

WARHAMMER DWARFS



WD259 JULY £3.50

GAMES WORKSHOP'S MONTHLY GAMING
SUPPLEMENT & CITADEL MINIATURES' CATALOGUE

- INDEX ASTARTES – DEATHWATCH, GREY KNIGHTS AND IMPERIAL FISTS!
- WARHAMMER 40,000 GRAND TOURNAMENT REVIEW
- NEW INQUISITOR CHARACTERS – EMISSARY FABIAN & SIMEON 38X
- DARK ELVES VS VAMPIRE COUNTS BATTLE REPORT

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CHAPTER APPROVED



Chapter Approved is a compilation of the best of White Dwarf's Chapter Approved column, plus a number of new articles, all adding to the Warhammer 40,000 game system. It contains new army lists, updates, clarifications, additional wargear and special characters, vehicle design rules, questions and answers on all of the currently published Codexes plus a host of other bits contributed by players.

ARMY LISTS

- Sisters of Battle
- Necrons
- Blood Angels Death Company
- Imperial Guard Armoured Company

SCENARIOS

- Advanced Mission Selection
- Army of Death
- Assassins
- Battle at the Camp
- Capture the Hulk
- Carnage
- Dawn Assault

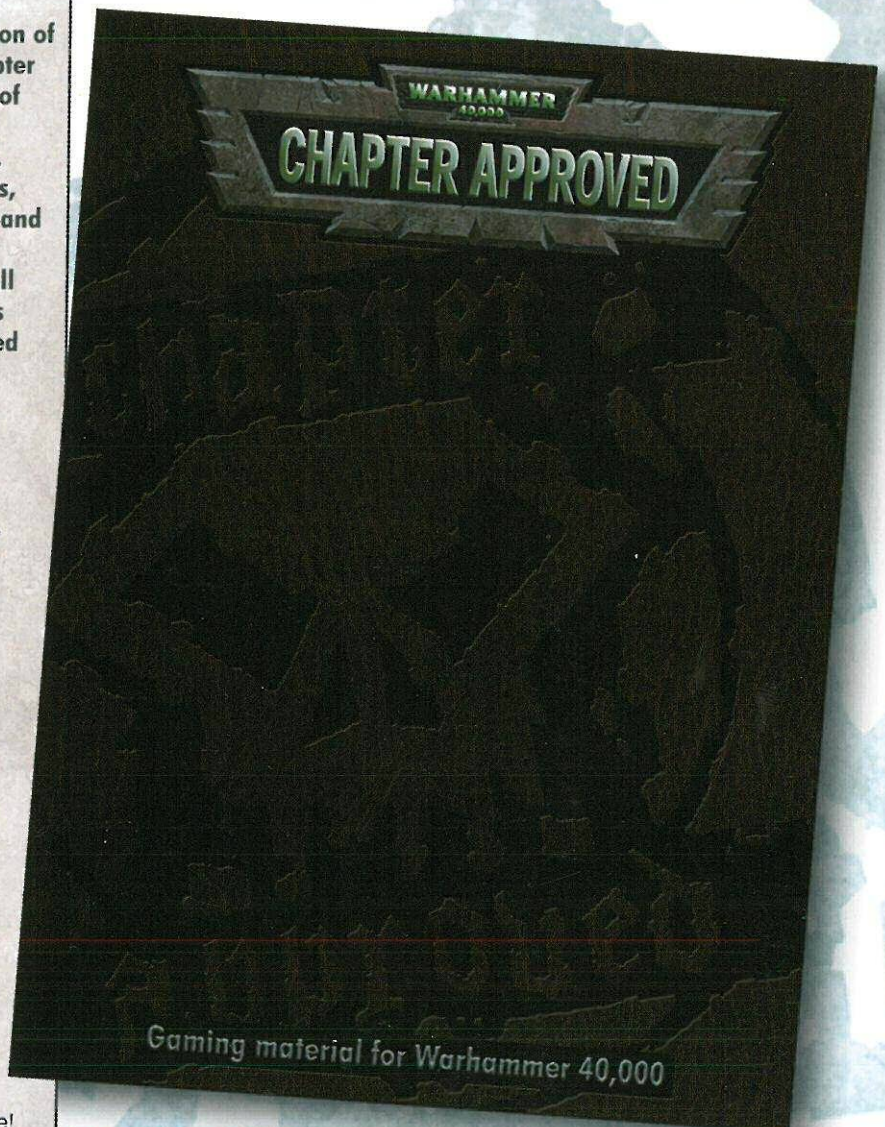
ADDITIONAL RULES

- Dark Lords of Chaos
- Grey Knights
- Cult Terminators
- Night Fighting Expanded Rules
- Ultramarines Special Characters

VEHICLE RULES

- Transport Vehicles
- Vehicle Design Rules
- Tyranid Monstrosities

PLUS questions & answers, letters, battle statistics and much more!



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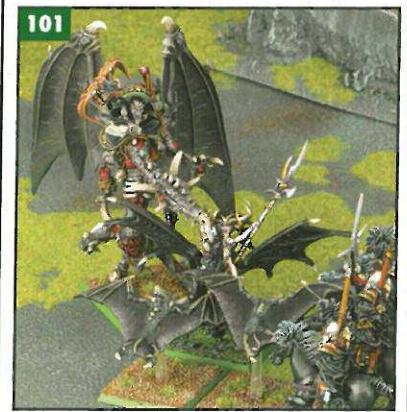
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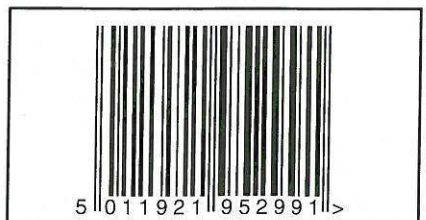
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Brace yourselves for the ride of your lives...

2001 has been a fine year for Games Workshop fans. So far we've seen the new incarnation of Warhammer bolstered by the Vampire Counts, Dark Elves and Dwarfs Armies books along with their accompanying ranges of superb models. Warhammer 40,000 players have been terrified by the release of Codex Tyrannids, replete with brand new chittering hordes of miniatures. And, to top that all off, we've brought you our new game Inquisitor and its stunning 54mm miniatures range, which have been released to much acclaim.

Phew! A lot of stuff and it's only the halfway mark in the year. If you think that's good, you'll be in rapture over the coming months as the latter half of the year will be even better...

Next issue sees the start of our worldwide summer campaign, **Dark Shadows**. Set in the fog-enshrouded isle of Albion, the scene is set for all the races of the Warhammer world to vie for power, wealth and the honour of their race, not to mention the fate of the Warhammer world!

We'll be giving away a **free** Dark Shadows campaign booklet next issue. This 24 page booklet chronicles the background to the campaign as well as several new scenarios, so make sure you get your copy of White Dwarf 260 before it sells out!

THE WHITE DWARF EDITORIAL

Over the coming few issues we'll be bringing you updates on the campaign as well as more background on the event and the mythical island itself as it is uncovered by daring generals. Our Dark Shadows website also has lots of material for the campaign, so check it out at www.games-workshop.com/albion. In the meantime, it's time to add that little something to your army and get painting in readiness for battle!

Fans of Warhammer 40,000 are going to see an entirely new army appear on the horizon. The **Tau** are a vibrant young empire with a high level of technology and are bolstered by the savage **Kroot**.

Over the next couple of issues we'll be bringing you sneak peeks at the stuff going on with the Tau project. If you're already intrigued, check out www.games-workshop.com/tau.

Suffice it to say that this is a massive event in the world of Warhammer 40,000 and that the Tau and Kroot are very different from anything you've seen so far!

Towards the back end of the year we're absolutely delighted to be bringing you **'The Fellowship of the Ring'**, the game based on the first film in the Lord of the Rings trilogy from New Line Cinema.

This is a massive venture and has been an incredibly exciting project to be part of. Trust me when I say that the images of footage we've seen of the film so far are mind-blowing and we think we've managed to capture the soul of the movie in the miniatures we've sculpted. As I type this, Brian Nelson is torturing himself over the sculpting of the Fellowship. This is going to be huge, you mark my words!

So, as you can see there's a golden period ahead of us and that's without even mentioning, er, the things I can't mention yet...

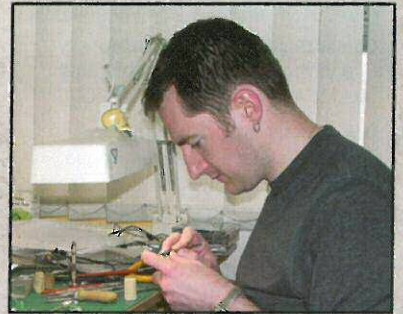
See you again next month,

Paul



Above: A Tau Pathfinder

Right: Work continues apace on the Lord of the Rings project



WANTED: TRAINEE MINIATURES DESIGNER

Games Workshop now has a vacancy for a Trainee Miniatures Designer at its Nottingham Design Studio. This is an exciting new role and an excellent opportunity for someone looking to start a career in design. Not only do you get the chance to work on the cutting edge of the hobby, you get to shape it as well!

The duties expected are as follows:

- Sculpting and straight line designing.
- Sculpting models for plastic production.

Don't worry if your models aren't up to the same meticulous standard as our design team here in the Studio; the

successful applicant will be mentored through a training programme – we're mostly interested in your natural talent. If successful you'll have the opportunity to work on new and exciting Games Workshop product ranges.

The ideal candidate for this job:

- Will either be an enthusiastic hobbyist or have knowledge of Games Workshop products.
- Will be able to demonstrate their talent in a design oriented capacity – talent is more important than experience.

If you think you fit the bill and are interested in filling this vacancy, then

please send your CV plus three samples of your work (either miniatures or photographs) plus a self-addressed envelope to:

**Manufacturing Human Resources,
Games Workshop HQ,
Willow Road,
Lenton Lane,
Nottingham,
NG7 2WS**

Tel: 0115 9168341

So, if you know your green stuff and have always wanted to work at the forefront of the Games Workshop hobby and the pinnacle of miniatures design, send us an application!

ROADSHOW FROM NAGGAROTH

Later this summer, Malus Darkblade prepares to invade a store near you! Storm clouds are on the horizon and the Dark Elf exile is preparing an army to pillage and plunder pretty much anything he comes across on the isle of Albion.

For the whole of August, 'Commissar' Chris Bone will be travelling the length and breadth of Britain with a marauding Dark Elf force led by Malus himself, thirsty for blood and hunting for slaves. Specifically created for the roadshow, there will be a special edition full colour poster, a Dark Elf Bulldog Buckle megabadge, and a special edition mystery Dark Elf figure designed by Chris FitzPatrick. All of these will be exclusively available for the roadshow. Accompanying

Commissar Bone on selected dates of his odyssey will be celebrity guests from the Design Studio. Each day promises to be frantic and bloody as the host venues must defend themselves.

Also, watch out for 'Doc Bone's conversion clinic', where he will be demonstrating how to make dastardly new weapons and characters for the Dark Elves.

More will be revealed in next month's White Dwarf. So, if you think you have the mettle to stop Malus in his tracks as he carves a bloody path across Albion, check out the dates on the right and get down to your local store!



THE DARK ELF ROADSHOW DATES ARE:

30 July	Marquee Models, Hertford
31 July	GW Oxford
1 August	Dreams Unlimited, Redditch
2 August	GW Merry Hill Centre
3 August	GW Leicester
4 August	GW Nottingham
5 August	GW Peterborough
7 August	Empire, Kings Lynn
8 August	GW Norwich
9 August	GW Leeds
10 August	GW York
11 August	GW Metro Centre, Newcastle
12 August	GW Edinburgh
14 August	GW Chester
15 August	GW Manchester
17 August	GW Reading
18 August	GW Tunbridge Wells
19 August	GW Poole
20 August	GW Plymouth
21 August	Griffin Games, Weston-Super-Mare
22 August	Cyberdyne, Trowbridge
23 August	GW Cardiff
24 August	GW Portsmouth
25 August	Harrods, London
26 August	GW Plaza, London
27 August	GW Kingston
28 August	Cyberdyne, Newbury

Extra dates and venues to be confirmed.

EVENTS DIARY

The White Dwarf Events Diary is a forum whereby we advertise upcoming events and tournaments. If you are organising an event, feel free to let us know by e-mailing us at:

eventsdiary@games-workshop.co.uk

Details need to be submitted by:

27 June for **WD 261**
(September 2001 issue)

2 August for **WD 262**
(October 2001 issue)

1 September for **WD 263**
(November 2001 issue)

28 September for **WD 264**
(December 2001 issue)

30 October for **WD 265**
(January 2002 issue)

GAMES DAY & GOLDEN DEMON 2001 30th September 2001

Yes, it's time to get out the diary and note down the most prestigious Games Workshop event of the year: Games Day 2001! Not only will we have all the usual attractions, such as massive participation gaming tables, new releases, eye-popping displays and the Golden Demon competition, but we will also be unveiling a new race of aliens for the Warhammer 40,000 universe! Details of how to get to this mammoth event will be published nearer the time.

For more information, phone Mail Order on

0115 91 40000

HAARLEM GRAND OPENING 20th & 21st July 2001

Well, it's good news for all of our Dutch customers once again as this July sees the grand opening of the Games Workshop Haarlem store. The special offers are as follows:

- Buy 3 boxed sets, get the cheapest free.
- Buy 3 blister packs, get the cheapest free.

- Buy a 1 year subscription to White Dwarf and receive 60 Guilders of free products.
- Buy a 2 year subscription to White Dwarf and receive 125 Guilders of free products.

To avoid disappointment, please ring ahead and make your reservation before July 18th. Give GW Haarlem a call on

0031 235517677

NEW RELEASES THIS ISSUE

WARHAMMER

THIS MONTH'S RELEASES FOR WARHAMMER:

MALUS DARKBLADE £8.00 ▼

Sculpted by Chris FitzPatrick.

This blister pack contains one Malus Darkblade, complete with Cold One mount.

This model requires assembly.



◀ DARK ELF BEASTMASTER ON MANTICORE £18.00

Sculpted by Juan Diaz and Trish Morrison.

This boxed set contains one complete Dark Elf Beastmaster on a Manticore.

These models require assembly.

DARK ELF CAULDRON OF BLOOD £18.00 ▶

Sculpted by Dave Andrews and Chris FitzPatrick.

This boxed set contains one Cauldron of Blood, one Witch Elf Hag and two Witch Elves.

These models require assembly.



AVAILABLE NOW FROM GAMES WORKSHOP STORES, MAIL ORDER AND INDEPENDENT STOCKISTS

DARK ELF SORCERESS

£4.00

Sculpted by Chris FitzPatrick.
This blister pack contains one Dark Elf Sorceress.



DARK ELF BLACK GUARD COMMAND ▼

£6.00
Sculpted by Chris FitzPatrick.
This blister pack contains one Black Guard Standard Bearer, one Musician and one Champion.

These models require assembly.



◀ **DARK ELF BLACK GUARD** £5.00

Sculpted by Chris FitzPatrick.
This blister pack contains three Dark Elf Black Guard models.
These models require assembly.



◀ **DARK ELF COLD ONE KNIGHTS BOXED SET** £18.00

Sculpted by Chris FitzPatrick and Mark Bedford.
This boxed set contains four Dark Elf Cold One Knight models.
These models require assembly.

◀ **DARK ELF COLD ONE KNIGHT** £5.00

Sculpted by Chris FitzPatrick and Mark Bedford.
This blister pack contains one Dark Elf Cold One Knight model.
This model requires assembly.

◀ **DARK ELF COLD ONE KNIGHT COMMAND** £5.00

Sculpted by Chris FitzPatrick and Mark Bedford.
This blister pack contains one Dark Elf Cold One Knight Command model.
This model requires assembly.



The above unit is comprised of two Cold One Knight figures and two Cold One Knight Command figures.

NEW RELEASES THIS ISSUE

WARHAMMER

THIS MONTH'S RELEASES FOR WARHAMMER:

DARK ELF ASSASSINS £4.00

Sculpted by Chris FitzPatrick.

This blister pack contains one Dark Elf Assassin.

These models require assembly.

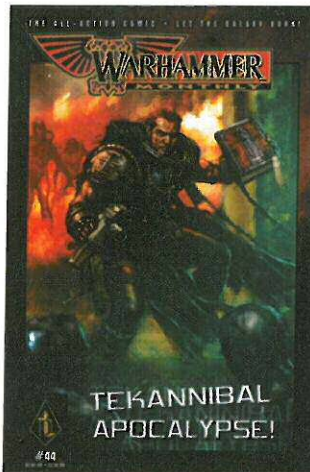


DARK ELF HARPIES £5.00

Sculpted by Mark Harrison.

This blister pack contains two Dark Elf Harpies.

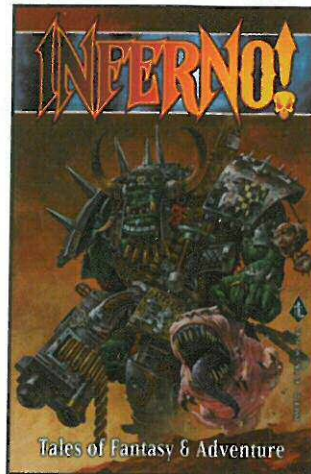
These models require assembly.



WARHAMMER MONTHLY ISSUE 44 £2.20

Comic published by the Black Library

Treachery! Felled by an ambush, Interrogator Gravier wakes to horror as Inquisitor Ascendant continues. The trap is sprung in Titan – Ground Zero, and Imperius Dictatio is the catch! In Darkblade, Malus, betrayed and left to his doom, must protect the Dark Elves he leads from the enemy and himself! And the City of the Damned is on the hunt for new prey, Ulli and Marquand! The hounds are baying in Mordheim: Crusade. All this plus features, interviews, and more.



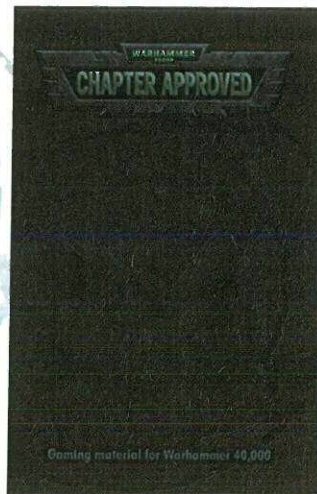
INFERNO! ISSUE 25 £5.00

Published by the Black Library

This issue of Inferno! is a Warhammer special, with awesome fiction charting the fantasy world. Gav Thorpe explores the murky isle of Albion, while Games Workshop writer Graham McNeill takes us to the icy land of Kislev where an Imperial envoy discovers that the frozen land has an explosive underbelly. Paranoia runs rampant beneath the waves as a crew of Dwarves search for a long-lost sunken temple; and Ralph Horsley delivers the second part of his carnage-crammed feature on an epic war of Chaos.

CHAPTER APPROVED COMPILATION £12.00

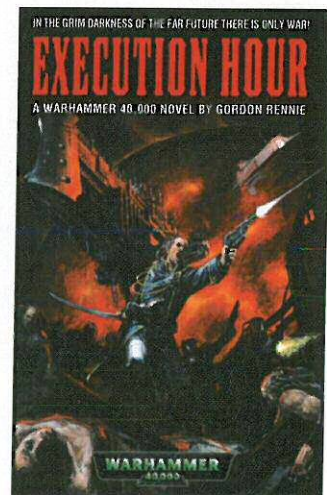
At last, a real bonanza for avid Warhammer 40,000 players in the Chapter Approved Compilation, an indispensable tome of articles collated from past issues of White Dwarf. This book not only puts an end to those rules disputes that involve searching frantically through back issues of White Dwarf, but incorporates a great deal of brand new material, including a comprehensive Sisters of Battle army list.



EXECUTION HOUR £5.99

*by Gordon Rennie
A Warhammer 40,000 novel
published by the Black Library*

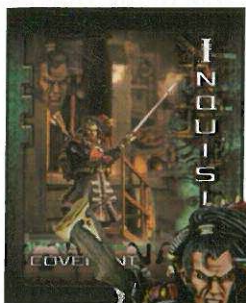
Ace 'Bloodquest' writer Gordon Rennie's first novel is an epic clash between the stars. The vile shadow of Chaos falls across the Gothic Sector at the onslaught of Warmaster Abaddon's Black Crusade. Fighting a desperate rearguard action, the Imperial Battlefleet has no choice but to sacrifice dozens of planets and millions of lives to buy precious time for their scattered fleets to regroup. But what chance can they have when Abaddon's unholy forces have the power not just to kill men, but also worlds?



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INQUISITOR

THIS MONTH'S RELEASES FOR INQUISITOR

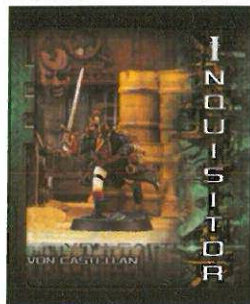


INQUISITOR COVENANT £15.00

Sculpted by Jes Goodwin.

This boxed set contains one Inquisitor Covenant model.

This model requires assembly.



DUKE VON CASTELLAN £12.00

Sculpted by Gary Morley.

This boxed set contains one Duke von Castellán model.

This model requires assembly.

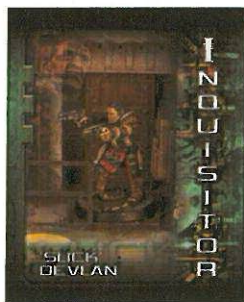


'SLICK' DEVLAN £12.00

Sculpted by Alan Perry.

This boxed set contains one Slick Devlan model.

This model requires assembly.



SIMEON 38X £12.00

Sculpted by Alan Perry.

This set contains one Simeon 38X model.

This model requires assembly.



AVAILABLE FROM
MAIL ORDER ONLY

MUTANT EMISSARY FABIAN

£12.00

Sculpted by Michael Perry

This set contains one Emissary Fabian model.

This model requires assembly.



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Index Astartes

First Founding



An in-depth look at
the First Founding
Legions of the
Adeptus Astartes

The Imperial Fists are one of the most respected Chapters of the Adeptus Astartes. Not only is their loyalty to the Emperor acknowledged as absolute, but their standing with the institutions of the Imperium is unparalleled. Their reputation with the enemies of the Imperium is a greater source of satisfaction to them though. They have gained battle honours against eight major alien races, been instrumental in holding the Imperium together through the darkest of times, and have the honour of being one of the Chapters to have defended the Imperial Palace in the greatest battle of the Horus Heresy.

Origins

The Great Crusade had reached the Ice Hives of Inwit when Rogal Dorn presented himself to the Emperor for the first time. He arrived at the helm of *Phalanx*, the great mobile station that was to become the Imperial Fists' fortress-monastery. The ship was his gift to the Emperor and its like had not been seen since the Dark Age of Technology. The size of a small moon, its foredeck could dock a dozen cruisers and its superstructure was a towering forest of spires interlaced with flying buttresses. It shone like a small star, a precious treasure and a momentous portent in the days of the Crusade. The Emperor duly welcomed Dorn and appointed him to the command of the 7th Space Marine Legion – the Imperial Fists, returning *Phalanx* to serve as their Fortress-Monastery.

The 7th Legion had been formed on Terra as evidenced by its earliest battle honour 'Roma', now only discernable on a ceramite icon too precious even to be displayed in the Inner Reclusium. The 7th Legion had recruited heavily on Inwit and over 70% of its strength were aspirants. The Imperial Fists were therefore a rarity in that Battle Brothers and Primarch were united very early in their service to the Emperor and quickly formed an unbreakable bond. Born from the same gene-stock, Primarch and Legion had the same uncompromising self-discipline and total commitment to order.

The handful of Terran Battle Brothers brought a tradition of honour duels that was readily embraced by the Legion as a whole. Brothers still duel with swords following the same conventions. No man knows the true age of this form of ritual combat but it binds the brothers together, giving and receiving honour and remembering their Terran heritage even if far from their home.

The Legion's early actions were extremely successful; while the Great Crusade pushed forward, the Imperial Fists acted as the strategic reserve of the Emperor's forces. Able to deploy quickly and reliably where and when required, the Imperial Fists struck the decisive blow in many battles. Their detailed planning made them especially efficient at sieges and their resolute endurance made them superb city fighters. They remained the Emperor's Praetorians throughout the campaign and when he returned to Terra to build a capital from which to rule an Empire of a million worlds, the Emperor took Rogal Dorn with him. Dorn was charged with the task of fortifying the Imperial Palace, an honour that did not go unnoticed by the other Primarchs.

In all this time Rogal Dorn had sought no favour and exemplified the qualities of truth, courage and humility more than any other Primarch. Although some of the other Primarchs resented his closeness to the Emperor, most held him in high esteem. On Macragge, home of the Ultramarines, Dorn's statue is one of the four Primarchs that stand alongside Guilliman's in their Hall of Heroes. Jaghatai Khan is shown gifting Dorn with a dozen of his finest stallions as a gesture of eternal brotherhood shortly after the defeat of Horus in the illuminated preface of the Apocrypha of Skaros. Dorn's rivalry with Perturabo, Primarch of the Iron Warriors, was the most marked exception. One of Dorn's qualities was that he always, without fail, told the truth. On Schravann, the Iron Warriors won a great victory when they stormed the final refuge of the Badoon. They breached the defences and held while the other Legions carried the city beyond. During the victory feast, Horus proclaimed Perturabo the greatest master of siege warfare in the Crusade. Fulgrim, Primarch of the Emperor's Children

EMPEROR'S
FIST

The Imperial Fists
Space Marine Chapter

by Pete Haines

then asked Dorn whether he thought even the defences of the Imperial Palace could resist the Iron Warriors. Dorn considered carefully and then said that he regarded the defences as being proof against any assault if well-manned. Perturabo flew into a rage and unleashed a torrent of vitriol at Dorn, accusations so unfounded that the onlookers were dumbstruck. After this the two rarely spoke, neither Legion serving in the same campaign again. The Imperial Fists were ever at the Emperor's side and the Iron Warriors were part of Horus' vanguard.

After the Imperial Fists won a major victory against the Orks on the ash wastes of Necromunda, the Hive Lords consented to recruits being drawn from their population in gratitude. A Fortress-Chapel was duly consecrated but the Imperial Fists were there as esteemed guests, not masters. Rogal Dorn asked no special rights on the worlds where the Fists recruited. Some Primarchs, such as the increasingly mercurial Perturabo, took every opportunity to garrison a world and claim its tithes. Dorn is famously recorded as saying "I want recruits not vassals," and was always satisfied to keep his Legion as a

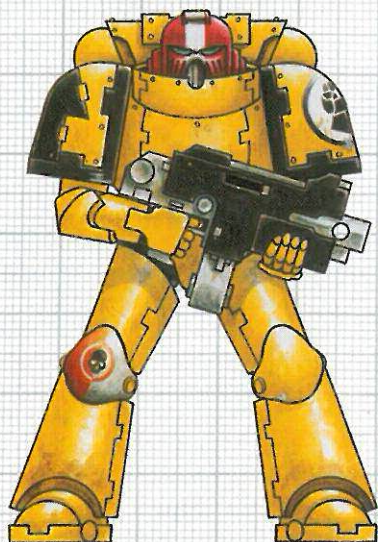
military unit with none of the civil responsibilities that came with having a home world.

