but Phil made his saves.

The Chaos Space Marines were entitled to go first, but with no ranged weapons of note, Adam decided to go second and let the Space Wolves approach them. His ambush was cunningly set, ready to pounce as they approached next turn. The battle started with the Space Wolves making the first forays southwards, deep into the tight confines of the city ruins and the open areas of the rubble-strewn plazas.

The Grey Hunters stationed in the tower advanced from the cover of the building, which now had the stink of tainted ground about it, after Adam revealed that it was the target of his Chaos Space Marine stratagem. The Blood Claws headed south-east, and behind them was Ragnar's Rhino that immediately threw a track as it crossed the ridge of a crater, Phil rolling a 1 for his dangerous terrain test.

Not one to hang around, Ragnar Blackmane disembarked the Rhino and slogged it across the terrain, his Wolf Guard retinue following close behind on his heels. The Razorback also struggled with the environment and was immobilised as it pulled forward, but it could still draw

a bead on the Red Corsairs Predator, destroying it with a well-aimed lascannon shot that penetrated its armoured hull and ignited its fuel tank.

The Khorne Berzerkers were then targeted in a fusillade of concentrated Space Wolves fire, including siege shells from the Vindicator, heavy bolter shots from the Long Fangs and assault cannon fire Dreadnought, and even the mystic powers of the Rune Priest. Adam's cover saves kept them in the game and after the Shooting phase had ended, only four had been slain in total.

Adam marked the start of his first turn by flying the Daemon Prince across the city and then ultimately into the unit of Skyclaws, which clearly took Phil (and no doubt his impetuous pack of Space Wolves) by surprise. The six remaining Khorne Berzerkers ran forward and the Defiler scrambled onto the walkway to gain an elevated position. Adam's Shooting phase saw the Chaos Space Marines return fire, with the Red Corsairs dealing out a particularly devastating volley that slew three Grey Hunters.

Start of Space Wolves Turn 2 Assault phase



**DAEMONIC ASSAULT**

The Daemon Prince Corflich Loatheheart flew over the rubble and twisted terrain and into combat with the Skyclaws. The Space Wolves were momentarily wrong-footed but then took to the challenge with howls of delight. The first turn of fighting ended in a draw. The

Rune Priest and Scouts joined the fray in the following turn, but Loatheheart was unimpressed and set about slaying them all. Just a few Space Wolf Scouts stood before the Daemon Prince as the second turn came to an end.



HOWL OF THE ALLSLAYER

URNS 3-4

Blackheart's Chosen

Chaos Terminators are the elite Chaos Space Marines. They will often accompany their liege lord into battle, where they make incredibly deadly bodyguards. For proof, just look at how they dealt out death to the Wolf Guard with consummate ease.



Having dispatched the Possessed, Ragnar and his retinue climbed onto the southern building that had also been designated as the Space Marine's key building strategem. In a fit of prescience Phil had claimed the building as home to 'the Noble Hero' allowing all Space Marines to re-roll failed rolls to hit in Assault. As a lot of the forces were massing there, including the appearance of both Ragnar, Huron and their power-armoured retinues, it was a good bet that this strategem was going to see some use.

Also in the south, the Blood Claws seemed to saunter over the large crater by the building occupied by the Plague Marines. For two turns in a row Phil had rolled low for their difficult terrain test, and so they had struggled to advance over the rubble, which seemed very uncharacteristic of the Blood Claws, who are normally only too keen to engage with the enemy.

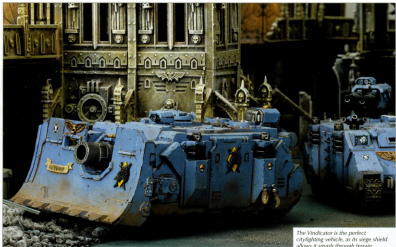
Across the battlefield, the Wolf Scout survivors who had fled from combat previously readied themselves to face the Daemon Prince. Whilst the other Space Wolf vehicles had struggled with the strewn rubble of the urban battlefield, the Vindicator had no such trouble. With its siege shield firmly in place, it smashed aside the terrain and advanced towards the Red Corsair lines determined to get

the Tyrant of Badab firmly in range of the demolisher cannon.

