

FREE: EXCITING DREADFLEET CAMPAIGN BOOKLET INSIDE.

**GAMES
WORKSHOP**

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD384 December 2011



WARHAMMER

MONSTERS

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

DRAGON HUNT

WARHAMMER
40,000

APOCALYPSE

WINTER DECEMBER 2011 £4.50 WWW.GAMES-WORKSHOP.COM

**GAMES
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Cover artwork by Dave Gallagher



Wow, it barely seems like 12 months since I was last writing my Christmas editorial, and here we are again, putting up the tree and dusting down the Imperial eagle that goes on top of it.

And what a year it's been! We've seen all manner of awesomeness launched onto the unsuspecting world, from the crazed beasts of the Orcs & Goblins, the proud Grey Knights and sinister Dark Eldar, the huge monsters and magic of Storm of Magic, not to mention the thunderous Ogre Kingdoms in September, the malignant Necrons last month and a complete Codex in White Dwarf in the form of Sisters of Battle.

This month we're taking all this awesomeness and revisiting it in the pages of White Dwarf – so we have the crazed beasts of the Orcs & Goblins, datasheets for the Grey Knights, Dark Eldar and Sisters of Battle, huge monsters for the Beastmen (and Scrolls of Binding to use them in games of Storm of Magic), a great Necron campaign and a fantastic monster painting guide.

We've also got something cool to share with you too, as this month sees the launch of Blood in the Badlands, which is a Warhammer campaign book that the White Dwarf team have been working on recently. It chronicles the exploits of a group of gamers and hobbyists in the Design Studio's latest campaign, not to mention providing all the rules we used in our adventures. Andy Hall explains more later in the issue, as well as showcasing the new siege rules in the book with a battle report against his arch-rival Kevin Chin!

Whilst we're on the subject of the rivalry that marked the campaign, the White Dwarf team have been engaging in a spot of internecine warfare themselves in the second

battle report of the month, as the writers reckon they can beat the designers in a huge Storm of Magic game. And Simon's been out hunting the new Citadel Finecast Dragon in the third of our battle reports, this time for The Lord of the Rings.

So with that in mind, what do we have in store for you over the next 12 months? Well, hopefully the same great mix of fantastic new miniatures, new rules, background and scenarios, and awesome hobby guides. See you next year.

Andrew Kenrick, Editor



BOUND MONSTERS

Chaos Spawn: Andrew Kenrick.
Giant: Matthew Hutson.
Fenbeast: Andy Hall.
Jabbersley: Tom Hutchings.
Troll: Simon Grant.
Snottling: Kris Shield.
Ghorgon: Phil Cowey.
Dark Emissary: Jim Shardiow.

UK TEAM

Coordinator: Rick Turner.
Contributors: Nick Rayton, Joe Cox, Dave Cundy, Zak Guckhoun, Bek Hawdley, Karen Milsza, Adam Snook and Lise Ward.

SQUIDGY BEASTS

Dave Andrews, Steve Bowseman, Robin Craddock, Matthew Hudday, Jervis Johnson, Phil Kelly, Mark Latham, Glenn More, Chad Mierzwia, Chris Peach, Duncan Rhodes, Adam Trake, Jeremy Vetock, Sarah Walton and Matthew Ward.

BESTIAL HORDE

Mike Anderson, Giorgio Bassani, Trish Carden, Juan Diaz, Martin Foditt, Michael Jones, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedström, Nick Ho, Matt Holland, Neil Langdon, Darren Latham, Aragon Marks, Aly Morrison, Brian Nelson, Gavin Newton, Oliver Norman, Sels Perbet, Alan Perry, Michael Perry, Dale Stringer, Dave Thomas and Tom Walton.

MONSTROUS HOST

Neil Green, David Heathfield, Mark Holmes, Matt Kennedy, Kornel Kozak, Joe Tomaszewski and Anja Wettegren.

FOREST SPIRITS

John Blanche, Alex Boyd, Kevin Chin, Phil Dainton, David Callaghan, Neil Hodgson, Nuala Kinnade and John Michelbach.

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WARHAMMER

HERE BE MONSTERS

This month sees all manner of huge, gribbly beasts unleashed on to the battlefields of the Warhammer world, from blood-hungry Gorgons to crazed Mangler Squigs. We venture into the wild from page 14.



FEATURES

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Siegfried Grant ventures deep into the Drakwald Forest to tell tale of the foul denizens that dwell there – the Beastmen and their monstrous ilk.

28 UNLEASH THE BEASTS

We explain how the new Beastmen monsters work on the battlefield, as well as presenting Scrolls of Binding for the Gorgon, Cygor and Jabberslythe.

58 CRUCIBLE OF FLAME

We take a fresh look at the Apocalypse Expansion and present six new Apocalypse datasheets for the Dark Eldar, Grey Knight and Sisters of Battle.

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Mat Ward presents the first part of a campaign that pitches Imotekh and his Necrons against the Black Templars under the command of Marshal Helbrecht.

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The 'Eavy Metal team are the best miniatures painters in the world, and we showcase their favourite miniatures.

78 MODELLING WORKSHOP: SKULLVANE MANSE

Chris Peach shows us how to paint the latest addition to the Warhammer scenery range, Skullvane Manse.

84 MODELLING WORKSHOP: BIG MONSTERS

With all the monsters released recently, we cornered Chad Mierzwa to find out how best to paint such big kits.

98 PAINTING MASTERS

We take a look at the miniatures of 'Eavy Metal's Neil Green and talk to him about how he got started.

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The latest releases from the Citadel forge.

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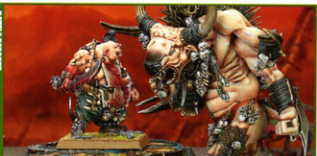
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John Blanche talks about his approach to painting models.

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Andy Hall battles his arch-rival Kevin Chin in an exciting game of Warhammer siege.

34 WARMONGERS

The White Dwarf writers take on the designers in a huge Storm of Magic game.

92 DRAGON HUNT

Dáin Ironfoot gathers his trusty warriors and sets out to slay a Dragon in this The Lord of the Rings battle report.

NEW RELEASES

WARHAMMER®



This month's new releases are dominated by beasts and monsters. Jabberslythes, Gorgons and Doombulls emerge from under the boughs of twisted trees, and even in Middle-earth the Dragons have been roused in time for Christmas.

ADVANCE ORDER

You can advance order all these products 7 days before their release.

If you order by the Sunday before launch, you can guarantee that they will be delivered to your store on the day of release.



GHORGON & CYGOR

The Ghorgon is a four-armed monster driven to slaughter and devour anything within reach. The Cygor, on the other hand, is an insane beast that desires the souls of mages. The Ghorgon/Cygor kit makes one of these monsters.

GHORGON

This kit can be assembled as a Ghorgon – a large centrepiece model that is a Rare choice in a Beastmen army or can be taken as a bound monster in a Storm of Magic battle. It is a four-armed monster that can be assembled with an assortment of blades and rending claws. The Ghorgon head has a choice of two different horn arrays and the kit comes with various Beastmen-styled accoutrements such as a skeleton, lots and lots of skulls, totems and looted weapons that hang from the creature's body. In battle the Ghorgon's maw can swallow an enemy whole and even regenerate lost wounds with its Strength from Flesh special rule.



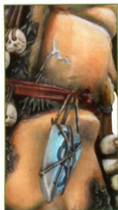
Skulls and a skeleton's torso lie tangled amongst the coarse hair sprouting from the Ghorgon's back.



A bound skeleton can be placed dangling from the Ghorgon's crude belt.

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FIND OUT MORE ABOUT THESE FEARSOME BEASTS FROM PAGE 14.



The creature covets magic-imbedded shards and stones.

CYGOR

With its upraised arms and cyclopean eye, the Cygor has a very different shape and look to the Ghorgon. The distinctive head has a choice of two separate horns – a magical stone that it can hurl in battle like a stone thrower. Additional rune-etched boulders can be hung from its neck. You can arm the Cygor in different ways – there is even the option of having one hand grasping an uprooted Statue of Morr. There are many extra parts that can be added to the monster, including bone necklaces, a Skaven bell and roped twine entangled with skulls or shards of arcane stone.



A shattered, rune-scribed menhir hangs from the Cygor's neck, ready to be hurled at prey.



MULTI
PART
PLASTIC
KIT

BEASTMEN
GHORGON/CYGOR £33
Product code: 99120216006
Sculpted by Aly Morrison
£42.25, 330dk, 410dk/rsk, 490mb, 162, Std

ON SALE DECEMBER 3RD

CITADEL FINECAST™

JABBERSLYTHE

To look upon the hideous Jabberslythe is to risk insanity and death, for its visage is so horrible to behold that it can drive men mad with but a glance. This huge monster is released in Citadel Finecast this month.

The Jabberslythe is an amalgamation of giant toads, insects, dragons and goats, aspects of each can all be seen on this new miniature. It shares the fur and horns of a Beastman, its ragged wings and lengthy spines conjure images of drakes while its clawed tongue and gaping maw reflect its Slythe Tongue special rule. In battle, every wound it suffers causes the enemy to take a Strength 5 hit due to its bile-blood. You don't have to be a Beastmen player to field this model, there's a Scroll of Binding for it on page 29.



The Jabberslythe's maw looks like it can gape wide to swallow a foe ensnared by its hideous, misshapen slythe tongue.



CITADEL FINECAST



BEASTMAN JABBERSLYTHE £40
 Product code: 99810216003
 Sculpted by Giorgio Bassani
 £52, 7900K, #90K, #10K, 6.50mm, 2002

ON SALE DECEMBER 3RD

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DOOMBULL

A Doombull is a hulking Minotaur Lord – an imposing beast of rippling muscle, arching horns, clad in crude but effective metal armour and wielding a massive axe.

This Citadel Finecast version picks out every last detail of Mark Harrison's incredible creature, making it a fine army centre piece and Beastmen general. In battle, a Doombull is not only brutally powerful, but so infectious is its bloodlust that any unit it accompanies becomes subject to Frenzy as well.



CITADEL FINECAST

BEASTMAN DOOMBULL £30

Product code: 99810216002
Sculpted by Mark Harrison
£39, 3000x, 3000x/sk, 4500x, 1400x

ON SALE DECEMBER 3RD



WARHAMMER

BLOOD IN THE BADLANDS

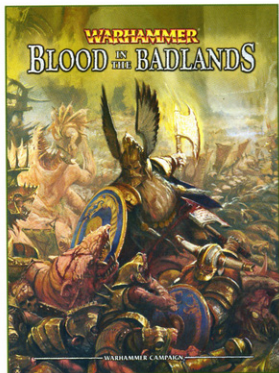
The invasion of the Badlands has begun. Eight armies will vie for power, carving out nascent empires, fighting sieges, invading the under-realms and conquering great swathes of land. All this and more is chronicled in the ultimate campaign book.

Blood in the Badlands is a 96-page hardback campaign book for Warhammer. Inside you'll find new background, a complete set of campaign rules, four massive multi-player scenarios, a Warhammer siege expansion as well as additional rules for playing Warhammer in vast caverns below the ground. All this is framed within an exciting Studio campaign, as eight players, including the White Dwarf team, seek to carve out the largest empire so the ensorcelled castle, Fozzrik's Flying Fastness, will land in their realm and its amazing treasures within can be claimed.

BLOOD IN THE BADLANDS £20

Product code: 60049999105
Written by the White Dwarf team
£26, 2000x, 2500x/sk, 3000x, 1000x

ON SALE DECEMBER 3RD



TURN TO PAGE 20 TO LEARN
MORE ABOUT THE CAMPAIGN.

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Citadel Finecast is our range of highly detailed resin miniatures, and the range is increasing every month with regular new releases. On these pages you can see just a few of the latest releases, but check the website for the full range.

MANGLER SQUIGS

Citadel Finecast has many strengths so as well as picking out crisp details in unsurpassed quality, its light-weight nature has given sculptors a chance to design and dynamically pose models in a way that was not possible even a year ago. Mangler Squigs are a perfect example, with one of the creatures balancing on top of the other. The model is covered in loads of little vignettes, from a Night Goblin clinging on in the manner of a demented Squig Hopper, to gobbos squashed in its wake. Mangler Squigs are a Rare choice in an Orcs & Goblins army.

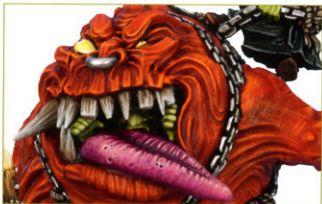


ORCS & GOBLINS
MANGLER SQUIGS
 Product code: 998102/09010
 Sculpted by Trish Carden
 £50, 3500Rt, 4400Rt, 5300Rt, 1750Rt

£36

ON SALE DECEMBER 3RD

CITADEL FINECAST



Is this Night Goblin controlling the Mangler Squig from inside the creature's mouth, or simply being eaten?



The rear view shows the Night Goblins struggling to control their charges. Several have been trodden to death while others are barely hanging on to the manic beasts.



LOOK OUT FOR THE MANGLER SQUIGS IN THE BATTLE REPORT.

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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

THE WITCH-KING OF ANGMAR

This two figure set contains both the Witch-King riding a black-hearted steed with flaming sword held aloft and the Witch-king on foot, wearing his sinister helm and wielding a massive flail.

The detailing on these prominent models is exquisite and all the more worthy of study now the models are available in Citadel Finecast.



CITADEL FINECAST

THE WITCH-KING OF ANGMAR £20.50

Product code: 99801466001

Sculpted by Alan Perry.
£26, 200dx, 250dx, 330mm, 95af

ON SALE DECEMBER 3RD

DRAGON

This Dragon of Middle-earth is positioned on all fours with an impressive pair of leathery wings and a dynamic pose as its head whips round to spy its next victim. And because Citadel Finecast is so easy to assemble, this striking monster can be readily added to your collection of The Lord of the Rings models.



CITADEL FINECAST



DRAGON £44

Product code: 99801466004

Sculpted by Irish Carden.

£56, 430dx, 540dx, 650mm, 215af

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TO SEE THE DRAGON EAT SOME DWARVES TURN TO PAGE 92.

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WARHAMMER 40,000

SPACE MARINE MEGAFORCE



This Megaforce contains a Captain and Command Squad, two Tactical Squads, a Scout Squad, a Venerable Dreadnought, a Land Raider Crusader, a Drop Pod and a Land Speeder Storm.

SPACE MARINE MEGAFORCE £130
Product code: 99120101090
€175, 1300dk, 1600dk/rsk, 1900mb, 640tl

ON SALE DECEMBER 3RD

DARK ELDER MEGAFORCE



The Dark Eldar Megaforce contains 20 Wyches and 10 Kabalite Warriors, a squad of 5 Scourges, 9 Reavers, a Venom, a Raider and a Ravager – a great foundation for any Dark Eldar army.

DARK ELDER MEGAFORCE £130
Product code: 99120112018
€175, 1300dk, 1600dk/rsk, 1900mb, 640tl

ON SALE DECEMBER 3RD

WARHAMMER

HIGH ELF ARMY



The High Elf Army contains a Lord on a Dragon, 32 Spearmen, 20 Archers, 20 White Lions, 20 Dragon Princes and a High Elf Chariot. This box makes for a great addition or starting point for any High Elf army.

HIGH ELF ARMY £130
Product code: 99120210019
€175, 1300dk, 1600dk/rsk, 1900mb, 640tl

ON SALE DECEMBER 3RD

SKAVEN ARMY



The Skaven Army box set contains 40 Clanrats, 40 Stormvermin, 20 Plague Monks, 2 Rat Ogres, 6 Giant Rats, 3 Packmasters, a Warp Lightning Cannon and a Screaming Bell.

SKAVEN ARMY £130
Product code: 99120206014
€175, 1300dk, 1600dk/rsk, 1900mb, 640tl

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LATEST RELEASES FROM FANTASY FLIGHT



Dark Heresy: Book of Judgement

The Book of Judgement is a guide to crime and punishment in the Calixis Sector, and provides a powerful resource for Dark Heresy campaigns that feature Imperial Law as a story foundation. This detailed supplement contains new rules, backgrounds, alternate careers, and much more!



Deathwatch: First Founding

In this supplement play as never-before-available First Founding Battle-Brothers, or learn all new Advanced Specialties. Additionally, this invaluable tome contains a gripping adventure that places the Kill-team alongside forces from three different Space Marine Chapters – tensions rise as combat philosophies clash.



Blood Bowl: Team Manager – the Card Game

The season is starting! Blood Bowl: Team Manager – The Card Game is a bone-breaking, breathtaking card game of violence and outright cheating for two to four players. Chaos, Dwarf, Wood Elf, Human, Orc and Skaven teams compete against each other over the course of a brutal season, all to earn the most fans. Customise your team by drafting Star Players, hiring staff, upgrading facilities and cheating like mad. Lead your gang of misfits and miscreants to glory over your rivals as you strive to become Spike! Magazine's Manager of the Year!

www.fantasyflightgames.com



For the Empire!

No, White Dwarf isn't available in Middenland – it's hobby guru Dave Andrews and his fellow soldiers taking a break from the action at the Battle of Tewkesbury re-enactment with a copy of July's issue.

Ultramarines Winners

At Games Day Chicago, a contest was held for two lucky fans to win a Special Edition of the DVD Collector's Box Set, signed by Dan Abnett. The winners were: Ian Overton, of Ontario, Canada and Zachary Baum of Beavercreek, Ohio.

Since the launch of the Ultramarines: A Warhammer 40,000 Movie, we have regularly invited fans to visit the movie website to get the latest news, talk to us on our blog and participate in our online contests. Our next contest will give you the chance to win original production artwork from the film so make sure you go to the website to find out how to enter.

Don't forget that the movie is now available on Blu-Ray disc and via Digital Download!

ultramarinesthemovie.com

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www.blacklibrary.com

Extract from *The Gildar Rift*

'Brace for impact!' The Wolf of Fenris was going to hit them. The ships were going to annihilate one another. But it did not.

The tiniest of mathematical calculations that had been input in the Wolf's helm several minutes earlier was enough to bring the ships agonisingly close. Yet in spatial terms, 'agonisingly close' was still an astonishing distance away.

'She's preparing to fire her port batteries.'
'Run out our own. They want to take a broadside swipe, then we will give them one of our own back.'
'Aye, my lord.'

Relentlessly pounding at each other, the two behemoth vessels ran parallel for a time. Void shields trembled and shrieked at the proximity, flooding the space between them with crackling, arcing discharge. The energy that each ship's shields generated sought to repel the other with equal ferocity.

OUT THIS MONTH:



Inquisitor Eisenhorn returns investigating mysterious murders and bizarre crimes in three new audio adventures.

THORN AND TALON £15
ISBN: 978-1-84970-169-3
£22.50, 1150c, 160min, 79.95c



On the hunt for an unstable rogue psyker, the Sisters of Battle must navigate the labyrinthine politics of the Imperial Church.

FAITH & FIRE £7.99
ISBN: 978-1-84416-289-5
£10.50, 850c, 100min, 39.95c



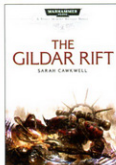
The Sisters of Battle return to Sanctuary 101, where the monstrous Necrons who killed their sisters still lurk in the sands.

HAMMER & ANVIL £7.99
ISBN: 978-1-84970-065-8
£10.50, 850c, 100min, 39.95c



Seminal fantasy author William King returns in the first of a saga chronicling the adventures of Tyron and Teds.

BLOOD OF AENARION £17.99
ISBN: 978-1-84970-090-0
£25, 800c, 220min, 99.95c



In the depths of space, the Silver Skulls Space Marines take on the might of Hunan Blackheart and his Red Corsairs.

THE GILDAR RIFT £8.99
ISBN: 978-1-84970-107-5
£17.50, 1000c, 110min, 44.95c

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AN INTERVIEW WITH WILLIAM KING

With the release of William King's first book in eight years, we wanted to know what to expect from the return of one of Black Library's most prolific and popular authors. We got him to talk a little about his new novel *Blood of Aenarion*, featuring the heroic High Elf twins Tyrion and Teclis, and his upcoming projects.

You've explored many of the races from the Warhammer world over the years. What made you want to write about the High Elves?

I worked on various High Elf army books back in the dim misty days of prehistory and I've always liked them. They are magical, they have a certain glamour and they were a chance to do something very different from my usual grubby sword and sorcery stuff. They have an epic feel that is very unusual in the Warhammer world. This being Warhammer high fantasy though, there's a lot of backstabbing, intrigue and general nastiness. The rhetoric is all high fantasy but the action is all realpolitik.

I'm sure people will be clamouring for a copy of *Blood of Aenarion* this year, but what can we expect from the rest of the series?

It's just possible that there will be violence, intrigue and gallows humour!

To be more specific, this series is 'Tyrion and Teclis: the Origin'. We see them going from being a couple of green kids to great heroes during the course of a particularly brutal war. By the end of the third book, *Bane of Malekith*, they are recognisably the characters we know from the texts. We also get some glimpses of the epic back story of the Elves. Book two, *Sword of Calador*, deals with the opening moves of the Great War between the High Elves and Dark Elves and *Bane of Malekith* shows its dramatic conclusion. Along the way, we catch sight of some of the

giants of elf history such as Aenarion, Malekith, Morathi and the Archmage Calador. At its core though, the story is about the two brothers and the events that mould them into the epic heroes they are.

Do you think your writing style has changed since you first wrote for Black Library?

Hopefully it's a bit more polished but otherwise, I'm afraid, it's business as usual – character driven, ultra-violent action with a fair bit of humour and a lot of darkness underneath.

Are there any other characters from Warhammer or Warhammer 40,000 you would like depict in a novel?

Hmm, that's a tricky one to answer. I've actually written about a lot of the ones I've wanted to, and other people are writing the characters that spring immediately to mind. That said, I've always had a soft spot for the forces of Chaos...

Now that you're writing for the Black Library again, what can we expect from you next?

Right now I am working on *Angel of Fire*. This is a story of the Imperial Guard during the Macharian Crusade. It follows the adventures of a tank crew who get caught up in the intrigues swirling around the Lord Commander Solar and his retinue during a very bloody campaign.

It's something very different from the work I've done previously. It's on a much more human scale, since it deals with the Imperial Guard. It also allows me to indulge in my love of tank battles. There's also some brutal street fighting and a particularly nasty cult of Chaotic pyromaniacs.

Blood of Aenarion is available from your local Games Workshop Hobby Centre and online at:

www.blacklibrary.com

WARHAMMER

Denizens of the Forest Depths

The beasts of the Drakwald Forest have been on the warpath of late, but in their wake stride gigantic creatures of immense size and strength. Under orders from the Elector Count of Middenland, Siegfried Grant investigates these new threats to the Empire.



Herr Siegfried Grant,

I, Graf Boris Todbringer, as Elector Count of Middenland, do hereby command you to publish your research on the beasts and creatures of the forests. The Beastmen warherds many are familiar with, for the accursed fiends have long burned and raided the lands of our people. But there are larger and fouler things that make their lairs beneath the boughs of that dark place, and our people must know more about them, the better to defeat them in battle. I am aware that you have thus far been unwilling to make your findings public for fear of widespread panic and hysteria, but recent Beastmen activity has forced my hand, and so must I now force yours. I will brook no argument on this matter.

I would, however, speak to you of a more personal matter. The leader of the Beastmen tribes in the Drakwald is a treacherous

creature known as Khazrak. I have crossed swords with him on numerous occasions, and my Runefang's tip gave him the mark for which he is named One Eye. A few winters later, the beast returned the favour, and I bear the scars of our duel to this day. A reward of ten thousand gold crowns is placed upon the One Eye's head, but I would ask you to keep word of this creature contained – if anyone is to slay this Lord of Beasts, it will be me. That accursed fiend has escaped my vengeance for quite long enough now.

But do not forget your task. We must learn all there is to know of the denizens of the forests, for I fear their strength is greater than we realise. We cannot hope to survive if we ignore this threat on our very doorstep. Good luck, and may Ulric guide your hand.

Graf Boris Todbringer

The Beastmen Menace

As Mankind's society continues to grow and their cultural and technological advances become increasingly wondrous, jealous eyes gaze upon them from under the forest eaves. In doing so, these creatures see the mirror of their own impurity, and so resent Mankind with a bitterness that is impossible to conceive. Men deceive themselves, believing they are safe in their walled towns; that the creatures of the forest are disorganised and incapable of fielding armies that can threaten them. They are quite wrong. To underestimate the Beastmen is a fatal mistake, and one for which they will suffer unless they act to stem the tide that threatens to engulf them.

Feral creatures of violence and destruction, Beastmen live in savage bands called warherds, consisting of anything from several dozen to many thousands in number. Though they walk upright and speak, the Beastmen are more akin to animals than they are to men. The strongest prevail and the weak perish, hence each warherd is led by the mightiest amongst them, a Beastman marked by the favour of the Chaos Gods.

The Beastmen hate Mankind with a deep loathing born of centuries of battle and are far more cunning than many believe. So confident is the Empire in its industry and strength of arms that they build solitary keeps and watchtowers deep within the forests of their land. But this land is not truly theirs – the forests of the Old World belong to the Beastmen.

Mankind's arrogance only serves to further drive the Beastmen to prove their own supremacy by casting Man down from his lofty pedestal and trampling him beneath their blood-encrusted hooves. They will not cease until Mankind has been returned to its proper place in the order of things – prey and nothing more.