The Horus Heresy

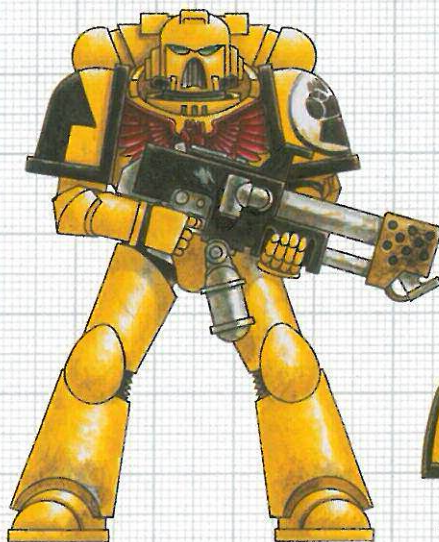
When the drop site massacres on Istvaan revealed the full extent of Horus' treachery, the Emperor, accompanied by the faithful Rogal Dorn, was on Terra, determined to prevent Horus claiming the throne of the Imperium without a challenge. Along with the White Scars and the Blood Angels, the Imperial Fists put up a heroic defence of the Imperial Palace that has since passed into

Chapter Approved Access Level: 8 seventeen

Imperial Fists Chapter, Progenitor Legion M31



Pre-Heresy Imperial Fist in Crusade armour



Contemporary Imperial Fists Codex power armour



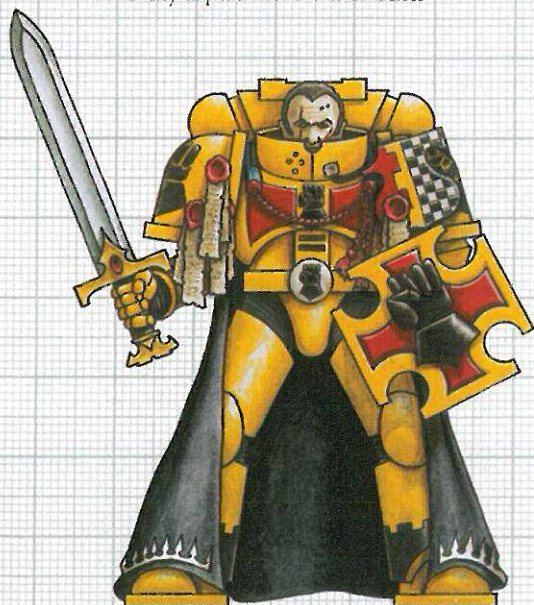
Imperial Fists Chapter symbol



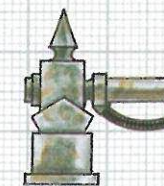
Auto-reactive shoulder plate: Tactical squad markings



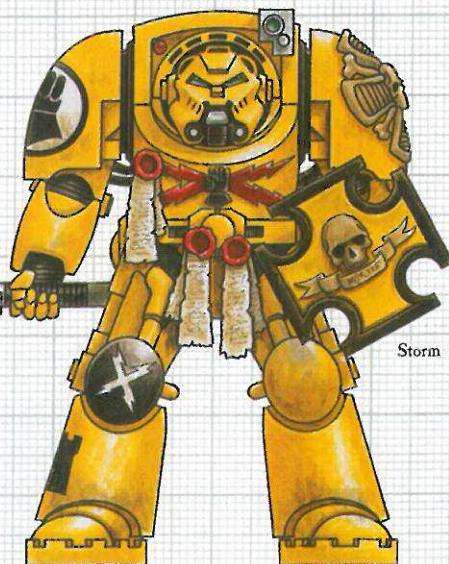
Auto-reactive shoulder plate: Chapter badge iconography



Imperial Fists 5th Company Captain



Thunder Hammer
Close combat weapon



Storm shield

Imperial Fists Veteran in Tactical Dreadnought armour

Thought for the day: The end justifies the means

CHAPTER MASTER VLADIMIR PUGH

Whilst not a particularly inspirational leader, Vladimir Pugh is as meticulous a planner as any Chapter Master in the Imperial Fists' history. In addition he excels in knowing who to promote and who to trust with critical missions – an appraising glance from Master Pugh can be bettered only by extensive probing from a Librarian. As a result when battle begins, Pugh can concentrate on commanding his Veteran reserve with absolute faith that his subordinates will not fail the Chapter.

legend. Then, when all hope seemed lost, they accompanied the Emperor in his last battle aboard Horus' battle barge. It fell to Dorn to discover the bodies of the Emperor, Horus and Sanguinius after the final drama had run its course. His grief was immense. Until that point Dorn had been true, noble and enduring, but now he became an avenging son. While the Ultramarines maintained order within the Imperium, the Imperial Fists hunted down the traitors, levelling fortress after fortress. Dorn led them, dressed in the black of mourning, his customary mercy set aside until the guilty were punished. While others shaped the new Imperium, Dorn immersed himself in implacable justice. It was rumoured that he saw the Emperor's death as his personal failure and his crusade as penance. After all, were the Traitors not his brothers? Whatever the cause, Rogal Dorn was absent from the highest councils until he was summoned back to Terra when Roboute Guilliman, Primarch of the Ultramarines presented his Codex Astartes as the future of the Space Marines.

Dorn was shaken, his quest for redemption had blinded him to changing times. He could not see why humanity would not trust the Imperial Fists because of what the Traitor Legions had done. Without the fire of battle to engage them, Rogal Dorn and the Imperial Fists hovered on the brink – the Emperor was gone and now it seemed that their very brotherhood was to be sundered. At this time of uncertainty, the Iron Warriors issued a clear challenge to the Imperial Fists by building a formidable fortress and daring them to attack.

The Iron Cage

Imperial Fist Chaplains teach that Dorn found strength in meditation. For seven days he resisted the pain glove until at last he was gifted with a vision of the Emperor. The Imperial Fists had

wavered in their faith, thinking the Emperor gone, but they knew that he was still watching them from the Golden Throne. The Imperial Fists could no longer serve the Emperor that had been but they knew they must still be true to the Emperor that was. Rogal Dorn decreed that the Imperial Fists would symbolically enter the pain glove as a Legion and emerge redeemed as a Chapter. Dorn knew that many of his Battle Brothers did not wish to found new Chapters as the Ultramarines were eager to do. There would be far too many left for one of the new thousand strong Chapters. Leaving *Phalanx*, he led these die-hards against the Iron Warriors in their lair.

His doubts gone, Dorn focused on the enemy ahead. Perturabo was a master of fortification whose writings had been retained by Guilliman in his Codex. Dorn had always been his match though and, what was more, his honest warrior's soul was indignant. The Iron Warriors had rebelled and lost. Their master was dead and the Emperor still ruled. Yet still they dared raise their heretical banners over another Imperial world as if they had some right to be there. Dorn would not tolerate this. Without his customary caution and planning, Dorn led his men into the heart of the Iron Warrior defences. The battle should have favoured the treacherous trench-fighters, but the Imperial Fists endured. They countered every ambush and fought their way out of every trap. Rogal Dorn was a colossus who personally turned back attack after attack. Ammunition

expended, Brothers fought in half-flooded trenches with combat knives, giving and expecting no quarter. Eventually it became apparent that the Iron Warriors could not finish them. For all their skill and ferocity, the Iron Warriors lacked the faith to make the ultimate sacrifice that victory demanded. While they paused, the Ultramarines intervened; Guilliman had decided that Perturabo's destruction was not worth the loss of Rogal Dorn and had brought his Chapter to drive off the Iron Warriors.

Cleansed by their sacrifice, the Imperial Fists immediately began their reorganisation. For the next two decades they went into retreat, their successor Chapters taking to the field in their stead. Dorn used this time to retrain the Chapter to embrace all aspects of the Codex Astartes. When they later emerged, their adherence to the Codex was matched only by the Ultramarines.

The New Imperium

Early in their reorganisation, Space Marines from the Imperial Fists departed to found the Black Templars and the Crimson Fists. The willingness of Dorn to put his initial misgivings aside and embrace the Codex Astartes reassured the High Lords of Terra. Because they were not tied to a home world and had a mobile Chapter Fortress, the Imperial Fists could be more responsive to calls for help. In particular, Rogal Dorn was more amenable to requests from other institutions for assistance than other Primarchs, and this built a valuable store of goodwill. When the Age of Apostasy engulfed the Imperium none of the protagonists were willing to risk their good relations with the Chapter, which continued to conduct a campaign against the Ebon League unaffected. Often the Imperial Fists were able to unify the rival factions to face a local threat which would have otherwise found them divided and vulnerable.

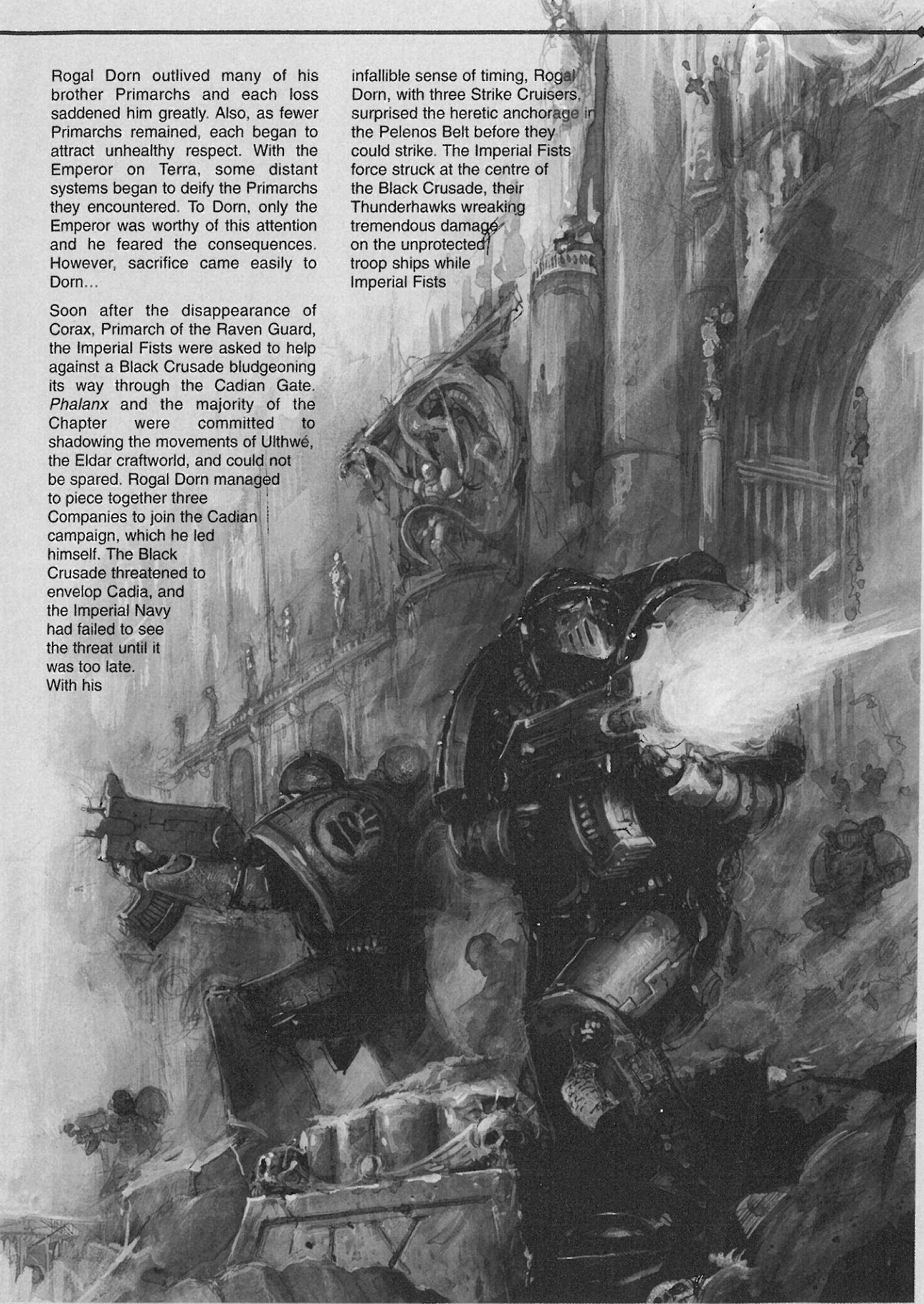
CHAPLAIN LO CHANG

The moon-faced Chaplain is marked by crater-like wounds incurred when his helmet failed him. The craters feature the duelling scars common to the Imperial Fists. When Lo Chang preaches, he is swept up in devout ecstasy wherein his passion can inspire any Imperial Fists Space Marine to strive to be a true child of Dorn.

Rogal Dorn outlived many of his brother Primarchs and each loss saddened him greatly. Also, as fewer Primarchs remained, each began to attract unhealthy respect. With the Emperor on Terra, some distant systems began to deify the Primarchs they encountered. To Dorn, only the Emperor was worthy of this attention and he feared the consequences. However, sacrifice came easily to Dorn...

Soon after the disappearance of Corax, Primarch of the Raven Guard, the Imperial Fists were asked to help against a Black Crusade bludgeoning its way through the Cadian Gate. *Phalanx* and the majority of the Chapter were committed to shadowing the movements of Ulthwé, the Eldar craftworld, and could not be spared. Rogal Dorn managed to piece together three Companies to join the Cadian campaign, which he led himself. The Black Crusade threatened to envelop Cadia, and the Imperial Navy had failed to see the threat until it was too late. With his

infallible sense of timing, Rogal Dorn, with three Strike Cruisers, surprised the heretic anchorage in the Pelenos Belt before they could strike. The Imperial Fists force struck at the centre of the Black Crusade, their Thunderhawks wreaking tremendous damage on the unprotected troop ships while Imperial Fists



Index Astartes First Founding: The Imperial Fists

Space Marines teleported aboard the largest warships before they could raise their shields. Although the powerful Chaos armada was able to overwhelm the Strike Cruisers one by one, they were unable to deal with the Imperial Fists assault teams. Rampaging through the enemy vessels, the boarding parties sought out the engine rooms and succeeded in disabling many warp drives. Their tasks accomplished, the boarders would call in Thunderhawks and move on to another vessel. Some managed to use their victims' own teleporters to move on and a few even captured batteries long enough to redirect their fire against the other Chaos ships. The uneven battle could end only one way, but Rogal Dorn was determined to inflict every last grain of damage, whatever the cost. He made his final stand aboard the crippled *Sword*

of *Sacrilege*, a Despoiler class Battleship that had been rammed by the last Imperial Fist Cruiser. The final report by the serving Chief Librarian commended their souls to the Emperor before Dorn led a desperate attack on the *Sword's* bridge.

There was no Chaos attack on Cadia. The Imperial Navy arrived in force while the Traitors were still licking their wounds. Released by the sudden disappearance of Ulthwé, *Phalanx* and the Imperial Fists led the Imperial counter-strike. They caught the Chaos fleet in the midst of repairs and routed it decisively. Even without their Primarch, the Imperial Fists were able to get to the right place at the right time. They boarded the *Sword of Sacrilege* before it could flee and recovered what remained of Rogal Dorn. His engraved skeletal hand continues to be maintained in stasis, their holiest icon, and serves as a constant reminder of the commitment expected of a Space Marine.

Gene-seed.

The Imperial Fists gene-seed is very stable and has never exhibited signs of mutation. They have, however, lost the use of some of the more minor genetic enhancements of the Space Marines. Specifically they no longer possess the sus-an membrane that allows the Space Marine to enter a state of suspended animation. Neither do they have a Betchers gland, which allows a Space Marine to spit corrosive poison at a foe.

"Do we bemoan such losses? No! We are the Fists! We do not need to hibernate or spit venom. We crush our enemies."

Teachings of Rhetoricus

With the exception of a peculiar and unexplained need to scrimshaw the bones of past Battle Brothers when off duty, they have exhibited no weaknesses. One trait that has attracted scrutiny is the practice of using a device called the pain glove to punish infractions. Named after a more ancient device, the pain glove is actually an all-encompassing tunic of electrofibres suspended in a steel gibbet. The errant Space Marine is placed entirely within the device and kept conscious while waves of pain wash through him. Through this ordeal, the miscreant learns to



focus past the pain and strengthen his link with the Primarch. However, the Chapter tends to use the sanction with unusual frequency for a unit whose discipline is legendary. Considering the circumstances of Rogal Dorn's eventual death, it is clear that the Imperial Fists have a drive for self-sacrifice that they must continually battle to overcome.

"Pain is the wine of communion with heroes."

Teachings of Rhetoricus

Combat Doctrine

Initially, the Imperial Fists were an inflexible formation; each Company had an identical organisation and Company Commanders tended to be unimaginative. Overall planning was excellent, however, and this, coupled with the unshakeable determination of the individual Fists, made them an excellent assault formation against static defences. Throughout the Great Crusade, the Imperial Fists would be held in reserve waiting while other Legions pinned the enemy in position and identified the keystone of their defence. Inevitably, that position would then be shattered by the Fists. They were equally valuable when resolutely blocking, and often totally defeated enemy breakthroughs. The Legion had a willingness to fight until they won which few opponents could match. Rogal Dorn led from the front, a tireless

warrior who, having set the strategy for a battle, would unerringly place himself in the most critical engagements.

In the immediate aftermath of the Heresy, the Imperial Fists became noticeably fiercer in their approach – attacking with virtually no reconnaissance and fighting on when a tactical withdrawal would have been wiser. With their adoption of the Codex Astartes, this tendency was less evident, although their determination was undiminished. Some of the more fanatical Battle Brothers had departed to become Black Templars – a Chapter on permanent crusade. Many of the more recent initiates, less rooted in the traditions and philosophy of the Fists, had departed to found the Crimson Fists. They quickly developed a reputation and a legacy of their own which was also a source of pride for the Imperial Fists. After the carnage of the Iron Cage, what remained was a hardened, veteran force fully able to embrace the concepts of the Codex Astartes.

Alongside the Ultramarines, the Imperial Fists have become the

epitome of Codex doctrine. All ranks are able to make tactical decisions and are encouraged to act on initiative. The Imperial Fists combine all arms in flexible balanced battle groups each of which can present an opponent with a diversity of threats then press their attack so swiftly that the foe is overwhelmed before he can react. They retain their traditional skills in urban and siege warfare, although they are quite willing to engage and defeat the enemy in open battle. They will use fortifications on the defensive, but only after all more aggressive options have been exhausted. Their only weakness is perhaps a reluctance to accept the possibility of defeat that sometimes blinds them to risk.

Battle-cry

First pronounced by the Chaplains and then repeated by the Battle Brothers before going into action:

"Primarch – Progenitor, to your glory and the glory of Him on Earth".

USING AN IMPERIAL FISTS ARMY IN WARHAMMER 40,000

The Imperial Fists are selected using Codex Space Marines.

SPECIAL RULES

Blind to the Risk: In a mission with a variable game length, when the game ends, the Imperial Fists' opponent may choose that a single extra turn of the game is played (one player turn each).

SIEGE MASTERS

The Imperial Fists have formidable siege skills and as such count as Siege Masters. This has several effects on some scenario special rules as detailed below:

Fortifications: Siege Masters receive +1 Armour Penetration

against bunkers, and their own bunkers have Armour Value 14.

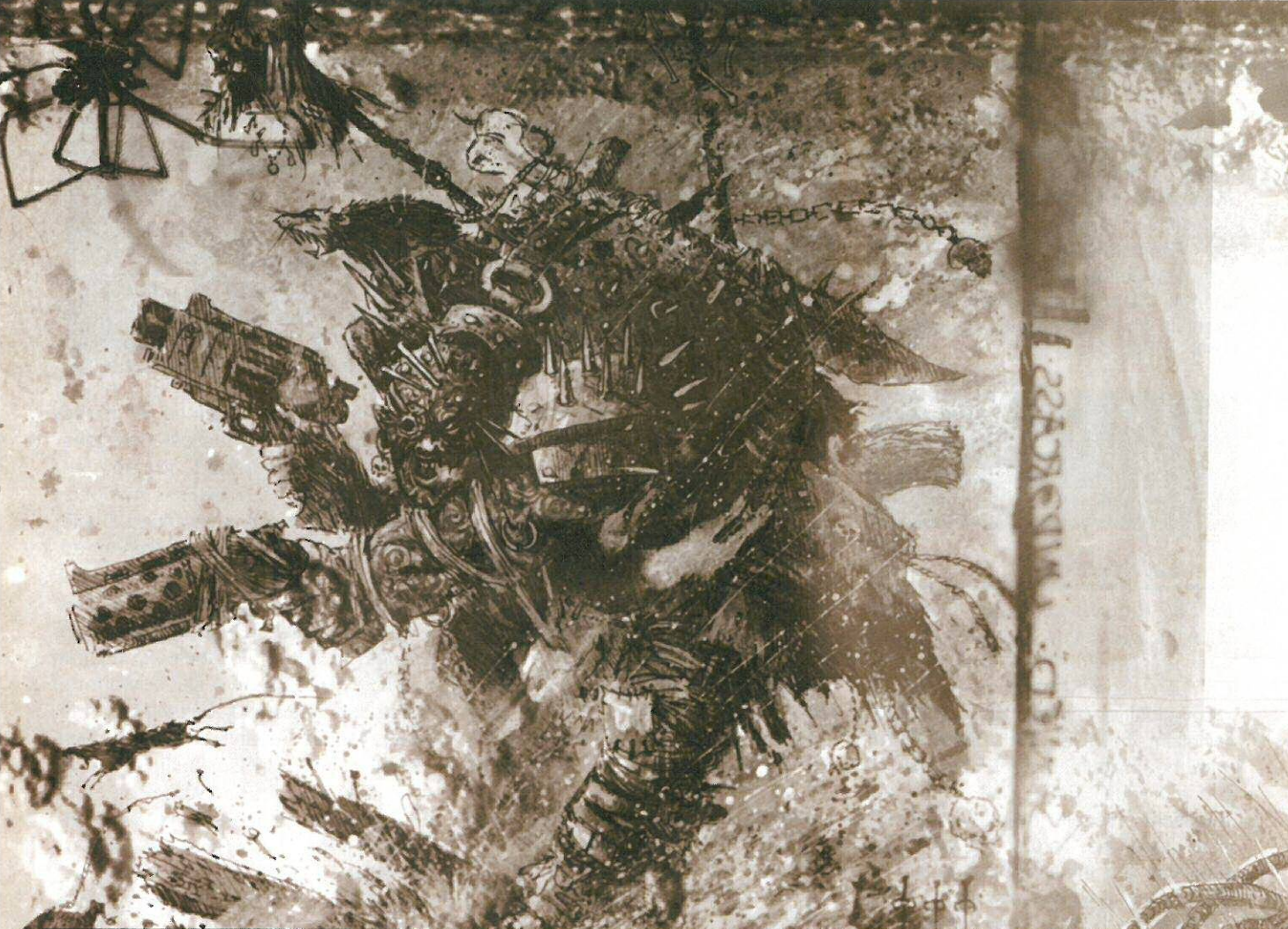
Hidden Set-Up: When moving over a minefield, Siege Masters only trigger a mine on a 6+.

Obstacles: A Siege Master tank trap has an Armour Value of 12.

Preliminary Bombardment: When resolving preliminary bombardment, Siege Masters are better able to direct their supporting fire. They receive one extra roll for every 500 points being used. This can result in a single unit being hit several times. The Siege Master cannot choose to roll extra dice against a unit that has

already been attacked; all the dice attacking a particular unit must be rolled together.

Stubborn Defence: When occupying fortifications in missions where they are the defenders, Siege Masters are treated as being *stubborn*. They will automatically pass any Morale checks even in situations where normally they would automatically fail. They may never use the Voluntary Fall Back optional rule but test for pinning as normal. Outside fortifications and in fortifications built by the enemy (ie, when attacking) they get no benefit.



EMMISSARY FABIAN

Little is known of the origins of the rebel leader Fabian. He first appeared on the world of Siluria IV, a planet unremarkable in all respects save for a slightly higher than average rate of mutant births. It was with some surprise that the censor-takers of Governor Rex first reported dramatic drops in the numbers of mutants being arrested by the security forces. No one believed that there had been a change in the birth rate, the mutants had simply started disappearing.

It was then that rumours began to spread of a mutant leader in the wastelands, who called himself Fabian, Emmissary of the True Emperor. Mutants from across Siluria were secretly gathering, forming an organisation that came to be known as the Church of the Abhorred. This was obviously worrying to Governor Rex, who commanded his astrophaths to send out a general request for Inquisitorial aid. Witch Hunter Tyrus was amongst those who responded to the plea, bringing his own bloody version of justice to Siluria.

Tyrus' interrogations lasted for several weeks as he attempted to build up a picture of recent events. During this

time, the Church of the Abhorred struck for the first time, waylaying a trade convoy between the cities of Salvis and Protia. The guards and crews of the cross-desert haulers were brutally slain, their bodies strung up as grim warnings to others who would attempt to cross the wastelands.

It was at this point that Tyrus devised a trap intended to capture or slay Fabian. Gathering the most hardened security agents and mercenaries Siluria had to offer, he took command of the next road train due to leave Salvis. As he had anticipated, the mutant army attacked again, only this time he was ready. Although outnumbered and unable to match the savagery of the mutants, Tyrus and his followers were well armed and prepared, and the ambush quickly turned into a rout for the Church of the Abhorred. Tyrus himself slew a dozen mutants, although later inspection proved that none of the bodies recovered matched the sketchy descriptions of Fabian himself.

For several more months Tyrus and Fabian's forces clashed in the harsh deserts of Siluria, but the two never met

in person. As the war progressed, it seemed that mutant resistance began to crumble. Reports of Fabian himself ceased, and, for a while at least, Tyrus believed that the Emmissary of the True Emperor had been slain. However, as he prepared to leave with his entourage, Tyrus was to learn of his error. Fabian in fact had been marshalling his forces, and with a surprise attack, led his mutant army into Protia space port. They managed to hijack a ship, overpowering the helpless port security and blasted off before better trained forces could be deployed to thwart them. Tyrus himself commandeered a vessel and set off in pursuit, but was unable to bring the rebel craft to combat before they escaped the system and became lost in warp space.

For the last decade there have been scattered reports of Emmissary Fabian, who has resorted to piracy and brigandage, waylaying Imperial shipping or raiding isolated settlements for supplies. On two more occasions Tyrus has tried to trap Fabian, but both times the mutant leader himself has escaped, only to reappear years later having gathered a new band of cut-throats and renegades about himself.

Emmissary Fabian

Equipment: Stubber with 6 rounds; firebomb (see below); knife.

Special Abilities: Atrophied right leg (see Exterminatus elsewhere in this issue); iron hard skin; spit acid.

Psychic Powers: Wyrd – Embolden, Demoralise.

Fire bomb: Fabian carries a homemade firebomb, which is a potentially devastating if unreliable device which he uses to carry out acts of sabotage and terrorism.