However, in the shooting phase the Vindicator sighted much closer targets and fired upon the Red Corsairs, slaying four in the massive blast, including the Aspiring Champion. This had Adam worried as he was fast losing suitable candidates to bring the Greater Daemon onto the battlefield. As it was, he only had one Aspiring Champion left on the board, and his only other option for possession was Huron himself!

The Razorback, which had scored a kill point every turn so far, finally missed, much to Adam's relief. The Long Fangs split their fire, with the heavy bolters firing on the lone Icon Bearer and killing him, the remainder aimed at the Chaos Terminators, scoring three wounds of which two were saved by Adam.

The Assault phase was packed as the armies made contact in earnest. The Space Wolves Dreadnought charged the Red Corsairs and proceeded to wade through their squad, slaying two. As predicted, the Wolf Scouts assaulted the Daemon Prince and, in a close fought battle, they robbed it of all but its final wound. The only disappointment was the intransigent Blood Claws who didn't make contact with the Plague Marines no matter how many ways Phil placed the tape measure on the table.



The Vindicator is the perfect city-fighting vehicle, as its siege shield allows it smash through terrain.



Ragnar Blackmane faces off against a mighty Greater Daemon. It is from such events great sagas are born.

Ragnar and the Wolf Guard, however, did make it into assault and set about slaughtering the Plague Marines, buoyed on by the Noble Hero stratagem. Adam could only look on as another kill point was added to Phil's tally.

The Chaos turn started as the last of the Aspiring Champions warped and mutated into a monstrous Greater Daemon. Much to Adam's relief, the Daemon had arrived while there was still a candidate for possession. The boon was it had appeared on the table close to Ragnar Blackmane and so a bitter fight was inevitable.

With very little further movement and no shooting it was straight into assault. As predicted, the Greater Daemon set upon Ragnar and the Wolf Guard. A titanic fight ensued upon the raised level of the southern building. Ragnar wounded the Greater Daemon twice but Adam made one save. The Creature of the Warp struck back and seriously hurt the Wolf Lord leaving him with just one wound left. The Wolf Guard piled into the fray and wounded the Greater Daemon for a second time.

Meanwhile, the Space Wolf Scouts were also locked in their own daemonic fight, but this time the Daemon Prince underestimated the Space Wolves and missed with all its attacks, allowing the

Sons of Russ to vanquish the great beast once and for all.

In the fourth turn Phil started to consolidate his forces, as he now outnumbered his Chaos enemies and so advanced, to surround and cut off the head of the Red Corsairs. The Vindicator used a siege shell on the southern building whilst targeting Huron. The shot was accurate and even though Blackheart and his retinue survived the shelling, the impact shook the building's foundations to their very core making it unstable and dangerous terrain.

The Wolf Lord unleashed his fabled war howl that reverberated around the cityscape spurring on the Blood Claws to get involved in the fight as Ragnar faced off against the Greater Daemon. But even with their aid, fate had scorned Ragnar and he was smote by the Greater Daemon! In vengeance a Wolf Guard stepped forward and beheaded the Warp-spawn with his frost axe but the damage had been done, and Adam had gained plenty of bonus kill points.

Chaos Turn 4 saw Huron belated enter the fray, he killed two Wolf Guard, but was wounded twice himself. However his Chaos Terminator bodyguard methodically wiped out the rest of the threat, turning the tide to Chaos, just as the battle was about to enter its final phase.

Leap of Faith

If you want to do something cool or relevant to the scenery you are playing on, then make up some rules for it. They don't have to be complicated or overwrought and actually the simpler they are, the better they'll work out. Because there were so many elevated walkways on this board, Phil and Adam liked the idea of their models leaping from one platform to another. So they agreed that a model could jump across a gap by performing a difficult terrain test. Should the model exceed the distance of the gap in inches, then the model makes the jump, otherwise they have fallen short and must take a Strength 4 hit and are deposited on the ground below should they survive.