The Beastmen will stop at nothing to see the Empire's cities burn and its civilisation fall. The men of the Empire must be ready to fight these creatures, for they risk losing everything if their vigilance falters.

Over the following pages, we'll take a look at the various types of Beastmen that plague the forests deeps, along with the terrible monsters that often accompany their warherds to battle.



From out of the dark and twisted forests of the Old World come the Beastmen, uncouth hordes of braying creatures of horn, hoof, muscle and hate. They desire nothing less than to grind the cities of Man to dust, to cast down his gods, to tear his body limb from limb and unmake all that has been built upon the lands. Truly these creatures are the Children of Chaos, and will stop at nothing to see the end of Man.



A Jabberslythe, a large, grotesque creature with a single eye, multiple mouths, and a body covered in skulls and bones. It is holding a large, ornate stone with intricate carvings above its head. The background shows a dark, rocky landscape with other creatures and structures.

The Jabberslythe

A vile, repugnant amalgam of mutated flesh and claws, a Jabberslythe is an abhorrent creature whose mere presence is often enough to send a witness to its loathsome countenance stark mad. How such a hybrid abomination first came to be is a mystery, but Jabberslythes are reckoned to be amongst the most ancient of creatures to be found in the Warhammer world.

Despite its ugly and ungainly appearance, a Jabberslythe is a force to be reckoned with on the battlefield. It may not have the hitting power of a Dragon (though 5 Poisoned Attacks at Strength 5 is far from impotent), but its greatest power stems from its Aura of Madness. Each enemy unit within 12" of a Jabberslythe must pass a Leadership test or suffer a wound for each point by which they failed. And as this represents victims succumbing to irrevocable lunacy, armour saves are not allowed against this attack.

But a Jabberslythe also has another few tricks up its sleeve. It's Slythey Tongue can strike from up to 12" away, and anyone who wounds it will suffer a Strength 5 hit from its Bile-blood!

The Cygor

Enormous, cyclopean creatures, Cygors are all but blind to the material realm, perceiving only the eldritch energies of the Winds of Chaos with its single eye. Maddened by their affliction, Cygors are inexorably drawn towards any and all sources of magic. It is for this reason that Cygors are anathema to all practitioners of magic, for they know that it seeks to devour their soul.

A Cygor is a real asset to a Beastmen army when it comes to dealing with enemy spellcasters. Not only does its Soul-eater special rule unnerve all but the most disciplined enemy Wizards within 24", but should it reach them, its Ghostsight enables it to re-roll any failed To Hit rolls against them. But a Cygor's effectiveness doesn't end there – its Ghostsight special rule also works against Daemons, the Undead or any magic item-wielding opponent too, such is their magical aura.

Movement 7 allows a Cygor to rapidly close on its quarry, but it also has the option of hurling an enormous menhir instead of marching, following the rules for a stone thrower. Splat!



Ungors

Diminutive creatures by the standards of other Beastmen, Ungor nonetheless stand the height of a man. Indeed, many believe that these creatures were once men, but long since mutated beyond all recognition. They are cloven-hooved, with small horns sprouting from their foreheads and a vicious, malevolent nature.

Gors

Powerful goat-headed warriors, Gor stand head and shoulders above most men, their heads crowned by an array of sharp horns. Gor are skilled fighters possessed of a bestial savagery, and can withstand grievous injuries that would slay lesser opponents instantly.

Bestigors

The largest and strongest Gor are known as Bestigor and often accompany the Beastlord to battle, granting them a preeminent position within the warherd.

Minotaurs

Enormous brutes of justifiably fearsome reputation, Minotaurs tower above other Beastmen in both physicality and ferocity. Their only weakness to speak of is an insatiable bloodlust that often sees them distracted as they devour their prey in a berserk feeding frenzy.

Wargors

Wargor are the leaders of each Beastmen warherd, blessed by the Chaos Gods with a size and strength unrivalled by the other warriors in their tribe. Their word is law, and the slightest hint of dissention will be met with a savage display of violence that more often than not will lead to the mutilation or even death of the antagonist.

Beastlords

The greatest Wargors may rise to dominate other warherds, defeating or intimidating their leader into submission and claiming their tribe for its own. If a supplanted Wargor is really lucky, it may even be allowed to retain nominal command over the annexed warherd, though the triumphant Beastlord will have to keep a close eye out for any sign of future retaliation. Such fierce competition has always been the way of the Beastmen.

Bray-Shamans

The shamans of the Beastmen act as advisors to the Wargor or Beastlord and leaders of their tribe's ritualistic form of worship. Indeed, such is the hallowed position Bray-Shamans hold in the warherd that not even the mightiest Beastlord would dare to harm them, for they speak with the will of the Dark Gods, and can command dark sorceries that belie their ragged appearance.

Monsters of the Forest Deep

Beastmen tribes on the warpath are often accompanied by great monsters that are drawn from their lairs by the sounds of conflict and the scent of spilled blood. These creatures are a welcome sight to the warherd, and a Beastlord will happily sacrifice a spare Ungor or two in order to mollify such a powerful ally if they can subsequently benefit from its enormous strength in battle.

With no less than four mighty creatures to call upon, the Beastmen army is blessed with the largest choice of monsters in the game. Cygors, Ghorgons, Jabberslythes and Giants all have their individual strengths, and each can lend a Beastman army its own distinct advantage in battle. However, all of these monsters are Rare units, so careful consideration must be made as to which monsters to include in your army, as only in the largest games (or

games of Storm of Magic) would you be able to field all four of them at once. However, canny use of the Lore of the Wild (the Beastmen's unique Lore of Magic) can result in summoning a Jabberslythe, Giant or Ghorgon to the battlefield with the *Savage Dominion* spell, so there may yet be a way to get them all on the battlefield!

The Cygor, Jabberslythe and Ghorgon all conveniently weigh in at 275 points, so depending on the nature of the army you're facing, it's easy to switch your army list around to incorporate the appropriate monster for the task at hand. It may take a few games to decide which monster you prefer, but here is my rough guide: a Cygor is best suited to countering a magic-heavy army; a Jabberslythe is utterly deadly against armies with a low average Leadership value; whilst a Ghorgon is a great all-rounder, able to smash anyone or anything to pieces.

The Ghorgon

A Ghorgon is voracity incarnate, its appetite never truly sated. It is as a Minotaur in image, but utterly gigantic in scale. It shares similarly cloven-hooves and a bull head, but has four limbs sprouting from its shoulders where normally there would be two. So frenziedly does it assail its victims that it is often difficult to discern where flesh ends and crude sickle-blades begin, but it can scythe a man cleanly in half, as it will gruesomely display again and again in a blood-spattered rampage should anyone be foolish enough to stray too close.

Few monsters that dwell within the forests of the Old World can rival the killing power of a Ghorgon; fewer still should the creature succumb to its Bloodgreed. Such is its fury, it will continue to gain an additional Attack each time it wins a round of combat (a regular occurrence, I might add!), and it begins the game with no less than 7!

But should a Ghorgon's rampage be stalling on account of blood loss, it can attempt to swallow a victim whole – a single Attack that causes a Killing Blow on a 4 or more. Should its target be slain (or should that be eaten?) in this way, the Ghorgon will regain D3 Wounds.



Horde of the Drakwald

Sample Army List

LORDS

Gar-Rak Blackhide

Beastlord with heavy armour, Ogre Blade, Ramhorn Helm, Dawnstone, Ironcure Icon and Gnarled Skin.

251 points

Roarotooth Bloodhorn

Doombull with great weapon and Trollhide.

300 points

HEROES

Skaggar Tailsmen

Level 2 Bray-Shaman with Dispel Scroll using the Lore of Beasts.

135 points

Kalgor Thornontongue

Level 2 Bray-Shaman with the Chalice of Dark Rain and Jagged Dagger, using the Lore of the Wild.

160 points

Skar Bladebane

Wargor with heavy armour, additional hand weapon and Horn of the First Beast.

143 points

CORE

The Liceborn

24 Gor with additional hand weapons, musician, standard bearer and Foe-render.

217 points

The Crow Pack

24 Gor with shields, musician, standard bearer and Foe-render.

217 points

The Unworthy

40 Ungor with musician, standard bearer and Hallhorn.

215 points

The Skulking Wretches

40 Ungor with spears, musician, standard bearer and Hallhorn.

255 points

SPECIAL

The Dark Kine

4 Minotaurs with great weapons.

252 points

The Trueborn

20 Bestigor with musician, standard bearer with Manbane Standard and Gouge-horn.

305 points

RARE

The Drakwald Bloodbeast

Ghorgon

275 points

The Hatefield

Jabberslythe

275 points

Total: 3000 points

Beastmen armies are notoriously aggressive, so to use them any other way would be folly. With that in mind, this army has been selected to throw itself at the enemy and overwhelm them as quickly as possible. The army's full-on assault will be supported by the brutal magic of the Bray-Shamans and the maddening aura of the Jabberslythe.

The army includes matching units of Gor and Ungor, enabling one of each of these units to ambush the enemy using the Beastman Ambush rule should it prove advantageous to do so.

The Minotaurs and Ghorgon are the real heavy-hitters in the army, and there

is little that will be able to stand up to them – especially if they engage the same target simultaneously! They will be positioned to smash a whole straight through the enemy battleline though which Gar-Rak and his Bestigor can pour through and complete the slaughter.

The Jabberslythe will advance carefully around the extreme flanks, using its Fly move to cling to cover whilst keeping pace with the charging herds in the centre. When combat is joined, the Jabberslythe will swoop over the enemy and land behind their central line, from where its Aura of Madness should be able to cause maximum damage.

BLOODIED IN THE BADLANDS

This month sees the release of a brand-new Warhammer campaign book. One of the participants, Skaven general Andy Hall, explains what's inside the book's covers, and then refights a pivotal siege battle against his Dwarf nemesis, Kevin Chin.



Fozzrik's Flying Fastness – the ultimate prize for all the armies – as represented on our campaign map.



"The omens are true, my lord, the oracles correct. After a thousand years, Fozzrik's Flying Fastness has returned to the Old World. Wrought by magical artifice long lost to scholars of the arcane and coveted by emperors and kings the world over, the Flying Fastness is a sight to behold. A castle as large as any in your lands and crowned by eight spires swirling with all the Winds of Magic, the Flying Fastness would be a marvel even if it was grounded. But it is the feature that gives it its name: the peculiar magical effect wrought by Fozzrik himself that makes it so desirable – the blasted thing flies, soaring far above the land, unassailable by all.

Yet if the legends hold true, in a year's time the fortress will land for just one day, its gates opening and its magical wards abating long enough for a ready hero to lead his men within and seize control before the fastness takes to the skies once more. He who can claim such a treasure will dominate the skies above the world and rule the lands beneath its path. But mark my words – you will not be the only one to lay such a claim.

Andy: The White Dwarf team – along with fellow hobbyists Pete Foley, Kev Chin and Chris Peach – have spent the past year battling for glory and power in the Badlands – the wilderness to the south of the Old World. The wounds are still raw for many of us, where alliances were made and subsequently broken or we fought as bitter enemies from the start. Our exploits have been recorded in the brand-new campaign book, *Blood in the Badlands*.

We have often been asked about the campaigns we run in the Studio so we thought it would be cool to chronicle one from start to finish, presenting not only the entire narrative as the games unfolded but all the campaign rules, scenarios, special rules and hobby advice as well as some truly epic battle reports. First and foremost you have a great story, an epic tale that encompasses a year of war as the players carved out their empires in a desperate attempt to gain egress into Fozzrik's Flying Fastness. As such, the book is packed full of gaming advice on how to organise and set up a large map-based campaign with a group of like-minded players.

However, there is much more within the pages than mere suggestions; we've included plenty of rules content as well. There is a new campaign system, designed to work with the *Mighty Empires* map building set. *Mighty Empires* comes with a simple set of campaign rules, but encourages you to come up with your own. In *Blood in the Badlands* we present another, more involved system that expands on Jervis' original concept.

Talking of Jervis, we also made use of his big gaming brain to come up with a set of Warhammer siege rules. We knew from the start that more than a few city walls and

castles were going to be besieged so we tasked Jervis to come up with a fresh new system, the results of which are printed in the book. Needless to say they're great fun, and you can actually see a siege battle in action over the page.

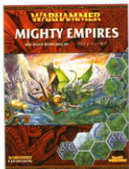
With the duplicious presence of not one, but two Skaven 'empires' and no less than the ancient Dwarf Sea Fortress of Barak Varr featuring prominently on the map, another area we wanted to explore was underground battles. We've come up with a set of simple, optional rules for representing Warhammer battles taking place in vast caverns or ancient underways – this includes a sub-campaign representing the Skaven's attempt to capture Barak Varr from below as well as above.

The campaign itself took place over a year in the Badlands (it took about six months to play in actual time). Players had four seasons to claim a sizable empire, all the while a mythical flying castle flew over the skies creating magical storms in its wake. To mark the end of every season, players got together to join in one megagame; this could range from a multi-table epic, a massive Storm of Magic battle, a gigantic siege or a mixture of all three. The scenarios and rules for handling such huge games are also included, there's even a page of Cataclysm Siege spells to bridge the two game types together.

When all taken into account, *Blood in the Badlands* is an extremely comprehensive guide to campaigning, with new background – there's an extensive gazetteer of the Badlands – new rules, new scenarios and even some poetry (yes, really). It's been a blast to play and we hope you get as much fun out reading it as we did writing and playing it.

Mighty Empires

For the *Blood in the Badlands* campaign we used two *Mighty Empires* map building sets. Each kit allows you to create an evocative fantasy landscape for your Warhammer battles. The 48 inter-locking tiles form mountains, rivers, settlements, and farmlands of a whole fantasy realm for you to fight over. Adding more sets will see the realm seamlessly expand, creating a larger area to conquer and so your campaign will grow even grander in scope.



Prepare to Siege

Blood in the Badlands contains a set of Warhammer siege rules designed by Jervis Johnson. The siege rules are effectively a mini-Expansion within the pages of the campaign book. They have been specifically designed so you don't need to decide in advance. You simply need two armies – chosen from the relevant army books to an equal points value – a Warhammer Fortress (or any suitable model castle) to fight over, and a selection of siege equipment.



HALLSCURRY'S REVENGE



In Andy's second battle report this issue, he's playing his beloved Skaven, hoping he can keep his 2011 White Dwarf winning streak intact. His Warlord, Hallscurry is out for vengeance against Kev's Dwarfs who were a constant and dogged foe in the campaign.

Andy: In the latter stages of the campaign, my empire's expansion ground to a halt, blunted by the Dwarfs who stubbornly refused to give way to their Skaven masters. Whilst simultaneously attacking the Bearded Ones from below I launched an overland attack against the gates of Dok Karaz in a siege game. The battle was an unmitigated disaster, from my perspective anyway. Rezziqueak (my most ambitious and sneaky of my Warlock Engineers) had created an enormous doomsday weapon any self-respecting villainous scientist would be truly proud of. Unfortunately, and in true Skaven tradition, this blew up spectacularly taking a good chunk of my army with it on the very first turn. And things didn't improve from there. Needless to say, the Dwarfs were triumphant and my Skaven were repulsed and sent scampering back into the Badlands, squirting the musk of fear as they went.

Despite the campaign having now wrapped, a rematch was in order. We decided to use the same 3000-point armies (which was basically my entire collection minus the Vermin Lord) and even took the same siege equipment. In a siege game you can spend the same amount of points on equipment as you do on your army. So we had 3000 siege points each to spend. My points went quite quickly, I spent the first 1000 on a siege tower (in effect a mobile building with all the advantages such a thing would incur) stolen from the Empire, and the remaining 2000 went on the rather brilliant Warp-Doom Magma-Cannon. A model, I hasten to add, that was scratch-built and painted by Chris Peach. I was merely the keenest of the Skaven players to put it on the gaming table. The rules for both are found in *Blood in the Badlands*.

Kev's army mainly consisted of four big units: 40 Warriors, 30 Longbeard



Rangers, 32 Hammerers and 30 Slayers, accompanied by a large artillery contingent comprising 2 Cannons, 2 Organ Guns and a Grudge Thrower. Marshalling this force was his Dwarf Lord, Karnji Ravenbeard, a Thane, a Runesmith and a Dragon Slayer. Finally, he took defensive siege equipment including two cauldrons of boiling oil, upgraded one of the castle towers to a Dwarf brewhouse and also supplemented his army's rations with stonebread. The latter is worthy of note as it was an item we'd invented at the start of the original battle. At the end of the siege rule section in the book there is a list of attackers and defenders siege equipment, but these lists are far from exhaustive and you're encouraged to come up with race specific equipment that suits your own collection. You do this collaboratively to make sure your opponent agrees with what your equipment can do and the points cost feels right. For the stonebread, we agreed that when Kev made his starvation rolls then he'd only lose models on a roll of 6, and this ability should cost 1500 points.

As per the siege rules, Kev then split his army into the defenders and a relief force. Wanting the greater part of his army to defend the walls, the relief force consisted of just his Longbeards. Every model in the defenders portion of the army then had to make starvation rolls to represent being devoid of supplies. Normally, models suffer a wound on a roll of 5+, but because of the Dwarfs' nutritious stonebread this would only happen on a roll of 6. Kev got off quite lightly, only losing 22 Dwarfs in total.

Before the siege starts in earnest, you go through a pre-battle phase where both sides war machines get to shoot and rough up their opponents. I lost my Warp Lightning Cannon and the Organ Guns were devastating, slaying 7 Stormvermin, 5 Plague Monks and damaging my Doomwheel, before I'd even got a chance to move. My own preliminary bombardment was pathetic, as the Plagueclaw's shot splattered uselessly against the fortress wall. Putting on a brave (furry and whiskered) face, it was time to commence the assault!



Kevin Chin is one of the artists and, more importantly, an experienced (but beardless) Dwarf general and manipulator of runes. He will once again be defending his hold against the Skaven menace and, as a veteran of severing rat-men heads, isn't fazed for even a second.



TAKE THE HOLD

How to Win

You win siege games by taking control of castle sections that contain objectives. Before deployment, the three objective markers were placed on three castle sections in alternating order, starting with the attacker. At the end of the battle, the player who has control of the most objectives wins. However, if the defender's relief force can enter the fortress through the gate of the castle, then they automatically win no matter how many objectives are held.

In a siege battle, the attacker can deploy units a mere 8" away from the fortress, and so start charging from the first turn. Many of Andy's units were poised for such a strike and so he began by charging with his Screaming Bell, the Rat Ogres and the Hell Pit Abomination. The siege tower would have made contact too, but Andy rolled a one, so a wheel fell off instead (siege towers move 8" forward... unless you roll a 1 on a D6). However, Kev wasn't going to let the Skaven simply run up to his walls. All his models were armed with stones and so were able to stand and shoot by flinging rocks at the besiegers. This killed a few ratmen, but it was when Kev dropped a cauldron of boiling oil on the encroaching Stormvermin (this can be used at any time

– even the opponent's turn) that really hurt, slaying 12 of the Skaven elite.

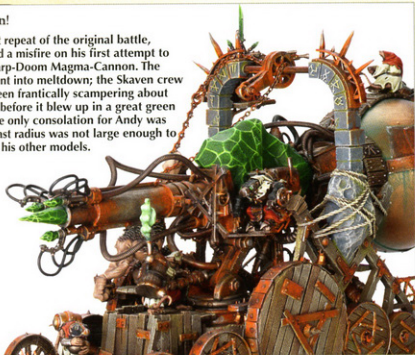
It was in the Magic phase that Andy hoped to take control of the game. He had three Magic users, two Warlock Engineers and a Grey Seer using the Lore of Plague, with the *Curse of the Horned Rat* to boot. The Screaming Bell rang out and emboldened the rat-men, which was good for Andy as he had not taken a Battle Standard Bearer. After some *Warp Lightning* he tried to cast Plague, but Kev had no wish for him to unleash this spell and so not only dispelled it but destroyed the hex with his spell-eater rune. Then Andy tried to *Skitterleap* with his Warlock but Kev was too experienced to let a Skaven player get away with that and so dispelled it as well.

Skaven Turn 1 Movement



Meltdown!

In an exact repeat of the original battle, Andy rolled a misfire on his first attempt to fire the Warp-Doom Magma-Cannon. The cannon went into meltdown; the Skaven crew could be seen frantically scampering about the device before it blew up in a great green fireball. The only consolation for Andy was that the blast radius was not large enough to slay any of his other models.



Annotations

- A** The Stormvermin move towards the vacant wall section in the west.
- B** The Doomwheel moves up to the tower and unleashes its lightning bolts, frazzling the crew and silencing the war machine.
- C** The Poisoned Wind Mortar misfires, its payload veers wildly off target striking the unit of Clanrats close by, gassing six of their own.
- D** The Rat Ogres attack the Slayers manning the wall objective. However, the penalty for fighting a defender on a castle wall (halved I and WS) blunts their normally ferocious attack. The Rat Ogres lose the fight and flee away from the fortress.
- E** Even the Abomination picks the wrong castle section to attack and is faced by Kev's mighty Dwarf Lord with Flaming Attacks. The Abomination is seriously wounded and then finished off by the Hammerers.
- F** The Clanrats face the Dwarf Warriors and put in a good effort but fail to dislodge the Dwarfs from the tower, for this turn anyway.
- G** The Dwarf turn consists of a Shooting phase. After a smattering of casualties, Kev shoots the Screaming Bell with his closest Cannon. The shot wounds the Bell four times but also causes it to chime out of sequence, emboldening the squeaking Skaven for a further turn.

WALL OF UNHOLY SOUND



Hallscurry, a Warlord of Clan Mange has had his share of success... and failure.



Karmji Ravenbeard did a fine job of fending off the Skaven, but how did he do in the underground war?

After a terrible first turn, Andy's Skaven had to make some large gains to get back into the battle. However, it wasn't a great start to the second turn as the Rat Ogres continued to flee southwards, although the siege tower at least moved into contact with the wall. The Screaming Bell charged back into the tower for a second round of combat while the Stormvermin moved into the adjoining unoccupied wall section. This was an important development as it meant that Andy could attack the Dwarfs in the south-west tower with two units (although, you can still only create a maximum assault party of ten, but you have the choice of taking the models from both regiments) and the Stormvermin, as they were attacking from inside the castle did not suffer from the halved WS and I penalties.

In the east, the Giant Rats also entered the castle through the unoccupied tower in the far east. The Skaven may have been repelled in the first turn but they were already infesting the hold from the second. In the Magic phase, the Screaming Bell tolled and unleashed a wall of unholy sound. The castle trembled to its very foundations, and the western wall collapsed, killing a Stormvermin as the rubble fell. The north tower, containing one of the Dwarf Cannon, also tumbled to the ground and the wall next to the gate was also breached, before the Plague Monks could even swarm the section. But the south-west tower and the gatehouse itself remained firmly in place.

The Magic phase saw the Hammerers wracked by Warp Lightning and the

Stormvermin gain *Bless with Filth* but the spell Andy really wanted to get off, *Wither*, was dispelled out of hand by Kev – there was no way he wanted his Dwarf Warriors to permanently lose a point of Toughness.

In the Skaven Shooting phase Andy concentrated his fire on the Hammerers with mixed success. The Doomwheel was the exception, as it roved along the eastern wall, taking out a raging Slayer with a lightning bolt.

It was then time to assault the south-west tower once again. This phase the Skaven fared much better. In no small part due to the bonus attack from the tolling of the bell and that Hallscurry himself was present to lead the attack. However, Dwarfs are nothing but stubborn, and despite losing many brave Warriors, they refused to leave the tower.

In the Dwarfs' turn, the relief force arrived early, much to Andy's consternation. They appeared in the east and so had a way to travel before they could enter the gate and end the game in a Dwarf victory. For this turn the Dwarfs had an opportunity to fight back in the Combat phase instead of sulking behind their stone walls. The Slayers attacked the Giant Rats and routed them out of the castle. And the Warriors struck out against the Stormvermin, taking them by surprise and slaying four, but the emboldened Warlord refused to be budged.

The third turn saw Andy in a much stronger position, the eastern objective was all but lost as Longbeards roamed outside the walls and his Rat Ogres proved too dim to rally, but in the west, the Skaven numbers were beginning to take their toll.

Siege Equipment

When fighting a siege both attackers and defenders have access to all manner of equipment. Attacking units will always come to a siege with ladders and grappling hooks, while defenders have piles of rocks to throw at attackers. You can also arm your force with some really specialised equipment from cauldrons of boiling oil or even witches' brew to steam-powered rams.

You buy your equipment with siege points, which are equal to the points you spent on your army. So, for example in a 2000-point game, you get 2000 siege points. A battering ram, as shown here, will cost you 500 points.





The Dwarf Lord had lost a fair few brave Hammerers in the previous turn's Shooting phase and now they had to contend with Frenzied Plague Monks in the breached wall section with Clanrats assaulting from the front. Next door, the Dwarf Warriors had the Screaming Bell ploughing into the tower once again, and Stormvermin attacking from the adjacent wall section – Kev was worried.