The firebomb is a special type of grenade with the profile below:

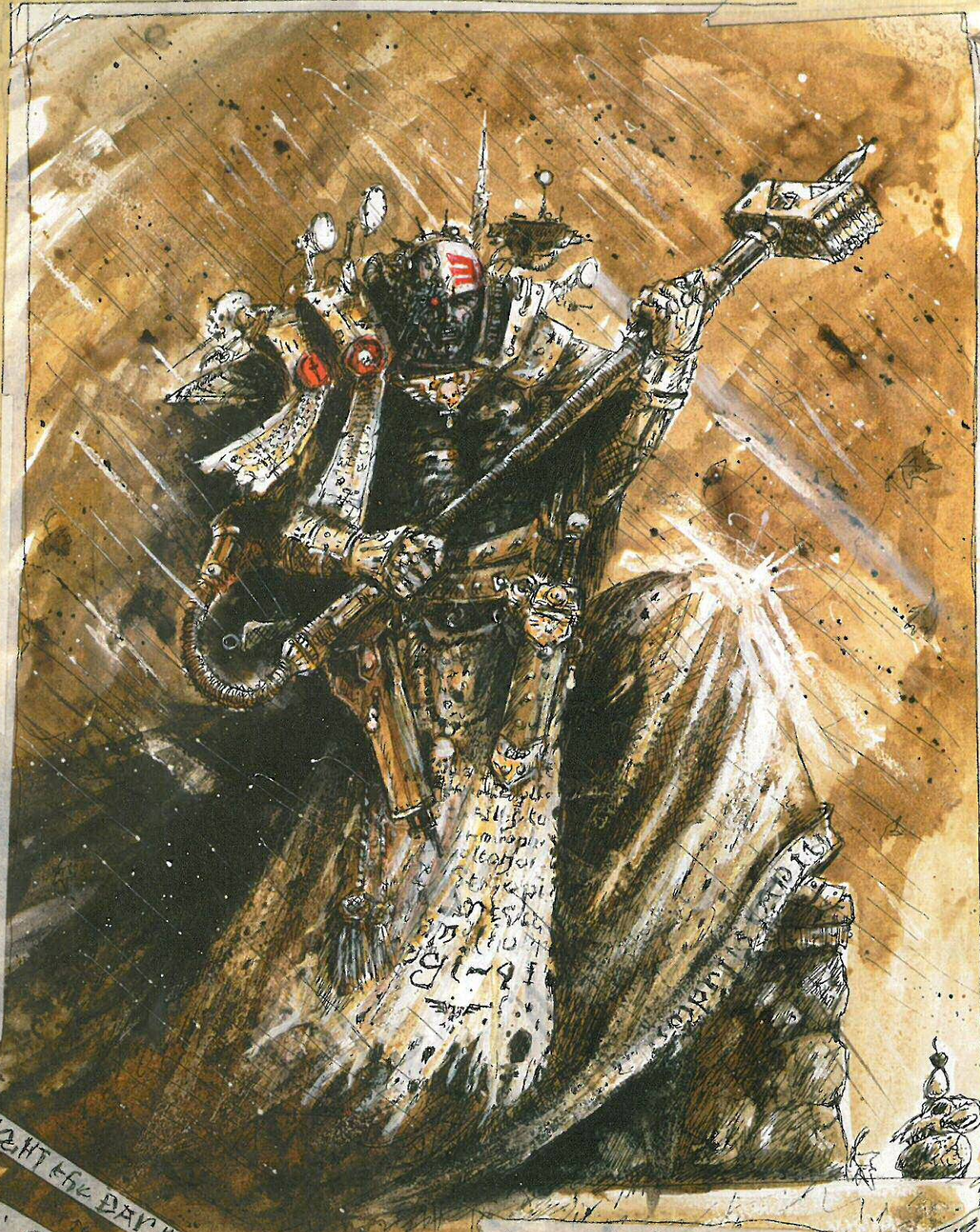
Type	Range	Area	Blast	Dam	Shots	Reload	Weight
grenade	C	*	*	D10	X	X	15

The firebomb explodes with an Area equal to the roll of a D6 in yards. Its Blast value is equal to this number plus an additional D3. Each location hit has a chance of being set on fire using the rules for flammers.

The firebomb has a crude fuse which allows Fabian to delay its detonation. The fuse can be set between one and six turns before exploding. However, the GM should make a Sg test for Fabian in secret. If he fails, he cuts the fuse either one turn too long or one turn short (GM's decision, or roll for it). This can take it up to a seven turn fuse, while if this reduces it to zero turns, roll on the Grenade Fumble table on page 82 of Inquisitor to see what happens when he lights the fuse!

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Fabian	65	48	65	71	57	57	71	88	44





LIGHT THE DARK.

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† RADICAL

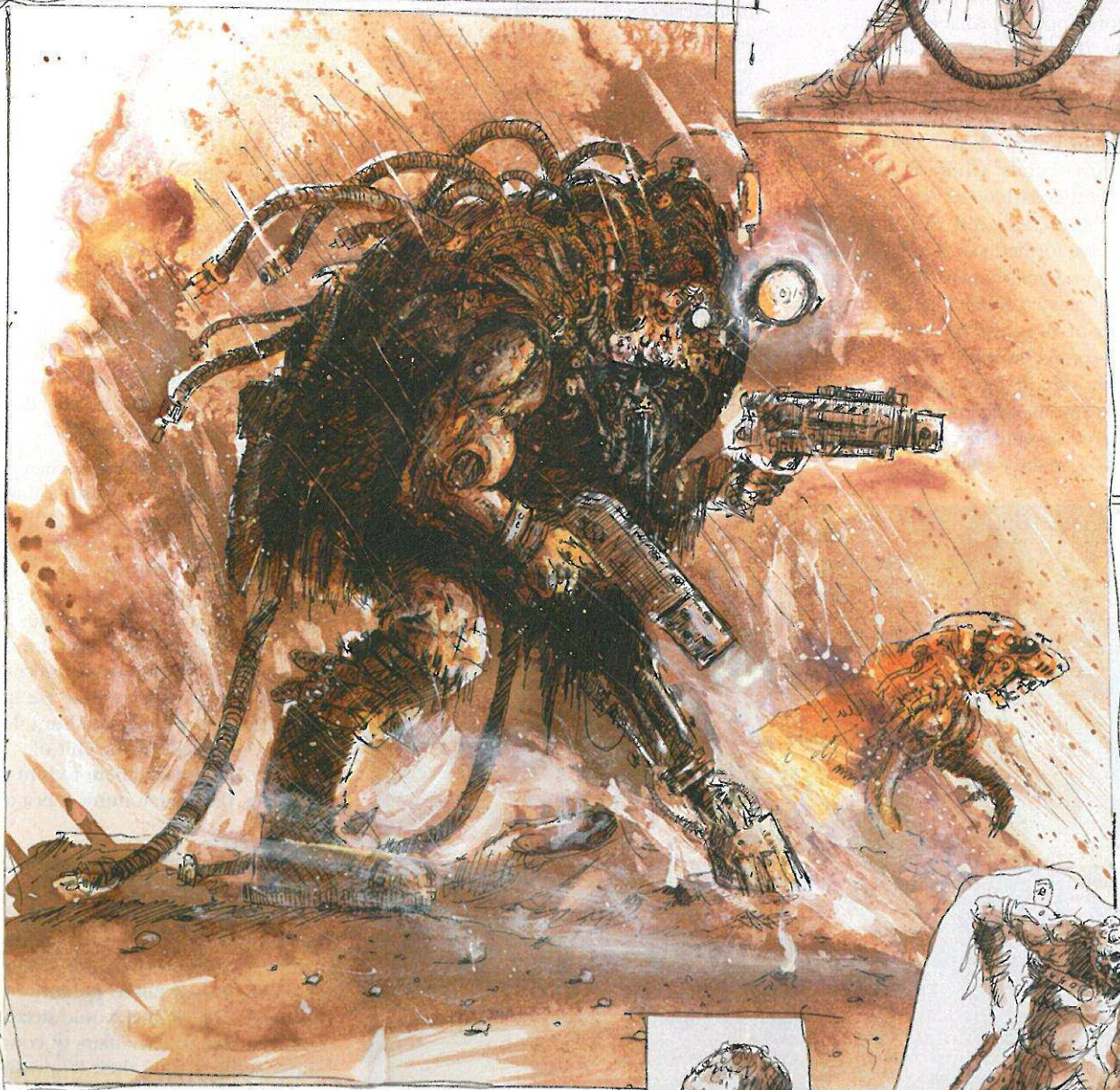
† INQUISITOR

RELIGIOUS - PIOUS †

JOHN MM © G. W.

These are just two of the evocative images from JOHN BLANCHE'S INQUISITOR SKETCHBOOK Published by the Black Library

MUTIES.



JAN 1994
BANDIT MUTANTS
DES PARADO MUTANTS
GAIN BETTER

The Dark Elves are an evil race with malice filled hearts. This month, Space McQuirk takes a look into the background of these cruel killers and explores their devotional worship of the dark god Khaine, Lord of Murder.

THE DARK COVEN

The Dark Elf Cult of Slaughter

The mere mention of Dark Elves is enough to spread a cold shiver of fear down the spine of all inhabitants of the Warhammer world. There are no realms where they cannot strike and no race safe from their malicious raids. But amongst the Dark Elves, or Druchii as they are known in their own tongue, there exists a cult that spreads fear even amongst its own people. They are the worshippers of Khaela Mensha Khaine, the god of hatred, the god of murder, the dark god of war.

Khaine, as this evil being is more commonly known, is one of the Elven pantheon of gods. Whilst all Elves know of this dark deity and respect him as a necessary evil, only the Dark Elves have formed a society that openly accepts and encourages the worship of this evil master. Khaine is the immortal brother of Morr, the God of Death. Jealous of his brother's vast underworld kingdom of the dead, he steals away all souls that have been murdered or slain in war, building his own dark realm of death.

The worship of Khaine, which is now banished from Ulthuan, began in the kingdom known as Nagarythe. Whilst this practice was largely frowned upon, it was tolerated by the Elven people as the early sacrifices to Khaine took the form of animals. It was during the many wars that were waged upon Ulthuan by raiding parties of marauding Norse warbands, that the first sacrifices of mortals began. The captive warriors were offered to the god so that he would lend the Elves of Nagarythe strength. The prisoners would be bound to great altars and sacrificed in plain view of the enemy army who knew that similar fates awaited them should they lose.

The Elves of other realms allowed this savage indulgence in the knowledge that the Elves of Nagarythe were feared and valuable fighters who had saved Ulthuan from many invasions. Aenarion himself, the first of the Phoenix Kings, wielded the sword of Khaine, a mighty weapon of the Gods which had the power to cleave even the greatest of Daemons in two. Whilst

he and his people waged war against the threat of constant invasion, Khaine became an accepted part of the Elven way of life. As time passed the threat grew less, with the death of Aenarion, the sword of Khaine was laid to rest in its shrine far to the North of Ulthuan upon the Blighted Isle. Banned from each of the other Kingdoms of Ulthuan, the crazed devotees of Khaine still prospered and flourished within Nagarythe.

The temples of this dark god were maintained by a select group of warrior priestesses known as the Brides of Khaine. It was these bloodthirsty Elves who were responsible for the pre-battle sacrifices. When peace settled upon Ulthuan, the priestesses found themselves without victims for their bloody altars. Rumours spread of the strange disappearance of villagers within Nagarythe and, although the finger of suspicion pointed towards the growing cult, no proof of these foul deeds could ever be brought to bear.

Soon a new threat reared its head within Ulthuan. Once again, founded within Nagarythe, an equally sinister practice had taken root. It was the worship of Slaanesh, the Chaos God of pleasure, and Morathi, the sorceress widow of Aenarion was at its heart. Malekith, Morathi's own son, took it upon himself to denounce the cult and publicly chastise his mother. He used the followers of Khaine to hunt down those who practiced the cult of pleasure and betray them to him. But all along, this 'witch hunt' was a clever ruse.

Malekith saw a great opportunity to rid himself of those who had opposed his claim to the throne. He used agents of the temples of Khaine to plant false evidence in the homes of his enemies as proof of their fall to the lure of Slaanesh. His victims would disappear from the day to day affairs of court, supposedly serving their fate within Malekith's deepest dungeons. This again was a lie, Malekith instead would offer these prisoners to the priestesses



Witch Elves prepare to sacrifice victims at the altar of Khaine.

Suriak Blackblade strode down the deserted street. The light of the full moon cast eerie shadows down the dark alleys that branched off the road. It had been many months since he had last walked in his home city of Ghron, but even so the streets were normally lined with Elves cavorting in all manner of twisted pleasures. A scuffling behind him broke his train of thought and he turned to face the source of the noise. A shadow darted into an alleyway, disappearing into the darkness. Probably just a rat, Suriak thought, laughing at his own nerves. Still he was close to home now and would welcome the warmth of his house.

He had left his family to join one of the slave raids. For nine months the Ark of Damnation had sailed across the Sea of Chaos, launching strike raids at any settlements they happened upon. By all accounts it had been a most successful voyage and Suriak's percentage of the profits would raise the status of himself and his family a great degree. Slaves fetched a high price in the city of Ghron, and Suriak was pleased with his cut. At last he would be able to leave the lower outskirts of the city and move into one of the towers that overlooked this dangerous quarter. He would be thankful when he could escape this rough area where murder and theft were everyday occurrences. Perhaps he would even be able to purchase one of the slaves that the raids had captured.

Another sound behind him caused Suriak to turn once more. This time the noise was too loud to be mistaken for vermin. A short distance behind him he could see the silhouette of an Elf facing him. By the length of the figure's hair he guessed it must be a female. In her hands she held two wickedly curved blades, and stood motionless facing him. As Suriak glanced back over his shoulder he saw that his route had also been blocked by another woman. A sudden thought caused his heart to beat intensely. The deserted streets, a full moon, how foolish could he have been. Tonight was Death Night, when the Witch Elves emerged to revel in the shedding of blood and the slaughter of innocents.

The two Elves started to walk toward Suriak. Their movement was graceful and had they not clutched deadly blades in their hands it would have been alluring. As they drew closer, Suriak could make out their attractive, sharp features. Visages of astounding beauty, their long flowing black hair seemed to move with a life of its own. Their slim and shapely bodies were barely covered by a small amount of purple silk cloth, their long, pale legs ending in knee high, black leather boots. Had Suriak not

known of their dark intent then he would have truly been in paradise, but these were Witch Elves. If he were to stand any chance of surviving this encounter he could not let his mind become clouded by their stunning appearance. Carefully drawing his own blade he slowly backed towards a wall, using it to guard his rear. The Witch Elves now stood before him. He could see by their bloodshot eyes and dilated pupils that their minds were under the spell of the legendary potions that created a lust for blood.

"You have two choices," one of the Elves spoke to him. Even her voice was seductive.

"You can come quietly with us, experience pleasures the like of which are beyond your wildest imagination before learning the true meaning of pain, or..." the Elf ran her finger down the length of her blade, "we can offer your body in holy sacrifice to Khaine where you stand."

The Witch Elves invitation was a tempting offer but Suriak preferred to remain alive and neither of those options gave any such allowance. He thrust his sword towards one of the Witches and prepared for battle. She parried the blow easily, bringing both her weapons in an upward thrust at his torso. He had barely dodged the attack before the second Elf was upon him swinging her blades straight for his neck. He managed to duck drawing a small dagger from his boot as he did so. Again the first Elf came at him. Anticipating her action, he quickly stepped to one side. The Witch Elf was over balanced and, as she passed him, he thrust out with the dagger, driving it deep into her rib cage. As the second assailant charged him, all he could do was kick out with his boot, but he connected with a knee and sent her stumbling to the floor for a moment.

Suriak sprinted away down the street, thanking his good luck and the combat experience gained in the previous months. His home was close by and if he didn't get indoors he would be dead by morning. As he rounded the corner his heart sank. There before him the door to his home hung loosely from its hinges. Suriak bound into the hallway. The runes of Khaine had been traced in blood upon each wall of his small house. As he ran into his bed chamber a bloody heap in the far corner confirmed his worst fears. His wife lay dead, a sword in her hand, where she had tried to fend off the murderous intruders. In the centre of the room a crib lay broken and empty. Suriak fell to his knees, dejected and broken. If only he had been here to protect them instead of seeking fortunes abroad. He did not hear the Witch Elf enter the room behind him, nor did he care as her poisoned blade cut a small scratch into his exposed back.

Suriak groggily opened his eyes. He could not move his arms or legs and his mind span with clouded visions. A musky incense filled his nostrils and in the dim light of the candles he could see a massive statue of Khaine towering above the altar upon which he was bound.

"At last, the sleeping one wakes." He had heard the smooth and sultry voice before. The evening's events flooded back into his memory and Suriak struggled to free himself.

"It is futile to attempt escape, you are tightly bound. By struggling you will only prolong the agony. Come relax, believe me you will enjoy the experience far more if you free your mind to us." The Witch Elf leant over Suriak, her full red lips kissed his forehead as she gently caressed his long dark hair.

"Your spouse fought well, she must have been a brave warrior before she bore your child." The Witch Elf laughed as he saw Suriak resume his struggle to break from the chains at the mention of his daughter. She drew a curved ceremonial dagger and ran the cold flat steel blade across Suriak's exposed chest.

"Fear not, the infant still lives and will make a fine addition to our coven."





Witch Elves fight against their hated foe, the High Elves.

in gratitude for their services. All this time, Malekith allowed both cults to flourish and he had the perfect tool with which to destroy the political opponents who had thwarted his right to be the King.

When he deemed his position strong enough he made his move. Accusing the Phoenix King himself of being at the heart of the cult, he poisoned him before he could retaliate and accounted for his death as suicide in shame of the discovery of his dark secret. It was too bold a move and few believed such a wild accusation, but Malekith had already dispatched some of his strongest rivals and none dared challenge him, lest they suffer a similar fate. The priestesses of Khaine seized the temple of Asuryan, brutally slaying all within and so beginning a civil war that still rages to this day. Malekith now claimed the right to the throne of Ulthuan and stepped into the Flames of Asuryan. His fate is told elsewhere, but ultimately his coup failed. War was waged upon Ulthuan and Malekith's forces were defeated. As he was forced into exile, his most powerful sorceresses cast spells upon the main cities of Nagarythe and tore them from the mainland to form mighty floating fortresses. Many of the temples had formed major landmarks within the cities, and on the long journey west they became important focal points. When the exiled Dark Elves landed on the continent of Naggaroth, these temples quickly became havens of worship. At the same time, the cult of Slaanesh, without any threat from persecution, also quickly took root. Both vied for the support of Malekith.

The Witch King knew that only one religion should dominate his new realm. He needed to unite his people quickly in order that he could make his plans to seek vengeance on the High Elves. Malekith decided against intervention in the struggle between the followers of Khaine or Slaanesh, to do so would only turn the followers of one cult against him. He strictly forbade a religious war; the civil war had already taken its toll on the Dark Elves, but he also knew that in doing so he was encouraging an underground battle of dark intrigue and evil machination. This appealed to Malekith's twisted sense of pleasure and he let the two factions fight for control of his people's allegiance.

The temples of Khaine already had many agents who secretly stalked the streets of the newly founded cities. Over many decades they had become skilled in the art of subterfuge and their assassins had perfected their gruesome methods as they secretly dispatched Malekith's foes in Ulthuan. Under the devious guidance of Hellebron, High Priestess of Khaine, the followers undertook a secret war against Slaanesh. Whilst Hellebron used her caustic tongue in the courts of Naggarond to undermine the support of Morathi, she positioned her servants tactically within the nobility. Morathi proved every bit the equal of her rival. Just as it seemed that Hellebron would prevail, Morathi revealed the discovery of an ancient gift from Khaine. It was a powerful cauldron which had the power to restore the youth to those who bathed in it. Rumours spread quickly through

the realm of Naggaroth that Morathi was favoured by Khaine. The loyalties of the Dark Elves were torn between Morathi, a sorceress who openly worshipped Slaanesh, and Hellebron their High Priestess. Because many of the Brides of Khaine now pronounced Morathi their Queen, a stalemate had been reached, and Hellebron knew that if she did not act fast she would quickly lose support.

In a move that only the head of a bloodthirsty cult such as the Witch Elves could conceive, the deadlock was broken. At the command of Hellebron, hundreds of sorcerers and nobles who supported Morathi were taken from their beds and slain on the altars of Khaine. The screams of the dying echoed into the cold night air and it is said that even Morathi herself was forced to take flight on her Dark Pegasus to escape the murder. This night became known as Death Night and has since carved itself a permanent place within the history of the Dark Elves and indeed the whole of the Warhammer world.

The next morning, Malekith summoned Hellebron and her priestesses to his palace. As they entered the main hall a murmur grew amongst the nobles who had gathered. Hellebron had somehow constructed her own Cauldron of Blood. Hellebron led a procession of the most stunning women. Gone were the haggard wrinkles, and sagging flesh, replaced by a smooth and beautiful youthful complexion. Her beauty rivalled that of even Morathi herself. All knew that Dark Magic had been wrought and from that day the priestesses became known as Witch Elves. In a desperate but cunning move, Morathi declared herself the Queen of the cult, outmanoeuvring the devious ambitions of Hellebron. The enraged Hellebron was placated by Malekith who granted the cult recognition by allowing the Witch Elves to stalk the streets once each year on the anniversary of Death Night, taking prisoners wherever they should find them. Over the coming year, the Witch Elves discovered their attractiveness faded and that their voluptuous appearance reverted to that of an old crone, but on Death Night they would once again be able to restore their beauty.

Since that day the devotees of Khaine have been loyal subjects to Malekith. For one night each year the Elves in the cities of Naggarond must lock their doors and shutter their windows. On

Death Night, the Witch Elves emerge from their temples. They are driven into an insatiable lust for blood by a concoction of poisonous herbs, which only the Hags, the High Priestesses of the Witch Elves, knew how to prepare to prevent them from killing the Witch Elves themselves. Anybody found out on the streets will be dragged to the altars of Khaine to suffer a long and painful death. The assassins pick the locks securing the houses of certain nobles and other high ranking Elves, then the Witch Elves will burst in to take entire families to be sacrificed. It is said that they bring their victims to the height of pleasure before they plunge them into a torment of pain and suffering the likes of which no mortal could ever envision in his worst nightmares. The screams of their victims can be heard until the sun rises and then an eerie silence is followed as each Dark Elf gives thanks to Khaine that he and his family were spared the slaughter.

The assassins employed by the temple to spy and kill the enemies of Hellebron are recognised as some of the most deadly killers in the world. They spend many decades perfecting their art which has been practiced for over three thousand years. The temples provide the assassins with an array of deadly poisons which only the Witch Elves know how to prepare safely. Extracts from plants collected by Dark Elf raids from across the world are mixed together to deadly effect. Some of these toxins work fast, killing the victim instantly as the poison enters his system. Every vein in the body turns black creating a lattice spiderweb appearance to the corpse. But many of the acolytes of Khaine prefer more subtle methods of death. Poisons such as the lethal Black Lotus

can take hours to work themselves into the bloodstream. As it infuses itself into the victim's system he suffers horror-filled visions, slowly and agonisingly lapsing in and out of consciousness before death finally overcomes him.

When the Dark Elves go to war it is only on rare occasions that the Witch Elves do not accompany them. Each Black Ark has its own temple located deep within its bowels and when it makes landing the Witch Elves emerge to seek offerings for their Lord. They will, on rare occasions, carry one of the ancient Cauldrons of Blood with them. A large and ominous sight, these are rare and sacred artefacts, gifts from their god, and the few that survive are infused with much of his malevolent energy. They are massive cauldrons brimming with the warm blood and skulls of previous sacrifices. The statue of Khaine the Bloody Handed looks down into the gruesome liquid, watching over his servants as they march to war. Again the Witch Elves have adopted the traditional custom of sacrificing enemies before the battle. With their deaths, an aura of hatred and murder emanates from the Cauldron. The vision of those Elves within the proximity of this dark shrine is overcome with a red mist of murder and hatred.

The Witch Elves also prepare special potions to take before they go to battle. The Hags mix these toxic potions into the Cauldron of Blood and each Witch Elf sips from a ceremonial goblet handed to them by the Hag. The effect is to drive the Witch Elves into a frenzy of bloodlust. They are infused with the power of Khaine and will immediately seek out the foe to sacrifice to their god. Such is the potency of the potions that the

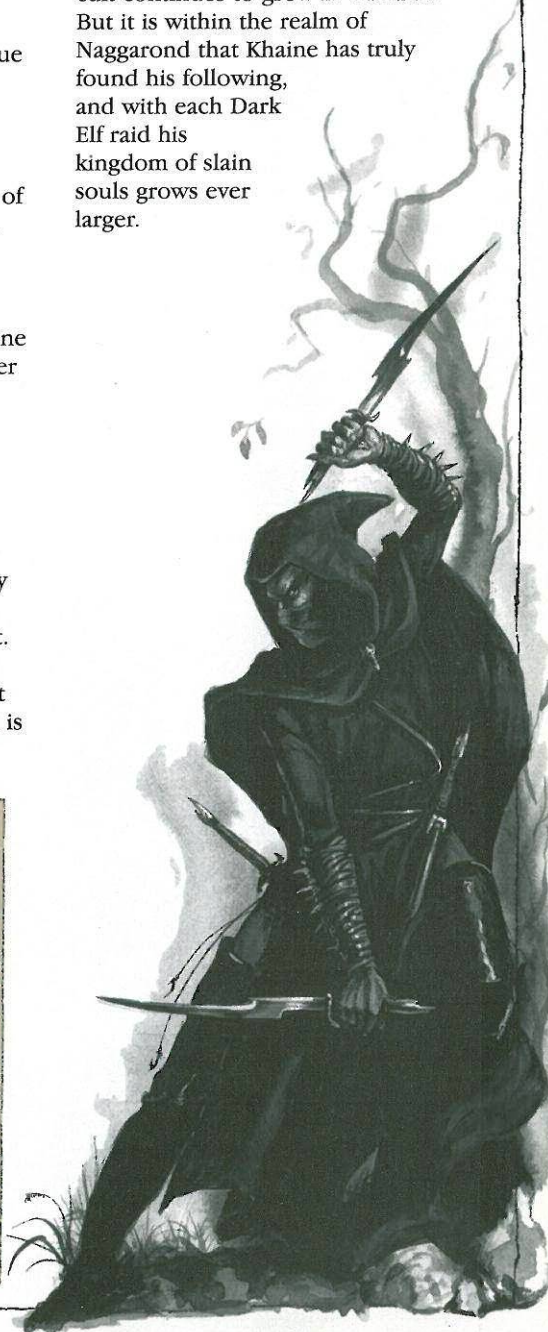
Witch Elves care little for their own safety and will relish battle against many times their own number. It is the lust to shed blood alone that drives these crazed females.

The followers of this dark deity are not just limited to the Land of Chill. It has spread far and wide across the Warhammer world. The worship of Khaine has, with good reason, been forbidden in all of the realms of man. Still there are always those who seek to destroy civilisation from within. Witch Hunters seek out and purge these underground cults and all records of the God were burned at the orders of the Grand Theogonist Johann Helstrum. Nevertheless many assassins and cutthroats still secretly gather to pay homage to this dark god and the cult continues to grow in number. But it is within the realm of Naggarond that Khaine has truly found his following, and with each Dark Elf raid his kingdom of slain souls grows ever larger.

Amongst the most powerful weapons of the temple Khaine are the Assassins. Little is known of this highly secretive organisation, whose identities remain hidden to even the Witch Elves themselves. Assassins are chosen from amongst the young children who are stolen by the Witch Elves on Death Night. They are trained in the art of stealth and subterfuge, and for them murder is a way of life. These children learn from an early age how to handle a blade and by the time they are ordained as an Assassin there are few who can match their martial prowess. In battle,

the Assassins will disguise themselves amongst the ranks of the normal warriors, only striking when an enemy hero is at close range and unprepared for the attack.

Although strictly speaking it is forbidden to pay for the service of Assassins, generous donations to the coffers of a temple may result in the mysterious death of the patron's foes. They are a deadly adversary and should anyone fall foul of the devotees of Khaine, they can be sure that their death will come swift and unseen.