THE FINAL FIGHT

URNS 5-6

The Tyrant Felled

The Dreadnought stomped across the urban detritus and then raised its assault cannon. It aligned its targeting matrices and located line of sight on the enemy battle leader, Huron Blackheart, even as its servos began to spin up and its ammo hoppers loading shells in place. Using true line of sight, Phil found that the Dreadnought could see the tyrant of Badab through the crenellations of the blasted platform. He didn't hesitate and let loose a storm of shells. Many embedded themselves around the fortifications but enough made it through and hit their target. Huron was already heavily wounded, and a high velocity shell penetrated his armour to tell the tyrant, awarding Phil two extra kill points.



Annotations

A As the Blood Claws moved across the treacherous city terrain in pursuit of the remaining Chaos Space Marine forces, two were slain by failing dangerous terrain tests.

B The Dreadnought took aim and shot Huron Blackheart, killing him via an assault cannon burst across the intervening terrain.

C The Vindicator advanced, but with a dearth of targets, had to make do with shovelling terrain aside as it continued to growl through the city streets.



The fifth turn started with the Space Wolves Dreadnought and surviving Wolf Scouts advancing on the remaining Chaos forces, after have despatched the Red Corsairs in the previous turn. The Space Wolf Scouts had more than made up for their earlier indiscretion, when they had (perhaps wisely at the time) fled from the Daemon Prince. But they had since changed back in to slay the creature

out of forces under his command. In fact he could do little more than move the Chaos Terminators so they could see the encroaching Blood Claws. Adam chose to fire upon them, which he duly did, killing two of the hot-headed Space Wolves.

The sixth turn arrived and by now it was clear that the Space Wolves had carried the day. The Dreadnought opened fire and slew one of the two remaining Chaos

“The battle was at an end. The Cities of Death were once again filled with blood, carnage and corpses.”

and then moved on to finish off the Red Corsairs, accompanied into assault with the Space Wolves Dreadnought.

The Blood Claws turned upon the Chaos Space Marines known as the Cleaved and set about them with a furious rage, brought about by witnessing the death of their Wolf Lord. The Chaos Space Marines didn't stand a chance and were wiped out in one triumphant round.

In the fifth Chaos Space Marine turn, Adam found that he was fast running

Terminators from Blackheart's Chosen. The Blood Claws lost another two of their number as they scrambled to move over the loose rubble and hazardous material of the dangerous building for the last time. But then they made it screaming and howling into the bloody throes of combat and were able to wipe out the last Chaos Terminator through overwhelming numbers.

The battle was at an end. The Cities of Death were once again filled with blood, carnage and corpses.

Start of Space Wolves Turn 5 Assault phase



SPACE WOLVES VICTORY

The battle certainly had some frightening moments for the Space Wolves, most notably Daemon related – when the Daemon Prince attacked early on, and the devastating arrival of the Greater Daemon. However, the momentum was with the Space Wolves from the start and as they scored kill points early on it became increasingly hard for Adam's Chaos Space Marines to catch up even with the bonuses given for slaying Ragnar in combat.

Adam's Thoughts

That was certainly a fitting end to our focus on Cities of Death – a titanic clash between two bitter rivals (and the Space Wolves vs. Red Corsairs too).

It was very exciting to get down amongst the terrain and peer through shattered windows and jagged wreckage to make out long-range shots. The narrative that the impressive terrain, and the way our armies interacted with it, provided was the perfect example of how playing a Warhammer 40,000 Expansion can give you a taste for something new and different.

If you haven't tried out Cities of Death for yourself yet, what are you waiting for? It's time to take to the streets.

FINAL KILL POINT TALLY

Space Wolves: 12
Chaos Space Marines: 7

WARHAMMER

LORDS OF THE NIGHT

WARHAMMER
40,000

CODEX: SISTERS OF BATTLE

Exclusively in the next issue of White Dwarf, we present the first part of Codex: Sisters of Battle. You will find the background and the bestiary for the devoted warriors of the Ecclesiarchy.

WARHAMMER

VAMPIRE COUNTS

Drawn to the battlefields of the Warhammer world by the storm of magic, the Vampire Counts are here next month. August's issue will contain new and exclusive rules for a new vampiric monster to add to your army.