Andy took a gamble in the Magic phase and bestowed *Death Frenzy* on the Plague Monks, followed up with *Bless with Filth*. This gave each Plague Monk four Poisoned Attacks, as they were armed with extra hand weapons. The Plague Monks ravaged the Hammerers, slaying twelve in total. However, this still left enough Dwarfs with great weapons to strike back, needing only 2s to wound. Plague Monks died in droves, leaving only five of their number. Unfortunately, for Andy, he rolled a 5 when seeing what toll *Death Frenzy* had taken, and it was enough to wipe out the unit. In the west, the Stormvermin fought against the Dwarf Warriors, but abysmal rolling blunted their attack, by the time the Dwarfs had retaliated only Hallscurry was left. However, being a lone character in a building or castle section is not a good idea when Dwarf Cannons are about, and so

it proved in Kev's turn when a cannonball struck the wall and blew apart the Warlord.

Andy was down but not quite out. In the fourth turn, instead of charging, he looked to his magic to win through. *Curse of the Horned Rat* was successfully cast on the tower and Dwarfs mutated into screeching Clanrats. Unfortunately, some still held on, slaying their transformed comrades, and so the tower remained in Kev's hands, for now at least. In the Dwarf turn, the Slayers abandoned their objective and made their way across the castle to bolster the western objectives. Dwarf artillery cleared out the remaining Skaven outside the south walls.

In the fifth and final turn Andy tried to magic his way to victory once more. He *Skitterleaped* his Warlock onto the eastern objective, and then attempted to cast *Curse of the Horned Rat* on the Warriors again, to turn them into Clanrats and steal victory. This time Kev managed to dispel the dreaded curse, and then fired a cannonball at the eastern wall. The Cannon struck home and Andy's Warlock Engineer was pounded to mush. The Skaven were all but gone and the Dwarfs were severely depleted but remained in control of the castle to secure victory. Hallscurry's revenge would have to wait a little longer. Well, considering he's dead, a lot longer...

The Plague Monks pour onto the walls and into combat with the grim-faced Hammerers.

Man the Walls!

Playing a siege game is a challenging and different way of playing a Warhammer battle. All you need are the rules found in *Blood in the Badlands*, and a castle to fight over. The Warhammer Fortress, Siege Towers and Battering Rams are all available from the Games Workshop website. See page 118 for more information about these.



UNLEASH THE BEASTS

The deepest, darkest areas of the forests are the hunting grounds of truly monstrous creatures, but it's not just the Beastmen who can bring them to war. In games of Storm of Magic, any general can bind these monsters to their side.



Storm of Magic

When the Winds of Magic blow as a gale, ancient creatures are roused from their slumber, bound to the will of powerful mages. Storm of Magic is an exciting Expansion for Warhammer, and can be found on our website.

From the forest depths come three deadly monsters, twisted and mutated by the warping powers of Chaos. The battlefields of the Warhammer world will soon shake beneath their tread. Fear them!

Too right. These guys certainly don't mess around, but the Cygor, Ghorgon and Jabberslythe actually work very differently on the battlefield. Here is a brief guide on how they work best in the game.

The Jabberslythe is very much a support unit. It can fly (ungracefully, admittedly!), whilst its Aura of Madness and Slythey Tongue are both lethal and don't require you to engage the enemy directly to work. Causing enemy units within 12" to pass a Leadership test or suffer wounds, a Jabberslythe's Aura of Madness is fantastic for picking off enemy war machines such as artillery or Skaven weapon teams, as their lower Leadership leaves them vulnerable.

The Ghorgon, on the other hand, is a walking engine of destruction. Its Frenzy earns it a total of 7 Attacks at Strength 6, and that's before its Thunderstomp. As if that wasn't enough, the Ghorgon shares the Bloodgreed special rule of the Minotaurs,

meaning that its Frenzy will be augmented by one extra attack for every round of combat that it wins. For this reason, a Ghorgon works exceptionally well if used in conjunction with a supporting unit, (Minotaurs, anyone!), as it can benefit from their combat resolution and keep on winning and earning those all-important bonus Attacks. And that's not to mention that it can recover D3 Wounds in the middle of a battle by swallowing an enemy model whole. A nightmarish beast indeed.

A Cygor is more of a balance between the two, able to support your army as a mobile stone thrower, and be a headache (sometimes with spectacular results) for enemy spellcasters. Where a Cygor stands out is that it can re-roll failed To Hit rolls against any enemy with the slightest whiff of magic about their person. Always handy.

Until recently, these three monsters would only have been available to Beastmen players, but with the Storm of Magic Expansion came their Scrolls of Binding. As a special treat, we've included the exclusive Jabberslythe scroll, alongside those of the Ghorgon and Cygor. Enjoy!

JABBERSLYTHE

The Jabberslythe is a creature so unsightly, a monster so disturbing to look upon, that an aura of madness surrounds it. To gaze at such a beast is to tempt fate – for many who do have their sanity ripped asunder. It is said that a Jabberslythe is so horrible to view, that even clear pools of water will not offer up a reflection and that those unfortunate enough to get an unobstructed look at such a repellent fiend are likely to claw out their own eyes in an attempt to escape the nightmarish visions that will forever haunt them.

The Jabberslythe is a hulking thing that combines the unwholesome appearances of a toad, sludge-drake and a many-limbed insect. It has rudimentary wings that allow it short bursts of ungainly flight and its gaping maw houses a long, sticky proboscis-like tongue that can dart out to snare prey. The Jabberslythe is always hungry. Attracted to any noise or movement, the Jabberslythe lurks in the undergrowth of the deepest parts of the largest forests, immobile save for great hooded eyes that watch for the slightest twitch. When victims are detected, the Jabberslythe bursts forth, the sight of such a hideous creature stunning its quarry into madness. It will then lollap towards them, scooping up the gibbering foe and devouring them to the sounds of their own maniacal noises – sounds that to human ears sound much like the laughter of madmen. Those that somehow cling to their sanity must face the Jabberslythe's vorpal claws and the fanged orifice that serves as the creature's mouth. When wounded the foul beast spurs not blood, but an acidic black fluid that burns any it touches – making fighting a Jabberslythe an even deadlier proposition.



Jabberslythe

M WS BS S T W I A Ld
8 4 4 5 5 5 3 5 9

Troop Type
Monster

Unit Size
1

275 points

SPECIAL RULES

Fly.
Immune to Psychology,
Large Target,
Poisoned Attacks, Terror.

Aura of Madness: Each enemy unit within 12" of one or more Jabberslythes at the beginning of the friendly Magic phase must take a Leadership test. For every point by which a unit fails its test, it suffers a wound with no armour saves allowed, distributed as for shooting – some of its members have gone irrevocably insane! This has no effect on units that are Immune to Psychology.

Slythe Tongue: The Jabberslythe can use its sticky, retractable tongue to drag prey into its maw. It has a shooting attack with the following profile:

	Range	Str	Special Rules
Slythe Tongue	12"	5	-

Spurting Bile-blood: For every wound caused on a Jabberslythe in close combat, the attacking unit immediately suffers a S5 hit, randomised as shooting.

OPTIONS:

May take any of the following:

- **Lash Tail** 15 points
Grants the Jabberslythe 1 Tail Attack.
- **Sinisterly Skulking** 30 points
Grants the Jabberslythe the Ambushers rule.

The Jabberslythe is a loathsome beast, though rumours that even once slain, the beast's hideous appearance can slay a maiden that looks upon it are probably false. Still, who but an unhappily married man would dare such a chance?

—The Duke of Artois

CYGOR

Occasionally, deep in the forests of the Old World, a tracker will come across a mysterious corridor of decastation smashed through the woodland. It is a path of uprooted trees and trampled undergrowth that is remarkable in two ways – it would take a creature of enormous strength to push through such dense terrain, and even more surprisingly, the trail seems as if it were chosen by a blind man, unable to avoid obstacles, but forced to plough straight through them. And so it is, for these are the tracks left by a Cygor, one of the malformed Giant-like creatures that hunt the arboreal heartlands.

Cygors hate but one eye that barely sees the world, being only capable of discerning indistinct shapes. The Cygor's eye instead perceives the ever-shifting Winds of Magic, seeing perfectly the spectrum of arcane power. Thus, a Cygor will blunder indiscriminately through the material world, unable to catch the prey it so insatiably wants to devour. However, mages, warlocks or witches who wield magical power are seen as shining beacons and the Cygor desires to consume such sweetmeats above all others. The mere presence of a Cygor is often enough to cause enemy wizards to foul the casting of their spells, for they fear the gnarled and calloused hand that might grab and lift them upwards to that hungry maw.

When the gales of Chaos rage, a wizard might dare to bind a Cygor, bidding the creature to stride the battlefield seeking to pluck out the foe's sorcerers and devour them.



Cygor

M WS BS S T W I A Ld
7 2 1 6 5 5 3 5 8

Troop Type
Monster

Unit Size
1

250 points

SPECIAL RULES

Immune to Psychology,
Large Target,
Magic Resistance (2),
Stubborn, Terror.

Ghostlight: The swirling melee of combat is an indistinct blur to the Cygor, confusing and disorientating. Enemies imbued with magic, however, it can see with unearthly clarity. When fighting enemy Wizards, models with any sort of magic item or magical attacks, Undead, or creatures with a ward save, the Cygor re-rolls failed To Hit rolls.

Hurl Attack: Cygors will hurl chunks of rune-inscribed waystones, torn from temples and other arcane monuments, into the ranks of any who might stop them from seizing their prey. A Cygor may make a shooting attack each turn as if it were a stone thrower, but there is no minimum range.

It can use this ability even if it moved earlier in the turn, but cannot do so if it marched. A misfire will do a single Wound to the Cygor – it's a dangerous business hurling chunks of menhir around.

Soul-eater: Cygors are intensely unsettling to enemy Wizards, for they know Cygors crave their souls above all else. Enemy Wizards within 24" of one or more Cygors must take a Leadership test at the beginning of the Magic phase. If the test is failed, the Wizard has lost his nerve – any spell he fails to cast this Magic phase will result in a miscast. Note that there is no unusual effect if the spell is merely dispelled.

GHORGON

Monsters of the deepest woods, Ghorgons are relentless gluttons that seek to slaughter and consume any flesh they can find. Beastmen believe that to consume a creature's raw flesh is to absorb its power and the Ghorgons are the ultimate embodiment of this brutal maxim. The vile creatures have gorged so much that they have grown tall and broad beyond measure, towering to the height of Giants, and sprouting many limbs and mouths to aid their endless feasting.

Bray-Shamans believe that these ultimate carnivores begin their lives as the largest Minotaurs of their tribes, warrior-lords who chose gluttony over leadership and devoured their lesser kin. Since that foul act, each Ghorgon is driven by the accumulated bloodlust of his cannibalism. During battle, a Ghorgon wades into a mass of enemies and uses its many arms to grasp, stuff and shovel great gobbets of flesh into its multiple maws. In its insatiable lust for food, the Ghorgon has been known to swallow victims whole, the entire body bolted down in a savage display of gluttonous delight. Smeared with gore and drooling slather, a Ghorgon can regain new strength from its flesh feast. Yet no matter how much a Ghorgon devours, the hideous beast remains as voracious as ever.

'How much flesh can a Ghorgon gorge on?
A Ghorgon gorges on flesh 'til it's gone.
He'd gorge on more, of that you can be sure,
if only he could find more to gorge on.'

*Tongue-twister popular amongst
woodcutters' children in the Drakwald Forest*



Ghorgon

M	WS	BS	S	T	W	I	A	Ld	Troop Type
7	4	0	6	6	6	3	6	10	Monster

Unit Size

1

260 points

SPECIAL RULES

Frenzy,
Immune to Psychology,
Large Target,
Stubborn, Terror.

Swallow Whole: The Ghorgon may forego all of its normal Attacks and instead make a single special Attack at an Initiative of 1. This Attack has the Killing Blow ability, but To Wound rolls of 4, 5, or 6 act as Killing Blow Attacks.

Strength from Flesh: As the Ghorgon chomps the enemy battleline, its flesh flushes red and its Wounds re-knit. Each time a Ghorgon causes a Killing Blow with its Swallow Whole ability, it regains D3 Wounds that it has lost earlier in the battle.

Bloodgreed: If the Ghorgon is on the winning side in a round of close combat, it immediately becomes subject to Frenzy. If already Frenzied, then each time it is on the winning side of a round of close combat, the model gains an additional Attack. These bonus Attacks are lost if the model loses its Frenzy. However, due to their desperate need to feed upon the flesh of the foe, models with Bloodgreed pursue and overrun only D6".

IN-STORE THIS MONTH

Across the land, the earth shakes with the thunderous footsteps of gargantuan monsters of war as the Beastmen hordes emerge once more from the depths of the Drakwald Forest and descend upon your local Hobby Centre.

Tamer of Beasts

This month the Beastmen are reinforced by three of the most enormous monsters to inhabit the Warhammer world and, when it comes to these behemoths, the staff at your local store are on hand to lend plenty of modelling and painting advice.

Become a Disciple of Chaos

Embrace your base nature and become a true Child of Chaos. With the release of the Ghorgon, Cygor and Jabberslythe, this is the perfect time to begin your very own army of Beastmen and, as always, the staff at your store can help you construct devilish army lists and offer plenty of great hobby tips.

Purge the Drakwald

If, to you, the Beastmen are just another abhorrent paragon of Chaos that must be defeated, get down to your local Hobby Centre and find out how you can bring the new monstrosities and their foul kin crashing down with black powder, strength of arms and sorcerous magic.

The Stormclouds Gather

Alternatively, if you can't beat 'em, join 'em! With Scrolls of Binding, crush your enemies underfoot with the ferocious Ghorgon, Cygor and Jabberslythe in games of Storm of Magic. Get down to your local store to find out when they're running their next Storm of Magic battle and begin amassing your monstrous menagerie!

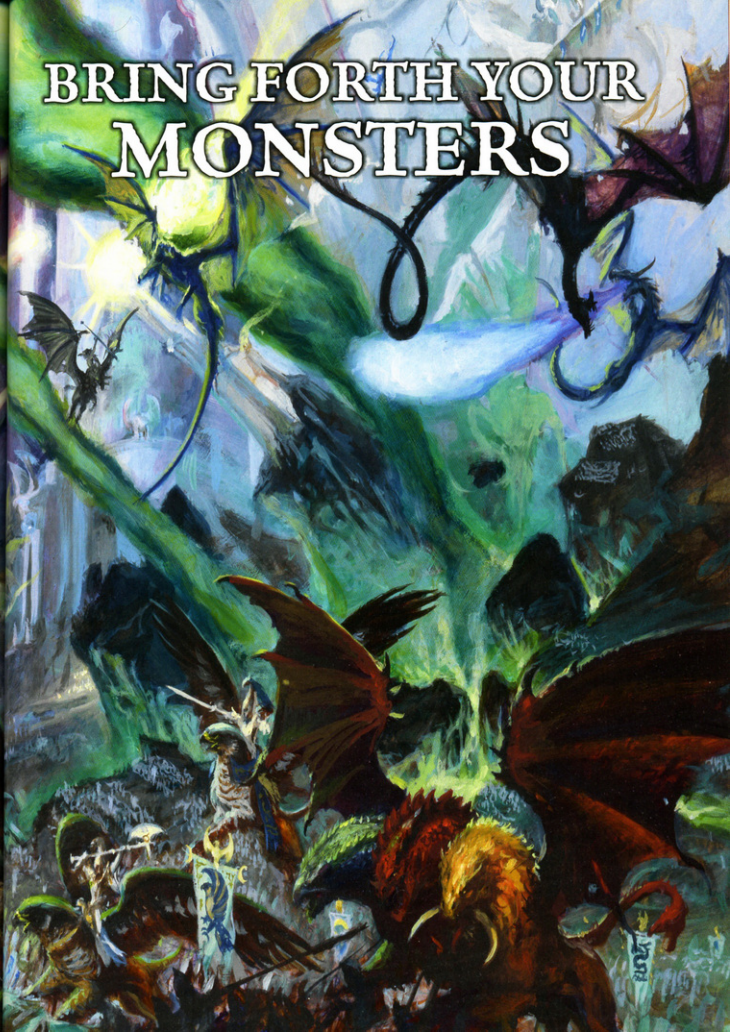


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WARHAMMER

BATTLE REPORT

WARMONGERS

It has been a long time coming, but now is the time to decide who is the best. Yes, White Dwarf's internal grudge match is going public – it's designers versus writers, and there will be no mercy (bragging rights are up for grabs, after all!).





Battle Facts

Game size: 4000 points.

Scenario: Storm of Magic.

Players: Simon Grant and Andy Hall vs. Matt Hutson and Tom Hutchings.

Forces: Ogre Kingdoms and Orcs & Goblins vs. Daemons of Chaos and Warriors of Chaos.

Location: The Northern Wastes.

The White Dwarf bunker has been buzzing for some time now at the prospect of this match-up. With the designers and writers having clashed on numerous occasions during the Blood in the Badlands campaign, an official showdown was looking increasingly like the only way to silence the cheeky jibes and smack-talk between the two sides.

Well now that time has come! As the editor, Andrew Kenrick has sensibly decided to remain neutral, so on one side, we have the two noble exemplars of honour, courage and justice, writers Simon Grant and Andy Hall; on the other side, the despicable and dastardly duo that are the designers, Matt Hutson and Tom Hutchings. *(They are going to read this, you know! – Ed)*

Matt and Tom have gone for two close-combat powerhouse armies in the guise of the Warriors and Daemons of Chaos, whilst Andy and Simon have opted for the wild and wacky, but notoriously brutish options that are the Ogre Kingdoms and Orcs & Goblins. There will be no quarter asked nor given, as reputations are on the line!

The Daemon raged at their inactivity. For hours now, its legion of Khorne's finest had been forced to wait alongside a puny army of mortals, who had not a single true warrior amongst their ranks. Even their master, the self-titled Messenger of Tzeentch, could not claim to be an adversary worthy of the Herald's searing blade.

Yet here they were, awaiting the arrival of a horde of greenskin savages and oafish Ogres, who, if anything, would provide the Herald with even less sport than if it turned on its allies. And for what? Because a Greater Daemon of one of Khorne's rivals wanted to play with magic? The thought disgusted it to its core, the molten anger within becoming an inferno of rage that was already boiling over to the increasingly agitated host of Bloodletters surrounding it.

It could see their victims arriving now. Trophies just waiting to happen. It charged.

Lords



The Messenger of Tzeentch

Chaos Lord with shield, Sword of Strife, Talisman of Endurance and Mark of Tzeentch, riding a Manticore.

500 points

Heroes



Moldus Rottenheart

Exalted Hero with Stream of Corruption, great weapon and Mark of Nurgle.

158 points



Kellhofer the Reborn

Level 2 Chaos Sorcerer with Third Eye of Tzeentch and Mark of Tzeentch.

165 points



Putridius the Decomposing

Level 2 Chaos Sorcerer with Mark of Nurgle.

140 points



Core

The Raven Host

15 Chaos Warriors with shields, Mark of Tzeentch, musician, standard bearer and Champion.

290 points



The Crow Brethren

15 Chaos Warriors with Mark of Nurgle, additional hand weapons, musician, standard bearer and Champion.

300 points



Footsoldiers of Change

40 Chaos Marauders with shields, Mark of Tzeentch, musician, standard bearer and Champion.

240 points



Rare

Hellcannon

205 points

Total: 1998 points

Monsters & Magic



Jabberslythe

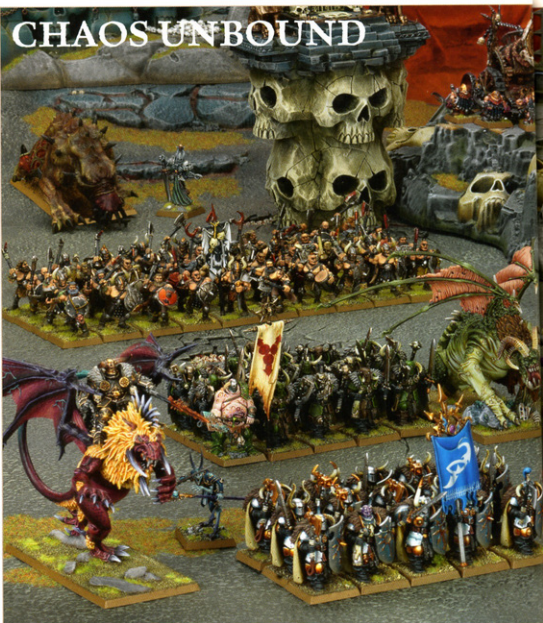
275 points



Giant Spined Chaos Beast

220 points

CHAOS UNBOUND



Matt: So, it's time to settle our differences with the writers on the field of battle. Well, bring it on! I'm going to take an army so mean that even the Everchosen, Archaon himself,

would be honoured to lead them to war. For Storm of Magic games, I believe the best combination of characters and units are those with the Mark of Tzeentch and Nurgle – Tzeentch for the magical aptitude and bonus ward save, and Nurgle for the debilitating shooting and combat effects.

My Chaos Lord will be mounted on a Manticore, and will make a beeline for the

nearest Arcane Fulcrum. With 7 Attacks even before the Manticore fights, he should be able to overwhelm any foe with ease.

I've gone for two Chaos Sorcerers, one with the Mark of Tzeentch to give him a 2+ ward save whilst mounted on a fulcrum; the other with the Mark of Nurgle so that I can cast *Grandfather Nurgle's Circle of Life* and hopefully summon a free Daemon Prince! On the topic of Nurgle, I love the Champion of Nurgle model, and couldn't resist including him with a bodyguard of Chaos Warriors with the same mark.

I made sure that I bagged the Jabberslythe before Simon and Andy could get their grubby hands on it, as its Aura of Madness would be devastating against the average Leadership of many of their units. I also knew that Tom was taking the Masque, so that promised to be a nasty combination.

THE STORMRIDERS



Tom: I haven't used my beloved (I mean reviled) Daemons of Chaos for a while now, concentrating on my Warriors of Chaos army for the Blood in the Badlands campaign. I've

decided to go back to my daemonic roots.

As we're playing a Storm of Magic game, what better place to start than a Greater Daemon and Herald of Tzeentch? Both of these characters are flyers, as I'm mounting the Herald on a Disc of Tzeentch, which will be great for snatching any Arcane Fulcrums that are bereft of their previous owners. I'll also be binding a

Lammasu to my cause for the same reason. I'm pretty sure that Simon will be fielding some Night Goblin Fanatics, so I'm taking some Chaos Furies, Seekers of Slaanesh and Screamer of Tzeentch to draw them out before they can do too much damage to our expensive units.

I wanted some real hitting power in the army, so a large horde of Bloodletters led by a Herald of Khorne on Juggernaut and a mighty Ghorgon should fit the bill nicely. They should happily be able to chew through any unit of Orcs or Goblins without breaking their stride, and if I can win a few combats with the Ghorgon early on, it will become even better at scouring fulcrums.

I couldn't resist including the Masque to work alongside Matt's Jabberslythe and cause some real mayhem and madness. Let the fun begin! Mwa! Ha! Ha!

Lords
 **Dra'Azon, Watcher of the Dead**
 Level 2 Lord of Change with Flames of Tzeentch and Dark Magister.
 500 points

Heroes
 **The Masque of Slaanesh**
 90 points

Y'Breq the Embroglia
 Herald of Tzeentch with Master of Sorcery (Lore of Life) and Spell Breaker, riding a Disc of Tzeentch.
 185 points

Tartarus, The Burning Angel
 Herald of Khorne with Firestorm Blade and Armour of Khorne, riding a Juggernaut of Khorne.
 190 points

Core
 **The Affront**
 32 Bloodletters with musician, standard bearer with Icon of Endless War and Bloodreaper.
 439 points

 **The Bodhisattva**
 12 Daemons with musician, standard bearer and Allures.
 174 points

 **The Pitiless**
 5 Furies.
 60 points

Special
 **The Soulhunters**
 5 Seekers of Slaanesh with musician, standard bearer and Allures.
 150 points

 **The Perfidious**
 3 Screamer.
 90 points

Rare
 **The Ucalegon**
 3 Flamers with Pyrocaster.
 120 points

Total: 1998 points

Monsters & Magic:
 **The Bloodied One**
 Ghorgon
 260 points

 **Ancient Ikhtyer**
 Level 2 Lammasu with Sorcerous Exhalation.
 235 points

Lords



Skullkrusha
Orc Warboss, with
Armour of Destiny,
Dawnstone, the
Other Trickster's
Shard and shield,
mounted on a
Wyvern.

368 points

Heroes



Furgitt da Furgettable
Level 2 Night Goblin
Shaman.

85 points

Core



Busta's Boyz
25 Orc Boyz with
shields, musician,
standard bearer and
Orc Boss.

210 points



Stabba's Stabbas
20 Orc Boyz with
spears, shields,
musician, standard
bearer and Orc Boss.

195 points



Da Expendables
22 Night Goblins
with spears, shields,
2 Fanatics, musician,
standard bearer and
Night Goblin Boss.

146 points



**Skullkrusha's
Skullkrushas**
20 Black Orcs with
shields, musician,
standard bearer with
Gleaming Pennant
and Black Orc Boss.

300 points



Snaggitt's Pigstikkas
3 Goblin
Spear Chukkas.

105 points



Da Wheelz of Stealerz
3 Goblin Wolf Chariots.

150 points

Rare



Thugga's Lugga
Goblin Rock Lobber

85 points



Da Manglerz
Mangler Squigs

65 points



Da Black Widow
Arachnarok Spider

290 points

Total: 1999 points

Monsters & Magic



Dawnstar Sword
carried by Skullkrusha.

200 points



Da Weird, Sneaky Wun
Level 3 Dark Emissary.