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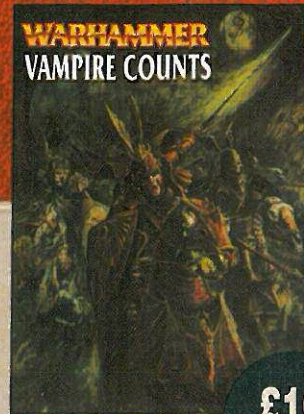
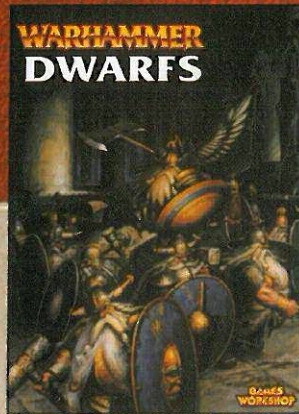
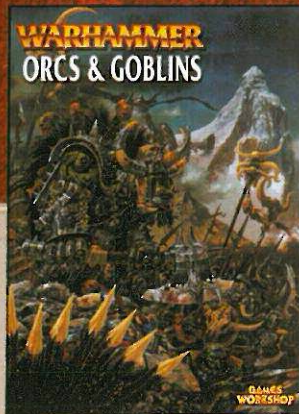
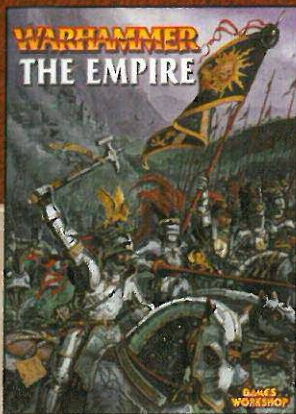
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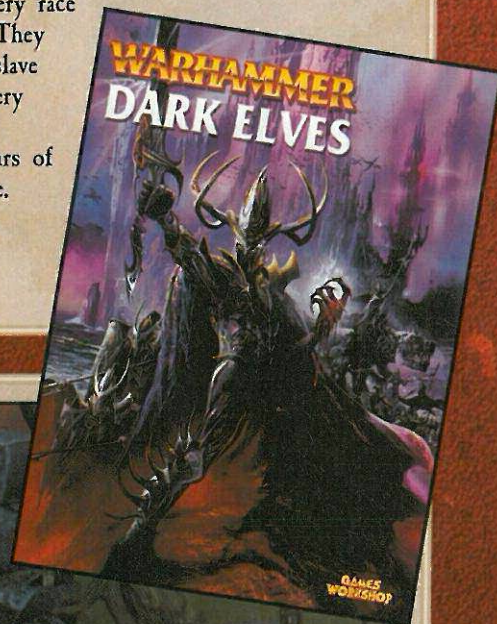
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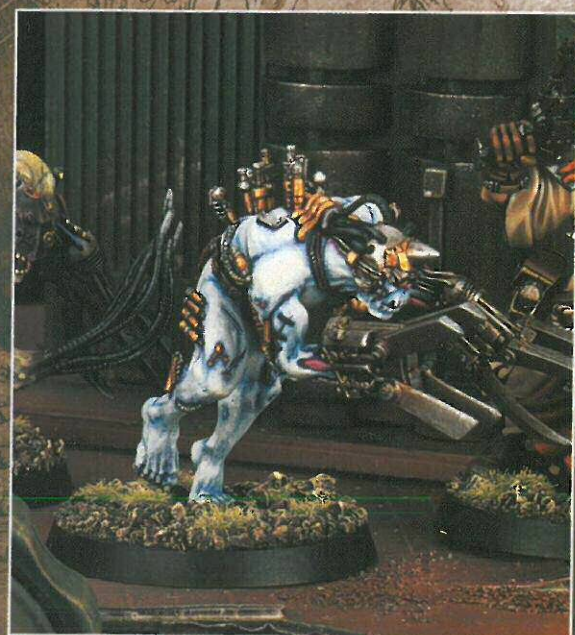
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SIMEON 38X

causin

For many centuries there has been a condition found amongst many of the Imperial faithful known as the Gathalamor syndrome. Stirred by tales such as Confessor Dolan's martyrdom, some Imperial servants become suffused with the need to sacrifice themselves in the Emperor's name. Often they are easily obliged by joining the ranks of unofficial soldiery known as the Frateris Militia, or signing up to a fanatical cult such as the Crusade of the Red Redemption. However, this is not always possible and can cause problems for local authorities and the Ecclesiarchy.

One such sufferer of Gathalamor syndrome was Erin Octavus, a simple grox farmer who eked out his livelihood on the agri-world of Standalone. For his whole life he was very pious, attending the shrine every day, frequently confessing to acts he believed sinful but which weren't proscribed by local doctrine. This strange behaviour began to increase as he grew older and in his early twenties, he was stopped from flagellating himself to death several times for what he called 'impious thoughts', although what these thoughts concerned are not recorded.

The local Preacher, who history tells us was Preacher Jaxxon, was unable to

console Octavus, and the farmer remained convinced he was tainted and evil. Growing suspicious of daemonic influence, Jaxxon sent word to his cardinal, who held office on the nearby world of Vrast, requesting that an exorcism team be sent to investigate. Cardinal Simeon himself attended the case, and subjected the willing grox herder to all manner of hideous trials and investigations, all of which proved Octavus free from evil influence.

Still desperately unhappy, Erin pleaded with the Cardinal to purge him of his sinful nature, but by Ecclesiarchal canon there was nothing the Cardinal could do. Finally, in a fit of rage and spurred on by hallucinations, Octavus herded his grox into the Ecclesiarchal compound and assaulted the Cardinal and his retinue. Although the attack was not serious, it was all the reason the Cardinal needed, and immediately had Erin restrained and put on trial. He found him guilty of causing harm to a member of the Ministorum clergy and, at the urging of the defendant himself, committed him to arco-flagellation.

The story would have ended there were it not for the fact that the creature

known as Simeon 38X still suffers from Gathalamor syndrome. In all probability his psycho-conditioning and the effect of his pacifier helm have worsened its effects, so that occasionally Simeon 38X becomes so trapped in his own wracking guilt he breaks through his psycho-conditioning and does not respond to his trigger word.

This was a particular problem during the three years Simeon was assigned to Inquisitor Steinbeck while he was conducting the Thallasian Purges. On several occasions Simeon 38X failed to deactivate upon receiving his trigger word, and on one notable occasion rampaged through the congregation of an Ecclesiarchy chapel at mass, causing much bloodshed and damage. Amongst the dead were three preachers, an Abbess of the Sisterhood and half a dozen parishioners. It was at this point that Simeon 38X was almost terminated, but instead was granted a stay of execution by Inquisitor Tyrus, who overturned the re-trial sentencing of deathmasking. Tyrus now holds the arco-flagellant in stasis aboard his own vessel, preferring to reserve unleashing Simeon 38X against only his most hated foes.

Simeon 38X

Equipment: Two implant decapitators (see Exterminatus in this issue). Combat stimm injectors containing psychon, rage (see below) and reflex. Each contains enough stimms to last for 50 turns.

Special Abilities: All of the rules for Arco-flagellants apply to Simeon 38X. Simeon 38X's trigger word is Exculpate.

Gathalamor syndrome: Simeon 38X's conditioning is not perfect and on occasion he will not respond to his trigger word once activated. When activated, there is a 10% chance he will not respond that turn, although further attempts can be made. When attempting to de-activate Simeon 38X by means of his trigger word, he will only respond 50% of the time, otherwise he will continue to attack in his frenzied fashion.

Rage: Rage is a form of combat stimm which increases awareness and response time, but ravages the user's nervous system. The character may re-roll any failed action rolls. At the end of every turn, the character must roll over their Speed on a D6 or add D10 to their injury total.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Simeon 38X	62	23	76	81	52	96	12	160	15



Wolfenburg, a Warhammer MUD, allows PC users to roam around the Old World, butcher monsters and embark upon heroic quests, and also allows interaction with other aspiring heroes via the internet. Phil Kelly investigates.

WOLFENBURG

A Warhammer Multi-User Dungeon



Paul Barnett has been designing Multi-User Dungeons for seven years, and has taken some time out to answer a few questions and let us in on the secrets of his latest project, Wolfenburg.

MUD stands for multi-user dungeon, right? Tell us a bit about it.

A multi-user dungeon is basically a computer program that allows many people to play in the same virtual realm. Thousands of people can connect, each taking the part of a character in the game. It's based in the town of Wolfenburg, a town on the borders of the Empire beset on all sides by the depredations of the evil races. The premise is that players go around adventuring with other people who are playing too. They adventure round the land, kill lots of things, do lots of heroic quests and ultimately, they can achieve incredible power.

So, tell us about the social aspect of the game then.

The beauty of it is that you can either go adventuring and meet people as and when you come across them, or you can go in with friends at a set time, in your own adventuring party.

What similarities does it have to Warhammer Fantasy Roleplay?

The characters, the statistics and the record keeping are influenced by Warhammer Fantasy Roleplay, as is our setting, that dark, grim game world. I've got all the books. We even have lots of the classes and careers from the first edition of the game, so you can still be Pit Fighters, Knights, that sort of thing.

So you can choose virtually any character from the Old World?

Oh yes, there's 26 character classes and 5 races, available in different combinations.

What are the most popular character classes?

Troll Slayers, Imperial Wizards and



fighters, in that order. The Witch Hunter class is proving more difficult to implement than we anticipated, however we have managed to get the 'heretic' command into the game. It's a very aggressive character class. Nevertheless, there are certain constraints that it's important to get across; the players must work together, not actually attack each other. Secondly, it's not a graphics-heavy game, although there are pop-up pictures and scans of actual artwork from the books, there's no actual protracted animations or the like. You don't need a 3D graphics

accelerator to play, you just need to be able to get onto the internet.

So it's pretty much open to anyone regardless of what machine they use.

Yep. As in all other MUDs it's all in the imagination. Everything you thought or imagined when you were reading a sourcebook, well, it's all in there.

Is it quite an intellectually challenging game then?

Yes, if you're totally into the trigger happy Quake sort of game, you're not really going to enjoy it. It's not a shooty game.

Can you talk to the other player characters there, interact with them in real time?

Yes, of course. However, you can only talk to people in the same location as you, although you can send messages to other locations, and 'shout' at anyone in your local vicinity.

How many different commands are there in the game, then?

Six hundred and ninety five. Some of them are pretty obscure, we even have a couple of oblique movie references!

So is Wolfenburg plagued by all sorts of monsters?

Yes, but not necessarily all aggressive. People actually like their characters to ride on things, actually, say a unicorn or a pegasus or something. Although we had to take the giant spiders out; the powers that be didn't like the idea of a Knight riding around on the back of some bloated arachnid.

I take it you can kit yourself out with the money you earn from your epic quests?

Yep, there are lots of shops, there's lots of bartering with other players, there are items you get from completing quests, there's the great heroes of the realm who will set you tasks and reward you if you succeed.

Tell us about some of the locations.

The place is massive, there's plenty of scope for exploration. We've got plenty of wilderness, a large chaos forest, massive catacombs, sewers, long-forgotten temples, ruins, tombs... you name it.

So can you go anywhere in the Old World?

Brettonia, Kislev, etc?

At the moment we've fully detailed Wolfenburg and about 100 miles in every direction. We've got the Forest of Shadows, the Middle Mountains, the ruins of Blackstone and a few other landmarks.

Which part did you enjoy writing most?

The Northern Deeps. They're flooded, dark, snowy and full of lots of really really nasty things.

Just like back home. I take it you can gain experience, there's a levels system?

Even better than that, we have a total history system. As long as characters are logged on they will age, gain experience awards, gain a history that keeps track of everything they kill, everyone they've met, the quests they've been on, their status within the land, whether they've done good things or evil things, chaotic things, it knows what Guilds they're members of, which cities they've offended... as you continue to adventure, your abilities reflect all the things you have done. The way to do really well is not to concentrate on any one thing but to gain many different skills. If all you do is kill stuff, your stature isn't going to increase nearly as quickly.

Any cameos in the game?

Oh yes, they're all there. We've also



Above: the adventure begins...

got the big guys, Nurgle, Khorne, Sigmar. We're under orders not to let any of them loose, though, we don't want everything turning to custard. The fact that they can be called upon is good enough for me. It's not like we're short of background material, is it! I've read enough Warhammer novels now to qualify as Dark Librarian!

So how many people are working with you at the moment?

Around five. We've been working with each other as a team for several years now. We've all designed MUDs together since the year dot, it's the best way to work.

What's been your crowning glory so far?

Marlon Brando playing our first MUD. Nice guy.

Cool! Well, I think that just about wraps it up. Cheers Paul!

Check out the site for yourself at:

www.wolfenburg.com

Wolfenburg was work in progress at the time of this interview, so some of the details may have changed.

RUMOURS FROM WOLFENBURG

Monthly special events include:

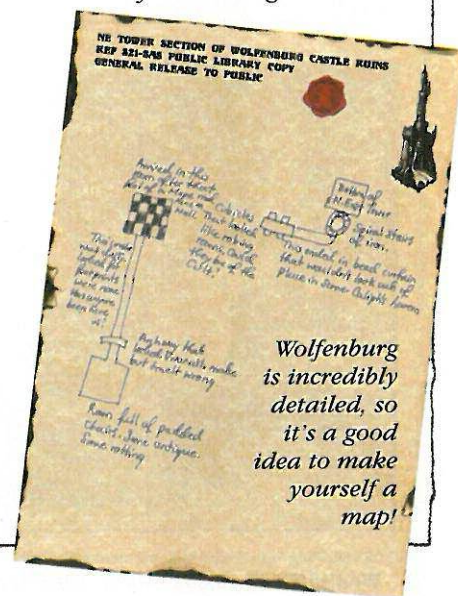
July Madness

The Middle Mountains will be the site for July's much-heralded expedition. It has been known since early February that the mountains had at least two pathways that mortals are currently unable to cross. These pathways will finally be opened, giving way to the highest peaks in the mountain range. It has long been suspected that a tribe of large humanoids have a stronghold upon the spires of one of the mountains, while others still claim that a route to the great dragon 'Burnbright' can be reached by those skilled in the arts of high sorcery. Flasks of brandy, warm scarves and a shovel to ensure we can pack your dead lifeless body in

ice are all pre-requisites for this adventure.

August shenanigans

August will see the opening of the three levels under Count Vangrath's castle. Since the unfortunate awakening of the old count, he has started to build up a sizeable army of Undead to reclaim his lands and throw a new age of deathly darkness upon the city of Wolfenburg. Your city, not to mention many hapless citizens too frightened to even bring torches and pitchforks, is counting on you. We require no angels for this mission, just make sure that you are buff enough to hammer that last nail into the old count's coffin...



Wolfenburg is incredibly detailed, so it's a good idea to make yourself a map!

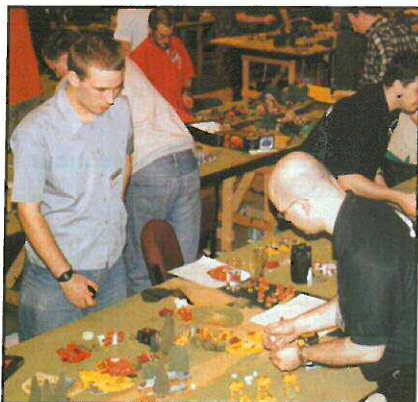
GRAND TOURNAMENT

THIS YEAR'S TOURNAMENT REVIEWED

If you were near Games Workshop's HQ over the 3rd and 4th of February this year, you'd have noticed a flood of gamers descending upon Warhammer World. Each player had come to battle for the coveted title of Warhammer 40,000 Grand Tournament Champion. Graham McNeill looks back.

DATE: 0091001.M03 (SATURDAY – BREAKFAST TIME.)

The first thing I noticed about the gaming hall on Saturday morning was how packed it was. Over two hundred Warhammer 40,000 players filled the hall, excitedly chatting about the battles to come and the victories that would undoubtedly be theirs. Chief Empire Pete Haines maintained order from the stage while a flock of his minions scurried about to do his bidding. The first order of business was to make sure that everyone was registered to play and sort them out with an opponent. Once this had been organised, it only remained for Pete and the Warhammer 40,000 Overfiend himself, Andy Chambers, to welcome everyone to Warhammer World for what would prove to be a frantic weekend of gaming before letting slip the dogs of war.



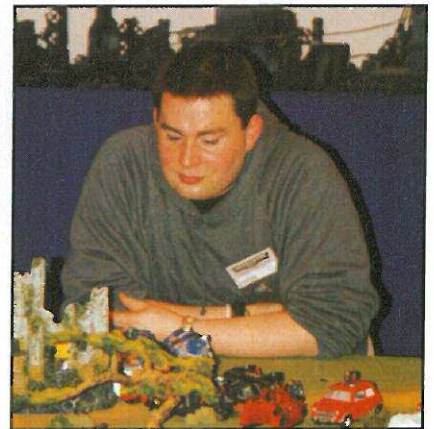
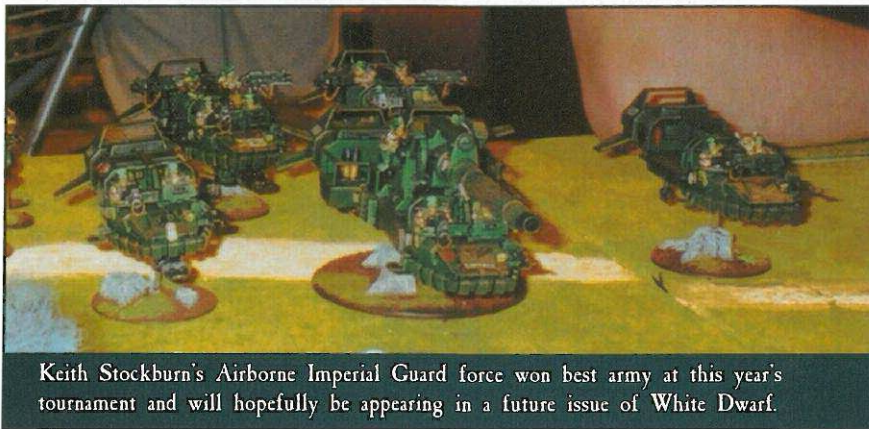
For those of you who have never attended a Grand Tournament, it's one of the high points of the Warhammer 40,000 calendar; a weekend of hard gaming, with players competing for honour and glory in the hope of becoming the 40,000 Grand Champion. Competitors came from all across the globe, with Markus Padrta even coming from as far away as Austria without a ticket on the off-chance that he would be able to play. After such a trek it would have been heartless in the extreme not to let him compete and, despite our utter heartlessness, we finally relented and allowed him to play as we could just about squeeze one more player into the hall.

Over the course of the weekend, each player fights five games, chosen from the Warhammer 40,000 rulebook by the Umpires, against progressively tougher opponents. In the first round, players are drawn against a randomly chosen opponent and thereafter play opponents of equal skill and cunning. Not only does this mean that everyone who plays gets to fight balanced, fun games, it also means that, when the winner is proclaimed, you can be sure that he had to play some of the toughest opponents in the tournament. By 10:30 the first mission of the day (Cleanse) was under way and I began circulating throughout the hall, stopping here and there to admire a particularly well-painted or, in

some cases, thoroughly bizarre entry. Contenders for the latter category included Ben Stampton's Ork Speed Freeks army painted in the style of 'Da Italian Job', Nigel Atkinson's 'Painted Ladies' (an Escher gang that used the Ork rules) and Colin James' Ork army that had Orky buildings on wheels for their battlewagons! Some people have too much warped imagination to be healthy.

Even a cursory glance at the armies in the hall was enough to spot the overall high standard of painting and thought that had gone into them. A favourite of many people was Keith Stockburn's 1st Catachan Air Cav (boasting nothing less than a skimmer-mounted Basilisk!) and Agis Neugebauer's amazing Dark Harlequins. There were many other superb armies and these would all come under the scrutiny of the judges after the first game. Players receive points for winning their games, but the standard of painting, thought and originality of their army is vitally important. Part of this includes an element known as the 'wow!' factor, which simply means that some part of a player's army made the judges stop and go 'wow!' On top of this is what we call the Sportsmanship award which rewards gamers for playing in the spirit of the rules, being a sporting opponent and an all round good egg. Needless to say, we keep these points under our hats until the final tally of





Keith Stockburn's Airborne Imperial Guard force won best army at this year's tournament and will hopefully be appearing in a future issue of White Dwarf.

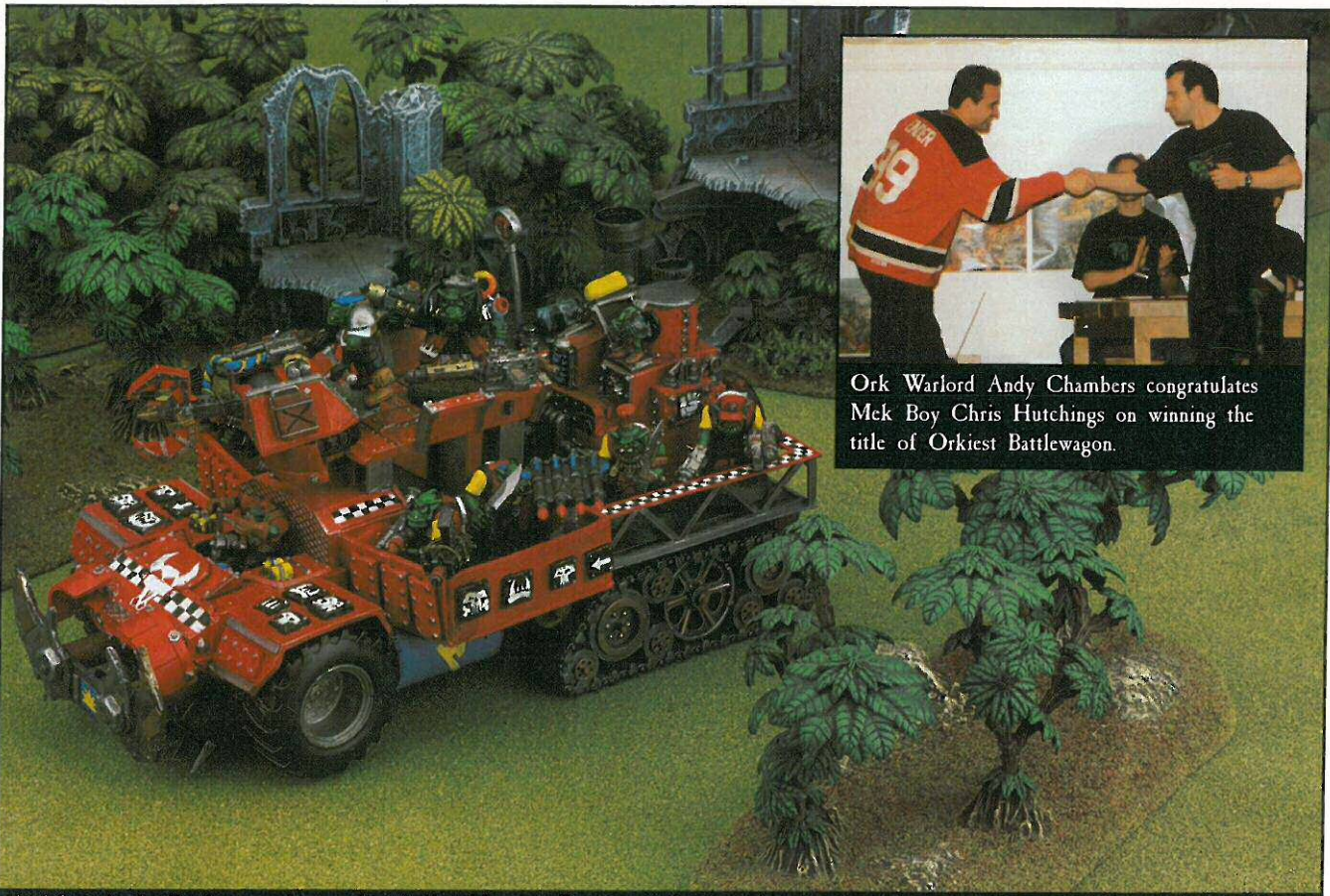
scores so no one knows exactly how the results are going until the winner is announced at the end of the weekend. Aren't we clever?

The first game was over and the players retired to the bar and restaurant for a well-deserved lunch while the judges toured the hall and examined the armies on display. I took the opportunity to chat to a number of players as they relaxed, picking up many interesting nuggets of heroic (and despicable) acts on the battlefield. One story that caught my ear was that of Jimmy Murphy's Wolf Guard leader charging into a bunch of Greenskins then getting clubbed to death by a Grot with a pointy stick, and the Daemon Prince who was shot to death by his own side when a Chaos Dreadnought went into a Fire Frenzy and blew him away. Hunger satisfied, or at least kept at bay, the players returned to the hall for the next mission, Recon. This mission was played slightly differently from normal, in that there were no Victory points to be had from getting into the opposing player's deployment zone. It was a kill fest, pure and simple, and was sure to be bloody.

The last mission of the day, Take and Hold, was the joker in the pack and had been included to ensure that players brought a balanced army. You wouldn't know whether you were attacking or defending so you'd need to be sure that whatever force you brought to the tournament could deal with either eventuality. Another couple of hours later and the first day's gaming was over. Haggard and exhausted from nearly twelve hours of battle, the weary gamers retreated to the welcome sanctuary of Bugman's Bar where the ale was flowing and the mood buoyant. A pub quiz kept everyone entertained during the evening and was won by a strange group of people calling themselves the Taken (www.thetaken.org). After more ale and food, the shutters were finally pulled down on the bar and the last few die-hards departed for their beds. It had been a hugely enjoyable day for players and organisers alike and Sunday promised to be just as interesting. A few early contenders had emerged from the pack, but there was still everything to play for as the painting and sportsmanship awards were still an unknown quantity.

DATE: 0094001.M03 (SUNDAY)

Sunday morning's gaming began a good deal quieter than had the previous morning's. A night of 'liquid relaxation' had ensured that a good number of players were in a rather tender state this morning. Being a sensible sort of chap and not given to ridiculous consumption of Bugman's XXXXX, Pete was therefore a solitary figure on the judges, stand as his minions gradually filtered into the exhibition hall clutching cups of the elixir of life (otherwise known as coffee). The first game of the day was to be Cleanse and, despite the excesses of the previous night, the



Ork Warlord Andy Chambers congratulates Mck Boy Chris Hutchings on winning the title of Orkiest Battlewagon.

And here is the Battlewagon in question, built with a small amount of care and a very, very large hammer.

games were as hard fought as the previous days. The Warhammer 40,000 knowledge quiz was handed to the players as well, and a studious hush descended on the Exhibition Hall as the players attempted to answer questions on the rules and background of the Warhammer 40,000 universe. Special mention must be made of the gamer who forgot the golden rule of test papers... always turn over the sheet to see if there are questions on the other side.

With the knowledge quiz dispensed with the games began in customary fashion, ie, lots of wailing and gnashing of teeth. The break between the two games on the Sunday was filled with the Best Army competition which was voted for by the players themselves. A selection of the judges' favourites were set up in the main hall and the players gathered around in a heaving mass, desperately trying to get a glimpse of these fantastic armies. It was a close run thing, but the prize for this went to Keith Stockburn's Catachan Air Cav.

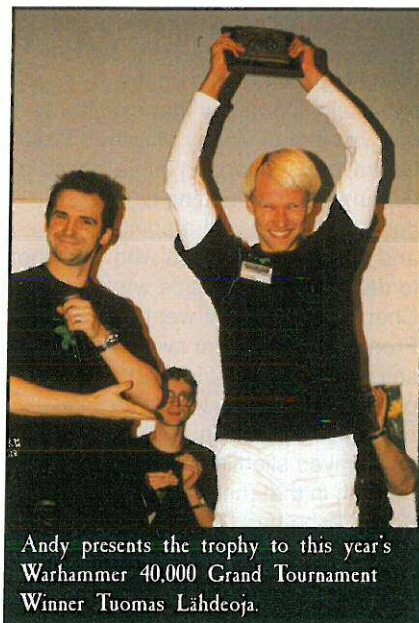
The last battle of the day was another Recon and seemed a fitting scenario to finish off the weekend. Crowds

gathered around the top tables where the leading players were facing off in an exciting battle of wills. There could be only one victor and, even though this was the last game of the weekend, there would be no clear winner until the scores for painting, sportsmanship and the quiz were added. As the last games in the hall drew to a close the organisers began the process of totting up the final tallies for the weekend. Everyone retired to the bar to await the final results and, after some nervous pints of Josef Bugman's finest, reconvened in the hall once the scores were in. Andy Chambers was once again on hand to present the winners with their prizes. Awards were given out for Best Army, Best General, Most Sporting Player and, of course, the top three players in the tournament itself.

Warhammer 40,000 Grand Tournament 2001

1st Overall	Tuomas Lähdeoja
2nd Overall	Lloyd Courtney
3rd Overall	Jason Denton
Best Army	Keith Stockburn
Best General	Alexander Fennell
Most Sporting Player	Mark Humphries
Orkiest Battlewagon	Chris Hutchings

So congratulations to all the winners and well played to everyone who took part. It was a hard fought contest and everyone involved had a great time, with all the games fought in a spirit of friendly competition. No doubt we'll see a host of familiar faces at the next tournament and, hopefully, a bunch of new ones. See you all there!



Andy presents the trophy to this year's Warhammer 40,000 Grand Tournament Winner Tuomas Lähdeoja.

WARHAMMER 40,000 GRAND TOURNAMENT 2001 FINAL STANDINGS

Position	Player Name	Army	Painting	Grand Total
1	Tuomas Lahti	Space Marines	60	173
2	Lloyd Courtney	Orks	60	160
3	Jason Denton	Space Marines	60	155
4	Jens Christian Donslund	Dark Eldar	60	155
5	Alexander Fennell	Space Marines	50	154
6	Paul Bridge	Space Marines	55	153
7	Tim Johnson	Imperial Guard	55	152
8	Keith McCallig	Space Marines	55	152
9	Mark Humphries	Orks	55	150
10	Gil Surepi	Space Marines	55	149
11	Sean Council	Dark Eldar	55	147
12	Paul Shorten	Chaos Space Marines	60	146
13	Adam Uings	Eldar	55	145
14	Ben Josling	Dark Eldar	55	145
15	Markus Padria	Eldar	50	144
16	David Richardson	Orks	55	144
17	Andrew McBirnie	Eldar	60	142
18	Andrew Parsons	Space Marines	60	142
19	Bjarne Eilert Christiansen	Space Marines	55	141
20	Pete Bradley	Space Marines	55	140
21	Marc Schultze	Tyrants	60	140
22	Matthew Evans	Space Marines	55	139
23	Hans Peter Earwaker	Imperial Guard	60	139
24	Chris Pring	Space Marines	55	139
25	Jo Parker	Chaos Space Marines	55	138
26	Wille Heikki Albert Tiainen	Eldar	50	138
27	Waleed Khalid	Eldar	45	137
28	Jimmy Murphy	Space Marines	55	137
29	Sean Curtis	Eldar	50	137
30	Mark Hargrave	Space Marines	55	137
31	Gareth Hamilton	Imperial Guard	60	137
32	Michael Evans	Space Marines	55	136
33	Richard Fraser	Space Marines	55	136
34	Pete Delafield	Eldar	40	135
35	Alistair Pidwell	Eldar	40	135
36	Matthew Barrett	Space Marines	55	135
37	Nigel Curtis	Eldar	45	134
38	Mikkel A Morild	Orks	55	134
39	Thomas Donslund	Space Marines	55	134
40	Andy Garland	Orks	60	134
41	John Ritchie	Eldar	55	134
42	Gary Sammons	Dark Eldar	55	134
43	Neil Parsons	Eldar	60	132
44	Simon Coldrick	Chaos Space Marines	55	132
45	William Hodges	Eldar	55	131
46	Robert Uter	Space Marines	55	131
47	Matthew Sprange	Space Marines	45	131
48	David Fraser Miller	Space Marines	55	131
49	Mark Burnston	Orks	55	131
50	Mark Hawley	Space Marines	40	130
51	Roy Sanders	Space Marines	55	130
52	Eino Pihkala	Space Marines	50	130
53	Christopher Birks	Space Marines	55	130
54	Lee McLean	Space Marines	55	130
55	Daniel Fortnum	Orks	55	130
56	Dean Soden	Space Marines	55	130
57	Dave Reynolds	Imperial Guard	50	129
58	Donncha Mac Craith	Space Marines	35	128
59	Michael Nielsen	Space Marines	35	127
60	Tristan Robert Lomas	Space Marines	50	127
61	Alan T Moore	Orks	55	127
62	Chris Sheppard	Eldar	50	126
63	Iikka Holm	Dark Eldar	50	126
64	Ian Waller	Imperial Guard	55	126
65	Nick Simmerson	Eldar	60	126
66	Chris Hutchings	Orks	60	126
67	Rune Lerskallen	Dark Eldar	40	125
68	Peter James Ward	Chaos Space Marines	50	125
69	Ian Michael Wilson	Eldar	60	125
70	Steve Pearce	Eldar	55	125
71	Stephan Hess	Orks	55	125
72	Andrew Lewis	Space Wolves	55	124
73	Darryl Traitor	Chaos Space Marines	40	123
74	Andy Thompson	Chaos Space Marines	55	123
75	Adis Neugebauer	Dark Eldar	60	123
76	M J X Reynolds	Imperial Guard	30	122
77	Phillip Walter	Space Marines	45	122
78	Graeme Silcock	Space Marines	45	122
79	Shaun Douglas	Space Marines	55	122
80	Christopher Best	Space Marines	55	122
81	Caroline Pringle	Chaos Space Marines	60	121
82	Lee John Parnell	Chaos Space Marines	50	120
83	Norman MacLean	Space Marines	45	120
84	Stuart Smith	Chaos Space Marines	50	120
85	Richard Roberts	Orks	55	120
85	Iain Miller	Chaos Space Marines	55	120
87	Ben Stampton	Orks	55	120
88	Neil David Peckett	Space Marines	55	120
89	Andrew Harris	Space Marines	55	119
90	Thomas Pugh	Dark Eldar	55	119
91	Gary James	Orks	50	118
92	Michael Reed	Necrons	55	118
93	Andy Hewitt	Space Marines	55	118
94	Nigel Atkinson	Orks	55	118
95	James Melke	Space Marines	55	118
96	Ian Whitbread	Space Marines	55	118
97	Ole Jochumsen	Space Marines	50	117

Position	Player Name	Army	Painting	Grand Total
98	Nick Itou	Space Marines	50	117
99	Phillip Powell	Imperial Guard	35	116
100	Adam Riley	Space Marines	40	115
101	Keith Stockburn	Imperial Guard	60	116
102	Mark Turner	Space Marines	35	115
103	Brian Mulcahy	Space Marines	50	115
104	Paul Brozyha	Space Marines	55	115
105	Paul Whickman	Orks	55	115
106	Juul Noer Anders	Orks	50	115
107	Neil Samuels	Chaos Space Marines	50	114
108	Tonny Ambrosiusen	Dark Angels	40	114
109	Gordon Wheale	Space Marines	55	113
110	William Goodey	Space Marines	50	113
111	John Maguire	Eldar	40	112
112	Mark Robert Whickman	Chaos Space Marines	45	112
113	Craig Lowe	Space Marines	45	112
114	Colin James	Orks	55	111
115	James Brown	Chaos Space Marines	55	111
116	Ian King	Orks	55	111
117	Alex French	Eldar	55	111
118	James Haugley	Space Marines	45	110
119	Jon Cave	Chaos Space Marines	50	110
120	Richard Coleman	Space Marines	35	109
121	Gareth Selby	Space Marines	40	109
122	Rob Cullen	Space Marines	50	109
123	Chris Barrass	Space Marines	50	109
124	David A Chrisham	Space Marines	50	109
125	Craig Green	Space Marines	55	109
126	Harri Antero Tuomikoski	Chaos Space Marines	35	108
127	Mark Snelling	Eldar	40	108
128	Stephen Wilkinson	Space Marines	40	108
129	David Harris	Space Marines	45	108
130	Geoff Kemp	Chaos Space Marines	50	108
131	David Meller	Necrons	50	107
132	Andy Smith	Chaos Space Marines	55	106
133	Richard Tovee	Orks	55	106
134	Peter Sims	Eldar	45	105
135	Allan Kjerulf-Thomasen	Chaos Space Marines	45	105
136	Robert Bamford	Eldar	55	105
137	Matthew Sewell	Space Marines	55	105
138	Gareth Thomas	Space Marines	40	104
139	Andrew Thompson	Space Marines	40	103
140	Sigurd Garshol	Dark Eldar	35	103
141	Gaz Moore	Space Marines	55	103
142	Spike Allen	Chaos Space Marines	55	103
143	David Richardson	Space Marines	35	102
144	Dawrydd Kelly	Space Marines	40	102
145	Tom Warburton	Eldar	40	102
146	William Platten	Eldar	55	101
147	Roy Douglas Kenneth	Orks	55	101
148	Paul Brewster	Space Marines	45	101
149	Chris Milne	Imperial Guard	40	100
150	Richard Kinghorn	Eldar	55	100
151	Christopher Coughlan	Orks	55	100
152	Sam Ecclestone	Chaos Space Marines	45	100
153	Craig Macinnes	Eldar	55	98
154	Robert Johansson	Imperial Guard	55	98
155	Richard Bamford	Space Marines	55	97
156	Mark James	Orks	50	97
157	Mathew Cherret	Space Marines	45	96
158	Kevin Beadle	Dark Eldar	45	96
159	Alexander Skennerton	Space Marines	40	95
160	Paul Vanderverk	Space Marines	50	94
161	Seleena Mozzat	Eldar	55	94
162	Dane Andrew Stevens	Orks	45	93
163	Brian Shepherd	Space Marines	50	93
164	Martin Windibank	Imperial Guard	45	92
165	Matt Townsend	Tyrants	20	90
166	Timothy Maguire	Chaos Space Marines	50	90
167	Gavin Duck	Imperial Guard	45	89
168	David Randlell	Imperial Guard	35	87
169	Christopher Taylor	Imperial Guard	40	86
170	Stuart Carl Hewitt	Space Marines	45	86
171	Jeoul De Jongh	Space Marines	35	85
172	Ronan Collins	Imperial Guard	0	84
173	John Apperley	Imperial Guard	40	84
174	Steve Tidswell	Space Marines	45	83
175	Kurt Periolat	Imperial Guard	45	83
176	Brian Cullen	Chaos Space Marines	50	83
177	David Sharp	Space Marines	55	82
178	Simon Shuker	Space Marines	55	82
179	Bob James	Space Marines	50	81
180	Robert Evans	Space Marines	45	80
181	David Palmer	Space Marines	25	79
182	Carl Christopher Blackwell	Space Marines	40	78
183	Dave Tomley	Space Marines	40	77
184	Laurence Shrier	Orks	35	72
185	Tom Mole	Space Marines	20	70
186	Nick Roberts	Chaos Space Marines	55	69
187	Tony Cherret	Dark Eldar	0	67
188	Mark Lawton	Chaos Space Marines	35	67
189	Edward Varley	Orks	45	65
190	Brett Dawson	Eldar	25	49
191	Steve Kay	Orks	0	47
192	Craig Archer	Chaos Space Marines	0	38
193	Paul Snelling	Imperial Guard	0	37
194	Paul Barry	Space Marines	0	36

CHAOS SPACE MARINES

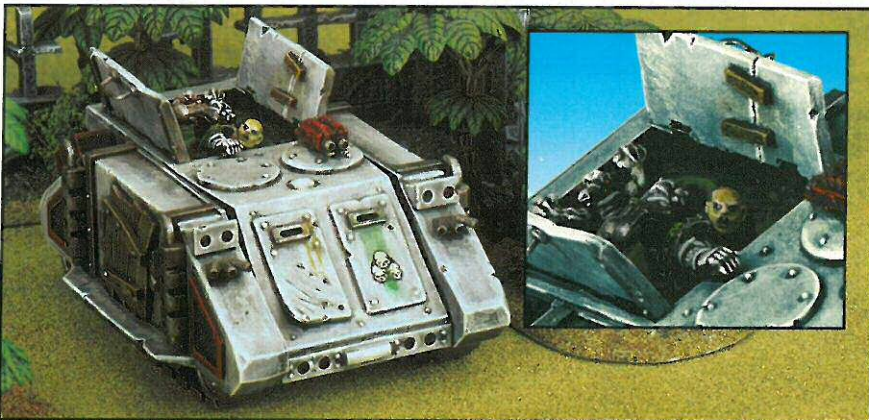


Paul travelled from Ireland to take part in this year's tournament, carrying with him his heavily converted Nurgle Chaos Space Marine army, and amazed himself by finishing 12th.

WARHAMMER 40,000											
ARMY NAME: Nurgle Chaos Space Marines											
Unit	WS	BS	S	T	W	I	A	Ld	Skull	Notes	Points
Althea Mighty Champion	4	4	3	3	3	3	3	3	3	Mask of Nurgle, jump pack, 7 master crafted lightning claws, frag/trank grenades, spiky bits	111
9 Plague marines	4	4	4	5	1	4	1	9	5	Rail pistol, plague knife, plasma pistol	255
Aspiring Champion	4	4	4	5	1	4	2	10	5	Power weapon, spiky bits	60
8 Possessed	4	4	4	4	1	4	1	9	5	Rail pistol, close combat weapon	140
7 Chaos marines	4	4	4	4	1	4	1	9	5	Rail pistol, close combat weapon	105
Aspiring Champion	4	4	4	5	1	4	2	10	5	Mask of Gaox, power weapon, spiky bits	60
6 Chaos marines	4	4	4	4	1	4	1	9	5	Reliquia, lasercannon	90
5 Chaos marines	4	4	4	4	1	4	1	9	5	Reliquia, lasercannon	90
3 Nurglings	3	3	3	3	3	3	3	7	5		27
6 Hekvoks	4	4	4	4	1	4	1	9	5	Reliquia, 2 missile launchers	185
Vehicles											
Rhino	11	11	10	4						Smoke launchers	35
Rhino	11	11	10	4						Smoke launchers	35
Rhino	11	11	10	4						Smoke launchers	35
Chaos Dreadnought	12	12	10	4						Twin-linked lasercannon, close combat weapon, Smoke launchers	170
Chaos Dreadnought	12	12	10	4						Plasma gun, close combat weapon, smoke launchers, extra armour	125
TOTAL: 1500 points											



This unit of possessed Marines were built using plastic Ork and Zombie frames.



The Rhino full of slime really captures the true feeling of a Nurgle army.

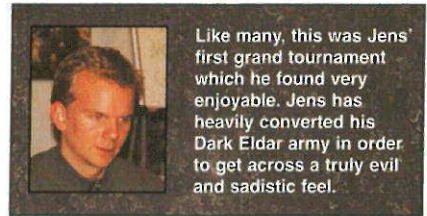


Paul used the body of Fabius Bile to create his Chaos Lord.

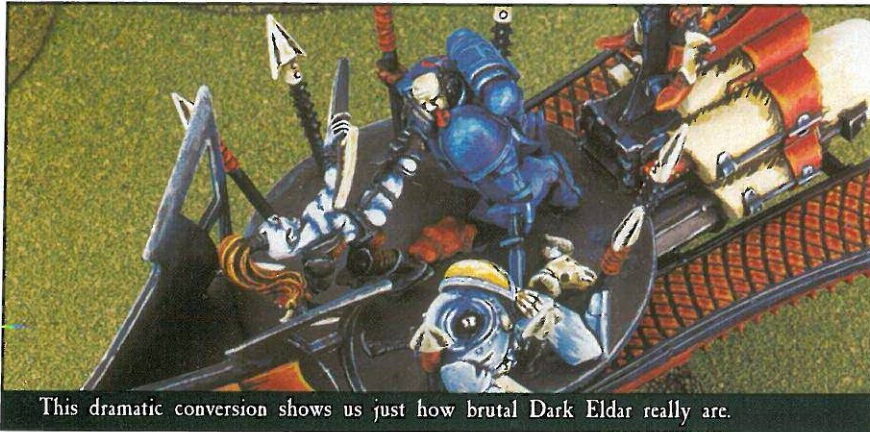




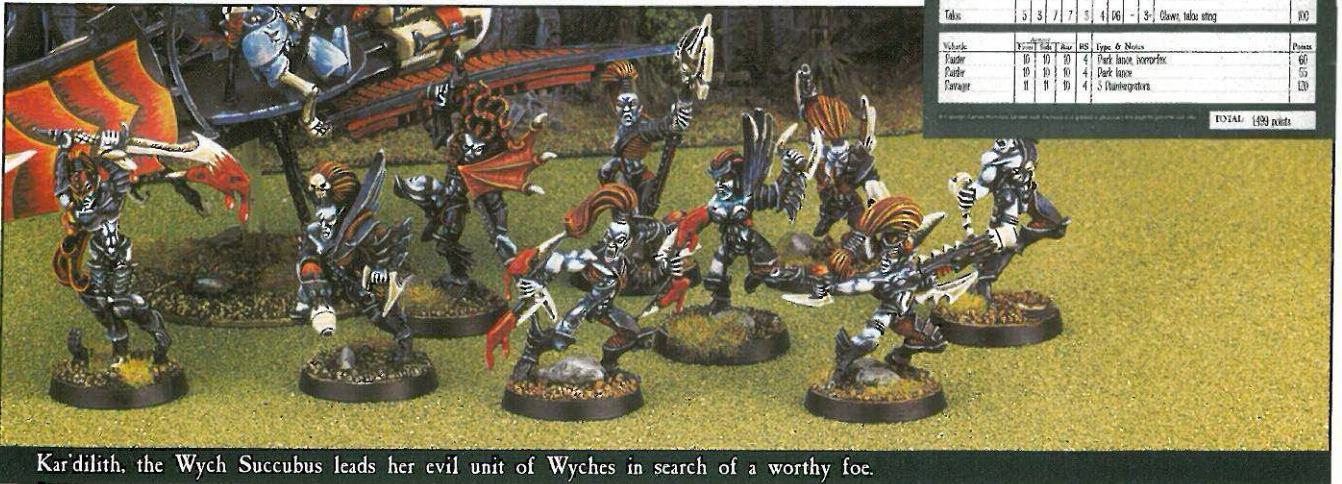
JENS DONSLUND'S DARK ELДАР HOST



Like many, this was Jens' first grand tournament which he found very enjoyable. Jens has heavily converted his Dark Eldar army in order to get across a truly evil and sadistic feel.



This dramatic conversion shows us just how brutal Dark Eldar really are.



Kar'dilith, the Wych Succubus leads her evil unit of Wyches in search of a worthy foe.

WARHAMMER		ARMY NAME: Kabal of the Torn Flesh											Points	
Units	W	S	T	M	A	Ld	Sk	Notes	Points					
1 Khanon	3	5	3	3	7	3	9	5	Agonise, shadow field, splinter pistol	81				
2 Incubi	4	2	3	4	1	2	2	7	Paralyzer	200				
10 Monoculic	4	4	3	4	2	4	2	8	5	Shiver hands, webway portal	80			
10 Monoculic	4	4	3	4	2	4	2	8	6	Shiver hands, webway portal	80			
7 Wyches	4	4	3	4	1	6	1	8	6	Splinter pistol, close combat weapon, 2 blades, hydraulic fist/claw & razorwire, shatterst & impulse, Power weapons, splinter pistol	90			
Wych Succubus	4	4	3	3	1	6	1	8	6		35			
10 warriors	4	4	3	3	1	5	1	8	5	Splinter rifle, 2 dark lasers	100			
10 Warriors	4	4	3	3	1	5	1	8	5	Splinter rifle, 2 dark lasers	100			
10 Warriors	4	4	3	3	1	5	1	8	5	Splinter rifle, 2 dark lasers	100			
10 Warriors	4	4	3	3	1	5	1	8	5	Splinter rifle, 2 dark lasers	100			
3 Blazers	4	4	4	4	1	6	1	8	4	Splinter rifle, 2 blasters	90			
Talors	5	3	7	5	4	0	1	8	3	Glove, talon wing	100			
Talors	5	3	7	5	4	0	1	8	3	Glove, talon wing	100			
											TOTAL 1498 points			
Vehicle	W	S	T	M	A	Ld	Sk	Type & Notes			Points			
Raider	10	10	10	4				Dark laser, homopipe			60			
Raider	10	10	10	4				Dark laser			60			
Parwage	10	10	10	4				5 Flamergrunts			120			



Stephan is a veteran wargamer and is a familiar face at GW tournaments, and this year decided to bring his Grot Cult of Speed army with its many original and humorous conversions.

STEPHAN HESS' **SPEED FREEKS ARMY**

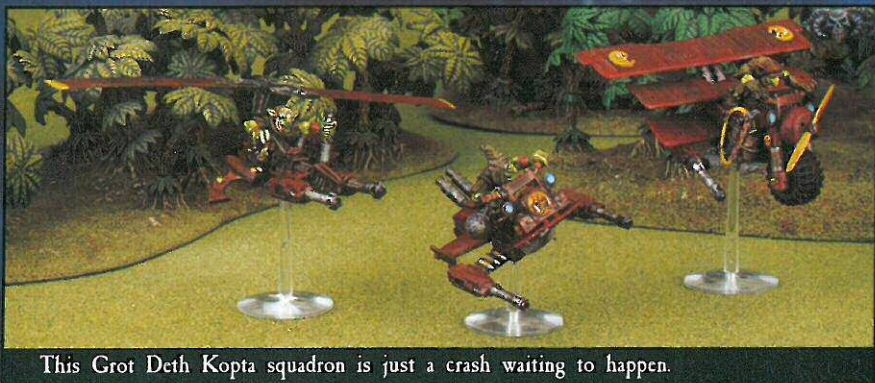
Unit	Weapons	S	T	W	F	Ld	Points	Notes	Points
Workmen	1	2	5	4	5	4	5	Shoot, big shoots, every armor, kill and die	92
4 Workmen	4	2	5	4	1	2	2	Team linked big shoots	130
4 Workmen	4	2	5	4	1	2	2	Team linked big shoots	130
4 Workmen	4	2	5	4	1	2	2	Team linked big shoots	130
5 Isth Kapts	4	2	5	4	1	2	2	Team linked big shoots, M4 pilot bonus	175
5 Outriders	4	2	5	4	1	2	2	Team linked big shoots	175
5 Outriders	4	2	5	4	1	2	2	Team linked big shoots	175

Vehicle	Weapons	S	T	W	F	Ld	Points	Notes	Points
Workman Truck	10	10	10	10	10	10	10	Big Shoots, Great Riggers, Hot Paint Job	45
Workboy	10	10	10	10	10	10	10	Team linked Rocket Launches, Great Riggers, Hot paint job	45
Workboy	10	10	10	10	10	10	10	Team linked Rocket Launches, Great Riggers, Hot paint job	45
Workboy	10	10	10	10	10	10	10	Team linked Rocket Launches, Great Riggers, Hot paint job	45
2 Skunkids	10	10	10	10	10	10	10	Big Shoots, Love them, Great Riggers, Hot Paint Job	84
2 Astomkids	10	10	10	10	10	10	10	Big Shoots, Love them, Great Riggers, Hot Paint Job	84
Rollback	11	10	10	10	10	10	10	Rollback Fire Capability, Great Riggers &?	127

TOTAL: 1489 points

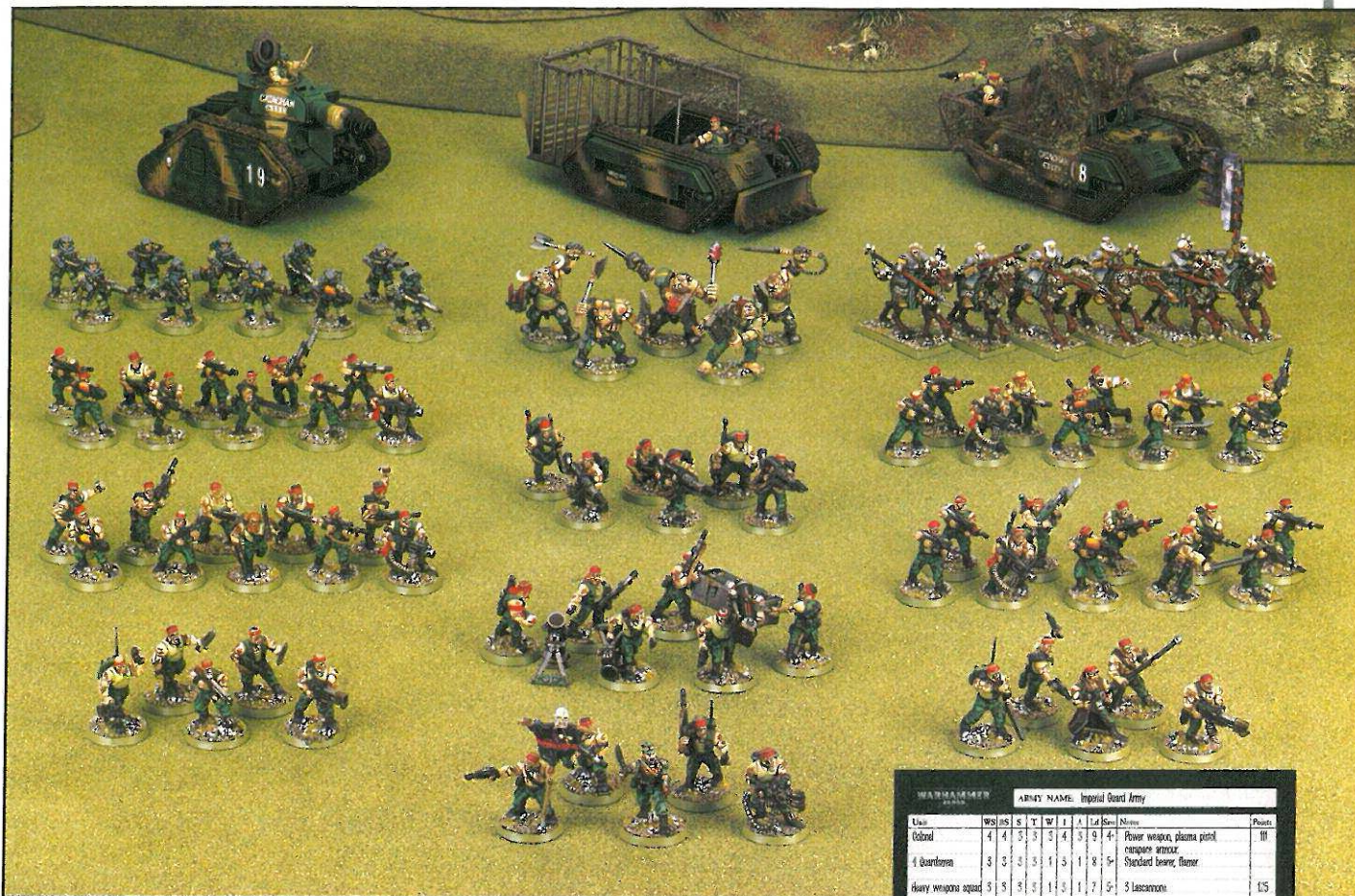


These Gun Truk conversions show that Grots aren't too bothered what they use as ammo!

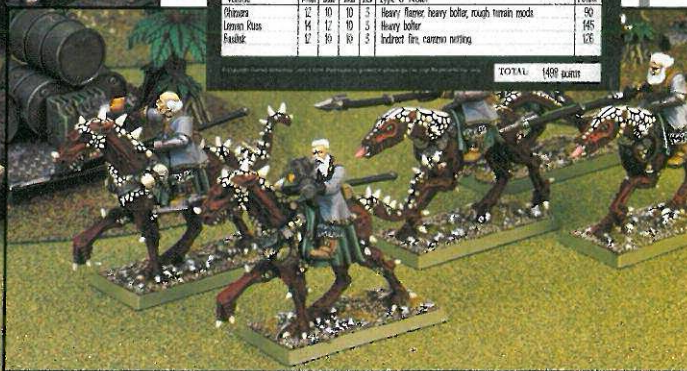
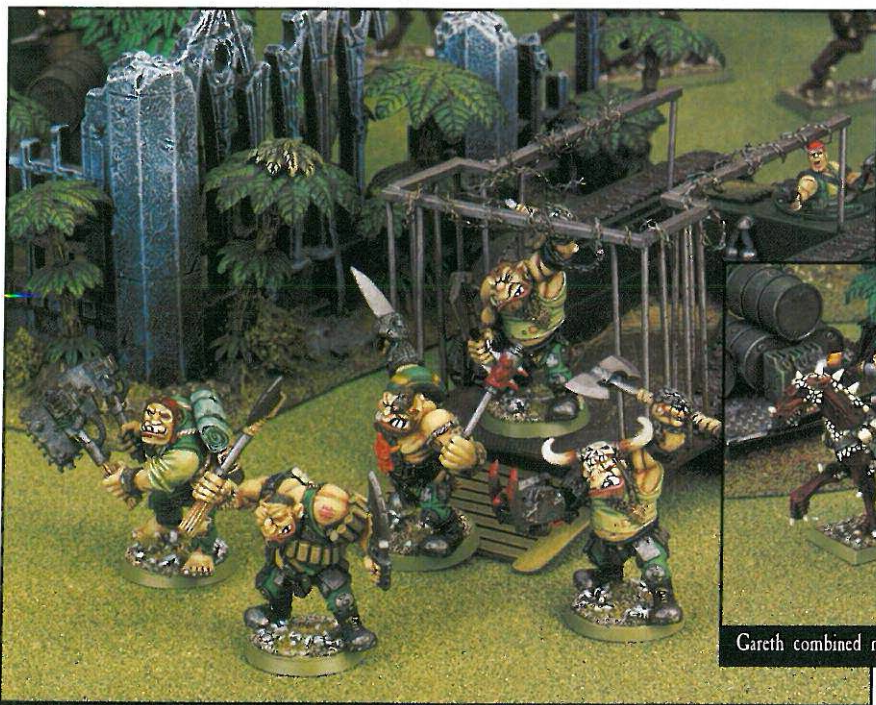


This Grot Deth Kopta squadron is just a crash waiting to happen.