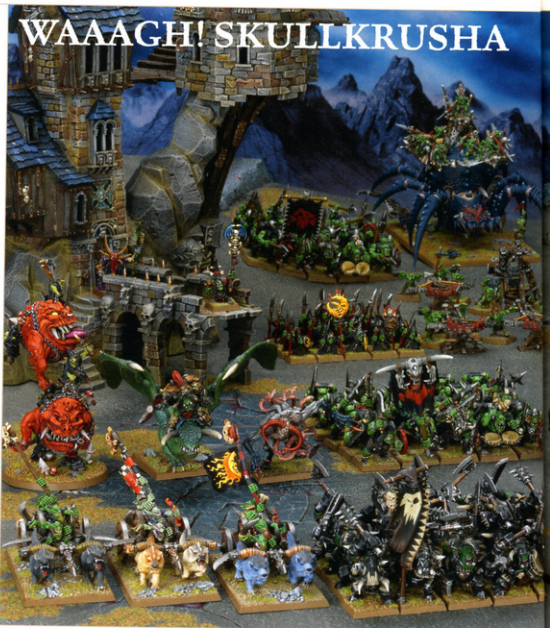
245 points



Gobblerz
Chaos Spawn

55 points

WAAAGH! SKULLKRUSHA



Simon: It's time for our departmental showdown, so I'd better get my thinking hat on. Hang on a second. Who am I kidding? Orcs & Goblins don't use any of that 'tactics' nonsense. Waaagh!

Having been using my disciplined army of High Elves for the Blood in the Badlands campaign, it should be a lot of fun to field an army of super-violent savages for a change and throw caution to the wind. Experienced greenskin players may therefore cringe at my army selection, but I wanted to incorporate as many weird and wonderful units as possible, such as

Goblin chariots, Night Goblin Fanatics and a battery of war machines. I couldn't resist using the Mangler Squigs too. Not only is the new model for them fantastic, but they're a blast on the tabletop as well!

My first choices were two solid units of Orc Boyz and a hefty regiment of Black Orcs – one of the few units in the game that can go toe-to-toe with Chaos Warriors. My Warboss, Skullkrusha, will accept nothing less than the biggest, meanest, choppiest weapon available. No, I don't mean the Battleaxe of the Last Waaagh!, I'm talking about the world-ending Mythic Artefact that is the Dawnstar Sword. That should be fun! With too few points left for more than a single Shaman, I'll be sure to bind a Dark Emissary to do the 'teknikul wot-notz'.

Right. It's time to show those reprobate designer-types who's da Boss! (*Me? – Ed.*)

THE GREAT MAWLERS



Andy: So, first admission: I'm fairly green when it comes to using Ogres. However, I've played my fair share of Storm of Magic games, so I'm hoping that experience will carry me through.

Saying that, it's not as if the Ogres are hard to use; after all they're an army of monstrous infantry with a hell of a charge, supported by a mix of primeval fauna.

With this in mind I based my army list on Kev Chin's own army which we published back in September's White Dwarf – substituting Leadbelchers, Scraplauncher and Yhetees for Mournfangs, a Firebelly and

an Ironblaster instead. Otherwise the tactics and tricks that Kev details are the same ones I'll use. Mainly that of keeping the Thundertusk close to my Ogres and Irongut units so they can take full advantage of its Numbing Chill, forcing the enemy to strike after my units. The Dragonhide Banner is very powerful as it gives the Ironguts the ability to re-roll to hit, to wound and armour saves of +1 on the turn they charge!

The Slaughtermaster is another key element of the force, as is the Firebelly. Unsurprisingly, they will go on the Arcane Fulcrums where their high Toughness and multiple wounds will make it no easy task to shift them off their magical perches.

Finally, I'm including an acid-spitting Hydra and a Cygor, who will be targeting Wizards, where its re-rolls for hitting them will no doubt come into good use.

Lords

- Big Mawler**
Level 4
Slaughtermaster with extra hand weapon.
287 points

Heroes

- Cragus**
Bruiser with heavy armour, great weapon and Dragonhelm.
130 points
- Cindergut**
Level 2 Firebelly.
155 points

Core

- The Luggers**
12 Ogres with additional hand weapons, Bellowers, Standard Bearer and Crusher.
402 points

- Frost Smashers**
8 Ironguts with Bellowers and Standard Bearer with Dragonhide Banner.
414 points

Special

- The Snaggletooths**
3 Mournfang Cavalry with Crusher.
190 points

- Rare Ballbusta**
Ironblaster
170 points

- Roar Horn**
Thundertusk
250 points

Total: 1998 points

Monsters & Magic

- Cygor**
250 points

- Hydra**
with Spit Venom.
235 points



DEPLOYMENT

Annotations

- A** Skullvane Manse was split into two building sections. The main building was treated as a Mysterious Wizard's Tower, with the attached tower section counting as an Arcane Fulcrum (as suggested in last month's White Dwarf). This granted Simon's Dark Emissary the Loremaster (Shadow) whilst he remained within 3" of the Wizard's Tower.
- B** This ancient collection of enchanted menhirs was treated as Mysterious Arcane Ruins. On placing his Herald of Tzeentch next to the terrain, Tom rolled a 1, revealing that the Arcane Ruins would have no further special rules.
- C** Dreadstone Blight was used as both a building and Magic Circle for this battle. The Chaos Warriors deployed within would therefore have Magic Resistance (2), and a 4+ ward save against spells for the Mark of Tzeentch.
- D** Matt deployed his Chaos Warriors of Nurgle slightly within the wood. He rolled a 5 on the Mysterious Forest table, revealing it to be a Venom Thicket.
- E** Troll Country lies far to the north of the Old World and is a place where the Chaos Gods have long been worshipped freely. Both of these unholy sites would be treated as a Temple of Skulls.

The writers won the roll-off for deployment, opting to occupy the three Arcane Fulcrums on the northern half of the battlefield. After some deliberation, Andy's more resilient Ogre Wizards took the two flanking fulcrums, whilst Simon deployed his Dark Emissary atop Skullvane Manse, granting the cowed sorcerer full mastery of the Lore of Shadow.

Matt and Tom responded by taking their central and eastern fulcrums with the Herald and Sorcerer of Tzeentch, both of whom would now claim a 2+ ward save for their Marks of Chaos. The Lammasu held the third fulcrum to the west.

With all the Arcane Fulcrums occupied, both sides now took it in turns to deploy their units. Andy formed up a solid Ogre battleline in the centre, at the foot of Skullvane Manse. The Thundertusk was flanked by the Ironguts, Ironblaster and the

large Ogre unit to take full advantage of the 6" area of effect of its Numbing Chill. The Mournfang Cavalry were placed in a position to storm down the eastern flank, supported by the imposing Arachnarok nearby. The Orcs & Goblins then spread across the battlefield, plugging any gaps in the line to support the Ogres.

The allied Chaos army of the designers featured an aggressive centre, comprising the large horde of Bloodletters, the Ghorgon and the Chaos Warriors of Nurgle. The more defensive elements of the army, namely the Flamers of Tzeentch, the Hellcannon and Marauders were positioned on the flanks to support an advance in the centre. The Jabberslythe was deployed with the faster or flying elements of the army on the Chaos right flank and would be supported by the fell sorceries of the Lord of Change.



MEWLING MADNESS TURN 1



The Masque compounds the Jabberslythe's Aura of Madness to the ruin of the Mournfang Cavalry.

Killer Combinations

Whenever two different armies ally together, there are always opportunities to create powerful combinations using abilities drawn from models or units in each army. But in Storm of Magic games, this potential is augmented further by the ability to field Mythic Artefacts and Scrolls of Binding.

In their opening turn, Matt and Tom cunningly decided to use the Masque's Dance of Dreaming ability to reduce the Leadership value of the Mournfang Cavalry by 2 before the Jabberslythe's Aura of Madness took effect. Unsurprisingly, the result was devastating.

Matt: We won the roll-off for the first turn and decided to go first, as we wanted to prove our superiority early on. Firstly, my Chaos Lord on Manticore flew into the Chaos Spawn that was blocking the Slaughtermaster, and on the opposite flank, the Seekers of Slaanesh charged into the Orc Boyz with spears opposite them. Annoyingly, my Spined Beast failed its charge against Andy's Hydra, suffering a wound from its venomous spit in process.

With our charges completed, our next move was to draw out Simon's Fanatics, flying the Chaos Furies within 8" of the Night Goblins. Fortunately for us, both of Simon's Fanatics fell short as he rolled 7" for their moves. We mocked him only slightly.

My Chaos Warriors of Nurgle advanced, losing one to the dangerous terrain of the Venom Thicket, as did Tom's Daemonettes to their right. The Ghorgon and Bloodletters also advanced in the centre. The Lord of Change swooped down the right flank to threaten the Firebelly, whilst the Masque and Jabberslythe moved to unleash their deadly combined abilities.

They did just that at the start of the Magic phase, inflicting five wounds on the Mournfang Cavalry and causing them to flee. The Archarnak Spider also suffered two wounds, though everything else remained unaffected. The Lore of Heavens was in ascendance, which would affect all the Lores of Chaos. That suited us fine! Taking advantage of the Arcane Ruins, we channelled 4 times, giving us 17 power dice to their meagre 9 dispel dice.

Tom's Lammasu cast *Pit of Shades* on Andy's Ogres with irresistible force. The spell hit five models, dragging four to their deaths. We did lose 4 power dice from the miscast, and the Lammasu's Arcane Fulcrum scattered 18" southwards. Not a bad start, as it could've been a lot worse. I then miscast *Grandfather Nurgle's Circle of Life*, though Andy dispelled its effects. We lost the remainder of our power dice to the miscast, though both sides gained another 8 dice each after I rolled a double-6 on the Arcane Fulcrum miscast table! A wrathful Khorne threw a brass skull at my Chaos Sorcerer, though he managed to survive

Annotations

- A** The Venom Thicket strikes again and two more of Matt's Chaos Warriors are slain as they charge the Arachnarok.
- B** The Icon of Endless War carried by the Bloodletters helps them to make a long charge to aid the Ghorgon against the large unit of Ogres.
- C** The two surviving Chaos Furies make themselves useful by attacking a Goblin Spear Chukka, though it takes two rounds of combat for them to defeat the Goblin crew.
- D** After miscasting a *Magical Duel*, the Chaos Sorcerer of Teentech explodes spectacularly, leaving the Arcane Fulcrum unmaned.
- E** The Chaos Lord wounds the Slaughtermaster, but fails to dislodge him from his lofty perch.
- F** Despite witnessing the bloody massacre of his unit, the last Ogre rallies with a double-1 for his Leadership test!
- G** The Mournfang Cavalry also rally, mere inches away from the table edge.
- H** The Orc Boyz and Hydra make charges against the Chaos Lord and Marauders to protect the Slaughtermaster.
- I** The Orc Warboss and Black Orcs pile into the Chaos Warriors of Nurgle.
- I** A Goblin Wolf Charge carries the Hellcannon but is unable to harm it.

Tom: After Simon and Andy's poor first turn, we were in a strong position. We charged the Ghorgon and Bloodletters into Andy's Ogres and flanked the Arachnarok Spider with the Nurgle Chaos Warriors. I threw the Screemers of Tzeentch into Simon's Warboss (which had overrun into the Masque), hoping to hold it up for a turn.

We manipulated the magical flux from the Lore of Beasts to Life to aid my Herald of Tzeentch. He took full advantage, casting *Flesh to Stone* on the Bloodletters, which Andy failed to dispel. Simon dispelled the *Magical Duel* from the Lord of Change, though Matt's Tzeentch Sorcerer miscast his attempt to do the same. The duel resulted in a draw before a Dimensional Cascade blew the Sorcerer and four Chaos Warriors apart. Simon and Andy had Dominance now – curse you, Matt! The Hellcannon also suffered a wound and we lost five power dice. Our last two casting attempts were dispelled by Simon's Dark Emissary.

Matt's Hellcannon was in combat, but the Lord of Change wounded the Firebelly

once again with its Flames of Tzeentch, and my Flamers inflicted a further two wounds on Andy's Hydra. Burn, baby, burn!

Our Close Combat phase began with the Masque being torn to shreds by Simon's Warboss. So badly, in fact, that my Screemers all died from instability. Drat. The Arachnarch took a beating from the Hellcannon and Chaos Warriors of Nurgle, who cut it down after it failed its Break test. My Ghorgon and Bloodletters slaughtered the Ogres, despite being forced to fight last by the Thundertusk's Numbing Chill. Only a single Ogre escaped the massacre, all for the loss a mere two Bloodletters, who overran into the Ironblaster. That's better!

Andy: Having taken another beating this turn, we made a number of charges on our left flank to try and regain the momentum. We were forced to make some intercepting charges to protect my Slaughtermaster on his Arcane Fulcrum as well.

Orcs & Goblins and Ogre Kingdoms

Turn 2 Magic Phase



One advantage we did have was Dominance. But despite this luxury, and having 21 power dice to wield, our Magic phase was poor yet again. We failed to cast two spells, and another three were dispelled. The only success we had was wounding the Flamers once with *Bonecrusher*. We were in real trouble.

But moments later, our luck changed dramatically. A Spear Chukka inflicted three wounds on the Lord of Change and my Cygor hurled a menhir at Tom's Herald of Tzeentch, squashing him dead! Splat!

The Orcs lost five Boyz to the Chaos Lord, though they were steadfast and held their ground. The Marauders followed suit, despite losing six men to my rampaging Hydra. The Bloodletters lost two of their number to the Ironblaster, but killed it and reformed to face the Thundertusk. Despite suffering a wound, Simon's Warboss unleashed his deadly weapon and slew the Nurgle Champion and all of his Chaos Warriors with the help of the Black Orcs.

Warboss Skullkrusha continues to reap a bloody harvest with his fully augmented Dawnstar Sword.



KEY



Movement



Charge



Flee



Magical



Orcs & Goblins
and Ogre Kingdoms
FULCRUMS

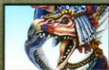


Battle Tracker:

TURN 2

Ascendant Lore:

LIGHT



Daemons of Chaos
and Warriors of Chaos
FULCRUMS



FORTUNE IS FICKLE TURN 3



Goaded into a killing frenzy by their Herald, the Bloodletters hurt themselves at the Thundertusk.

Ka-boom!

Matt once again attempted to cast *Grandfather Nurgle's Circle of Life*. Not only can this devastating spell decimate an enemy unit, but if it causes ten or more wounds, then a Daemon Prince of Nurgle will also be summoned to the battlefield!

He successfully cast the spell, but with a miscast. Deciding to save their dispel dice, Simon and Andy let the spell through and, to their relief, the Ironguts only suffered five wounds.

However, the Nurgle Sorcerer suffered six wounds from the miscast, though Matt passed all of his war saves... then the fulcrum exploded. Oops!

Matt: Losing two Wizards in the same turn had been a real blow. We needed to get our act together to avoid letting the game slip away. Most of our units were already in combat, so we made a few quick charges to maximise the superior combat ability of our armies. The Bloodletters piled into the flank of the Thundertusk and Tom sent the Daemonettes in to free up the Hellcannon by tearing apart the Goblin Chariot it was fighting. He also charged with the Flamers, hoping to finish off Andy's Hydra with their Flaming Attacks. Keeping the scenario objectives in mind, we decided not to finish off the last Ogre with the Ghorgon, opting instead to move it left, ready to attack that pesky Slaughtermaster next turn.

The Magic phase saw the Lore of Life in ascendancy, though with Tom's Tzeentch Herald now dead, it didn't do us any favours. Tom began proceedings by casting *Clean Magic* on Andy's Firebelly, intending to steal a *Fireball* spell to cast, but this was dispelled. I then had a bit of a disaster whilst attempting to summon a Daemon Prince of Nurgle. Suffice it to say that things

went wrong (see left). Very wrong. With another Wizard down, things were rapidly taking a turn for the worse.

We lost all but three of our power dice in the miscast, so all we could do was try and finish off the Wyvern with a *Bolt of Change*, but this was dispelled. Tom tried again in the Shooting phase – this time with the *Flames of Tzeentch* – but was foiled by its high Toughness. The stubborn lizard just didn't seem to want to die! How selfish.

Tom began the Close Combat phase by wrecking the Goblin Wolf Chariot with the Daemonettes and overrunning towards the Black Orcs, though he fell short of reaching them – a shame, as the Daemonettes would've hit them in the flank.

The Flamers wounded the Hydra once, but Andy passed its Scaly Skin save on a 6. It wounded the Flamers twice in return, but more annoyingly, held its ground, despite losing combat and having a terrible Leadership value. Nearby, my Chaos Lord challenged the Orc Boss, who accepted and died like the cowardly dog that he was. The Orcs lost the combat, but also held

their ground. Tom's Bloodletters earned a giant trophy for Khorne in the shape of a Thundertusk skull. The monstrous beast died hard however, goring three Bloodletters to death, with the crew accounting for two more before being chopped to pieces by burning hellblades. Unsurprisingly, the Chaos Furies couldn't match their performance against the Mournfang Cavalry and were wiped out.

Simon: Despite losing the Thundertusk to the Bloodletters and being attacked on all sides, we were nonetheless in a deceptively strong position. The Orc Warboss and his mount were, however, on a single Wound apiece. Never one to hold back, I sent him charging into the Daemonettes anyway! My Black Orcs bravely sent an assault party to storm Dreadstone Blight and drive out the Chaos Warriors of Tzeentch, though it would be a tough fight. After much persuading on my part, Andy was encouraged/bullied/threatened [delete as appropriate] to sacrifice his Ironguts in order to redirect the Bloodletters away from the Cygor. My plan was that this would allow us to prepare a 'welcome party' next turn in the form of the Cygor, Mournfang Cavalry, Goblin Wolf Chariot and – if he was still alive – the Warboss. All or nothing!

Our Magic phase was less than spectacular, particularly frustrating as we still had Dominance and could well have had the game all sown up if we'd been able to unleash a big spell or two. Instead, the Firebelly's Fireball Barrage at the Lord of Change was dispelled, and he then failed to cast Fireball at full power. Our only success was my Dark Emissary casting *Okkam's Mindrazor* on the Orc Boyz. Let's see how you like fighting Strength 7 Orcs, Matt!

As with last turn, our luck changed seamlessly as we moved into the Shooting phase. I hit the Lord of Change with another Goblin Spear Chukka and wounded it. After all our failed attempts to banish Tom's Greater Daemon with magic, he failed his ward save and suffered another 3 wounds. Slain in ignominy by some plucky Goblins! How humiliating.

Matt was finally reduced to average luck with his Chaos Lord, and only killed two of the Orcs he was fighting. The Boyz struck back, wounding on a 2+ with their augmented Strength of 7 and ignoring his armour. Matt's luck completely betrayed him and he failed all three of his 4+ ward saves. The Chaos Lord was dead! The combat between the Hydra, Flamers and Marauders achieved little, but Andy's Hydra at least held its ground. The Daemonettes rained blows on my Orc Warboss, but he ignored their feeble attacks and butchered eight of them with his unstoppable blade, wiping them out. The Black Orcs and Warriors of Tzeentch killed three enemies apiece, the combat ending in a stalemate.

The multi-headed Hydra rips its way through the Marauders, but they are not so easily cowed.



Against all the odds, the Lord of Change is slain at long range by the Goblin Spear Chukkas.



CATACLYSMS

TURN 4

Annotations

A The Hydra finishes off the last of the Flamers but flees and is chased down by the victorious Chaos Marauders, who hit the Orc Boyz in the flank as they surge forwards.

B Simon and Andy spring their trap on the Bloodletters and Herald of Khorne, charging with the Orc Warboss on Wyvern, the Mourmfang Cavalry, the Cygor and the last surviving Goblin Wolf Chariot in a desperate attack.

C Where has the Ghorgon gone? It's gone home! Andy's Slaughtermaster successfully unbids the mighty creature and sends it on its way by rolling a 5!

D Simon's Dark Emissary casts *Bridge of Shadows* to relocate the Orc Boyz away to a better position to fight the Chaos Marauders who had hit them in the flank moments earlier...

E ... but miscasts in the attempt and rolls a double-1 on the Arcane Fulcrum Miscast Table to the ruin of both the Dark Emissary and Skullvane Manse!

F The Goblin Rock Lobber finally makes its presence felt, finishing off the Hellcannon with a perfect strike.

G The Black Orcs suffer six casualties as they assault the Chaos Warriors of Tzeentch, killing only three in return, but yet again, their courage holds.

Tom: There was little I could do with my Bloodletters but crash into the Ironguts and hope for Khorne's blessing. I was more confident about the Ghorgon's chances, however, and relished the prospect of finally being rid of the Slaughtermaster.

We rolled poorly during the Magic phase, and I relied on the ascendancy of the Lore of Shadow to cast *Ribauld's Retroactive Illusion* with the Lammasu, but the thrice-accused Slaughtermaster dispelled it with a lucky roll.

The Hellcannon, still alive and freed from combat at last, targeted the Firebelly but misfired. However, Matt rolled a 6, meaning the Hellcannon could no longer shoot but the attack would strike at Strength 10, and he obliterated the Firebelly!

The Hydra did nothing to my Flamers at first, but Thunderstomped the last of them to death. But Andy at last failed his Break test and the Marauders ran it down, hitting the Orcs in the flank. The Herald of Khorne hacked down the Bruiser that had challenged him whilst two more Ironguts

fell to the furious attacks of the Bloodletters. The last Irongut only killed one and was run down. But now came their counter-attack...

Andy: It was time for our last-ditch effort to kill the Bloodletters. This was an all or nothing gamble, as it could well decide the game. Everything started well, with all four charges into the rampaging Daemons being successful and we waited with baited breath to see if Simon's plan would work.

Our only remaining moves were to try and drive the Chaos Warriors of Tzeentch from Dreadstone Blight with the Black Orcs once again, whilst the Night Goblin Shaman headed towards the Arcane Fulcrum recently relinquished by the Firebelly. Poor fella.

The fates mocked us by ensuring that the Lore of Fire was in ascendancy, making us miss our dear, departed Firebelly all the more. Simon's Dark Emissary cast *Ribauld's Retroactive Illusion* on the

Orcs & Goblins and Ogre Kingdoms Turn 4 Magic Phase



KEY



Movement



Charge



Flee



Magical

Slaughtermaster's Arcane Fulcrum, hoping to shift it further eastwards and away from the Ghorgon, but this was dispelled. He followed this spell by miscasting *Bridge of Shadows*, moving the Orc Boyz behind the Marauders, who reformed to face them. We lost all our remaining power dice to the miscast but, more importantly, lost the Dark Emisary and Skullvane Manse itself to an Earth-shattering Kaboom miscast result. That's twice in one game now – madness!

Simon's Black Orcs were defeated by the Chaos Warriors, but held their ground. In the main combat, the Wolf Chariot and Mournfang Cavalry killed three Bloodletters each with Impact Hits before the Orc Warboss and Wyvern were unfortunately both finished off in a challenge with the Herald of Khorne. The Cygor lost two wounds, the Mournfang Cavalry suffered three, but between their return attacks and Stomps, seven Bloodletters were slain. A further seven Daemons succumbed to daemonic instability. This would be close...



Rustling up a Snack

A Ghorgon is nigh unstoppable at the best of times but, when it has won a combat or two, its Bloodgreed special rule makes it a true force of nature. Tom's Ghorgon was up to 8 Attacks by the time it fought the Slaughtermaster, and inflicted two wounds despite the protection offered by the Arcane Fulcrum. Luckily for Andy, a Slaughtermaster is quite handy in a fight, and caused two wounds itself to earn a draw.



Orcs & Goblins
and Ogre Kingdoms
FULCRUMS



Battle Tracker:

TURN 4

Ascendant Lore:

FIRE



Daemons of Chaos
and Warriors of Chaos
FULCRUMS



BRING IT DOWN!

Turns 5&6



Steeped in Magic, Shrouded in Shadow

Tom's Lammasu continued to frustrate Simon and Andy, keeping the allied Chaos army in the game and countering their magic against all the odds. In the last few turns, the Lammasu's mastery of three different movement spells would prove to be crucial, not only for the Lammasu itself, but also for getting any vulnerable units out of harm's way in order to deny Andy and Simon their precious victory points.

Turn 5 – Matt: Tom's Herald and Bloodletters were still alive for the moment, which was a great relief – especially as he had finally killed the Orc Warboss as well. All I could do for the moment was charge the Orc Boyz with the Chaos Marauders.

The Lore of Light's ascendancy didn't do us any good as the Lammasu was our only Wizard left now. Tom had three spells with which he could relocate the Lammasu to a more useful position, so that's what he tried, though he would need to roll lots of dice to make it happen, risking a miscast. *Ribauld's Retroactive Illusion* was dispelled first of all, but he managed to succeed with *Bridge of Shadows*, moving the Lammasu to the Arcane Fulcrum that the Night Goblin Shaman was heading for. Sucker! Finally, Tom cast *Unbind Monster* on the Cygor, hoping to avenge the Ghorgon last turn, but only succeeded in making it frenzied.

My Marauders lost combat against the Orc Boyz after Simon passed three of his four parry saves, but they held their ground, despite losing three of their number. Tom's Herald of Khorne outdid himself once again, inflicting three wounds on the Cygor, enabling the other Bloodletters to kill it. The Mournfang Cavalry Crusher killed the Bloodreaper in a challenge, but was driven off along with the Goblin Chariot.

Turn 5 – Simon: Curses! That Lammasu was proving to be a nightmare! My Night Goblin Shaman would now be unable to reach the empty Arcane Fulcrum further south before the end of the game, so that damnable Lammasu was very much in the need of killing. We set about that goal as best we could.

The last of the Mournfang Cavalry fled the board, but both Spear Chukkas passed their Panic tests. Once more, our Magic phase was dreadful, the Lammasu dispelling both the Slaughtermaster's *Transagar's Transportation* and my Shaman's attempt to unbind him. We were starting to run out of options, so I took the risk of targeting the Lammasu with the Rock Lobber. Just as we feared, the attack scattered, though it thankfully missed the Night Goblin Shaman nearby. My Spear Chukkas were back on form, hitting with both shots despite needing 6s. The Lammasu was wounded, but the Arcane Fulcrum prevented the spear's Multiple Wounds (D3) from taking full effect.

In combat, the Orcs and Marauders fought each other to a bloody standoff, both sides suffering four casualties apiece.

Turn 6 – Tom: It was the last turn, and all we needed to secure a draw was to keep the Lammasu alive. But in the case of a



Despite being attacked on every side, the Bloodletters continue to rampage across the battlefield.



draw, victory points would be used to decide the winner, so we went all-out to get some last-minute kills and protect what we had left. My Herald of Khorne left the last surviving Bloodletter to charge into a Spear Chukka, hoping to Panic the other.

We struck gold in our Magic phase (well, Shadow, actually), earning +5 to cast with the Lammasu. With this advantage, I was able to spirit the last Bloodletter away with *Bridge of Shadows* and hide it safely behind *Dreadstone Blight*. My other magic was dispelled, but I had potentially saved 439 points, so Matt and I were satisfied.

The Herald took out the Spear Chukka in combat and panicked the other crew, but even though the Marauders won the combat with the Orcs by three, Simon passed their Leadership test with a 4.

Turn 6 – Andy: Our only real hope of victory was in the Magic phase, which had let us down every turn so far. Simon's Shaman cast *Unbind Monster*, but this was dispelled. I then miscast a *Cantrip* to teleport the Slaughtermaster to the fulcrum nearby. He survived unharmed and earned both sides eight extra power dice with a Really Wild Magic! miscast result. Now within range, the Slaughtermaster's attempt to unbind the Lammasu was dispelled. Both of our Wizards then cast *Magical Duel*, and though Simon's Shaman succeeded, Matt won the roll-off. My next attempt to slay the creature was with *Bonecrusher*, but I failed to wound it. Finally, Simon's Goblin Rock Lobber targeted the Lammasu, but it misfired. And exploded. Damn.



Snatching Victory from the Jaws of a Draw

In the Storm of Magic scenario, the winner of the battle is the side that controls the greatest number of Arcane Fulcrums at the end of the game. If both sides control an equal number of Arcane Fulcrums, then victory points are used to determine the winner. As it turned out, the outcome of the seemingly insignificant combat between the Orc Boyz and Marauders ended up deciding the game!

WE WERE ROBBED!



The Bloodletters, led by the Herald of Khorne, and the Lammasu kept the Chaos alliance in the game.

RESULT: DRAW!

Orcs & Goblins
and Ogre Kingdoms

3841

Victory Points



Battle Tracker:
**END OF
GAME**



Daemons of Chaos
and Warriors of Chaos

3752

Victory Points

Matt: A draw? Outrageous! I maintain that we were the better players throughout. Simon and Andy got lucky at the right moments, and we were victims of misfortune rather than the cunning or tactical expertise of our opponents. Tom and I are viewing this as a victory. Well, that's my excuse and I'm sticking to it!

On a more serious note, it's difficult to talk about this game without genuinely bemoaning our luck. I lost track of how many miscasts we rolled, and we weren't even being overly reckless with the number of power dice we used to cast our spells. We lost two of our Wizards to miscasts, including one of our Arcane Fulcrums as well! At least Simon did the honourable thing and followed suit a few turns later.

The game was certainly a very bloody one, and I was reduced to less than twenty Chaos Marauders by the time the dust settled. In fact, all Andy had left was his Slaughtermaster. It seemed that every time we wounded him, he recovered it moments later with the Blood Gruel Lore Attribute.

I still firmly believe that our armies were stronger and it was only our dreadful luck that prevented us from romping home with a comfortable victory. When it comes to the crunch, there's no doubt in my mind that we designers are the best players. So there.

Tom: What a crazy game. All of our ingenious tactics were undone by outrageously bad luck at the most inopportune moments. We would surely have won otherwise. Curses!

Actually, if you ignore how many of our Wizards either exploded or were killed off by some fluky dice rolls, our armies performed quite well. I was especially proud of my Herald of Khorne and his entourage of angry Bloodletters. They carved their way through everything that they came across from start to finish, and even accounted for Simon's hideously powerful Orc Warboss and his Wyvern.

But as much as my Herald of Khorne was absolutely sensational, the guy that kept us in the game, and earns the undisputed title of Man (or Monster) of the Match was the Lammasu. His combination of the Lore of Shadow and the *Transagar's Transportation* Cantrip meant that he was able to get exactly where he needed to be to deny the Night Goblin Shaman towards the end of the game. The Lore's Cataclysm spells may not seem as devastating as those of the other Lores, but sometimes subtlety is a better option to help you win the game.

I suppose that some grudging respect has to go to our opponents, as they held us to a draw despite their share of bad luck.

SO WOZ WE!



The tenacity of the Orc Boyz and Slaughtermaster was crucial, as was the Warboss' killing power.

Simon: Phew! That was a close one. When I look back on the game though, there were so many situations that, had they gone differently, would have tipped the balance of the game one way or the other. If the Rock Lobber hadn't misfired and exploded in the last turn, for example, we would have been more than 100 victory points clear of Matt and Tom's total, and therefore outright winners. And the less said about casting that spell with my Dark Emissary, the better!

Having said that, I think that a draw was a more than fair result, as the luck swung wildly in both directions for much of the game, with neither side able to gain a clear advantage for long enough to make the game safe. After a laborious start, we finally got our groove going and all but smashed Matt and Tom's right flank to pieces.

But even though we had Dominance for a number of turns, the Winds of Magic just weren't with us, so Matt and Tom were able to counter many of our spells. With our inability to get a grip on the Magic phase, it was up to our shooting (which, I must say, was nothing less than magnificent on occasion), and close combat to win the day. But against an army of Daemons and Warriors of Chaos, the latter was always going to tough. Next time, designers!

Andy: Some may claim they were unlucky, and our first turn was certainly no picnic, as Simon and I watched our army slowly disintegrate around us through Jabberslythes, spells and shooting! Then again, the luck seemed to equal out in later turns as our opponents kept miscasting. Suddenly, through no tactical guile of our own we were leading the game. Alas, a draw was all we could muster, if ever there was proof that Storm of Magic battles are anything but predictable then it was here.

Simon's already made mention of the frivolous spellcasting that was our downfall, so I'll concentrate on my own performance and rate myself mixed at best. Basically I was too cautious with the Ogres, I decided to have a first turn of shooting and then charge in the second with my Ogres, Ironguts and monsters. With hindsight this was silly, I should have got stuck in to those Bloodletters as soon as possible. As it was, we reduced them to just one by the end of the battle and if we'd finished it off before the lone Daemon was spirited to safety all those victory points would have been ours, and with a fulcrum each, we could have claimed victory.

Which brings me on to the accursed Lammasu, that thing just would not die, and kept Tom and Matt in the game.

Just as the Daemon suspected, the battle was a farce. The Herald had claimed the skulls of countless foes, winning great honour and glory for Khorne, but not a single opponent had been more than a distraction.

The Ogres it had fought had fallen so easily that it had been more of a harvest than a contest of arms. The beast pulling the strange cannon contraption had been readily slain. Its sword arm had been slowed by the giant tusked creature's aura, but that too had fallen beneath its smouldering blade. The thuggish Orc chieftain and its serpentine mount had provided little sport, nor had the cyclopean monster. The Wastes had been disappointing...

BLANCHITSU



It's been a while, but this month GW art director, John Blanche, returns with his irregular column to share his extraordinary views on the hobby. This issue John wants to talk about different painting styles.

Let's talk about painting miniatures. It's a topic I come to again and again, and one I've discussed before in the pages of *White Dwarf*. That's because I'm obsessed with it. If I'm not painting the hobby on canvas, I'm painting my miniatures. Something that spurs me on is the brilliant work done by the 'Eavy Metal team. The 'Eavy Metal style is all about stunning execution, a clean look involving highlighting, shading and blending to a degree that is hard to replicate. After all, that's why they are the world's best painters.

When I've painted a figure in the past I've always had the 'Eavy Metal image in my head as what I'm trying to achieve, even though I'll never be able to match it. A few months back, I had a bit of a revelation. I thought, why am I doing this? My style is not (and hasn't been for a long time) 'Eavy Metal, and nor should it be. I have my own intrinsic way of painting that I've developed over the last four decades. Talking about it now it seems quite obvious that my models rarely look like the work of the 'Eavy Metal guys, but that never stopped me thinking that they *should*. What I've now done is given myself permission to paint my own way and not worry about trying to achieve a standard that simply doesn't fit my style.

My figures have a scruffy, debased quality much like my drawings, which is why I find it hard to draw a distinction between the two. They're both creative works that I approach in the same way, it just happens that one is on canvas and one is a three dimensional model. I have a 'painterly' style in that I paint what I feel, rather than clear-cut lines. This feeds into a rather impatient need to see a result. Time is my enemy, so there is a frenetic edge to my style, born out of need to get the model finished in one sitting, or else I'll never go back to it.

Over the years I've encountered many hobbyists who have very individualistic painting styles, and I'd like to present two of them to you in this article. While my style has formed from both a practical need to paint quickly and artistic endeavour, both of these Golden Demon winners sit at either end of this spectrum.



STEVE BUDDLE

Steve Buddle, who has just joined the Citadel Design Team, is an accomplished painter with 12 Golden Demon trophies under his belt. Since the advent of the Citadel Washes, Steve set about creating a technically proficient style that gave good results in little time. Over to Steve to explain more:

When painting my models, I've always striven for a very high level of smoothness and precision but started feeling like a change was in order and I wanted something a little less intense in my painting process. I began thinking less in terms of the challenge of technical greatness and more along the lines of how far I could push the quality and character of figures with less than an hour of actual painting.

In a broad sense, the real time taken on painting figures is in the layering of highlights. You can take forever if you aren't careful so I thought about how to minimise the amount of highlighting or even how to avoid it altogether. I looked to the Citadel Washes as my weapon of choice and started experimenting with finding how well a basecoat and wash could look. I discovered that washing an area twice gives a much cleaner look than once and that you could get all kinds of wonderful effects by choosing different colours for each layer. I learned to lighten my basecoats quite considerably as the washes would darken them. I also began to enjoy giving figures an all-over wash of Gryphon Sepia to even out tones and give a lovely warm quality to the figure.

One of the figures I recently tackled was the Wood Elf Lord with great weapon. Over a black undercoat I basecoated him with mostly Foundation Paints. The flesh was pure Dheeb Stone, the cloak painted Orkhide Shade on the inside and Knarloc

Green on the outside. I painted areas of leather in Calthan Brown with varying amounts of Dheeb Stone or Iyanden Darksun mixed in to give me several tones. The hair was a mix of Calthan Brown and Chaos Black, the Spite was painted Iyanden Darksun and I used some Mechrite Red for a few areas. I highlighted these areas fairly roughly, just for a little volume. The armour was painted Shining Gold and highlighted with a little Mithril Silver added. At this stage the model looked unimpressive, but it was only half done. I covered the whole model in my custom brown wash (Gryphon Sepia with a little Asurmen Blue and Baal Red mixed in) being careful that while the wash was quite heavy, it didn't pool anywhere. This then required me to walk away and wait for the wash to dry. I enjoy this part as I get to go back twenty minutes or so later and see how it all worked out. It can be a magical moment and I rather like the lack of being able to control the final result. As I normally do, I then repeated the wash and this built the depth and neatened the result. Beyond this I then washed the whole figure with Gryphon Sepia to give him an even richer tone.

After the washing stages I went to work making minor adjustments. I highlighted the flesh basically with a mix of Skull White and Gryphon Sepia (adding the wash to the paint aids transparency and helps to match the tone to the colour beneath). A smidgen of drybrushing on his hair and some tidying up left me with the result on the right. He ended up taking a little over an hour but I'm not too worried about that.

Probably not the stuff of Golden Demon trophies but then, I've won a fair few of those and I say these figures are good enough for me!



Before: This is the Wood Elf Lord with just his basecoat colours on, not much to look at yet.



After: Here's the same model after Steve has used his wash magic, now looking, frankly, great.

Left to right: Steve's Jokaero, Grey Knights Justicar, Grey Knight and Wood Elf Dryad, all painted using his distinctive and quick minimalist style.





Julian usually starts off with one model, which will then grow into a warband, as it has done here.

JULIAN BAYLIS

For my second guest, we go to the other end of the spectrum. Rather than the clean technical finish of Steve's models, Julian Bayliss' style is exuberant. There is little planning and no time frames here; Julian follows his instincts and muse to produce brilliantly painted models, almost forming an emotional connection to the subjects of his paintbrush. I'll let Julian clarify:

Many of my models are influenced by the amazing artwork found in the army books and Codexes. I find the black and white prints to be especially evocative, and have had a direct influence on my painting schemes. The Warhammer world and 41st Millennium are dark and gothic places, which is why I shy away from bright and strong colours and use a limited, almost monochrome palette. I also follow this through onto the bases, with the same colours unifying both elements of the figure. The only exception to this is when I use Modelling Snow, which gives a strong contrast against my dark models.

I rarely, if ever, am able to leave a model in its original form. I am a compulsive converter but never start out with a plan, other than a vague idea of what I want. I

then build up the model with parts from my bitz box until I'm satisfied. My favourite components all come from the Chaos Knights frame. Despite having bought at least six of these kits, I've yet to actually make a Chaos Knight! The frames are cannibalised for my other projects – the shoulder pads are brilliant and work equally well on 40K and Inquisitor models, and you'll find the Chaos Knight weapons dotted around many of my models. They're big and meaty and instantly give my figures an overwhelming presence.

Even though I've never used Chaos Knight frames to make a Chaos Knight, without doubt my favourite army to model and paint is Chaos. Quite simply it's the force that best suits my style. With Chaos there are no rules, and this allows my imagination to wonder completely free of any preconceptions, which gels with my painting style, making it very distinctive. Like John, I've been recognised by my models at Games Day and elsewhere, and I think that is very flattering. My style does not appeal to everyone, but I'm fine with that. It's different, and if we all painted in the same way, then the hobby would lose its originality.



A lone Chaos Marauder stands atop a rocky plateau, surveying an unseen massacre.



This model, and the two below, all have one large subject with smaller figures to the left.



This mini-diorama is pure Warhammer 40,000 ephemera, inspired by John's illustrations.



A Tech-Adept with a coterie of needle-legged servo skulls in the midst of some investigation.



Julian's dread Vampire Lord rides a Zombie Dragon in the throes of decomposition.

So, there you go. As you can see with all the pictures of these fantastic-looking models, having your own painting (and modelling) style is like a visual signature. In a way, it's an extension of your personality showcasing your own hobby preferences. And the more people who develop their own unique painting style, the richer our hobby becomes. Until next time...

JOHN

CRUCIBLE OF FLAME

Datasheets for Dark Eldar, Grey Knights and the Sisters of Battle

Apocalypse takes your games of Warhammer 40,000 to the next level. In this article, Mat Ward, Robin Cruddace and Phil Kelly present six new datasheets for you to use in your games.

In the nightmare future of the 41st Millennium there is only war. The galaxy's mightiest warriors lead vast regiments of soldiers and armoured columns stretching from horizon to horizon into battle. Gargantuan war machines and colossal Titans stride the battlefield like gods of war, whilst super-heavy tanks unleash hellish weapons that can slay entire battalions. Supersonic aircraft scream overhead, dropping bombs on the battlefield below, whilst spaceships orbiting far above launch devastating barrages. This is a war like no other. This is Warhammer 40,000: Apocalypse!

Apocalypse is an Expansion for Warhammer 40,000, allowing you to fight battles on a nightmarish scale using the Apocalypse scenario. Games of Apocalypse are ideally suited to multi-player battles, with multiple generals aside and thousands

of points of miniatures on the battlefield. Apocalypse encourages players to use their entire collections on the tabletop, so if you've ever fancied using your complete Space Marine company (or Chapter!) or Tyranid hive fleet on the battlefield, then this is the opportunity to do just that! You can also use super-heavy tanks, gargantuan monsters and towering Titans too.

When picking an army for Apocalypse you use datasheets, which allow you to field these towering war machines and unique formations on the table top. These datasheets provide special abilities and advantages for fielding the models in the formation listed.

Over the following pages we've got a fresh batch of official datasheets for the Dark Eldar, Grey Knights and Sisters of Battle, bolstering the lines of these forces as they enter the fray.

“One cannot consider the fate of a single man, nor ten, nor a hundred, nor a thousand. Billions will live or die by our actions, and we have not the luxury to count the cost.”

Warhammer 40,000: Apocalypse

Apocalypse allows you to take your games of Warhammer 40,000 to a unprecedented scale. You will command an army of hundreds of men and squadron after squadron of vehicles and towering war machines. This 200-page large-format, hardback rulebook contains all the information you need to get started playing games of Apocalypse, including: full rules for fighting really large tabletop battles, a guide to mustering apocalyptic forces, four gatefold spreads featuring spectacular battle reports, and a hobby section with advice on making Strategic assets, counters and objectives.

www.games-workshop.com





WARHAMMER

40,000

APOCALYPSE

CRUSADE OF FIRE

POINTS: 50 + MODELS

The Purifiers seldom fight as a single formation. If Grey Knights are rare then the Purifiers are doubly so, and their talents must be applied sparingly across the very breadth of the war-torn Imperium. However, should circumstances prove dire enough, the Castellans of the Order sends word to his Brother-Purifiers that a Crusade of Fire must be formed. Few have seen such an assemblage and survived, for such battles leave little in the way of living observers. Indeed, at the battle's conclusion the Purifiers swiftly turn their flames upon those allies who might have seen too much, eliminating such witnesses.

By focusing their psychic might, the Purifiers can summon vast constructs of living fire to consume the foe. Whilst the cleansing flames of a single Purifier Squad can incinerate tightly-knit groups of enemies, when a Crusade

of Fire advances it is preceded by a bow wave of towering azure flame that can sweep a battlefield clean of taint. Any enemies fortunate enough to survive this attack are overwhelmed as the Purifiers charge through the smoke and ash to bring swift death.

One of the most famous – amongst the closed ranks of the Grey Knights only, of course – instances when a Crusade of Fire was deployed was in the final throes of the war against the Daemon legions and corrupted mortal allies of Atrophus the Foul on Castigon Prime. So foul were the blessings of Nurgle that virus bombs had proven ineffective and attempts to engage them with other forces resulted in unacceptable losses. The orbital deployment of the Crusade of Fire slew Atrophus and his retinue, before cleansing the planet – defenders and invaders alike – in purifying flame.



GARREN CROWE



PURIFIER SQUAD



PURIFIER SQUAD



PURIFIER SQUAD

Formation:

- Castellans Garren Crowe
- 3-10 Purifier Squads (each unit must contain ten models, cannot split into combat squads or take a Dedicated Transport).

Special Rules:

Strike Force: All units in the strike force must be deployed within 6" of Castellans Garren Crowe or, if coming on from reserve, must enter the table within 6" of Crowe's point of entry.

Tide of Cleansing Flame: Each turn the Purifier Brotherhood can unleash a torrent of fire to scour the enemy from their path. This is a psychic shooting attack with the profile given below. Nominate either Garren Crowe or one of the Keepers of the Flame – this is the model that resolves the attack, must take the Psychic test, and so on. Tide of Cleansing Flame does not



prevent the user from firing another weapon, and does not count towards the number of psychic powers he can use in a turn.

	Range	Str	AP	Type
Cleansing Flame	Hellstorm	2*	6*	Assault 1

The Strength increases by 1 (to a maximum of 10) and the AP drops by 1 (to a minimum of 1) for each additional unit from the strike force within 6" of the user of the psychic power.

EXTERMINATION STRIKE FORCE POINTS: 100 + MODELS

Many an army loses all chance of victory once its warlord is slain. The daemonic hordes of the Immaterium are as prone to this truth as any other force. Indeed, they may even be more vulnerable. The Exalted Greater Daemons that inevitably command major incursions are not only unbelievably mighty combatants in their own right, but are also locus-points of the Warp energy that sustains their lesser kin. Accordingly, the Grey Knights have developed many tactics focused on swiftly eliminating specific targets in a Daemon horde, and the Extermination Strike Force has long proven itself amongst the most effective.

A Nemesis Dreadknight forms the vanguard of the Extermination strike force, its armaments subtly altered to allow it to fire specially crafted tracker rounds. When these

rounds strike a target, the shrapnel laces the target with a fine layer of psychic spoor. Once the target is marked, a squadron of Stormraven Gunships roars into the fray, guns blazing. The psychic spoor marking the target shines out bright as day for the gunships' specially trained pilots, allowing them to guide their own psychically charged shots with otherwise-impossible accuracy, driving fire into otherwise invisible weaknesses on the foe. Even an Exalted Greater Daemon cannot last long under such a barrage, torn to shreds by augmented assault cannon fire or banished to the Warp by the impact of mindstrike missiles. Once such a mighty foe as a Greater Daemon has been slain in this manner, his daemonic host invariably succumbs to instability, forced back into the Warp once more.

Hammer of Titan



NEMESIS DREADKNIGHT

Cassini's Wake

STORMRAVEN
GUNSHIPS



Saturn's Thunder

STORMRAVEN
GUNSHIPS



Storm's Herald

STORMRAVEN
GUNSHIPS



Formation:

1 Nemesis Dreadknight with heavy psycannon (can take additional options).

3 Stormraven Gunships with the psybolt ammunition upgrade. One Stormraven must be designated as the command vehicle.

Special Rules:

Strike Force: The Stormraven Gunships in the strike force must start the game in strategic reserve. They must enter the table within 6" of their command vehicle. The Nemesis Dreadknight must start the game on the table.

Marked for Extermination: Instead of firing normally, the Nemesis Dreadknight can choose to fire a special tracker round with the profile given below.



	Range	Str	AP	Type
Tracker Round	48"	7	4	Heavy 1, Psychic Spoor*

*Psychic Spoor. A unit hit by this shot is marked by Psychic Spoor for the remainder of the game and is hit automatically by shots from the strike force's Stormraven Gunships (blast weapons do not scatter). Additionally, a Daemon unit marked with psychic spoor counts its Toughness and Armour Values as half its normal value if hit by Mindstrike missiles or psybolt ammunition shots.

REPENTANT HOST

POINTS: 50 + MODELS

Repentant Hosts are formed when several Orders Militant have cause to join forces. The Sisters Repentia and Penitent Engines that comprise a Repentant Host are therefore rarely from the same Order, but they are united in their desire to atone for their sins. Individually a penitent warrior's desire for absolute borders on the maniacal, but when a Repentant Host is formed the collective need for forgiveness is amplified to new heights. As the fervour sweeps through the assembled masses they renew their efforts, refusing to die whilst there is even the slimmest chance of slaying the Emperor's foes and earning redemption.

The first known deployment of a Repentant Host was during the Grathaxian Crusade when both the Orders of the Valorous Heart and Ebon Chalice had suffered great losses against Warboss Blackaxe's Orks. The greenskins were held back by Canoness Sybria, who gathered to her every Sister Repentia who could still walk. The Repentia fought with renewed passion and though hundreds were martyred, their sacrifice bought the surviving Battle Sisters time to open the vast cathedral gates. The greenskins were slaughtered shortly thereafter as two dozen Penitent Engines strode across the battlefield, staining it with Ork blood.



Formation:

- 1 Canoness
- 3+ Sisters Repentia Squads
- 3+ Penitent Engines

Special Rules:

Strike Force: All units in the formation must be deployed within 12" of the formation's Canoness, or, if coming on from reserve, they must enter the table within 12" of the point entered by the formation's Canoness.

Reverent Passion: All units from the formation within 12" of the Canoness ignore the Rage special rule and, if the Canoness successfully uses the Passion Act of Faith,

all units in this formation (including Penitent Engines) that are within 12" of her also count as having used the Passion too (no additional Faith Points or Acts of Faith are required).

Only in Death Does Duty End: All units in this formation gain a +1 bonus to both their Feel No Pain and Shield of Faith rolls.



PURGE SQUADRON

POINTS: 50 + MODELS

In engagements where the enemy is wont to overwhelm the Sisters' lines, a Canoness may sanction the formation of a Purge Squadron. Such an action is never taken lightly, for deploying most of the Order's Retributors can leave other

units without fire support of their own. However, there are few foes that can stand against such combined firepower – a rolling wall of bolter shells, flames and melta blasts that devastates everything that dares to stand in its path.



Formation:

3-5 of the following teams*:

- Bolter Team: Retributor Squad with 4 heavy bolters and an Immolator with twin-linked heavy bolter.
- Flamer Team: Retributor Squad with 4 heavy flammers and an Immolator with twin-linked heavy flamer.

Special Rules:

Strike Force: All units in the formation must be deployed within 6" of the Command Vehicle, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Command Vehicle.