WARHAMMER 40,000											
ARMY NAME: Imperial Guard Army											
Unit	WS	MS	S	T	W	I	A	Ld	Sk	Notes	Points
Colonel	4	4	5	5	5	4	5	9	4	Power weapon, plasma pistol, campaign armour, Standard bearer, flamer	101
4 Guardsmen	3	3	5	5	5	5	1	8	5	3 Lasercannons	135
Heavy weapons squad	3	3	5	5	5	1	7	5	5	3 Mortars	105
Stormtroopers	3	4	5	5	5	1	8	5	1	Plasma pistol, usapin, plasma gun, melta gun	162
G Daynes	4	4	5	4	5	5	2	8	5	One combat weapons	150
Infantry Platoon A											
Command Section	1	1	5	5	5	1	8	5	5	Kat pistol, flamer	41
Infantry Squad	1	1	5	5	5	1	8	5	5	Heavy bolter, plasma gun	73
Infantry Squad	1	1	5	5	5	1	8	5	5	Heavy bolter, plasma gun	72
Infantry Platoon B											
Command Section	1	1	5	5	5	1	8	5	5	Shotgun, flamer	39
Infantry Squad	1	1	5	5	5	1	8	5	5	Heavy bolter, plasma gun	78
Infantry Squad	1	1	5	5	5	1	8	5	5	Heavy bolter, plasma gun	74
Veteran Sergeant	3	3	5	5	5	1	8	5	5	Hunting lance, plasma pistol	112
5 Rough Riders	3	3	5	5	5	1	7	5	5	Hunting lance, melta gun	128
Robulets											
Platoon	12	10	10	10	10	1	10	10	10	Heavy flamer, heavy bolter, rough terrain mod	50
Urban Platoon	14	12	10	10	10	1	10	10	10	Heavy bolter	145
Rebulet	12	10	10	10	10	1	10	10	10	Indirect fire, camouflo nurting	128
TOTAL: 1499 points											



Gareth combined models from Mordheim and Gorkamorka to create his Rough Riders.

This converted unit of powerful close combat Ogryns is Gareth's pride and joy.

GARETH HAMILTON'S

IMPERIAL GUARD ARMY



Gareth is another veteran gamer you may recognise from the pages of White Dwarf. This year he brought along his favourite army, a very impressive Imperial Guard force.



CHRIS PRING'S
SPACE MARINE FORCE

WARHAMMER 40,000		ARMY NAME: SKEAMING SKULLS BOON FOES											Points		
Type	WHS	BS	T	W	T	A	LD	LD	LD	LD	LD	LD	LD	Points	
Chaplain	5	5	4	4	2	5	5	9	5					Party seals, bolt pistol, rocket attachment	125
Command Squad	4	4	4	4	1	1	1	3	3						
Veteran Sergeant														Bolt pistol, power fist	35
Apothecary														Bolt pistol, close combat weapon, meltaflammar	45
Tech Marine														Bolt pistol, close combat weapon, armor vest	50
Standard Bearer														Bolt pistol, power weapon	54
Marine														Flamer	21
5 Veteran Marines	4	4	4	4	1	1	1	3	3					Bolt pistol, close combat weapon, flamethrower launcher, frog grenades	145
Veteran Sergeant	4	4	4	4	1	1	1	3	3					Bolt pistol, close combat weapon, melta bombs, frog grenades	51
6 Tactical Marines	4	4	4	4	1	1	1	3	3					Lassonator	105
6 Tactical Marines	4	4	4	4	1	1	1	3	3					Meltagun	100
5 Flyers	4	4	4	4	1	1	1	3	3					Schitz, 4 Melta launchers	115
Veteran Sergeant	1	1	1	1	1	1	1	3	3					Schitzgun, auspex	22
Vehicles														Points	
Razorback	11	11	10	4										Multi melta	38
Razorback	11	11	10	4										Lassonator and twin linked plasma-guns	75
Razorback	11	11	10	4										Heavy bolters, autocannon, smoke launchers	75
Razorback	11	11	10	4										Heavy bolters, autocannon, smoke launchers	83
Whirlwind	11	11	10	4										Twin linked lassonators	90
Land Spender	10	10	10	4										Multi melta	75
Land Spender Terminator	10	10	10	4										Heavy bolter, heavy flamer	85
TOTAL: 1500 points															



This converted Whirlwind is only one of the six tanks in his rapid deployment force.



Chris is a veteran tournament player, but was caught by surprise when his Chaplain failed to kill a single enemy model in 4 rounds of combat. Maybe time for some new dice!



Chris's heavily converted Razorback.

DARK ELDAR RAIDERS



Agis used bits from various sources to make this Talos.



Agis brought along his unique Dark Eldar army. Each model is converted and his impressive paint scheme is based upon Harlequins. For next year, Agis is working on an Eldar Exodite army.



Two Dark Eldar ready for battle.

WARHAMMER	ARMY NAME: The Dark Harlequins										
Unit	Head	Body	Arm	Leg	Wing	1	2	3	4	5	Points
Arkoz	6	1	6	3	3	7	3	3	9	5	136
5 Incubi	5	5	4	5	5	5	11	2	8	5	135
2 Warriors	4	4	5	3	1	5	1	1	8	5	76
5 Mandrake	4	4	5	3	1	5	1	2	8	5	75
7 Wythes	1	4	5	3	1	6	1	2	8	5	80
Skoroban	4	4	5	3	1	6	1	1	8	5	88
7 Wythes	4	4	5	3	1	6	1	2	8	5	90
Saxoban	4	4	5	3	1	6	1	1	8	5	98
5 Warriors	4	4	5	3	1	5	1	1	8	5	105
5 Warriors	4	4	5	3	1	5	1	1	8	5	105
5 Razor Inbkes	4	4	4	4	1	6	1	1	8	4	110
4 Razor Inbkes	4	4	4	4	1	6	1	1	8	4	140
Skoroban	4	4	5	3	1	6	1	1	8	5	141
Talos	5	3	7	3	4	10	3	1	3	1	100

Vehicle	Head	Body	Arm	Leg	Wing	1	2	3	4	5	Points
Carrier	10	10	10	10	4	1	1	1	1	1	55
Raider	10	10	10	10	4	1	1	1	1	1	55
Carrier	10	10	10	10	4	1	1	1	1	1	60
Raider	10	10	10	10	4	1	1	1	1	1	60

TOTAL: 1494 points



The Incubi unit really shows off Agis' complex painting style.



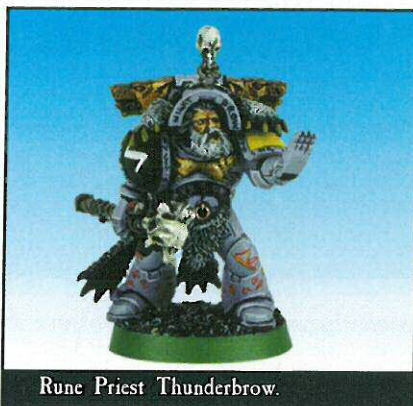
—ANDY PARSONS'—

SPACE WOLVES FORCE



Andy has always collected Space Wolves, but when the new plastic Space Wolf frame was released, Andy decided to create a themed army with a more feral and aggressive feel to it.

WARHAMMER 40,000											
ARMY NAME: Attack Run Regiment - Igl Ironwulf Great Company											
Unit	W	HS	S	T	W	A	Ld	BS	Notes	Points	
Hecart Wolf Guard	5	5	4	4	2	5	4(5)	9	2	124	
Thunderbow Rune Priest	5	5	4	4	2	5	4(5)	9	2	124	
Wolf Guard Champion	4	4	4	4	1	4	3(5)	9	3	64	
Wolf Guard Champion	4	4	4	4	1	4	3(5)	9	3	64	
5 Wolf Scouts	4	4	4	4	1	4	3(2)	8	4	90	
6 Grey Hunters	4	4	4	4	1	4	3(2)	8	5	142	
6 Grey Hunters	4	4	4	4	1	4	3(2)	8	5	142	
7 Grey Hunters	4	4	4	4	1	4	3(2)	8	5	151	
6 Blood Claws	5	5	4	4	1	4	3(2)	8	5	152	
Vehicles											
Vehicle	W	HS	S	T	W	A	Ld	BS	Type & Notes	Points	
Churo	11	11	10	4	4	4	4	4	Extra Armour, missile launchers	60	
Klano	11	11	10	4	4	4	4	4	Extra Armour, missile launchers	58	
Klano	11	11	10	4	4	4	4	4	Extra Armour, missile launchers	58	
Churo	11	11	10	4	4	4	4	4	Extra Armour, missile launchers	58	
Protektor Amphibator	13	11	10	4	4	4	4	4	Twin Linked-Launchers, Insecticide Squamies	145	
Whirlwind	11	11	10	4	4	4	4	4	Whirlwind missile launcher	75	
TOTAL: 1499 points											



Rune Priest Thunderbrow.



Wolf Guard Battle Leader Hengist.



Wolf Guard Champion Svorlbald.



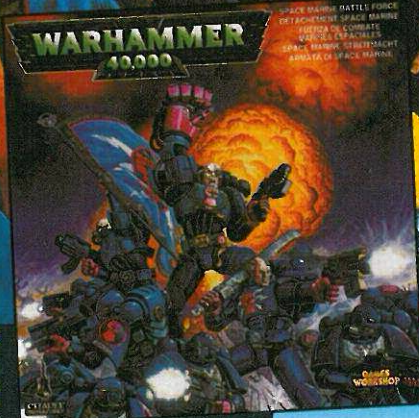
Wolf Guard Champion Bjorl.



And they shall know no fear...

"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They shall be bright stars in the firmament of battle. Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So shall it be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh."

Roboute Guilleman,
Primarch of the Ultramarines



The SPACE MARINE BATTLE FORCE is an ideal way to start a fledgling Space Marine Chapter or to further reinforce an existing army.

The boxed set contains 10 Tactical Space Marines, 5 Terminators, 1 Land Speeder, 3 Space Marine Bikes and a set of ruined gothic buildings.



Space Marine Battle Force – £50 boxed set

Arcane Lore is a series of ruminations and cogitations by the Warhammer Games Development team on different aspects of the Warhammer game. This month Gav Thorpe takes a look at war machines.

ARCANE LORE

War Machines in Warhammer

As you may know, I'm a Dwarf player, so this month I'm writing about a subject close to my heart. Huge cannons, death-bringing whooshes of flame and destruction, rocks and bolts flying across the battlefield. These are all things which are pleasing to me.



Over the last few months, some issues regarding war machines in Warhammer have been raised, which I will now address.

Important note: Chariots are not war machines, they have their own rules!

DEPLOYMENT

In most scenarios, all the war machines in your army must be deployed at one time. They don't have to be deployed near each other, and there are no battery rules. Characters can be deployed with them when your characters are put on the table (such as Dwarf or Empire Engineers), not when the war machines are set up.

War machines (or anyone else for that matter) cannot be deployed in impassable terrain. Now, this is where arguments start, as players think that different types of scenery would be impassable to war machines – we've probably all heard someone say, "How did that cannon get on top of that tower then? Air-lifted by Griffon was it?" or similar. As with all terrain, there are no hard and fast rules to apply because people's collections can vary so much. However, it is always a good idea to go over the different scenery pieces on the battlefield before the game starts and say what type is what. Whilst doing this, it is worthwhile agreeing any areas where you feel war machines cannot deploy, thus saving debates once half your army is down and your whole deployment is based around setting up your Volley Gun in those rocks...

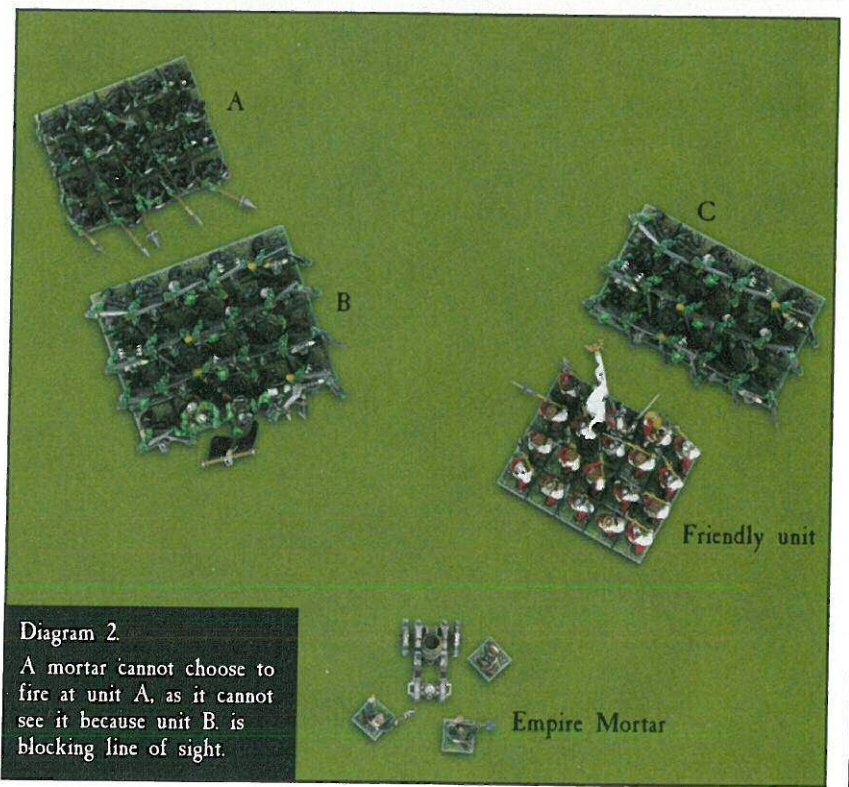
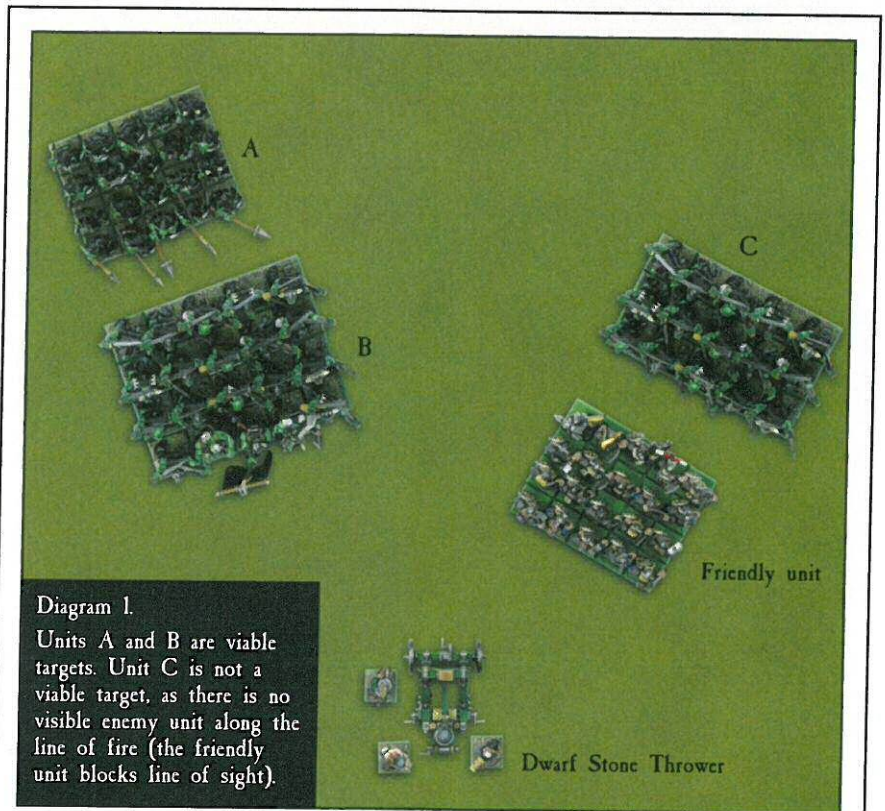


Diagram 3.

It's clear to see once the blast marker is placed on the unit which models are hit. Bases which are fully covered (F) are hit and any bases partially covered (P) are hit on a roll of a 4+.

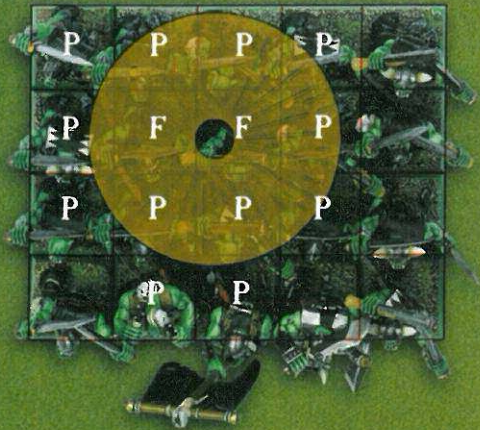
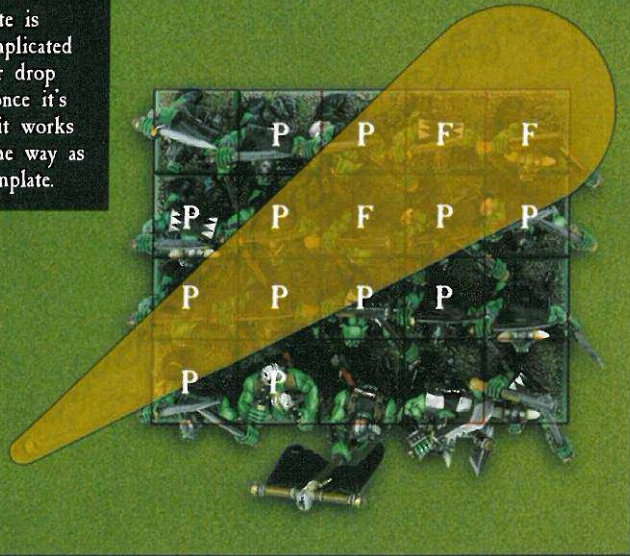


Diagram 4.

The flame template is slightly more complicated because of its tear drop shape. However, once it's placed on a unit it works in exactly the same way as placing a blast template.



TARGETING

Or, "what can I shoot at?" More than anything else to do with war machines, what they can and cannot target can be an area of contention. First of all, it varies from machine to machine whether they require a line of sight or not. Let's deal with them one by one:

Stone Thrower, Screaming Skull Catapult, Earthshaker Cannon, Death Rocket: These must be able to see enemy models in the direction you shoot, although they may fire over these at a target beyond. This means that as long as there is an enemy unit along your line of fire you can attempt to target any enemy along that line (see diagram 1).

Cannons, Flame Cannons: These war machines require no line of sight

to their target (note that although not a war machine as such, this also applies to Warpfire Throwers).

Mortars: Mortars require line of sight to their target. Deliberate over-guessing of ranges to attack targets beyond those in sight is not nice and is against the spirit of the rules (see diagram 2).

Non-guess range weapons (Bolt Thrower, Organ Gun, Volley Gun, etc): These all require line of sight to their target.

Something else which often crops up is whether characters can be targeted by war machines. War machines that require a line of sight may target characters only within the normal restrictions (ie, they can't single them out of units, target them if they are

within 5" of friends, etc). Also note, however, that if a character is in a unit of less than five models when hit by such a war machine, there is no 'Look out, sir!' roll, hits are allocated as normal (see page 97 of Warhammer). All hits from a single war machine in one turn are considered to be a single attack, and so if it inflicts multiple hits (such as Volley Gun) it is the number of models at the start of the attack that determines if the character can be hit. This may mean that the unit is wiped out except for the character that joined it – that's why they're heroic characters!

If a war machine does not require a line of sight, then characters on their own are fair game (not a good idea to wander about on your own when facing Empire armies with lots of cannons!), though characters in units of five or more models will get the 'Look out, sir!' roll.

Many people have pointed out that it is not very heroic or realistic to be able to pick out characters with, say, a cannon when a unit of bowmen can't. There are three reasons why the rules work this way. One, guess range war machines are not particularly accurate and so if you can pick off a character on their own in this manner, the gods are obviously smiling on you. Two, although it was discouraged (some of you may know that quote from Wellington at Waterloo) it was possible for historical cannons and such to target enemy commanders and their retinues. Thirdly, writing a set of rules which protected characters in such a fashion would make the process either hideously complicated or open to some serious abuse by deliberately mis-guessing, targeting nearby units and hoping for scatter, and so on, and best avoided altogether.

TEMPLATE HITS

This is probably a good place for a timely reminder. Generally (although some vary), weapons with templates automatically hit models wholly covered and affect partially covered models on a D6 roll of 4+. This rule is an absolute – if a tiny bit of the base is under the template or outside the template this is a 4+ roll, none of this messing about trying to judge if a base is half under or more, or similar shenanigans. If in doubt, it's more likely to be a partial hit than a full-on hit and hence roll a dice for it (see diagrams 3 and 4).

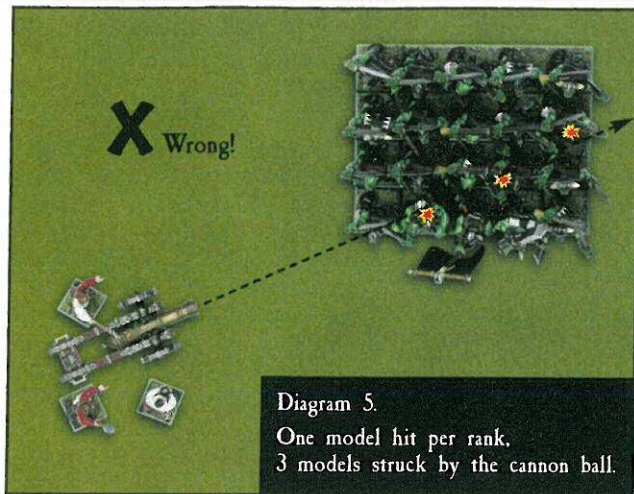


Diagram 5.
One model hit per rank,
3 models struck by the cannon ball.

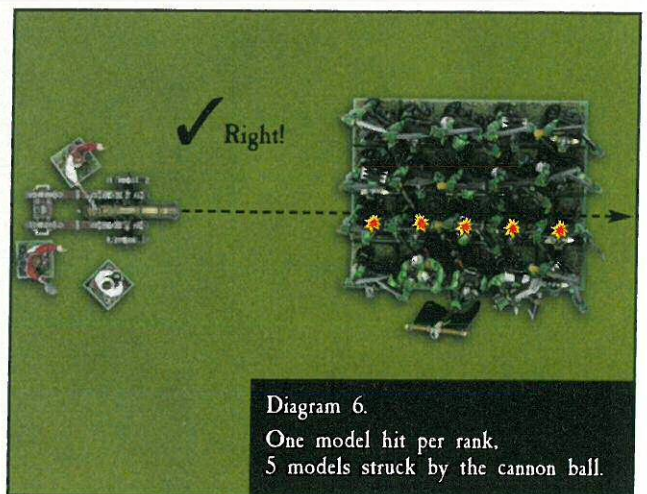


Diagram 6.
One model hit per rank,
5 models struck by the cannon ball.

CANNON HITS

The cannon rules on page 122 of the Warhammer rulebook contains the line, 'When a cannonball collides through a unit, only one model per rank is hit.' This has, understandably, caused some players to think that a unit hit in the flank by a cannon (enfilading fire, for you word buffs) will only ever lose one model out of a rank (see diagram 5).

Actually, the rule is written that way because the imaginary line that traces the course of the cannonball is infinitely thin, and therefore cannot pass between two models and affect them both (see diagram 6).

You should consider a unit that is hit in the flanks by a cannon (or a bolt thrower, for that matter) to have a number of ranks equal to its width. This means that if the shot passes along a rank, it can affect more than one model (see diagram 7).

Sometimes a cannon ball may bounce through intervening terrain which the players think should probably stop it. When discussing the terrain before the battle commences, it is worth bearing in mind if any pieces of scenery will stop a cannon ball passing through. As ever, the diversity of terrain which people may have makes a hard and fast list impossible,

but cliffs and very steep slopes, buildings, ruins and the like may well stop a cannon ball in its tracks, although the majority of terrain (including woods, obstacles and such) should not (see diagram 8).

CHARGING AND SHOOTING AT WAR MACHINES

I've been asked a couple of times whether the enemy need to be in range of the crew or the war machine to charge or shoot at them. I say that you need to be in range of at least one model in the war machine unit, but other than that, this can be the machine itself or a crewman (or an associated character).

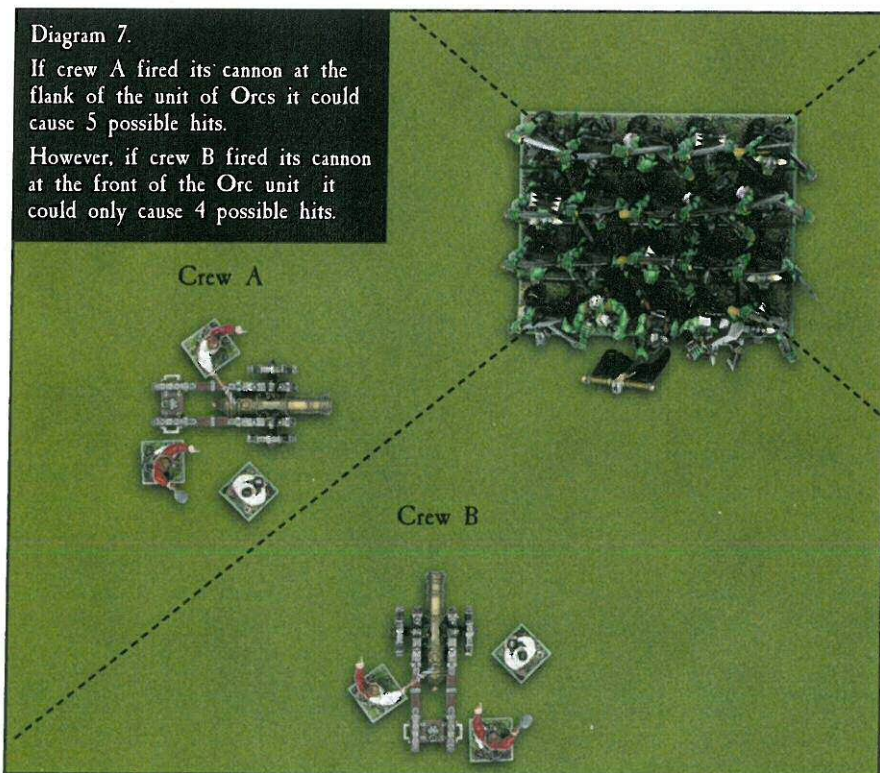
When the crew forms up to receive a charge, treat them like a skirmishing unit. That is to say, the enemy charge the closest crewman and align against him, then the other crewmen fall in beside or behind him as normal. If the war machine itself is being charged, move the closest crewman just in front of it facing the chargers and then proceed as normal (see diagrams 9 and 10).

LEAVING A WAR MACHINE

A war machine crew may never leave its war machine except to crew another war machine which has no crew left or if they flee. They don't have to be able to re-crew the other war machine immediately, but there must be at least one other abandoned machine for them to go to. Note that by extension this means that war machine crews cannot declare charges. If they wish to re-crew another machine, all surviving crew members must move – you cannot split crews over several war engines,

Diagram 7.

If crew A fired its cannon at the flank of the unit of Orcs it could cause 5 possible hits. However, if crew B fired its cannon at the front of the Orc unit it could only cause 4 possible hits.