Wall of Fire: If three or more teams (both Immolator and Retributor squads must fire to count as a team) from this formation fire at the same target, resolve the shots as a single attack instead, using one of the following profiles below. The profile you use will depend on the composition of the Purge Squadron:

Composition	Range	Strength	AP
3+ Bolter Teams	36"	5	4
3+ Flamer Teams	12"	5	4
3+ Melta Teams	24"	8	1
1+ of each team	24"	6	3

- Melta Team: Retributor Squad with 4 multi-meltas with an Immolator with twin-linked multi-melta.

*One Immolator in the formation must be designated as the command vehicle.

* To resolve the attack, place two counters (coins or other suitable markers are ideal) up to 18" apart such that both are within range and line of sight of the Command Vehicle. Draw a straight line between the centres of these two markers. Any unit with at least one model within 1" of this line immediately suffers a number of hits as shown in the relevant profile. Remove the markers once the attack has been resolved.

Fire and Faith: Before making a Wall of Fire attack (see above) declare how many Retributor Squads will attempt to use the Divine Guidance Act of Faith. If at least one squad passes their Act of Faith test, the resulting Wall of Fire attack will gain the Rending special rule.

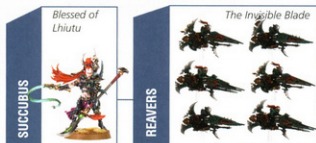
Type
Heavy 1*, 3D6 Hits*
Heavy 1*, Ignores Cover, 6D6 Hits*
Heavy 1*, Melta, D6 Hits*
Heavy 1*, Melta, Ignores Cover, 4D6 Hits*

DARK OLYMPIAD

The Wych Cults strive to outdo each other with the spectacle of their gladiatorial bloodsports, but even the most audacious of spectacles is nothing compared to the Dark Olympiad. The three-year build up to a Dark Olympiad consists of a gruelling program of gladiatorial contests that elevates the greatest of Wyches to glory whilst leaving their lesser sisters dead. By the end of the games, competitors and audience alike are frantic with pent-up

POINTS: 100 + MODELS

energy. At the finale, a realspace portal is opened in the arena, and Wych Cult and audience alike are invited to pour out into the realm of mortals to bathe in an orgy of killing. The spectacle of a Dark Olympiad is very different from the Wyches' usual fare for there is only one criteria for success – she who takes the most lives and returns to Commorragh alive is declared Queen of the Olympiad and promoted to the ranks of the ynnitach then and there.



Formation:

- 1 Succubus
- 1+ Unit of Hekatrix Bloodbrides
- 2+ Units of Wyches

Special Rules:

Strike Force: All units in the Dark Olympiad must be deployed within 12" of the Succubus or, if coming on from reserve or by webway portal, they must enter the table within 12" of the point entered by the Succubus.

Orgy of Scarlet: Whenever a unit from the Dark Olympiad gains a pain token as a result of causing an enemy unit to be removed from play, choose another Dark Eldar unit within 24" and within line of sight. That unit also gains a pain token.

The Grand Finale: The Dark Olympiad has saved the very finest of its stimulants for the grand finale of their

- 1+ Unit of Hellions
- 1+ Unit of Reavers
- 1+ Unit of Beastmasters

games. An army that includes a Dark Olympiad may roll an extra dice on the chart when determining which combat drugs are available, and apply two of the results generated instead of the usual one. Note that an army that also includes Duke Sliscus could roll three dice and choose the best two! The results do not stack.

Frenzied Beasts: The alien beasts employed by the Dark Olympiad are injected with combat drugs before the battle and then driven into a frenzy by the overwhelming spectacle of full-scale war. Beastmasters, Donorian Clawed Fiends, Khymerae and Razorwing Flocks in a Dark Olympiad are all treated as having combat drugs.

RAZORWING SICKLE SQUADRON

POINTS: 75 + MODELS

The pilots of Razorwing Jetfighters are almost always ex-arena champions who have amassed such a fortune they have left their jetbikes behind. The thrills of flying a jetfighter are indisputable, but there are many who miss the spike of sensation they get when slamming their vehicle's blade vanes through a foe's body. Such pilots

often customise their craft, installing generators along the sicklewings so that monoscythe fields project outward like blades of force. As they approach the foe, these pilots turn their wings perpendicular to the ground. Anyone caught by the field will be treated to the most sudden death the Dark Eldar have to offer, bisected cleanly from scalp to groin.

Y'threllia



Kharaqas



Uluathrys



Formation:

3+ Razorwing Jetfighters

Special Rules:

Strike Force: All units in the Sickle Squadron must be deployed within 6" of the command vehicle or, if coming on from Reserve, they must enter the table within 6" of the point entered by the command vehicle.

Sicklewing Fields: In the Movement phase a Razorwing from the Sickle Squadron may slash its foes with its sicklewing fields. Mark the start point of the model's move, move the Razorwing model, and then mark the end point of its move (these two marked points can be

*One Razorwing Jetfighter must be marked as the command vehicle.

anywhere on the model's base). Then trace an imaginary line between the two markers (considered to be about 1mm thick). The Razorwing inflicts D6 S8 AP – hits with the Rending special rule on one unengaged, non-vehicle unit that lies under the line, resolved immediately. If a 4+ is rolled for the number of hits, and at least one wound is caused, then the player controlling the Razorwing may allocate one of the wounds to any model in the enemy unit. The rest of the wounds (if any) are distributed as normal. Cover saves may be taken as normal.

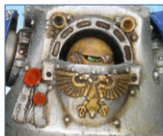
THE CONTEMPTOR DREADNOUGHT

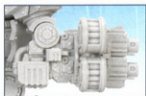
Revered beyond compare by those Chapters fortunate enough to boast these war-relics among their ranks, the stride of a Contemtor-Pattern Dreadnought is an echo of ancient days and Mankind's glory fuelled by the Astartes Legions of old.



SPACE MARINE CONTEMPTOR-PATTERN DREADNOUGHT

A true relic of the technological power once achieved by the fledgling Imperium of Mankind and once a mainstay of the Astartes Legions of the hallowed Great Crusade, the Contemtor-pattern Dreadnought is both larger and stronger than the more common Mars-pattern MkIV and MkV chassis. Its systems feature many of the most sacred mysteries of the Adeptus Mechanicus, lending this armoured behemoth much in common with the fell battle-automata of the fabled Legio Cybernetica. Such techno-arcana as field generator technology akin to that of storm shields, and relic-weapons is rarely seen in the latter days of the 41st Millennium.





The Contemtor-pattern Dreadnought is capable of fielding many arcane and rare weapons such as the heavy conversion beamer, or the Khesh assault cannon that is larger and more powerful than its descendant. Even the sacred mysteries of the graviton gun can be fitted to the Contemtor's targeting systems.



SPACE WOLVES CONTEMTOR-PATTERN DREADNOUGHT

The Contemtors of the Space Wolves developed a reputation for battlefield excess and unwanted savagery that, combined with the shadow left by the Razing of Prospero, has seen only those Space Wolves whose own sagas are more sinister interred in these relics.



IMPERIAL FISTS

CONTEMPTOR-MORTIS DREADNOUGHT

The Contemtor-Mortis utilised the advanced chassis as a heavy weapons carrier. It was also fitted with advanced targeting auguries and tracking systems, allowing it to provide close air defence where needed.



Imperial Armour Apocalypse Second Edition fully updates and expands the first edition with 32 entirely new entries. It is packed with over 90 Apocalypse datasheets, from the mighty Crassus Armoured Assault Transport to the Daemon Lords of Chaos. Also included are new Forge World units including no less than five Contemtor-pattern Dreadnought variants and the Dark Eldar Tantalus. A 128-page, full-colour hardback book, Imperial Armour Apocalypse Second Edition provides comprehensive and updated descriptions and rules for using all of Forge World's recent additions as well as new Apocalypse battle missions, including 'The Lion and the Hawk', 'Shattered City' and 'Fortress Assault' as well as lots of new options and background to enhance your games.

www.forgeworld.co.uk

SLAUGHTER ON SHRÖDINGER VII



Imotekh the Stormlord, ruler of the Sautekh Dynasty and aggressor.

Mat Ward presents a mini-campaign recreating a pivotal clash between the Necrons of the Sautekh Dynasty and Space Marines of the Black Templars Chapter.

In the early months of 930.M41, the frozen world of Shrödinger VII became the latest target of Necron expansion. It was to be the most recent in a series of conquests masterminded by the ruthless genius of Imotekh the Stormlord. Unlike the other worlds however, Shrödinger VII was not taken entirely unprepared. As the silent Tomb Ships slipped into orbit, the world's Astropathic choir were able to broadcast a distress hymnal before a blaze of emerald light obliterated them and every other living thing on the planet's surface for a dozen miles in every direction.

This early triumph aside, the defence of the planet did not go well. Slab-sided Monoliths descended upon the planetary capital, blasting apart opposition wherever it gathered. Upon landing, they acted as relay portals for innumerable legions of Necron Warriors and Immortals who methodically swept aside the remaining defences. Within three days, the sprawling hive from which Shrödinger was governed had been reduced to blood-soaked ruin.

Yet once the capital was seized, the Necrons initially advanced no further. Great excavation machines were brought



down from orbit and, under the steady guidance of Crypteks, bored deeper into the planet's surface than the humans' cryonite mines had ever reached. There, a dozen miles beneath the surface, the Sautekh found a slumbering Necron tomb. Imotekh wasted no time in ordering the revivification process activated, so that the tomb's legions might add their strength to his. In that moment, the plight of Shrodinger went from desperate to impossible. When the Necrons renewed their advance they did so unrelentingly. Little by little, the newly awakened legions began to scour all traces of humanity from the planet. Destroyers roamed the empty streets, toying with fugitives for their own malicious amusement. Flayed Ones, drawn by the choking stench of death, picked corpses clean, then darted

off to seek more fleshy trophies. Within a week, much of the northern hemisphere was as silent and empty as the ruined hive had been seven days before. Only on the southern continents did the humans hold out – pockets of resistance with no hope of victory and scant hope of survival.

Then, as if in answer to the defenders' prayers, the Black Templars arrived...

PLAYING THE CAMPAIGN

This campaign comprises a series of four linked scenarios designed to be played through in order. The outcome of one scenario affects the next scenario, and so on, so you might like to record the results of each scenario, the dispositions of the forces that took part and any survivors. You can play the scenarios individually, of course, and each explains how to do so.



Marshal Helbrecht, as was his rank at the time, led the Black Templars.

TEMPLAR STRIKE

“Orbital incursion? I find it incredible that any foe could ever be surprised by so obvious a strategy. Order the phalanxes to fire on my command – we shall teach these sombre fellows the price of their predictability.”

– Imotekh the Stormlord to Vargard Akyntor



Serried ranks of Necron Immortals lie in wait for the Black Templars.



The Emperor's Champion spearheaded the Drop Pod assault.

Shrödinger VII's hymnal of assistance has not gone unanswered. Engines blazing, the ships of Marshal Helbrecht's crusade emerge from the Warp and engage the Necron blockade. Yet Helbrecht knows that this war cannot be won in the skies, only amid the ruins of Shrödinger's refineries and manufacturums. So it is that Helbrecht orders a drop assault into the heart of what appears to be a major Necron staging area. His goal is to disrupt, or at least slow, the flow of Necron reinforcements. Unfortunately, Imotekh the Stormlord has accurately predicted Helbrecht's strategy, and has prepared a lethal welcome...

ARMIES

This mission is fought between 3000 points of Black Templars and 2500 points of Necrons. The Black Templar army is selected using the Force Organisation chart, but can include any number of Troops choices and must include Marshal Helbrecht (use the model and rules for Grand Marshal Helbrecht – though he has a power sword, rather than the Sword of the High Marshals). Furthermore, only units capable of Deep Strike or that can arrive via a Drop Pod can be selected. The Necron army is chosen normally, but must include Imotekh the Stormlord.

BATTLEFIELD

This mission is fought on the permafrost wastes outside Keppen Refinery – the site of the Imperial Guard's defeat. It is a 6' x 4' board covered in craters and other battlefield debris.

OBJECTIVES

The Black Templars are trying to secure their drop zone to allow heavy equipment to be brought in. The Necrons are trying to stop, or at least delay, them. The Necron player places 5 objective markers on the battlefield, each at least 12" away from another marker and from any board edge.

DEPLOYMENT

The Necron army deploys anywhere on the board – units can be held in reserve or Outflank if the player wishes. All Black Templars units must begin the game in Deep Strike reserve.

FIRST TURN

The Black Templars have the first turn.

GAME LENGTH

The game ends instantly if the Black Templars control all five objectives at the end of any game turn. Otherwise, the battle ends after 8 turns.

VICTORY CONDITIONS

At the end of the game, the Black Templars win if they control at least three of the objectives. Otherwise, the Necrons win.

SPECIAL RULES

Welcoming Volley: In the Necron's first Shooting phase, all Necron shooting weapons are treated as being twin-linked.

The Bloodswarm: Imotekh's plans included seeding the battlefield with Bloodswarm Scarabs. As a result, Flayed One units do not scatter if arriving from reserve, and can always arrive from Outflank on a table edge of the Necron player's choice.

CAMPAIGN SPECIAL RULES

Humbled by the Stormlord: Any Black Templars character slain by the Necrons in this mission is assumed to have been captured and then set loose – but not before Imotekh marks them for their failure. At the end of the game, roll on the Memorable Mutilation table for each such character – if you use that character in a later game in this campaign, he suffers the penalty listed. For example, if your Emperor's Champion is mutilated, you must use the same Emperor's Champion in later scenarios (unless he's beheaded, of course).

MEMORABLE MUTILATION TABLE

D6 Result

- Beheaded!** Imotekh is so appalled at the captive's lack of battle skill that he removes him from future rosters in a very final fashion. You cannot use this character again in the campaign (ignore this result if you roll it for Helbrecht – he has a destiny!).
- Plucked Eye.** The character's Weapon Skill and Ballistic Skill suffer a -1 penalty.
- Tongue Torn Out.** Other models cannot use the character's Leadership.
- Severed Hand.** The character has -1 Attack.
- Lopped Foot.** The character cannot Run.
- Terrible Scar.** No effect.

BENEATH THE SURFACE

“One lost battle does not equate to lasting defeat. Not whilst I still hold my blade.”

– Marshal Helbrecht

With his initial strike's momentum blunted by the Necron ambush, Helbrecht is forced to draw other plans – the balance of power must be tilted in the Black Templars' favour, and quickly. Taking counsel with his Battle-Brothers, Helbrecht opts for a subtler strategy. Recon Land Speeders have identified a tomb complex several miles south of the drop zone. Energy readings indicate that this is a pivotal link in Imotekh's command and control network. Deeming that the destruction of this nexus will disrupt the Necron onslaught, Helbrecht readies a strike team and sets off into the darkness...

ARMIES

This mission is fought between 1500 points of Black Templars and 1500 points of Necrons. The Black Templar army is selected using the Force Organisation chart as normal, but must include Marshal Helbrecht (use the model and rules for Grand Marshal Helbrecht – though he has a power sword, rather than the Sword of the High Marshals). The Necron army must include a Monolith (this is free and in addition to the forces listed above) to be the Tomb Nexus – this apart, neither army can include non-walker vehicles.

BATTLEFIELD

This mission is fought in a dust-laden antechamber of a Necron tomb complex. It is a 2' x 8' board – we can assume that the edges of the board are the walls of the tomb.

OBJECTIVES

The Black Templars are attempting to destroy the Tomb Nexus. The Necrons must defend it.

DEPLOYMENT

The Black Templars player chooses one of the short board edges – this will be where his models enter the antechamber at the start of his first turn. The Necron player deploys the Monolith in base contact with the opposite board edge. Up to half of his remaining units are then deployed up to 18" away from the Black Templars board edge. The remaining Necron units are deployed within 18" of the other short board edge.

FIRST TURN

The Black Templars automatically have the first turn.

GAME LENGTH

This mission only ends when the Black Templars have all been slain or the Tomb Nexus has been destroyed.

VICTORY CONDITIONS

If the Black Templars destroy the Tomb Nexus, they win the mission. Otherwise, the Necrons win.

SPECIAL RULES

Tomb Nexus: The Tomb Nexus is treated as an immobile Monolith. However, it is protected by an array of powerful force fields and ignores all damage results on a roll of 3+ (roll each time the Tomb Nexus suffers a glancing or penetrating hit).

CAMPAIGN SPECIAL RULES

Humbled by the Stormlord: (see Templar Strike for details).

Shattered Command: If the Black Templars successfully destroy the Tomb Nexus, the Leadership characteristic of all non-character Necron units is reduced to 7 for all subsequent campaign games.



The Tomb Nexus is defended by Imotekh's elite warriors.



MARKED FOR DEATH

“I leave the matter of the honourless wretch to you. Bring me his head.”

— Imotekh the Stormlord to Lord Tzernog, Vizier of Deathmarks



Squads of Deathmarks were dispatched to slay Helbrecht.

Until Helbrecht's strike against the Tomb Nexus, Imotekh bore the Black Templars no malice – they were a martial opponent to be treated and honoured as such. However, after Helbrecht's strike at what Imotekh considers a forbidden target, all protections granted by the Triarch codes of battle are angrily discarded. Moreover, Imotekh orders that the Necron retaliation will be carried out by Deathmarks and psychomancer-led phalanxes. As night creeps over the Black Templars' base, a darkness of a different kind threatens to engulf their Marshal...

ARMIES

This mission is fought between 750 points of Black Templars and 500 points of Necrons. The Black Templar army is selected using the Force Organisation chart as normal, but must include Marshal Helbrecht (use the model and rules for Grand Marshal Helbrecht – though he has a power sword, rather than the Sword of the High Marshals). The Necron army cannot include vehicles, but is otherwise selected using the Force Organisation chart. At least one unit of Deathmarks must be taken.

BATTLEFIELD

This mission is fought in the ruins of the Kepplen Refinery. It is a 4' x 4' board covered in ruins, craters and other battlefield debris.

OBJECTIVES

The Necrons are attempting to assassinate Marshal Helbrecht. The Black Templars must defend their commander and drive off the Necron attackers.

DEPLOYMENT

Helbrecht must be deployed in the centre of the battlefield. One unit can be deployed with Helbrecht, provided that he has joined that unit. The remaining Black Templars units can be deployed anywhere on the board, at least 12" from Helbrecht. The Black Templars cannot place units in reserve. All Necron units must begin the game in Deep Strike reserve (see Teleport Attack below).

FIRST TURN

The Necrons automatically have the first turn in this scenario.

GAME LENGTH

The Black Templars player rolls a dice at the end of game turn 5. On a 1-2, the game ends immediately, and on a 3 or more the game continues. If the game continues, then the Black Templars player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

If Helbrecht is slain by the time the game ends, the Necrons win. If Helbrecht is wounded, but not slain, the game is a draw. If Helbrecht is unwounded, the Black Templars win.

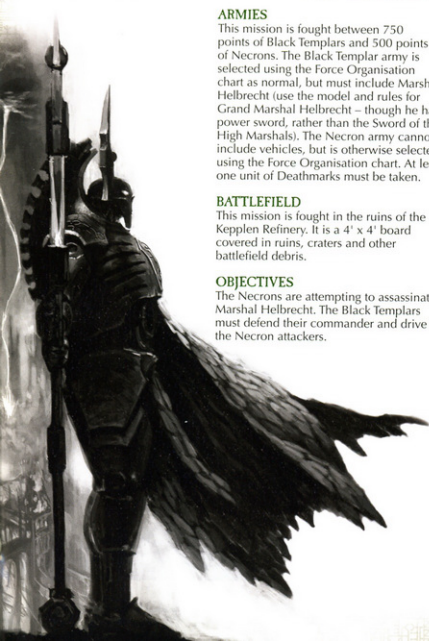
SPECIAL RULES

No Retreat: Marshal Helbrecht is Fearless in this scenario.

Teleport Attack: The Mandragoran Crypteks have placed a massive teleport array at the assassination force's disposal, allowing the Necrons to beam into the heart of the Black Templars. All units in the Necron army have the Deep Strike special rule in this mission, and must be deployed in Deep Strike reserve. Additionally, Necron reserves are rolled for from Turn 1, rather than Turn 2.

CAMPAIGN SPECIAL RULES

Broken, But Unbowed: Marshal Helbrecht starts the next mission with a number of Wounds equal to the number he had at the end of this one. The only exceptions is if Helbrecht was removed as a casualty, in which case he starts with a single Wound on his profile in the next mission – clearly the Necrons underestimated a Space Marine hero's superhuman resilience.



ICE CAVERN SHOWDOWN

“Your fate is sealed, primitive. Accept it, and I may yet prove merciful.”

– Imotekh the Stormlord

“I have no interest in your mercy, only in your destruction.”

– Marshal Helbrecht

When the final battle arrives, it does so quickly. Both commanders know that the battle for Shrödinger VII must end soon. Helbrecht wishes to see the campaign ended before he succumbs to his grievous wounds, whilst Imotekh needs a moment of peace to undo the disorder caused by the Tomb Nexus' destruction. So does the fate of the world hang on a desperate battle deep beneath the surface, with the remnant of the Black Templars strike force set against the Stormlord's household guard. If the Black Templars prevail, the Sautekh conquests will be stalled for months – possibly even years. If the Necrons carry the day, Shrödinger VII, and all those who live upon it, are doomed...

ARMIES

If you're playing this as part of a campaign, don't pick an army for the Black Templars, but use all the surviving units and models from the previous missions. The Necron army is 2000 points chosen normally, but must include Imotekh the Stormlord. If you're playing this mission as a one-off, choose a Black Templars army of 2000 points. You must include Marshal Helbrecht (use the model and rules for Grand Marshal Helbrecht – though he has a power sword, rather than the Sword of the High Marshals).

BATTLEFIELD

This mission is fought in a large cryonite cavern. It is a 6' x 4' board scattered with jutting cryonite crystals and frozen ruins.

OBJECTIVES

This battle will determine the fate of Shrödinger VII – only by the slaughter of the enemy will either side prevail.

DEPLOYMENT

This battle will determine the fate of Shrödinger VII – only by the slaughter of the enemy will either side prevail.

FIRST TURN

Roll off with your opponent to determine who gets the first turn.

GAME LENGTH

The Black Templars player rolls a dice at the end of game turn 6. On a 1-2, the game

ends immediately, and on a 3+ the game continues. If the game continues, then the Black Templars player rolls a D6 again at the end of the 7th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 8th and final turn on a roll of 4+. The game ends automatically at the end of game turn 8.

VICTORY CONDITIONS

Each side scores 1 victory point for every enemy unit destroyed. The Necrons score an additional 3 victory points if Helbrecht is slain. The Black Templars score an additional 3 victory points if Imotekh is slain. The side with the most Victory Points at the end of the game, wins.

SPECIAL RULES

Molten Footing: The ice floor of the cavern is incredibly unstable, apt to dissolve into molten ice. Whenever a non-skimmer unit is going to Move, Run or Assault, its controlling player must roll a D6 before the action is carried out. On a score of 1, the ice has given way – D3 random models in the unit are removed as casualties by the controlling player.

Ice Tomb: As this battle takes place deep underground, Imotekh's Lord of the Storm special rule is not used. Only troops that arrive by teleport (Terminators, Deathmarks, Flayed Ones and so on) can arrive by Deep Strike in this mission.



The Sword Brethren stood ready to deliver the Black Templars' fury.



Imotekh's personal guards prepared to face the Black Templars.

HISTORICAL NOTE

Ultimately, even the zeal of the Black Templars and the valour of their Marshal are not sufficient to defeat the Necrons on Shrödinger VII. The tomb awakens to full function, and a new world in the Sautekh Dynasty is anointed in the blood of its erstwhile human inhabitants.

Though Helbrecht and many of his Battle-Brothers are able to escape the doomed world, the shame of defeat hangs heavy on them. For Helbrecht it is a burden made physical by the severance of his hand – Imotekh's mocking token of victory. It will be many decades before Helbrecht's burden will be lifted, when the Black Templars can finally exact a measure of revenge upon the Stormlord. But that, as they say, is a story for another time...

“You have been an excellent foe, if one slow to accept his place in the cosmic order. Here, I shall grant you a lasting reminder of your insignificance.”

– Imotekh the Stormlord to Marshal Helbrecht

'EAVY METAL

Last month we released a book and a brush set under the iconic 'Eavy Metal name, but who and what are the 'Eavy Metal team? We talk to Joe Tomaszewski about the world-famous team of painters and what they have been up to of late.

Masterclass Book



Collected together from the pages of White Dwarf and featuring an exclusive Urien Rakarth Masterclass, this 'Eavy Metal book is packed with techniques and step-by-step guides from the world's best miniatures painters. The 96-page full colour book includes subjects as diverse as the Daemon Prince, Captain Sicarius and the Ork Warboss, all for your painting pleasure. You can order it from the website.

The 'Eavy Metal team need no real introduction; for hobbyists everywhere they are the world-renowned group of professional miniatures painters who reside in the Games Workshop Design Studio. The majority of models you see throughout the pages of White Dwarf and on the box covers of our kits will have been painted by the 'Eavy Metal team.

Pictures of 'Eavy Metal painted models are all well and good, but the miniatures have to be seen up close to be really appreciated. That's because an 'Eavy Metal figure has to work on so many different levels. 'When you're painting for 'Eavy Metal you have to keep in mind that the models will be photographed and seen in many different contexts,' says Joe. 'Every model has to work on a grand scale in an army, in a unit or squad, individually, and even at a super detailed level. White Dwarf will often show zoomed in images or particular areas of a model and the painting has to stand up even when shown at 200% its normal size. That's a tall order and takes a certain kind of person with the patience and ability to be able to paint to that standard all day, five days a week.'

'Eavy Metal painters don't just have to think about quality but have to work creatively with the sculptors and writers, as often their choices of paint colours will define the look and feel of models for

years to come. 'The Dark Eldar are a good recent example. Working closely with Jes, we developed a new style for the range, coming up with overarching dark-tones and brilliant flashes of neon-like colour,' explains Joe. 'There is a lot of research and development that goes into every project. The colour schemes we use are not improvised; it's all carefully thought out to help enrich the background.'

That's not to say the guys work in a rigid fashion, as the world's top miniatures painters they are always keen to invent and develop techniques, and come up with new ways of painting. 'It's always been – since the beginning – a key trait of 'Eavy Metal to constantly evolve the figure painting discipline, and that is what's so great about working in a team. We all look to each other and feed off everybody's ideas and we're excited by each other's work,' says Joe. 'If Neil or any of the team is working on something we've never done before I genuinely look forward to seeing what they come up with. It's a great team dynamic and there are no egos, we like to learn from each other. It's one of the things we look for in 'Eavy Metal recruits; you have to be good – the best, in fact – but there has to be humility and a willingness to learn as well.'

Over the next few pages, Joe and the team have chosen some of their recent favourites that they feel really showcase the team's abilities. Let's take a look...

Ork Boss Snikrot

As an Ork that displays an uncanny knack for stealth, Anja Wettergren added a number of clever details to Boss Snikrot, such as a compass on the pommel of each of his combat blades and a camouflage pattern on his combat fatigues. She chose an 'urban camo' colour scheme so that these details would also work as a spot colour in conjunction with the glowing blue lenses on Snikrot's faceplate.

The model's pallid skin tone works perfectly to contrast with the dull metal of its blades and armour. As a final touch, black and white dregs were painted onto the bands around Snikrot's arm and leg.



Lhamaen

Darren Latham painted this poisonous consort of a Dark Eldar Archon with pallid skin and vibrant pink hair to contrast with her dark robes. He painted the stylised freehand design on the robes as a spot colour, but also to look more threatening.





Daemonette by Anja Wettergren



The Changeling by Anja Wettergren



Prince Apophas by Kornel Kozak

The Sanguinor

Darren's rendition of the Sanguinor is a masterclass in painting non-metallic metal. Since this model was first seen, many people have emulated the look, which is a welcome sight to the 'Eavy Metal team who delight in inspiring others.



Chaos Lord

This Chaos Lord of Nurgle was painted by Joe, who enjoyed tackling such an organic figure. The exposed intestines and gore spilling over the axe handle allowed Joe's imagination to really run wild.



Necromancer

Kornel Kozak's Necromancer blends dark red and black to create a multi-layered effect on the cloak. The skin is the spot colour, but the pinkish tone also complements the cloak.



So, why are our figure painters called 'Eavy Metal instead of just 'the figure painters'. We asked John Blanche, who founded the first 'Eavy Metal team way back in the 80s.

John: 'Eavy Metal was actually the name of the White Dwarf column I used to write that showcased great miniature painting. Gradually that name transposed to the in-house miniature painters who came to embody figure painting at its finest. The name came about in no small part to the fact we were painting metal models, and that heavy metal music was the sound of choice, piped through the Citadel factory in Newark's tinny speaker system. We're talking proper heavy metal thunder here and to further emphasise this, the length of Rick Priestley and Dave Andrews' (who designed the first ever 'Eavy Metal logo) hair at the time was, frankly, astounding. The first conscript of what would later become 'Eavy Metal was Colin Dixon who I met at a Citadel Open Day. Soon after, I recruited Mike McVey and taught him to blend in the manner of 18th century water colourists and the rest, as they say, is history.



Medusae by Dave Heathfield

The White Dwarf

The White Dwarf is a light-hearted model and Joe wanted to reflect that in the painting. Hence the bright colours, and yes, he really did freehand those tiny (and accurate) pages of White Dwarf!



High Queen Khalida by Anja Wettergren

Astorath the Grim

One of the first Citadel Finecast models the 'Eavy Metal team got to paint. This model is a dark reflection on the Sanginor pictured on the previous page. Both models have been painted by Darren, whose mix of muted reds and non-metallic gold look beautiful.



Urien Rakarth

Neil Green's version of Urien Rakarth is full of subtle details and a brilliant use of flesh tones that really sets off the model. The cold tones of the armour contrast well against the warmer tones of the skin and in the writhing tentacles that carry the master Haemonculus to his next victim.



See for Yourself

On the previous pages we mentioned that to really appreciate 'Eavy Metal miniatures you need to see them in person. We send 'Eavy Metal models to Games Days around the world but the best way is to come and view the entire collection at the Citadel Miniatures Hall in Warhammer World, Nottingham. The Miniatures Hall is open daily with thousands of 'Eavy Metal models new and old on display, so come and see them for yourself.



Ikkit Claw

Another of Neil's brilliant paint schemes. Note the object source lighting around the eyes and the glowing phials.



Herald of Tzeentch

Painted by Mark Holmes, this miniature may be a riot of colour but conforms to the rules of colour theory. Which is why the mix of such bright colours as turquoise, gold and pink works so well and doesn't clash.



Grey Knight

This exquisitely painted Grey Knight is also by Darren. It's a technically precise paint job that makes the model stand out on any battlefield. The red banner contrasts against the cool silver armour making it extremely easy on the eye.



Tools of the trade

The 'Eavy Metal Brush Set was released just last month. Inside the steel case you'll find two exquisite paintbrushes handmade by master brushmakers from finest kolinsky sable hair. Also included are two pots of 'Eavy Metal Medium, a pigment-free matt liquid that can be applied to paints and washes to create fine glazes. Finally, there is a tips booklet, featuring invaluable advice from the 'Eavy Metal team.



Become 'Eavy Metal

Have you got what it takes to join the 'Eavy Metal team, the world's finest miniature painters? We're always on the look out for extremely talented figure painters with a great attitude and a burning desire to have a career in the Design Studio.

If this sounds like you, then here's your chance to get noticed by sending us pictures of your recently painted models. Bear in mind we're only after the best. A successful candidate must be over 18 and willing, as well as able, to live and work in Nottingham, England.

Send us an email to the address below, attaching clear, in-focus pictures of your work. Also include a covering letter telling us about yourself, and why you want to work for the best miniatures painting team in the world. Contact us at:

eavymetal@games-workshop.co.uk

WARHAMMER

MODELLING WORKSHOP

SKULLVANE MANSE

Our first Modelling Workshop for this issue takes a look at the Astromancer's lair, Skullvane Manse. Chris Peach guides through painting this lovely terrain kit, making it ready for your own Warhammer battlefield.

Chris: When painting large pieces of scenery like this, I work in a certain way. First I decide what colour the majority of the model will be and basecoat the whole thing with the Citadel Spray Gun. In this case, stone was the dominant material and so I sprayed the whole model Charadon Granite. Then I got the drybrush out and worked on the stone areas, drybrushing up the layers. Once at that stage, I started to 'zoom in' – working on the next largest area, the brickwork, then tackling the tiles, and so on. Before you know it you're painting the smallest of details, like the door handles and are nearly finished. Finally, I added some weathering to the whole model.

But before you begin, you'll need to assemble the building and this is very straightforward. I built the model almost to completion, only leaving the very top of the model, the observation dome, off at this stage of the project. The entire model was then given an undercoat of Chaos Black.

You will need:

- Plastic Glue
- Plastic Cutters
- Chaos Black Spray
- Citadel Spray Gun
- Large Drybrush
- Wash Brush
- Standard Brush
- Basecoat Brush
- Badab Black
- Bleached Bone
- Blood Angels Red
- Camo Green
- Chainmail
- Charadon Granite
- Codex Grey
- Dark Angels Green
- Fortress Grey
- Graveyard Earth
- Gryphonse Sepia
- Hawk Turquoise
- Khemri Brown
- Mechrute Red
- Mithril Silver
- Necron Abyss
- Ogryn Flesh
- Rotting Flesh
- Scorched Brown
- Shadow Grey
- Shining Gold
- Skull White
- Space Wolves Grey
- Tin Bitz



PAINTING THE STONE

Stage 1: Start by basecoating the entire model with Charadon Granite. I used the Citadel Spray Gun for a smooth, even coat but you can also use a large brush.

Stage 2: Focusing on the stone areas, coat with a heavy drybrush of Codex Grey. Use the Large Drybrush, as it was specifically designed for this type of painting.

Stage 3: Next apply a lighter drybrush layer of Fortress Grey.

Stage 4: Pick out stones and bricks randomly with either Gryphonne Sepia or Ogryn Flesh.

Stage 5: To finish, apply a very light drybrush layer to the stone walls with Bleached Bone.



PAINTING THE OBSERVATORY DOME

I painted the dome separately, so there was no need to spray it Charadon Granite. The stages below start from an undercoat of Chaos Black.

Stage 1: Basecoat the entire dome with a liberal layer of Tin Bitz. Using a Large Brush we'll get the job done quickly.

Stage 2: Using Shining Gold, give the dome a heavy drybrush. The exception is the comet motif which was carefully painted with Shining Gold.

Stage 3: Now drybrush the whole area with Burnished Gold.

Stage 4: Next, apply a really light drybrush of Mithril Silver so you're just catching the edges of the raised detail.

Stage 5: Then create a verdigris mix, using a 1:1 wash mix of Hawk Turquoise and Dark Angels Green. This is liberally applied onto the dome, then, before it has a chance to dry, carefully wipe away the excess with a damp cloth.

Stage 6: Reapply the Mithril Silver drybrush, keeping it light. You can also highlight the comet motif with the same colour if you wish.



PAINTING THE WOOD AND METALS

Here I show how to paint the wood and metal support braces. Don't forget that there are lots of wooden areas on the model, from doors and window shutters to walkways and platforms. All these use the same technique as explained below. In the pictures to the right you'll also notice the tiles being painted as well – don't worry, that method is covered over the page.

Stage 1: Start by painting the wood Scorched Brown. Give the metal strips a basecoat of Chainmail.

Stage 2: Wash the whole area with a liberal coat of Badab Black.

Stage 3: Then you need to drybrush the wood with Graveyard Earth. For the metal braces apply a second wash layer, this time with watered-down Bestial Brown. The skulls in the alcove should be washed with Devlan Mud.

Stage 4: Then all you need do is drybrush the skulls with Skull White. Finally, the metal strips were lightly drybrushed with Mithril Silver.



Weathering Heights

I only weather terrain right at the end of the process. This is because the ageing of materials and the wearing of stone happens to all things at once, the taint of weathering should be applied equally to all surfaces, or else it can look artificial.

I applied the weather effect into the recesses across the entire model by creating a 1:1 mix of Camo Green and

Graveyard Earth, which I drybrushed directly into the recessed areas.

In the deeper recesses, water down some Graveyard Earth to create a wash and carefully apply it to the parts of the model you have already weathered with the brown/green mix. You can see how effective this technique is in the image on the right.



PAINTING THE ROOF TILES

The secret to painting tiles on a building like this, which has a ramshackle appearance, is to not paint all the tiles exactly the same way. If you do the roof will look overly uniform and out of character with the rest of the model.

Stage 1: Start by basecoating all the tiles with Necron Abyss.

Stage 2: Then wash the whole roof with Badab Black. What you're after here is definition of the tiles, so make sure you put plenty of wash in the gaps.

Stage 3: Now paint the tiles Shadow Grey, using a generous drybrush coat to help pick out the edges of the slates.

Stage 4: This is where you should start to diverge. Water down some Shadow Grey into a wash and then pick patches of tiles to cover, creating lighter and darker parts of the roof.

Stage 5: Layer some of the tiles with Space Wolves Grey. Do this in a random fashion – try to avoid creating a pattern which is actually harder than it sounds!

Stage 6: Finally, selectively apply Asurmenn Blue wash onto some tiles. These can be darker or lighter tiles, or both. The idea is that you are creating a 'patchwork' look so there is no right or wrong way to do this.



A Necromancer emerges from his dark tower, at its foot, the mausoleums of the Undead.

FINISHING TOUCHES!

At this point all there was left to do was pick out the details. The dome was left separate to be placed on the model whenever needed. You could, of course, go for the other option and have a crenelated platform, in which case the ramparts are painted in exactly the same manner as the rest of the brickwork. It's at this point that extra details like bird droppings (see below) can also be added.

The lens of the telescope was also painted with Necron Abyss, followed by a layer of Mordian Blue and then lightened with Astronomican Grey. The lens flare was simply a highlight of Skull White, and when dry, the whole area was covered with gloss varnish to make it look like glass.

And there you have it, one Warhammer observatory, ready to be fought over!



The lens was painted, from a basecoat of Necron Abyss – see above for full details.



The skull-filled alcoves add flashes of white that contrast well with the grey stone.



To really add an aged feel to the roof, Chris added some bird droppings by simply stippling on small amounts of Rotting Flesh.



As well as being one of the Studio's foremost terrain builders and army painters, Chad Mierzwa is also well-known for his fondness for gribbly beasts and monsters. If you need proof, you only need look at his own as his Beastmen army. In this article, we've asked him for advice on building and painting monsters. Although he uses a Thundertusk to illustrate his points, his tips apply equally well with any monster.

Chad: A big monster is a perfect opportunity to not only reward yourself for painting all those infantry and cavalry, but to create something spectacular for your army. While a monster will undoubtedly stand-out in your collection, you still have to think about how to paint it. You need to give it the attention it deserves but at the same time the model still has to fit in with your force, or else it will lack cohesion and stand out, not because of its majesty but because it jars with the rest of the army.

Fortunately, this is very easy to overcome with just a little forethought. Look for common elements on the model and in the army and use these to tie the two things together. The Thundertusk had quite a few areas I could align with from the rest of our Ogre army to get a consistent feel. For example, with the riders, I made sure they

both had the same red fist and their trousers matched those found elsewhere in the force. The shields that rest on the shoulders of the Thundertusk have also been painted in a similar style as the belly plates in the same army. By doing this you're introducing a few touchstones that bind the collection together. Once you have a couple of these linking parts then you should not be afraid to let your imagination run riot – after all, you're dealing with a creature from the Warhammer world.

Once you've thought about the painting, it's time to actually get started. It's always best to begin with a tidy work area, but keep your tools and paints close to hand. For assembling large projects I use Plastic Glue, a Hobby Knife and Plastic Cutters, to clip out components from the frame and clean them up as I go along.

ASSEMBLING THE THUNDERTUSK

If you wish, you can fully assemble your Thundertusk and then paint it as a single model, but I recommend painting it up as several different sub-assemblies (see below). Quite simply, this makes painting the entire model easier, allowing your paintbrush to reach areas that would be difficult or even impossible if painting the project as a whole. This is not a method unique to the Thundertusk either; most large kits benefit from being sub-assembled then painted before the final build.

Sub-assemblies

- A Thundertusk
- B Thundertusk armour
- C Saddle
- D Saw totem
- E Rear spike
- F Ogre Rider 1
- G Mantrap
- H Ogre Rider 2
- I Quiver
- J Reins



PAINTING THE THUNDERTUSK

Most of the Thundertusk is covered in fur and so drybrushing and overbrushing techniques are really effective and quick to apply too – especially when covering coarse fur like on this model and others such as the Manticore, or scales on a Dragon or the Stegadon.

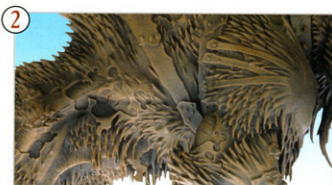
Drybrushing is anything but a precision method, so you need to work out a painting order to ensure that you don't mess up painted parts. This is what I did on the Thundertusk, as shown on the stages below. You start with overbrush layers, working up to drybrushing. Once the fur stages are complete you can work on other parts of the model that are nestled within the fur, such as buckles. When drybrushing over large areas make sure you have the best tool for the job – the Large Drybrush excels at this type of task.

WHAT IS OVERBRUSHING?

Whilst you might be familiar with the term drybrushing, it's worth explaining what overbrushing is. Basically, overbrushing is an extremely heavy drybrush coat. At its most rudimentary level, an overbrush is dipping a dry paintbrush into a paint pot and only removing the bare minimum of excess paint, and then applying it straight onto the model in light, even strokes. This means that the raised areas will catch a lot of paint and so will have a thicker coat than drybrushing alone. Care needs to be taken to ensure you don't get a blotchy or uneven layer.



From a Chaos Black spray undercoat, overbrush the main body of the Thundertusk with Charadon Granite. It's the fur you're primarily after but do not worry about catching straps and bald patches at this stage.



Next, apply an overbrush of Graveyard Earth, using the same technique as in the previous stage, the only difference is that you are building up the layers and so should be a shade lighter with your brush strokes.



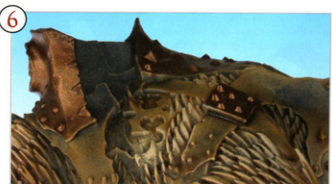
Apply a 1:1 mix of Graveyard Earth and Bleached Bone. This time you are drybrushing and so can be more selective where you place the paint – aim for the areas of the model further away from the body.



Using the Wash Brush, apply a wash of Gryphon Sepia over the entire fur area. This will help blend all your previous layers into one, giving the fur a real shaggy, but natural look.



For the final fur stage, create a 1:3 mix of Graveyard Earth and Bleached Bone. Apply this as a light drybrush highlight to the most raised areas of the model, mainly around the shoulders and on the monster's back.



With the fur complete, you can focus in on the metal parts – straps, buckles and the rear of the saddle. Start by basecoating these areas with a solid layer of Tin Blitz – be careful not to catch the fur.

7



Now overbrush the metal parts with Boltgun Metal. You have to be careful here – keep your brush strokes tight to minimise the chance of catching the painted fur.

8



The next step is to wash the areas with Devlan Mud. This will dull down the previous stages and lend the metal a more aged and corroded look – perfect for the Ogres and their beasts.

9



The last metal stage is to give all the metallic areas a light drybrush layer over the tusks. Try and catch all the ridges to add definition but don't worry too much about covering the metal studs, we'll get to them later.

10



The tusks were basecoated with a solid coat of Charadon Granite. Note that the beaten metal plates have already been painted so be careful not to cover them in this or later stages. You can paint the tusks first if you prefer.

11



Using a 1:1 mix of Codex Grey and Graveyard Earth, apply a drybrush layer over the tusks. Try and catch all the ridges to add definition but don't worry too much about covering the metal studs, we'll get to them later.

12



Add Fortress Grey to the previous mix. You're aiming for a 1:2:2 mix of Fortress Grey, Graveyard Earth and Codex Grey. Use this to apply an edge highlight to the tusks.

13



With pure Fortress Grey, highlight the area, concentrating towards the end of each tusk. Carefully add line highlights with a Standard Brush so that they converge at the point of the tusk.

14



Paint the metal studs as already described in stages 6-9. The twine holding the studded plate in place is then painted Dheneb Stone, washed with Devlan Mud and then highlighted with Bleached Bone.

PAINTING THE RIDERS

Even if you don't paint the kit as sub-assemblies, I would highly recommend keeping your riders separate from their mounts or at the very least, not permanently gluing them in place until they've had a basecoat applied at minimum. This is especially true for the Thundertusk as it has two riders, so painting the front of the rear rider (and the back of the front rider!) will be almost impossible in situ. Monsters with howdahs like the Araknarok Spider and Stegadon also benefit by keeping them separate.

REPEATING TECHNIQUES

Once you've applied a technique that works then there's no point reinventing the wheel every time you come to paint a similar area. The flesh stages here can also be used on the bald patches of the Thundertusk, while the metal method has already been used on the monster itself.



After you have undercoated the riders Chaos Black, pick out all the metal areas with a basecoat of Tin Bliz.



Next, apply a heavy drybrush of pure Boltgun Metal onto the armoured areas of the Ogro, don't worry about catching other parts of the model.



Now apply a generous wash of Devlan Mud onto the metal parts, ensuring a good coverage to age the metal.



To finish off the metal, add a light drybrush of Mithril Silver. Use this to pick out the studs, edge the dints and cover the chain.



Using Tallarn Flesh that has been watered down a little bit, basecoat all the skin areas, including hands, face and back.



Once dry, give the flesh area a wash of Ogryn Flesh. Cover all the skin but concentrate on applying it into the recesses.



Leave the wash a good while to dry and then layer on Tallarn Flesh, keeping the paint out of the recesses so the darker shade is still showing.



Start building up the highlights of the skin with Dwarf Flesh. Paint this onto the raised areas of the musculature.



Finally, line highlight with Elf Flesh. Carefully paint on thin lines that follow the contours of the body and on the face.

FINISHING TOUCHES



Our army is from the Bloodied Fist tribe, so their right hands are covered in gore. This is painted Mechrite Red, layered with Blood Red and washed Baal Red. The green trousers are basecoated Dark Angels Green, washed Devlan Mud and

highlighted Camo Green. The blue trousers were painted Shadow Grey washed Devlan Mud and highlighted Space Wolves Grey. Finally, the Ogres' teeth are picked out with Bleached Bone. The other details are painted as below.

THE REMAINING SUB-ASSEMBLIES

Once you've painted the monster and any riders, you can turn your attention to the other parts, which when assembled, will help make your monster look great. There's no right or wrong when it comes to adding details, and you can affix them to your model before you paint it if you like.



The wood on the totem pole was basecoated Charadon Granite, then layered Graveyard Earth and highlighted by adding some Bleached Bone to Graveyard Earth.

The leather reins were painted using the same method as explained above for the saddle.



The horn is painted in a much lighter tone with lots of line highlighting to distinguish it from the other tusks.



The chain trap has been painted Skull White to look like a jaw.



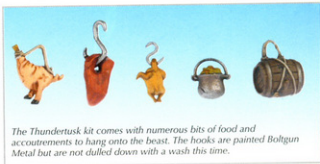
The leather saddle was painted Scorched Brown and then highlighted with a 1:1 mix of Scorched Brown and Bleached Bone.



The harpoon stems were painted Charadon Granite.



The verdigris on the shields was painted on using a 1:1 mix of Dark Angels Green and Enchanted Blue. It was highlighted by adding Skull White to the mix.



The Thundertusk kit comes with numerous bits of food and accoutrements to hang onto the beast. The hooks are painted Boltgun Metal but are not dulled down with a wash this time.

FINAL ASSEMBLY

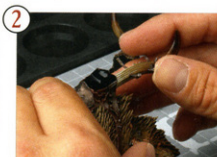
We've now come to the most satisfying part of the whole process. There's nothing quite like seeing all your hard work come together. When doing the final assembly, use the glue sparingly to prevent surplus liquid squeezing out of joins to create unsightly blobs or pools of gloss on your paintwork. Do some test fits and plan the order in which you stick the sub-assemblies together to get the most efficient method as this will cut down on the chance for errors. Super Glue is best for this, as it will bond the painted parts nicely.

STICKY FINGERS

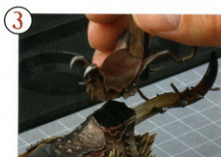
When gluing sub-assemblies together keep your hands, and especially fingers, free of glue. If you do get any on your hands wash it off before continuing or else you'll end up taking the paint off your models before you have actually fully assembled it – very frustrating!



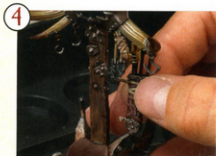
1 Attach the rear saddle to the banner pole via the nub at the bottom.



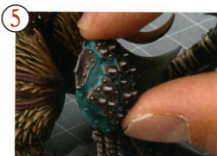
2 Slot the lone Mourntang horn into the raised pedestal on the rear hump of the monster.



3 Now place the rear saddle onto the aforementioned pedestal.



4 Then carefully affix the quiver of harpoons onto the right side of the totem pole.



5 Stick the right-hand side shield into the slot upon the shoulder of the Thunderfist.



6 Do the same with the left-hand shield, making sure it is aligned correctly.



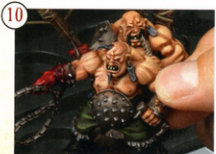
7 Now place the front-facing saddle onto the empty pedestal.



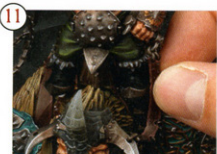
8 Carefully sit the harpoon-carrying Ogre into the rear saddle.



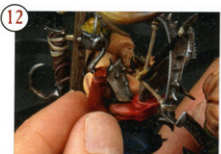
9 Before placing the remaining Ogre into his seat, place the chain trap onto the end of the chain.



10 You can now fit the front rider snugly onto his leather saddle.



11 Align the reins from the hand of the front rider onto the head horns of the Thunderfist.



12 Finally, hang the food, barrels and other various bits wherever you find a hook.

FINISHED MODEL



A close up of the Thundertusk's head reveals a mouth full of teeth simply painted Bleached Bone. The tusks protruding from its mouth were basecoated Graveyard Earth, washed Gryphon Sepia and then highlighted with Bleached Bone.