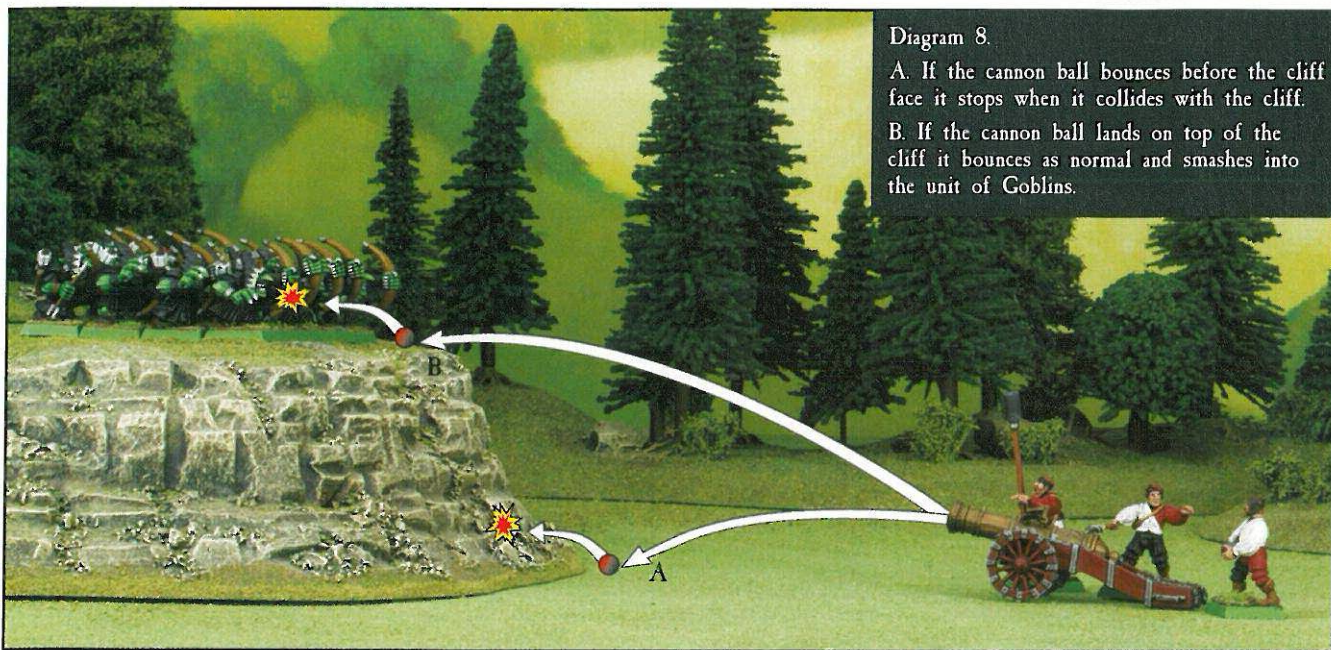


Diagram 8.

- A. If the cannon ball bounces before the cliff face it stops when it collides with the cliff.
- B. If the cannon ball lands on top of the cliff it bounces as normal and smashes into the unit of Goblins.

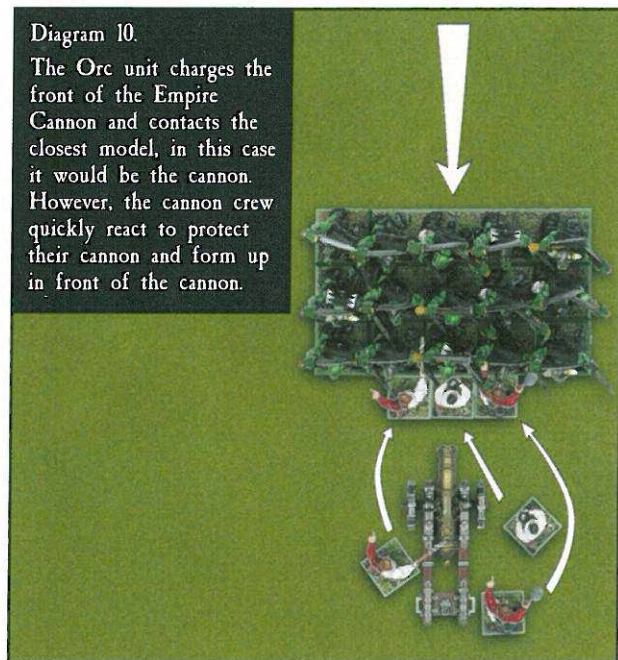
Diagram 9.

The Orc unit charges the Empire Cannon in the flank and contacts the closest model crewman (A) the remaining cannon crew form up alongside the first in an attempt to protect their cannon.



Diagram 10.

The Orc unit charges the front of the Empire Cannon and contacts the closest model, in this case it would be the cannon. However, the cannon crew quickly react to protect their cannon and form up in front of the cannon.



nor re-crew a war engine that has any of its original crew left. To re-crew their machine (or another one) they must move so that all the crew are within 1" of it. A war machine crew cannot fire their weapon on the same turn they re-crew it. While not physically crewing a machine, the crew should be treated as a skirmishing unit in all respects. Remember that while not within 1" of their machine, the crew must always flee if charged; they never declare charges or otherwise fight in close combat.

CREW LOSSES

War machines that suffer crew casualties fire at a slower rate (normally when reduced to a single crew member). This takes effect after the next time it is fired. In other words, the war machine can fire again one more time before having to take extra time to reload. For example, an Empire Cannon is reduced to one crew man in the enemy's third turn. In the next Empire turn (say they went second, so it'd be their turn three), the Cannon may fire normally. It will miss turn four to reload and

may fire again on turn five. These extra reload turns are cumulative with any turns missed due to misfires or other factors. Following the previous example, on turn 3 the Empire player rolls a 2-3 on the Misfire table, so that it misses two turns shooting (three including the missed shot that turn), and so will not fire on turns three, four and five!

That's it from me for another month.

The stench of human sweat mixed with the acrid smell of tank fuel. Inquisitor Tannenburg, witch hunter of the Ordo Hereticus, surveyed the scene in front of the cathedral. Upon the hill before him stood three rows of stakes, each a row of fifteen, and upon them hung the forty five members of the Coven of the Red Moon. At their feet were piles of wood, much of it furniture donated by local citizens, soaked in fuel from the tanks of the 3rd Easov protection force, which had been operating under Tannenburg's control for the past four weeks. The witch hunter felt a small amount of satisfaction at the way the locals had responded to his pleas for aid. They had begged to help, bringing forth the wicked and deceitful for examination by the Inquisitor. And they had led him to the Coven, this murderous cabal of renegades who would now pay for their heresies. Psykers, every one of them, Tannenburg thought bitterly. How could such creatures have been allowed to gather in such numbers. How many innocents had he been forced to purge over the last month because they had been tainted by the presence of these witches and warlocks. There would be a reckoning with Imperial Commander Jordic before nightfall, the Inquisitor vowed to himself. A reckoning the ruler of Easov was unlikely to survive.

The witch hunter stood on the steps of the cathedral and faced the hill, opening the large tome he carried with him. The pages crackled as he turned them, and the scrawled writing upon them was almost faded beyond legibility. He peered at the book and could feel the buzz inside his eyes as his optical booster implant activated and brought the ancient words into sharp focus.

'Upon the fourth day of Sanctustide, I, a fully ordained and approved agent of His Most Holy Emperor's Orders of Inquisitors do find you guilty of being possessed by inhuman powers. Your hexes and witchcraft have blighted the domains of His Most Holy Emperor and your lives are forfeit. Any of you now who wish to admit your guilt and crave clemency, speak now and you shall receive a swift death by my blade.'

He waited in silence for the prescribed three minutes and twelve seconds. He doubted any of them would take up his offer of mercy - to prevent the Coven members unleashing their mind powers to escape, Tannenburg had made each ingest a blessed wafer. Who could tell what waking nightmares the psykers were currently enduring upon their stakes?

'So be it,' Tannenburg declared when the time had elapsed. He strode to the Leman Russ tank that was parked to one side of the steps, its stark white and blue livery anomalous amongst the gentle greens and greys of the cathedral gardens. He pulled himself slowly up into the turret and felt a sudden surge of stimms flow through his veins to block out the pain in his joints.

'You have the divine instrument?' he asked the commander in the bowels of the tank. The man, face pale and his hands quivering, handed the incendiary shell to Tannenburg. Taking a scriben-drill from his belt, Tannenburg inscribed the symbol of the eagle, the eye and the blade upon the shell's casing, finishing the line of symbols with his own personal rune.

'Load it,' he said bluntly, handing the shell back. Tannenburg stood up in the turret and looked toward the hill.

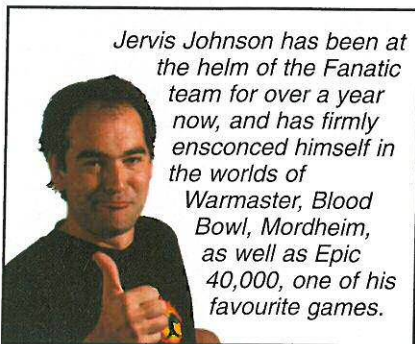
'Fire!' he bellowed and the Leman Russ's gun thundered, rocking the whole tank backwards with the recoil. A moment later the hill exploded into flames, which spread from stake to stake as sparks leapt onto the oil-soaked pyres. Tannenburg felt a wave of intense heat wash over him, stinging his tired eyes. In a few seconds the whole hill was ablaze with a raging inferno which towered into the sky, brighter than the setting sun. The Inquisitor leant over the turret side and shouted to his scribe, Lamont, above the crackling flames.

'Note that sentence was carried out in accordance with all proper precedents and traditions. May the Emperor forgive them, for I cannot.'



Inquisitor Tannenburg, Ordo Hereticus Witchfinder
By Brother Illuminator Blanche

Epic 40,000 is Games Workshop's game of massive conflict in the Warhammer 40,000 galaxy. Here Jervis explains a bit about the history of the Epic 40,000 game, and explains why he decided to bring out the new Adeptus Titanicus supplement for it.



Jervis Johnson has been at the helm of the Fanatic team for over a year now, and has firmly ensconced himself in the worlds of Warmaster, Blood Bowl, Mordheim, as well as Epic 40,000, one of his favourite games.

About five years ago I started work with Andy Chambers on the set of rules of which I am most proud: the Epic 40,000 game system. Instead of commanding a handful of tanks and a few dozen infantry, you command armies consisting of whole companies of infantry and vehicles, supported by huge war machines and squadrons of aircraft. I'd worked on two earlier editions of this game, both of which were called 'Space Marine', and started life as expansions for a game with the unlikely title of 'Adeptus Titanicus'. This parent game had been about the giant war machines known as Titans which dominate the expansive battlefields of the 41st Millennium, while the Space Marine

WAR ON A LARGER SCALE

MASSIVE BATTLEFIELDS IN THE 41st MILLENNIUM

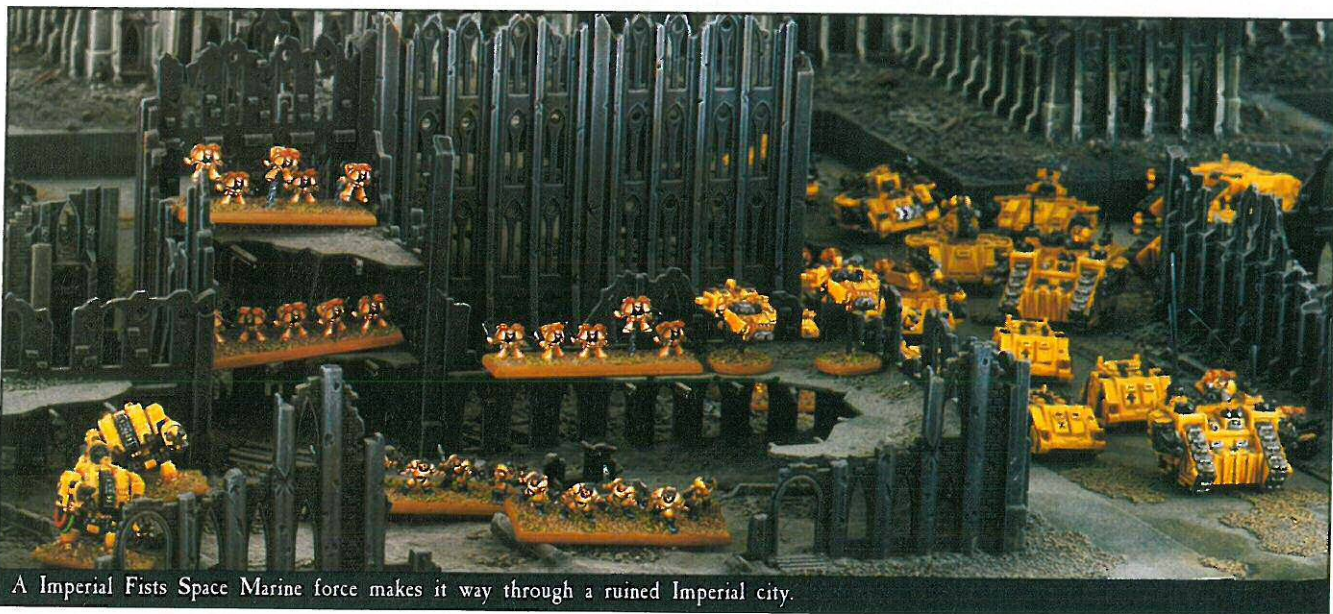
supplements provided rules for infantry and tanks.

When I started work on Epic 40,000 I had one very important goal in mind, and that was to put the player in the role of an army commander. The emphasis of the earlier versions of the game (the Space Marine editions) had been on providing special rules for different types of tanks and infantry rather than trying to show the problems of supreme command. I wanted to change that and provide a fast-moving game where a player was presented with constant challenges to his ability as a commander: Where should he attack? When should he throw in his reserves? When should he stand and fight, and when should he pull back and regroup? I wanted to make sure that the player was presented with questions like these, rather than just a dice-rolling contest like the earlier versions of the game.

The other thing I wanted to do was to show something called 'the suppressive effect of firepower'. In real-life combat the effect of shooting is not just to kill the enemy, but to force them to keep their heads down

so they won't shoot back at you. Once an enemy is suppressed it is an easy matter to set up an assault to finish them off, or bypass them so that your reserves can finish them off. Most wargames don't do much to show the suppressive effect of fire other than saying that if a certain number of models are killed then the rest of the unit must take a Morale check. I wanted to avoid going down this route with Epic 40,000, and instead came up with a system of 'Blast markers' where, even if shooting didn't cause any casualties at all, it could still suppress an enemy force.

You can find out exactly how we went about achieving these twin aims in the more detailed description of the Epic 40,000 rules which follow. However, as is so often the case when you have a burning desire to achieve a certain goal, it is easy to lose sight of other things which may be equally important. In the case of Epic 40,000 what I 'lost sight of' was the central importance of Titans and other large war machines to Epic scale games. Most importantly of all, I had forgotten that the first game we did when we started out making 'Epic



A Imperial Fists Space Marine force makes its way through a ruined Imperial city.



Imperial Warlord Titans confront Eldar Titans.

scale' games was Adeptus Titanicus, and that the rules for infantry and tanks only followed along later on. Now don't get me wrong, Epic 40,000 does include rules for Titans, Gargants, Eldar Phantoms, etc. However, these war machines are very much side-lined, and end up playing second fiddle to the tanks and infantry detachments which make up the core of an Epic 40,000 army.

With hindsight (a great gift!) I think the mistake I had made was to treat war machines in the same way that I treated everything else in the game, so that Titans ended up as being just another element in a player's army, when really these towering war machines deserve to be seen as the central part of any Epic scale force. Or, to put it another way, it should have been the infantry and tanks that were playing second fiddle to the Titans (or Ork Gargants, or Eldar Phantoms, or whatever), rather than the other way around. Apart from anything else it is the huge war machines you can employ which is the main thing that differentiates Epic 40,000 games from Warhammer 40,000 games, so it makes sense that they should be the starting point of any Epic scale army.

Unfortunately, I didn't realise this until after Epic 40,000 had come out. The question now was how to fix things and return Titans to their former glory, while not at the same time wreaking havoc with all of the great work we'd done with the Epic 40,000 game system. Enter Gav Thorpe with his 'Adeptus Titanicus II' rules, and Tony Cottrell of Forge World.

Gav's rules were based on my old

Adeptus Titanicus rules (thus the title), but I have to say are much better than my earlier effort. They allow players to have really entertaining games fielding nothing but Titans on either side. The rules are written as a 'stand alone' supplement which didn't require the Epic 40,000 rules in order to use them. However, I have added some notes about how to use Gav's new rules to replace those for Titans in Epic 40,000, so players can include tanks and infantry in games of Adeptus Titanicus if they wish.

The first part of Gav's rules appeared in Epic Magazine One, and they have been expanded and improved in following issues of the magazine. Future issues of Epic magazine will include rules for other races too. Don't worry if you missed the magazine, because we've put PDF files of the rules on the Games Workshop (www.games-workshop.com) and Forge World websites (www.forgeworld.co.uk), which you can download for free. As an added bonus, because of the 'stand alone' nature of the Adeptus Titanicus rules system, this effectively means that you can get a free game by simply visiting either website and downloading them. In order to support these new rules, Tony Cottrell, the man behind Forge World, has very graciously agreed to start making a range of new Epic scale Titan models in resin, to add to the range of exquisite Epic scale resin terrain already in the Forge World range. First of these will be a new version of the Reaver Titan – keep checking the Forge World website or join their mailing list for more details of this exciting project.

The availability of the Adeptus Titanicus and the Epic 40,000 rules mean that you now have a number of ways to enjoy Epic scale games. If the thought of giant Titans blasting the hell out of each other in a tense tactical battle is your cup of tea, then the Adeptus Titanicus rules will allow you to satisfy your desire to become the Princeps of a hundred foot tall giant robot bristling with huge weapons of destruction. If on the other hand you want to see if you are up to the strategic challenges of commanding a huge Warhammer 40,000 battle force, then Epic 40,000 will allow you to take command of just such an army and prove your skill as a commander-in-chief. Last, but far from least, you can combine the two games together for the ultimate combined arms game.

If any of these ideas appeal to you then on the following pages you'll find more information on both the Adeptus Titanicus and Epic 40,000 games and model ranges, as well as details of how you can get hold of them. You can also visit the Epic 40,000 section of the Games Workshop website and the Adeptus Titanicus section of the Forge World website to discover more about these two games and the extensive model range that supports them both. But that's quite enough waffle from me, apart from to welcome you to the joys of tabletop warfare on an all together larger scale!

Happy gaming!

Genis Johnson

In Epic 40,000 you command huge armies consisting of hundreds of men and armoured vehicles, where your skills as a supreme commander are tested to the full.

Epik 40,000 is a game of conflict on a massive scale. It is designed to put you in the role of an army commander, deciding how best to use the troops under your command to outwit and destroy the enemy. The game is designed to be very fast playing, so you will need to be able to make decisions quickly, and react to sudden changes in fortune rapidly and decisively.

EPIC 40,000

COMMANDING VAST ARMIES IN THE 41st MILLENNIUM

Instead of commanding squads and individual tanks like you do in a game of Warhammer 40,000, you command units called 'detachments'. A detachment can include infantry and tanks, and is usually the same size as a whole Warhammer 40,000 army. In a typical game you will control half a dozen or more such detachments, as well as supporting units of artillery, aircraft and gigantic war machines.

The turn sequence in Epic 40,000 is 'interwoven'. This is very different to Warhammer 40,000, which uses an 'I go, you go' sequence of play where one player moves, then shoots, then assaults, and only then does his opponent get to react. In Epic 40,000, both players move in the Movement phase, shoot in the Shooting phase, and assault in the Assault phase.

To make things even more interesting, at the start of the turn each player may give 'special orders' to the detachments under their command; if you want a unit to launch an assault they must be given 'assault' orders, for example. The interwoven sequence of play and the rules for special orders reward players who are able to plan carefully what they are going to do and carry it out no matter what the enemy throws at them.

The Epic 40,000 rules emphasise the importance of using firepower to soften up the enemy for a decisive assault. Shooting is handled quickly and simply by adding up the firepower of all the units in a detachment and referring to a special Firepower table to determine how many hits are inflicted, and how many 'Blast markers' are placed on the target to show the suppression effect of fire. Units that accumulate lots of Blast



The Eldar trap is sprung!



A huge Ork Speed Frecks warband sweeps towards the Imperial Guard defenders.



Both sides suffer heavy casualties during a vicious assault.

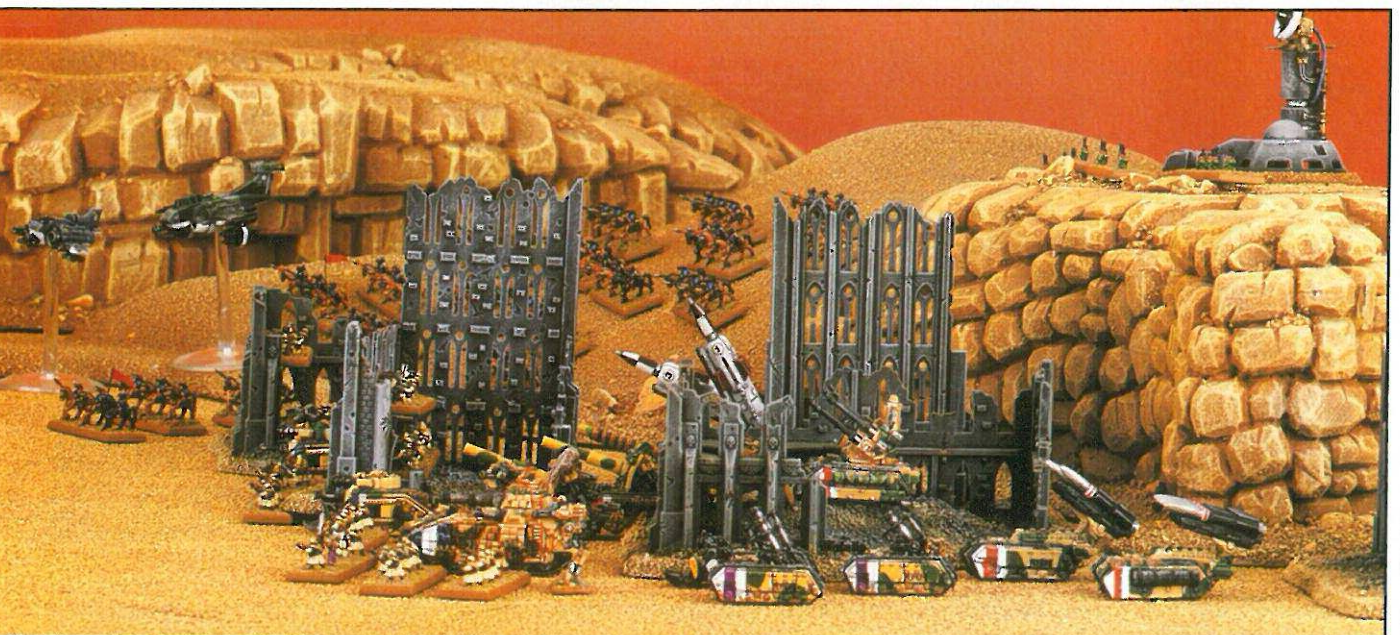
markers are very susceptible to enemy assault, which takes place after all shooting has taken place.

Assault combat is bloody and decisive, and one side or the other will be forced to retreat and give up ground. Because of this you must plan your attacks very carefully; a well-timed attack will break the enemy line, but a mistimed one can lead to a fatal reverse!

All in all, Epic 40,000 is a game that rewards the player who can plan ahead, while at the same time being able to modify their plans in the face of enemy action. It is a game for players who relish the challenge of commanding a large and diverse army and leading them to victory by out-thinking and out-witting their opponent. It is a game for generals and supreme commanders rather than their captains and lieutenants. It is truly a game of war on a massive scale!



Imperial Fists Space Marines hold back the Tyranid attack.



If the idea of huge war machines that are capable of destroying whole armies single-handed really appeals to you then Adeptus Titanicus is the game to play.

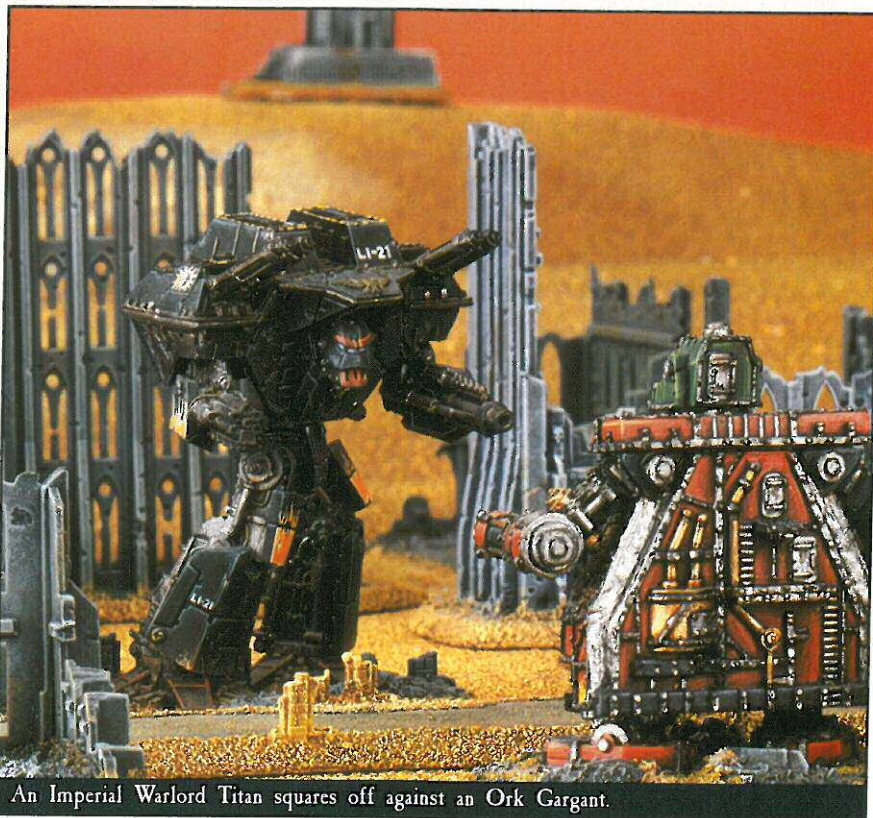
The Adeptus Titanicus rules place you firmly in the role of a commander of one of the towering war machines which dominate the battlefields of the 41st Millennium. Currently you can choose to be the Princeps of an Imperial Titan, the Kaptin of an Ork Gargant, or the Spirit Seer of an Eldar Phantom Titan, and we will be adding further races to the rules in the coming months.

At the start of the game, each commander is given a randomly chosen mission. You do not have to reveal the nature of your mission until the end of the game, at which point the success of each commander at carrying out their orders is assessed, and the commander who has been most successful is declared the winner.

Your first duty as commander is to pick the weapons that your war machine is armed with. Each type of war machine can be armed with a variety of different weapons, and each weapon has its own set of strengths and weaknesses. Picking the right 'weapon mix' is vital to achieving victory.

ADEPTUS TITANICUS

TOWERING WAR MACHINES IN THE 41st MILLENNIUM



An Imperial Warlord Titan squares off against an Ork Gargant.



Using the heavy woodland as cover, an Eldar Titan force attacks a lone Imperial Warlord.



An Imperial Warlord Titan assaults an Ork Gargant production facility.



An Ork Mega Gargant supports a warband as it rampages through an Imperial city.

Once you have equipped your war machine you can take it into battle. You will have to decide exactly how the war machine under your command will move, and what weapons it will use against the enemy. Your tactical ability to get the most out of your war machine while still achieving your mission will determine whether you win or lose the game.