Once you've assembled and painted the model, the only thing left to do was base it. It's easier to place the model on the base and trace round where the joins will be, then sand and paint it before affixing the model. Paint the base Calthan Brown, then wash it Devlan Mud before drybrushing it Bubonic Brown and Bleached Bone. The rim is painted Graveyard Earth. With large bases such as this, you can add all manner of details from the Warhammer basing kit or the even the actual Thundertusk kit.



DRAGON HUNT

BATTLE REPORT



Middle-earth echoes once more to the savage roars of an ancient Dragon. Donning his shiniest suit of mithril armour and with axe in hand, Simon Grant gathers his retainers and sets forth to do battle with Duncan Rhodes' dread beast.

BATTLE FACTS

Scenario

Dragon Hunt

Forces

*The Dwarf Holds vs.
The Misty Mountains*

Players

*Simon Grant vs.
Duncan Rhodes*

Scribe

Simon Grant



The Dragon is back this month, and in Citadel Finecast no less. But it has not returned alone. Accompanying the great beast's debut in resin are, amongst others, the stoic warriors of the Iron Guard – an elite corps of veterans that defend the Dwarf strongholds against any foe, be it man or beast. But what would happen if a Dragon attacked their hold? There was only one way to find out – on the tabletop!

We decided to fight a battle where victory would be determined by the slaying the opponent's most powerful Hero. A Dragon has emerged from its lair and started to cause mayhem within the boundaries of the Dwarven realm in the Iron Hills. King Dáin Ironfoot has set forth with a small host from Erebor with all haste to combat this new devilry, swearing to see the Dragon dead before it can cause any more harm to his people or die trying.

Such a simple concept as this is often all that is needed to add a bit of extra narrative to a game, making it that much

more exciting to play. All we needed now was a challenger. Thankfully, we didn't have to wait for long, as Duncan Rhodes volunteered to lead the Dragon in battle (though we've long suspected that he has a thing for big, gribbly monsters), so I would be commanding the army of Erebor.

With the scenario sorted and narrative set, Duncan and I headed off to plot, scheme and select our respective armies. Having already invested a lot of points on the Dragon, Duncan wisely chose to bolster his numbers with a horde of Goblins. I initially considered a Dwarf Ballista, but it didn't really suit the narrative we had created for the game, as carrying such a contraption would surely have slowed their journey to the Dragon's lair. Instead, I figured that Dáin would likely enlist the services of renowned Dwarf hunters Múrin and Drár to aid him in this venture – that would be far more appropriate.

Now where is that overgrown lizard? My axe thirsts for battle!



DÁIN'S OATHSWORN EREBOR

GOOD HEROES

-  Dáin Ironfoot, King of Erebor 125 points
-  Gimli, son of Glóin 90 points

GOOD WARRIORS

-  6 Iron Guard 90 points
-  10 Dwarf Warriors with shields. 90 points
-  10 Dwarf Warriors with Dwarf bows. 90 points
-  8 Dwarf Warriors with two-handed axes. 64 points

THE WANDERERS IN THE WILD

GOOD HEROES

-  Márin and Drár 150 points
 - 
- TOTAL: 699 points**



THE DRAGON'S HORDE MORIA

EVIL HEROES

-  Gundabad Blackshield Captain 45 points
-  Gundabad Blackshield Shaman 50 points

EVIL WARRIORS

-  6 Gundabad Blackshields 2 with spears. 44 points
-  25 Moria Goblin Warriors 8 with shields, 8 with spears and 9 with Orc bows. 125 points
-  9 Moria Goblin Prowlers with two-handed weapons. 63 points
-  2 Bat Swarms 70 points

THE MONSTERS OF MIDDLE-EARTH

EVIL HEROES

-  Dragon with Fly. 300 points
- TOTAL: 697 points**

THE DRAGON COMETH

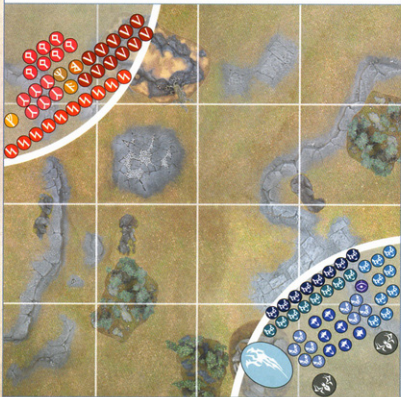
TURN 1



The Dragon emerges from its mountain cave, but a host of Goblins follows in its wake...

DEPLOYMENT

Both players deployed within 18"/42cm of opposing corners, Duncan setting up his army around the Dragon's cave in the south-east corner, and Simon's Dwarfs opposite them in the north-west. The hunt was on!



After many long days of travel, the Dwarfs of Erebor finally reached the Iron Hills. Múrin, Drár and their trusty warband of adventurers awaited them there to greet Dáin on his arrival, true to their oath to aid their King in his quest to slay the Dragon. Guided by such experienced scouts, it wasn't long before the Dwarves had discovered the location of their quarry's lair, high up in the Iron Hills. They readied themselves as they waited for the Dragon to come forth and give battle, but a low, distant growl told them that they wouldn't be waiting for long...

Having won priority, Duncan kicked off the battle by making a general advance towards the Dwarf army. He flew the Dragon behind the trees to the north-west of his deployment area to shield it from Simon's archers, wisely choosing not to commit his Dragon prematurely and leave it unsupported. The Goblin archers took up a position amid the rocks nearby and the two Bat Swarms took up a position to either side of the Goblin battleline.

Simon responded by moving forwards to shore his battleline up against the withered tree to his left, Gimli moving southwards to guard their opposite flank. The turn's only shooting saw the Dwarf archers launch a speculative volley high into the air, but were rewarded by the sight of a Goblin Warrior collapsing to the ground in the distance, an arrow shaft protruding from its throat.

OPENING SHOTS

URNS 2-6

Duncan retained priority at the start of the second turn and continued to close on Simon's army. His archers crept through the rocky ground at the top of the hill as the Dragon advanced with the mass of Goblins.

The Dwarves held their ground for the most part, though Simon moved Dáin to a safer position amongst the Dwarves armed with two-handed weapons to ensure that Duncan couldn't swoop over his lines and attack the King directly.

Both sides were still out of accurate bow range for the moment, so any shooting was once more limited to volley fire. Duncan began to regret not including a tenth archer in his army so he could launch a volley of his own after the Dwarf Archers cut down another three Goblins at range.

Turns 3 and 4 saw the Goblins steadily advancing towards the Dwarves with the Dragon in support, eagerly anticipating the right time to attack. The Dwarves continued to hold their ground for the moment and let their archers soften up the enemy at range. Simon's luck continued to hold in the Shoot phase, despite the Goblins starting to return fire, and he struck down two archers and yet another warrior in the centre for no loss.

Simon won priority in Turn 5, but stoically held position, safe in the knowledge that the Dragon was just outside of its 12"/28cm charge range. He did, however, try a cunning ruse, moving Gimli south in an attempt to draw the Dragon away and concentrate on breaking the Goblin army, but Duncan saw through this ploy. The Dragon swooped northwards, landing beside the hill to threaten the Dwarf Archers before his Goblins felled two of them with arrows. In return, Simon only managed a single kill after expending one of Drár's Might points to shoot one dead.

Priority reverted to Duncan and he wasted no time in crashing into a pair of Dwarf Archers with his Dragon in preparation for a heroic combat. He then cleverly used his two Bat Swarms to shield the Dragon's flank, forcing the Dwarves to fight their way through them to get to the Dragon. The Gundabad Blackshield Shaman's debilitating magical attack was resisted by Dáin, who led a ferocious counter-attack in response. The Dwarves hurled themselves into the Bat Swarms as their shieldwall parted to make way for the Iron Guard, who felled three Goblins with their throwing axes. Another fell to a well-placed arrow from a Dwarf Archer.

Calling a heroic combat, Duncan's Dragon swept through two Dwarves and into another combat, though it was held at bay for the moment. Simon spent a handful of Might points with Múrin and Drár, but they finished off both of the Bat Swarms.



DÁIN'S VENGEANCE

Attempting to leave him unarmed and vulnerable, Duncan used his Gundabad Blackshield Shaman to cast *Shatter* on Dáin's mighty axe, Barazantathûl. Simon was forced to use all of his leader's Will and a Might point to resist the spell, but soon dealt with the threat, charging with Dáin and beheading the Shaman with his trusty axe next turn!

TURN 6



LAST ONE STANDING

URNS 7-10

IRON GUARD

The throwing axes and hitting power of the Iron Guard were proving to be a nightmare for Duncan's Goblins. As soon as combat was joined, Simon was able to use these elite warriors to full effect, smashing through the centre of the Goblin battleline and wreaking total havoc.

With their solid Strength of 4, the Iron Guard were also instrumental in helping to counter the higher Defence value of the Gundabad Blackshields, removing the threat of Duncan's most powerful infantry models.



Dwarf Iron Guard

Winning priority in Turn 7, Simon attacked the Goblin battleline with every Dwarf he could muster. Gimli felled a Gundabad Blackshield with a throwing axe as he charged into combat and the Iron Guard followed his lead, supported by the Dwarf warriors. Sensing the danger of his centre collapsing, Duncan sent his Goblin Archers forwards as reinforcements, hoping to help prevent Simon from breaking through or enveloping his battleline.

In the Fight phase, Dáin also led by example, slaying the Shaman that had targeted him with such a cowardly magical attack last turn. Inspired by their King, the Iron Guard nearby cut down two Gundabad Blackshields and another pair of Goblins. Duncan had rolled poorly for his Dragon, which was wounded after losing its heroic combat, but he passed its Fate roll.

Simon retained priority and kept up the pressure on Duncan's Goblins in the centre, whilst attacking the Dragon with as many Dwarves as he could spare. Four Dwarves failed in their attempt to engage the terrifying creature, its Harbinger of Evil special rule imposing a -1 penalty on their Courage tests and filling them with dread.

Two more Blackshields were struck down by the Iron Guard, and four more Goblins were slain for no loss. The Dragon won its fight but, to Duncan's frustration, only managed to kill a single Dwarf. A quick tally of the Goblin dead revealed that Duncan's army was now broken...

The Dwarves remained on the offensive in Turn 9, Simon refusing to cede his advantage and hold back in the hope that



KING OF THE HILL

The Dragon holds the hilltop, repelling wave after wave of assaults, as the last few Goblins are routed or killed further south. The fate of the battle would be decided here, but who would emerge victorious?

a few Goblins might flee. Duncan gambled his Dragon's last Might point to call a heroic move and keep it on the front foot. Mercifully, it passed its Courage test and charged into combat once more.

Simon kicked off the Fight phase with a heroic combat from Gimli, who swiftly cut down the Gundabad Blackshield he was fighting to sweep into the Blackshield Captain. The deadly Goblin Hero had accounted for a number of Dwarf warriors already, so Simon spent a point of Might to ensure that Gimli inflicted the full three wounds, leaving no chance for a successful Fate roll to keep the Captain alive.

An Iron Guard fell victim to a Prowler, and another of the elite Dwarves was surrounded by four Goblin Archers and dragged down by weight of numbers. But Múrin and Dáin honoured their fallen brethren, striking down two Goblins apiece.

Yet again, Duncan's luck let him down as his Dragon was defeated against all the odds. Surrounded on all sides, the Dragon suffered four wounds, though Duncan passed both its Fate rolls and Survival Instinct Courage tests to prevent it fleeing.

In Turn 10, Duncan won back priority and retreated with his Dragon after passing its Courage test. He wisely used the monster's Fly ability to withdraw to a safer position on top of the hill nearby in order to avoid being trapped once more. However, two more Goblins and the last Blackshield fled, leaving the Dwarves free to surround the survivors and slaughter them. Only two Goblins survived the ensuing massacre, though the Dragon killed three Dwarves in return. Whilst the Dragon's Courage held, the battle was far from over...



MÚRIN AND DRÁR

Simon's decision to bring along these inseparable companions proved to be a wise choice, as they cut a bloody path through Duncan's battleline. The combination of Múrin's blade granting him re-rolls to wound Goblins in combat and Drár's ability to fire twice each turn took a heavy toll on the Goblin army, helping to break it quickly.



BRINGING DOWN THE BEAST

In the last few turns, as Dáin and Gimli finished off the last few Goblins, Duncan's Dragon fought a bloody last stand atop the blasted hilltop nearby. With the advantage of a higher Fight value over any of Simon's models, Duncan was confident that, as long as his

Dragon's Courage held, he could still emerge victorious if he managed to engage Dáin in combat – even his Defence of 9 would be no match for its Draconic Charge. But after a few more defiant turns of fighting, the Dragon finally lost combat and was overwhelmed.

THE AFTERMATH

Simon: Well, that was fun! I have to confess that Duncan's luck was tragic throughout the majority of the game, and I couldn't have conceived that my Dwarves would perform so well as a result. However, I was beginning to doubt if I would ever win the crucial combat I needed to finish off the Dragon in combat. When fighting against a model with a Fight Value of 7 and 4 Attacks, it's difficult to make your presence felt! Thankfully, Duncan's rolls to wound my Dwarves with his Dragon were poor, and my casualties were mercifully light considering how many fights it won.

My plan was to try and break Duncan's army as quickly as possible by concentrating my archery and combat efforts on the Goblins. This method did cost me the majority of my archers and a handful of warriors, but it kept Dáin away from the Dragon, which could have killed him with relative ease if I'd given it the opportunity to charge him. By keeping Dáin in the centre of my battline, he was able to lend his strength to the fighting whilst remaining in a position to use his Stand Fast! ability if Duncan managed to break my army. But a final mention has to go to Gimli and the Iron Guard, who tore apart the Goblin battline in short order with their throwing axes and multiple Attacks.

Duncan: I really enjoyed that game, despite my poor luck. Who would've thought that I could lose so many fights so consistently over so many turns? The notable exception was my Dragon, who won most of its fights, but usually failed to wound instead! My plan for the game was to use the Goblins as fodder, shielding for the most part and holding up the Dwarves whilst my Dragon caused carnage. I was hoping that it could slowly roll up Simon's flank whilst I kept most of his army occupied, using its Fly ability to attack Dáin if the opportunity arose – I was confident my Dragon could kill him in a fight, especially if I was able to initiate combat and take advantage of its charging bonuses.

What I've learned is that whilst there is certainly nothing wrong with spending a lot of points on a big monster, you've got to make sure that you get the most from your investment. The Dragon was fantastic at first, but I lost a few crucial fights that hampered its effectiveness, resulting in two wasted heroic combats. It's certainly advisable to take plenty of cheap models to support your monster and raise your break point, and Goblins are perfect for this. The Bat Swarms were also useful, as they kept pace with, and protect the Dragon's flanks when it made its move.

PAINTING MASTERS

NEIL GREEN

Painting Masters is a series in which we showcase the works of some of the world's finest miniatures painters. This month is the turn of 'Eavy Metal painter Neil Green.



Neil Green is a real painting veteran, as he is the longest-serving member of the 'Eavy Metal team. Well, we thought that it was about time that you learned a bit more about him in this Painting Masters. Whilst we're at it, we'll show off some of his world-class miniatures as well.

The 'Eavy Metal team are renowned as some of the most talented miniature painters in the world. Having been one of their esteemed number for many years now, Neil Green is almost as synonymous as the brand itself.

'I've been painting for twenty-odd years now,' says Neil, 'of which fourteen years have been with Games Workshop painting with the 'Eavy Metal team.'

Such a lengthy tenure at the pinnacle of miniatures painting is certainly a record to be proud of, but how did Neil get involved in the hobby in the first place?

'Initially, I started painting some models for my friends. I was really into artwork, particularly fantasy art, and that's what made me want to give painting a try. I was awful when I first started! But after a while, as I began painting some of my own models, I wanted to learn how to do it better. I went down to my local Games Workshop, on Friar Lane in Nottingham, and the staff showed me some of the models in the cabinet and the techniques they had used to paint them.

'By this point, I had decided that I wanted a career in painting miniatures, so I kept on returning to the store, showing the staff my most recently painted models, learning everything I could and practising relentlessly. Three years later, I had an interview with Mike McVey and got offered the job. I haven't looked back since.'

If ever there was a reason to pop down to your local Hobby Centre and book a painting lesson with the staff, then Neil's success story is certainly one of them. Remember that they are responsible for painting all of the miniatures in the store cabinets, and are always happy to pass on their skills to anyone who is interested to learn more about how to paint.

But during our chat with Neil, one of the subjects that interested us most is why a painter of such obvious skill and experience has never entered Golden Demon.

'I was thinking about entering Golden Demon once, many years ago,' explains Neil. 'I had even started painting my first entry but, before I could finish it, I got offered the job with 'Eavy Metal and decided against entering it in the end. I think I was scared of not winning!'

Even though Neil has been painting miniatures for so many years, he remains as enthusiastic as ever about the fresh challenge that each new model provides. We asked him what his secret was.

'Freedom of creativity. I enjoy the challenge of creating colour schemes. Painting models is another form of art, and it has always appealed to me in that way.'

One of the primary roles of 'Eavy Metal is, of course, to paint a variety of different colour schemes to contrast with that of the main Design Studio armies, both to inspire other hobbyists and to experiment with different colour palettes. But in Neil's own collection, is there a particular painting style to which he adheres?

'I try and stick to a limited palette, sometimes only three or four different colours. It's quite difficult to plan and

“I like to challenge myself as it makes painting each model interesting.”

organise the composition of the miniature with so few colours to work with, but I like to challenge myself as it makes painting each model interesting.'

This style of painting is prevalent on many of Neil's miniatures, as you can see over the next few pages. When we asked Neil what inspired him to first try painting in this way, he didn't have to think long.

'Comic books mostly, especially manga. They're excellent examples of adopting limited palettes. The artists tend to use lots of different shades of a particular colour to maximise its visual impact. This is especially obvious in the more sci-fi oriented series, as they often feature large, flat surfaces that actually display an enormous variety of a single colour.'

'This method is also used in a lot of 3D art, graphic design, and particularly in classic arcade or console games, as the technology wasn't there to apply suitable detail to objects in any other way.'

Neil has no specific collection of miniatures, preferring to paint whatever take his fancy. 'I don't collect an army as such,' says Neil, 'but I certainly have a soft spot for Orks and also the Tau Empire, no doubt inspired by my love of manga.'

Ork Stormboy

Neil painted this Ork Stormboy in order to try out a number of different painting techniques that he had in mind. Firstly, the lenses of the goggles that the Ork has wrapped around its leather cap have been painted to look as though they are see-through. He therefore painted the brown of the leather to be visible through the glass.

In addition, Neil wanted to try out a different method of applying 'Orky' camouflage to the model, so he used a digital camouflage technique. He applied the style on the rocket fuselage as well as on the model's shoulder pads.



The lenses of the goggles were painted to look transparent.



A close-up of the 'digital' camouflage technique Neil used.



Nurgle Sorcerer



The Chaos Sorcerer's face looks revolting, but beautifully painted!



The scrolls are covered in archaic script and Nurgle imagery.

This Chaos Sorcerer of Nurgle is a model that Neil has lavished with intricate details, despite its appropriately drab, dishevelled appearance at first glance.

He chose to paint the model's skin in an unwholesome shade of green, picking out the warts and buboes in a more pallid tone. The exposed flesh and slimy tentacles bursting out from beneath the Sorcerer's cloak were picked out in a darker, deeper shade of green to further draw the eye towards the model's face. Finally, Neil added some incredibly detailed details to the scrolls, replete with Nurgle symbols.

Ork Grot



Not only does this Grot feature non-metallic metal techniques, but also nuanced shading beneath the horns and head.

Imperial Guard Infantry Squad

These Imperial Guardsmen are a perfect example of Neil's preference for painting with a limited palette of colours. The armour, combat fatigues, tunics and skin colour each incorporate one of the colours that Neil has chosen, with the white stripe on the helmets and hair of the squad's Sergeant the only deviation he allowed himself. The lighter shade of the tunics really helps the armour to stand out.



Prince Yriel of Iyanden

This model was painted in hugely contrasting tones, yet Neil has cleverly balanced them with one another. The creamy yellow colour of the cloak works beautifully to offset Prince Yriel's dark armour, and is balanced in turn by the icy blue of the cloak's inner lining.

Neil actually removed the metal banners, opting to replace them with paper banners for a more delicate look. He applied a selection of heraldry and painted runes to the banners by freehand, and used non-metallic silver and white hair as spot colours for balance.



The pale skin and white hair offsets the black banners perfectly and really draws the eye.



Neil applied no less than seven layers of blending on each gem to achieve this flawless effect.



The shield generator on the model's left arm seems to be wreathed in energy emanating from the gems.



The silver blade of Prince Yriel's weapon was painted in the style of non-metallic metal.

Forest Goblin Spider Rider

Neil painted this Forest Goblin Spider Rider in more neutral, earthy tones than he normally would for 'Eavy Metal, as he wanted to capture a more realistic look to the miniature.

He used a stippling effect on the mottled skin of the spider's abdomen, using a pastel green as a highlight to complement the Goblin's skin colour. The shield's design also matches the mottled effect.



A topside view of the model shows how Neil has matched the emblem on the shield to the spider itself.

Orc Shaman



This Orc Shaman is one of Neil's all-time favourite models so it is unsurprising that it has found its way into his collection (And it's no surprise that it's in the Citadel Hall of Fame – Ed). He took great care when painting this model, and the eyes of the skulls carved into the staff seem to be glowing with power.

Space Marine Scout



To represent the model's role as a stealthy infiltrator, Neil painted this Space Marine Scout with a limited palette of dark colours. Inspired by the sort of special ops. characters that regularly feature in movies and console games, Neil offset the shadowy colours he used with contrasting neon blue lenses and details. He also picked out the rifle's tubing with cross-etched highlighting to give it some subtle texture.

Ork Nob

Neil painted this Ork Nob to be a member of the feral Snakebites clan. He used an appropriate banner pole to represent the model's allegiance, but painted dags and totem using colours inspired by native Indian imagery. He also added further Snakebite iconography on the model's shoulder pads and iron jaw. In fact, the symbol Neil painted on the Ork's jaw plate is the Ork glyph for mouth!



The Nob's armour is covered in battle damage and grime.



This shoulder pad features the Ork glyph for the Nob's rank.



Commissar Yarrick



The purity seal's green wax offsets the red and acts as a nice spot colour.



Another one of Neil's favourite models this is actually the second version of Commissar Yarrick that he has painted. As a result, Neil chose to use a different palette of colours this time around.

He decided to paint Yarrick's breastplate as a white enamel, as if made of ivory, instead of metal. Ostentatious this may seem, but as Yarrick is an honoured hero of the Imperium, Neil figured that if anyone would wear such an extravagant piece or wargear, it would be the Old Man of Armageddon.

He chose to use a selection of warm, rich colours to further complement Yarrick's status, with gold lining to his uniform, a vibrant red featuring heavily throughout the model and green as a spot colour.



Zombie



Neil is a big fan of the Zombies that pull the Corpse Cart. He didn't want to paint the entire Corpse Cart, but couldn't resist getting hold of a single Zombie and giving it a go – hence his decision to use a round base.



He painted the bark on the stake through the Zombie's chest.



Neil tried out a way of painting non-metallic metal verdigris.

Tau Fire Warrior Squad



This squad of Fire Warriors was the product of Neil's first dabble with the Tau. He chose a simple, quick colour scheme, applying a base colour followed by a two stages of edge highlighting. He didn't even highlight the black of their combat trousers, as he didn't want to draw any attention away from the armour and weapons.

As with the Space Marine Scout shown earlier, Neil opted for a neon blue spot colour on all of the lenses, scopes and even on the inner light that emanates from the internal energy sources of the pulse rifles. This also had the added advantage of complementing the blue skin tone of the squad's Shas'ui. This model also features a shoulder-mounted markerlight.

The Tau symbol on each Fire Warrior's shoulder pad is painted in a slightly lighter shade to the rest of the armour, and is also framed by the blue spot colour.



Dark Eldar Kabalite Warrior Squad

What is immediately noticeable about Neil's Dark Eldar Kabalite Warriors is how their splinter rifles feature two colours that run the length of the barrel. This was designed to act as both a nice contrast to the black armour, but also as a clever form of camouflage at the same time. He matched this on any wargear that the models have hanging from their belts, as can be seen below. The light grey colour was complemented by the bones and helmet icons.

The squad's armour was painted using a two-stage edge highlight, with the tabards of flayed skin standing out and offsetting the dark colour of the armour in the characteristically macabre fashion of their kind.

Neil used a bright yellow as his spot colour for these models, applied to the helmet lenses, gun details and tubes on their armour.



Tau Piranha

Neil painted this stunning Tau Piranha after the squad of Fire Warriors displayed opposite. He decided to match the colours he had used before, but with a number of noticeable differences. He confesses that the style of the paintwork was influenced by a futuristic racing game that he had been playing at the time, and the overall look of the Piranha is undoubtedly that of a racer.

Whereas a racing car would be covered in logos and advertisements, Neil instead painted Tau lettering in its place, even on the helmets of the pilots!

The camouflage scheme that Neil employed was inspired by some digital art that he had been working on. He decided to replicate the stylised shapes that he had been using on the model.



The topside view of the Piranha reveals the unique camouflage scheme in all its glory.



As with the Fire Warriors, Neil incorporated neon blue lenses as a spot colour on the vehicle.



Some of the authentic Tau lettering that Neil applied all over the Piranha's chassis. Is it an advert?



Neil decided to paint the combat fatigues of the pilots in icy blue to complement the spot colour.



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