Although designed as a complete game in its own right, Adeptus Titanicus can also be combined with Epic 40,000. If you do this then the more detailed Adeptus Titanicus rules replace the simpler rules for war machines included in the Epic 40,000 rulebook. Combining the two games together also allows you to include small detachments of tanks or infantry in your Adeptus Titanicus games.

Adeptus Titanicus has been designed by Gav Thorpe and originally appeared as a series of articles in Epic Magazine. You can download the rules for free from the Epic section of the Games Workshop website, and from the Forge World website.

New material for Blood Bowl, Mordheim, Necromunda, Battlefleet Gothic, Warhammer Quest, Warmaster & Epic 40,000

EPIC 40,000

EPIC 40,000

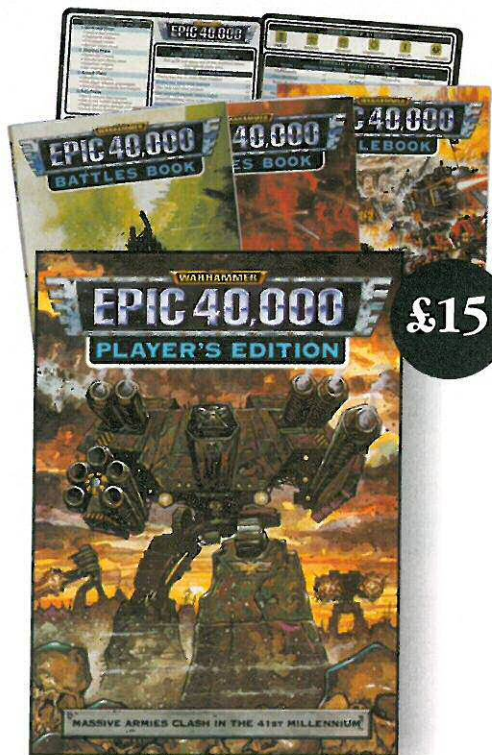
EPIC 40,000

EPIC 40,000 & ADEPTUS TITANICUS

How like a god he is, that ancient machine, primal of all his kind, the Emperor! His mighty fists, massive like two towers of destruction, laden with the doom of Mankind's bitter foes. He watches over us now as battle joins, and in his shadow we shall advance upon our Enemies and defeat them.

– Litany to the Machine God

Epic 40,000 lets you fight battles with everything from lowly infantry to the terrifying war engines that dominate the battle zones of the 41st Millennium. From the smallest to the greatest, every warrior and weapon has its part to play and must complement one another in combat – war engines fighting in cities need their own infantry to enter buildings and drive out enemy troops, infantry in the open need support from their own tanks or they will be swept away by enemy war engines.



EPIC 40,000 PLAYER'S EDITION

Epic 40,000 is Games Workshop's game of Warhammer 40,000 in micro-scale, where you can play massive battles with legions of infantry, whole divisions of battle tanks and majestic Titans, machines as tall as skyscrapers and with weapons so huge and powerful they can level entire cities. This special Player's Edition set includes all three rulebooks and all of the card playsheets and counters in the pack.



NEW EPIC 40000 MINIATURES



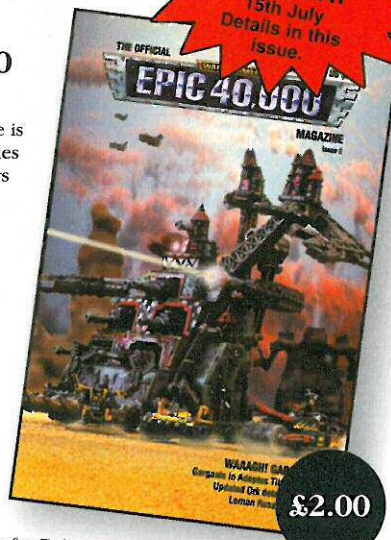
We are regularly adding new models to the current range of Epic 40,000 miniatures. From new Titans and vehicles to resin-cast terrain pieces, you can expand upon the existing Epic 40,000 armies. Details of the latest releases can be found at the Fanatic website and the entire range can be found in the Epic 40,000 section of the Games Workshop website.

Find out more about Epic 40,000 at the **BLACK LIBRARY OPEN DAY** 15th July. Details in this issue.

EPIC 40,000 MAGAZINE

Epic 40,000 Magazine is filled with great articles and all the latest news about the game. It's also the place where the rules supporting the new Titans and miniatures produced by Fanatic can be found.

This magazine is available from good games stores everywhere, or direct from Games Workshop Mail Order and the Games Workshop website. Subscriptions for Epic Magazine are also available.



EPIC 40,000 MINIATURES

There is an extensive range of Epic 40,000 miniatures available from Games Workshop Mail Order. These include all of the armies featured in the game – from infantry sprues to armoured fighting vehicles through to the mighty Titans themselves.

Phone Games Workshop Mail Order or check out the Epic 40,000 section of the Games Workshop website for details.



EPIC SPACE MARINES

The Space Marines are an elite fighting force. Though few in number they fight with surgical precision, striking lightning fast from orbit straight into the heart of the enemy.



EPIC 40000 SPACE MARINE ARMY DEAL

Space Marine Army Deal: Ten Space Marine Battle Group plastic frame (670 Marines in total!), five Space Marine Tank plastic frame (30 Rhinos and 10 Land Raiders), two Predator packs (6 models), one Dreadnought pack (4 models), three Land Speeder packs (9 models), two Attack Bike packs (10 models), and one Thunderhawk Gunship.
All for £50.00

EPIC ORKS

The Orks are a barbaric race who live for war. They gather into huge armies called a 'Waaagh!' and pour forth across the galaxy in a green tide of destruction.



EPIC 40000 ORK ARMY DEAL

Ork Army Deal: Ten Ork Mob plastic frame (640 Orks, 150 Gretchin and 10 Stompers in total!), five Ork Battlewagon plastic frame (15 Battlewagons), two Dreadnought packs (6 models), one Wartrak pack (4 models), three War Buggy packs (12 models), one Pulsar Rokkit pack (5 models) and two Battlefortress models.
All for £50.00

EPIC 40000 ARMY DEALS.
THE PERFECT WAY TO START AN EPIC 40000 ARMY.

EPIC TITAN LEGIONS

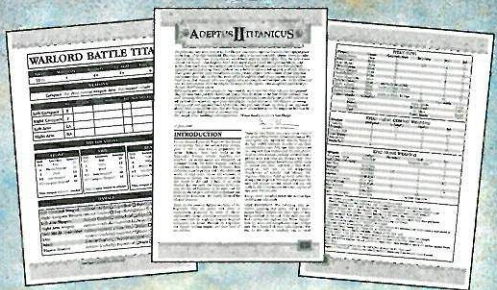


The Titans of the Titan Legions are amongst the most destructive weapons in the Imperial armoury. Each Titan stands 30 feet high or more and is armed with an arsenal of heavy weapons. Nothing can stand against them!

TITAN BATTLE FORCE

Adeptus Titanicus Deal: Two Warlord Titans, two Reaver Titans and one Warhound Titan.
All for £50.00

ADEPTUS TITANICUS



The Adeptus Titanicus rules are available for free from the Fanatic and Forge World websites (see below for the URLs). The rules allow you to fight tense tactical battles between the Titans and other war machines which dominate the battlefields and the 41st Millennium. Combine the rules with the Titan Battle Force on the left and you have everything you need for up to five players to play Adeptus Titanicus.

BLOOD BOWL

BLOOD BOWL

ALSO OUT – LIZARDMAN BLOOD BOWL TEAM!

Also out this month from Fanatic is the brand new Lizardman team for Blood Bowl. You can order the team, sculpted by Mark Bedford, on-line and from Mail Order (details below). Ask also for details of the specially priced 'team deal'. The Blood Bowl game and Death Zone supplement are also available.



COMING SOON: WARMASTER 6, NECROMUNDA MAGAZINE 4, BATTLEFLEET GOTHIC MAGAZINE, EPIC MAGAZINE 4 – Phone for details

Forge World

Epic Roads set (4 Straight, 1 x each of the other four types) £28.00

BUNKER £3.00

Epic Defence Line set (2 x Defence Line, 1 x each of the other four types) £18.00

Sorry, but you can't order Forge World stuff along with Fanatic stuff. For details of how to order, phone Ewen Little on +44 (0)115 916 8177 or check out the Forge World website at www.forgeworld.co.uk

HOW TO ORDER

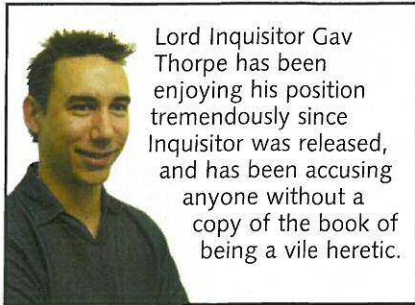
You can get Fanatic models from the Fanatic on-line Store or direct from Games Workshop Mail Order: To order on-line: Visit our store at www.games-workshop.com/fanatic/. Click the 'on-line store' link in the side bar, and then on the Epic 40,000 logo which will appear on the store page.

Or phone our helpful Mail Order Trolls on:
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Enquiries: If you have any trouble getting what you want, you can e-mail Fanatic at fanatic@games-workshop.co.uk. Explain the problem and we'll do our best to sort it out. We also welcome suggestions and comments.

WEB: www.fanatic-games.com E-MAIL: fanatic@games-workshop.co.uk

The models on these pages are not shown at actual size.



Lord Inquisitor Gav Thorpe has been enjoying his position tremendously since Inquisitor was released, and has been accusing anyone without a copy of the book of being a vile heretic.

EXTERMINATUS

Expanded Rules for Inquisitor
Exterminatus is our regular Inquisitor column, featuring new rules, wargear, special abilities, etc. This month Gav presents new rules for mutations and a deadly new close combat weapon – the Decapitator.

MUTATIONS

Mutations are a special type of Exotic ability, and should be treated in the same way when creating mutant characters. Remember that some of the Exotic abilities in Inquisitor may be the result of physical mutations, such as regeneration, spit acid and vampirism. Any character with three or more mutations is always fearsome as well.

If you are using the Random Character Generator from last issue, a character has a 5% chance of having D6 mutations, rolled randomly on the table shown here. Re-roll mutations which are obviously contradictory (such as iron hard skin or scales and rotting flesh, for example).

MUTATIONS TABLE	
D100	Mutation
01-09	Atrophied (random limb)
10-20	Bony crest
21-30	Club hand
31-36	Cyclopean
37-45	Fangs
46-50	Iron hard skin
51-60	Rotting flesh
61-70	Scales
71-77	Talons
78-82	+D6x10 S
83-87	+D6x10 T
88-92	-4D10 S
93-96	-4D10 I
97-00	-4D10 Sg

ATROPHIED

One or more of the mutant's limbs is withered and feeble, with little or no muscle power. A single atrophied leg reduces all of the character's movement rates, except crawling, by 1 yard and means the character cannot sprint. If both legs are atrophied the character is affected as for one leg. In addition they count moving faster than a walk as a risky action and if they fumble their action roll, will fall over and spend the rest of the turn prone.

An atrophied arm is at half Strength. This means their overall Strength is reduced by a quarter (or halved if both arms are atrophied). The Strength of their normal arm is equal to two thirds of their modified Strength value. For example, if a character had Strength 65, this would normally be 33 in each arm (actually 32.5 but we round up). A character with an atrophied arm would reduce their overall Strength by 17 to 48. The atrophied arm would count as Strength 16 and the other arm Strength 32, for the purposes of Strength tests.

BONY CREST

The mutant's skull has abnormal growths across it, thick protrusions of bone that jut through the skin like a crest or horns. This bone gives the mutant additional protection to its brain. The mutant may re-roll the Toughness test to see if it is stunned when hit in the head.

CLUB HAND

The mutant's fingers and hand have fused together into a single knobby lump, giving it a powerful punch but rendering it unable to use the hand for anything else. The mutant may not hold anything in the club hand, but it may be used in close combat. The club counts as an unarmed attack that does an additional D6 damage.



Quovandius and Mutant Emissary Fabian show a variety of the mutations described.

CYCLOPEAN

The mutant only has a single eye, destroying their depth perception. The mutant doubles any penalties to hit due to range modifiers (bonuses for range modifiers are unaffected).

FANGS

Abnormally long and sharp teeth line the mutant's mouth, giving it a fearsome bite. Once per turn the mutant may make a free bite attack against a single close combat opponent within arm's reach. This does not take up any of the mutant's actions, and counts as an attack with an improvised weapon.

IRON HARD SKIN

The mutant is covered in thick, leathery skin like an elephant or rhino, which is insensitive and therefore reduces the pain felt from injury. Any time the character must add damage to their injury total, deduct 1 from the amount added. This has no effect on location damage.

ROTTING FLESH

This horrid mutation means that the mutant's skin is constantly dying and

sloughing off, exposing fat and muscle. This disfigurement gives off a disgusting stench and leaves them susceptible to injury as even glancing hits can rip off hunks of flesh. The character reduces their base injury value by 1 and they can be smelt by other characters on a successful Awareness test up to ten yards away and will be smelt automatically within five yards.

SCALES

In places, the mutant's skin has formed into hard, bony scales which act as a form of natural armour. Add 1 to the character's base injury value.

TALONS

The mutant's fingers are little more than sharp bone, which makes for a great natural weapon but hinders their manual dexterity. A character may have one or both hands as taloned. A taloned hand cannot be used to carry anything, but the character counts as being armed with a short sword (which cannot be dropped, etc).



NEW WARGEAR & RULES CORRECTION

The following is a new item of wargear to equip your characters with, and is used by Simeon 38X as detailed elsewhere in this issue.

DECAPITATORS

Decapitators are a vicious close combat weapon often fitted to combat cyborgs such as Pit Fighters, Arco-flagellants and Adeptus Mechanicus Praetorians. Consisting of four shear-like cutting blades, a decapitator can snip off whole limbs or, as the name suggests, lop of an enemy's head with one blow!

A decapitator has the following profile:

Reach	Damage	Penalty Parry
2	2D6	-25%

A character armed with a decapitator can attempt to make a special 'shear' attack. The attack is at -25% to hit, in addition to other modifiers. A shear attack does not do normal damage, instead the location hit automatically suffers D6 levels of injury. Increase the victim's injury total by the minimum amount

needed to inflict this amount of damage. For example, if a character with a Base Injury Value of 6 is hit in the arm, and the D6 roll comes up a 3, the injury is Severe and their injury total increased by 18.

RULES CORRECTION!

It appears the forces of Chaos breached manuscript security before Inquisitor was printed, leading to a somewhat bizarre physical alteration of our forces. Please note that the hit location table (and the one on the character sheet) is incorrect and should be amended to the following:

HIT LOCATION TABLE

D100	Location
01-15	Right leg
16-30	Left leg
31-35	Groin
36-50	Right arm
51-65	Left arm
66-80	Abdomen
81-95	Chest
96-00	Head



The clash of swords on armour, the thunder of rumbling tanks, the guttural shout of marauding Orcs, and the flash of alien laser fire. All of these are within your grasp.

You can command your resolute spearmen and knights against the forces of evil, lead squads of Space Marines deep into alien territory, assault the high towers of the Elves with your shambling Undead hordes, and grind the bunkers of your foes beneath the treads of your mighty tanks. The battlefield is yours to command.

GAMES WORKSHOP STORES

Find out what's happening near you!



All Games Workshop stores run introductory games for beginners, so if you're new to the Games Workshop hobby, drop into your local store and one of our friendly staff will be happy to help.

Once you've been introduced to the hobby you can take your first steps towards building your world conquering army! Start by purchasing a boxed set such as the Warhammer or Warhammer 40,000 boxed game. Each contains the rules for the game, templates, dice, scenery and enough models to form the core of two opposing forces. These boxed sets are ideal for sharing with a friend – you could even buy a second rulebook and split the set between you.

Once you have decided on which army you wish to lead into battle, you can buy the relevant Armies book or Codex. These books provide all the specific rules, background, stories, painting guides and special characters



The chance to learn to play Games Workshop games – our staff are ready to show you how!

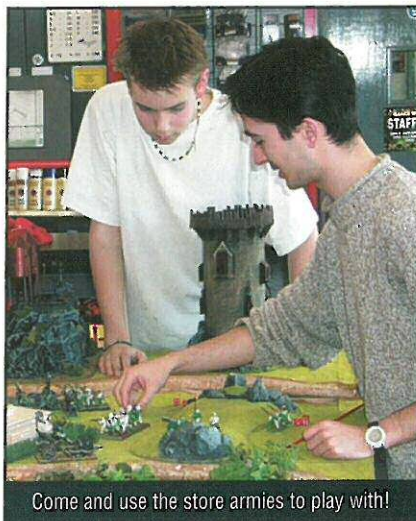
for your chosen force, making them invaluable guides for the budding general.

Collecting and painting your army are key points of the hobby. While you can play with an unfinished army, there is nothing to compare to a well painted army taking the field in your chosen colours. You can pick up hints and tips for painting your army from the Armies books, White Dwarf and most importantly from the staff in your local store. The store staff will be

able to offer you advice on modelling and painting your army, and will also be able to give you hints and tips on how to get the most out of your army on the battlefield. In addition to this advice, our monthly hobby magazine, White Dwarf, is packed full of modelling ideas, painting tips, battle reports, new miniatures and a host of other new ideas, events and articles about the hobby. So what are you waiting for? Get down to your local store and join in the fun!

All Games Workshop stores provide:

- A comprehensive range of Games Workshop games, miniatures and accessories.
- Introductory games for beginners; our enthusiastic staff are ready to show you how.
- HUGE games. These are exciting battles for you to take part in, every week!
- Modelling and painting tips, with lessons held in the store.
- A Mail Order service. Get all those single components and older miniatures delivered direct to your door.
- The latest releases! Brand new models every Saturday!



Come and use the store armies to play with!

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If you want to know where your nearest Games Workshop store is then check the list below (stores marked with a green dot stock all Inquisitor products). Give them a call to find out what's going on in the store. We also have Games Workshop stores in 16 different countries across the world – you can call Mail Order on 0115 91 40 000 to find out where they are!

Normal opening hours are: Mon-Wed & Fri-Sat: 10am to 6pm. Thurs: Midday to 8pm. Sun: 10am to 4pm.
Games Workshop stores marked with a star do not open on Sunday; please contact your local store for details.

UK STORES

ALTRINCHAM: Unit 1, 17 Grafton Street.
Tel: 0161 929 9896

BASINGSTOKE: 3 Potters Walk, Wote Street.
Tel: 01256 466 050

BATH: 30 Upper Borough Walls. Tel: 01225 314 414

BEDFORD: 10 Greyfriars. Tel: 01234 273 663

• **BIRMINGHAM:** 116 Corporation Street.
Tel: 0121 236 7880

BLACKPOOL: 8 Birley Street. Tel: 01253 752 056

BLUEWATER CENTRE: Thames Walk, Bluewater, Greenhithe, Kent. Tel: 01322 427 880

BOLTON: Unit 13, The Gate Centre.
Tel: 01204 362 131

BOURNEMOUTH: 24 Post Office Road.
Tel: 01202 319 292

BRIGHTON: 7 Nile Street. Tel: 01273 203 333

• **BRISTOL (CENTRAL):** 13 Broad Weir.
Tel: 0117 925 1533

BRISTOL (CRIBBS CAUSEWAY): Unit 129 (next to M&S), Upper level, The Mall at Cribbs Causeway.
Tel: 0117 959 2528

CAMBRIDGE: 8 Bridge Street. Tel: 01223 313 350

CANTERBURY: Unit 5 Iron Bar Lane.
Tel: 01227 452 880

CARLISLE: Unit 2, Earls Lane. Tel: 01228 598 216

CHELMSFORD: Unit 4C, Phase 2, The Meadows Centre. Tel: 01245 490 048

CHELTENHAM: 16 Pittville Street. Tel: 01242 228 419

CHESTER: 112 Foregate Street. Tel: 01244 311 967

COLCHESTER: 2 Short Wyre Street.
Tel: 01206 767 279

COVENTRY: Unit 39, Upper Level, Cathedral Lanes Shopping Centre. Tel: 02476 227 311

CRAWLEY: 11 Broadway. Tel: 01293 552 072

DARLINGTON: 78 Skinnergate. Tel: 01325 382 463

DERBY: 42 Sadler Gate. Tel: 01332 371 657

☆ **DONCASTER:** Unit 10, The Colonnades.
Tel: 01302 320 535

DUDLEY: Unit 36, Merry Hill Centre, Brierley Hill.
Tel: 01384 481 818

EASTBOURNE: 13 Terminus Road.
Tel: 01323 641 423

EXETER: 12 Paris Street. Tel: 01392 490 305

GLOUCESTER: 35 Clarence Street.
Tel: 01452 505 033

GRIMSBY: 9 West St Mary's Gate.
Tel: 01472 347 757

GUILDFORD: Unit 1, 9/12 Tunsgate.
Tel: 01483 451 793

HARROGATE: 29 Beulah Street. Tel: 01423 564 310

HEMEL HEMPSTEAD: 16 Bridge Street.
Tel: 01442 249 752

☆ **HIGH WYCOMBE:** Unit 29, The Octagon Centre.
Tel: 01494 531 494

HULL: 30 Paragon Street. Tel: 01482 589 576

☆ **IPSWICH:** 2nd Floor, Debenhams, Waterloo House. Tel: 01473 210 031

LEAMINGTON: 22 Park Street. Tel: 01926 435 771

• **LEEDS (CENTRAL):** 12-16 Central Road.
Tel: 0113 242 0834

LEEDS (WHITE ROSE): Unit 28D (near Debenhams), White Rose Centre. Tel: 0113 272 3470

• **LEICESTER:** Unit 2, 16/20 Silver Street.
Tel: 0116 253 0510

LINCOLN: Unit SUA, Saltergate (on outside of Waterside Centre). Tel: 01522 548 027

LOUGHBOROUGH: 22 Biggin Street.
Tel: 01509 238 107

• **LIVERPOOL:** 47 Lord Street. Tel: 0151 258 1404

LUTON: 12 Park Street. Tel: 01582 417 474

MAIDENHEAD: 2 Blandy House, 3/5 King Street.
Tel: 01628 221 854

MAIDSTONE: Unit 6, 1/9 Pudding Lane. Tel: 01622 677 435

• **MANCHESTER (CENTRAL):** Unit R35 Mardsen Way South, Arndale Centre, M4 3AT. Tel: 0161 834 6871

MANCHESTER (TRAFFORD CENTRE): Unit H2, Festival Village, The Trafford Centre, Trafford Park. Tel: 0161 747 2121

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

• **MILTON KEYNES:** Unit 2, West End Extension, 504 Silbury Boulevard, Milton Keynes Shopping Centre.
Tel: 01908 690 477

NEWCASTLE (CENTRAL): 63 Clayton Street.
Tel: 0191 232 2418

• **NEWCASTLE (METRO CENTRE):** Unit B14, First Floor (near the Mediterranean Village). Tel: 0191 461 0950

NORTHAMPTON: 38 Princess Walk, Grosvenor Centre. Tel: 01604 636 687

NORWICH: 12-14 Exchange Street. Tel: 01603 767 656

• **NOTTINGHAM (CENTRAL):** 34a Friar Lane.
Tel: 0115 948 0651

• **NOTTINGHAM (WARHAMMER WORLD):** Willow Road, Lenton. Tel: 0115 916 8410

OXFORD: 1A Bush House, New Inn, Hall Street.
Tel: 01865 242 182

PETERBOROUGH: 3 Wentworth Street.
Tel: 01733 890 052

PLYMOUTH: 84 Cornwall Street. Tel: 01752 254 121

POOLE: Unit 12 Towngate Centre, High Street.
Tel: 01202 685 634

PRESTON: 15 Miller Arcade. Tel: 01772 821 855

• **PORTSMOUTH:** 34 Arundel Street.
Tel: 02392 876 266

• **READING:** 111 Broad Street Mall. Tel: 0118 959 8693

ST ALBANS: 18 Heritage Close, off High Street.
Tel: 01727 861 193

SALISBURY: 1b Winchester Street.
Tel: 01722 330 955

SHEFFIELD (CENTRAL): 16 Fitzwilliam Gate.
Tel: 0114 275 0114

• **SHEFFIELD (MEADOWHALL CENTRE):** Unit 91B, High Street, Upper Mall (next to entrance near Boots).
Tel: 0114 256 9836

SHREWSBURY: Unit 1, 2 Bridge Street.
Tel: 01743 362 007

SLOUGH: 101 High Street. Tel: 01753 575 675

SOLIHULL: 690 Warwick Road. Tel: 0121 705 7997

SOUTHAMPTON: 23 East Street. Tel: 02380 331 962

SOUTHEND: 12 Southchurch Road.
Tel: 01702 461 251

SOUTHPORT: Unit K2, Marble Place Shopping Centre.
Tel: 01704 501 255

STOCKPORT: 32 Mersey Square. Tel: 0161 474 1427

STOKE: 27 Stafford Street. Tel: 01782 205 287

SUNDERLAND: 253 York Street, (just off the High Street near M&S). Tel: 0191 567 3646

SWINDON: 17 Fleet Street. Tel: 01793 436 036

• **THURROCK:** Unit 415B, Level 3/Food Court, Lakeside Shopping Centre. Tel: 01708 867 133.

TORQUAY: 12 Market Street. Tel: 01803 201 036.

TRURO: Unit 1, Bridge House, New Bridge Street.
Tel: 01872 320 047.

TUNBRIDGE WELLS: 4A Camden Road.
Tel: 01892 525 783.

WALSALL: Unit 27 Old Square Shopping Centre.
Tel: 01922 725 207

WARRINGTON: Unit 20, Time Square (near Currys).
Tel: 01925 651 984

WINCHESTER: 6 St Georges Street.
Tel: 01962 860 199

WOKING: Unit 3 Cleary Court. 169 Church Street,
Tel: 01483 771 675

WOLVERHAMPTON: Unit 98, Mander Centre.
Tel: 01902 310 466.

WORCESTER: 4 Charles Street. Tel: 01905 616 707

YORK: 13a Lendal. Tel: 01904 628 014

LONDON (INNER M25)

• **BROMLEY:** Unit 8, The Mall, Bromley. Tel: 0208 466 0678

BRENT CROSS: Unit F9, Lower Mall (near Fenwicks), Brent Cross Shopping Centre. Tel: 0208 202 4979

CROYDON: Unit 35, Drummond Centre (outside at the back of the centre), Keeley Road. Tel: 0208 680 4600.

EALING: 52D St Saviours Mall (towards back of the centre), Ealing Broadway Centre. Tel: 0208 840 0171

ENFIELD: 3/5 Genotin Road. Tel: 0208 363 3238

HAMMERSMITH: 161 King Street. Tel: 0208 846 9744

HARROW: 296 Station Street. Tel: 0208 861 2350

KENSINGTON: Shop 7, Lancer Square, Kensington Church Street. Tel: 0207 937 7011

• **KINGSTON ON THAMES:** 33 Fife Road.
Tel: 0208 549 5224

• **OXFORD ST (LONDON):** Unit F10, The Plaza Shopping Centre, 1st floor, 116-128 Oxford Street.
Tel: 0207 436 0839

RICHMOND: Unit 8, Westminster House, Kew Road.
Tel: 0208 948 6122

☆ **ROMFORD:** 12 Quadrant Arcade.
Tel: 01708 742 140

STAINES: 52D Elmsleigh Centre (at back of M&S).
Tel: 01784 460 675

SUTTON: Unit 24, Times Square Shopping Centre.
Tel: 0208 770 9454

• **WATFORD:** Unit Q, 1A Queen Steet, Harlequin Centre.
Tel: 01923 245 388

WALES

CARDIFF: 31 High Street, Glamorgan. Tel: 02920 644 917

NEWPORT: 25 Skinner Street. Tel: 01633 256 295

• **SWANSEA:** 45 Princess Way. Tel: 01792 463 969

SCANDINAVIA

• **COPENHAGEN:** Frederiksborggade 5.
Tel: ++ 45 33 122 217

• **STOCKHOLM:** Regeringsgatan 30, 111 47.
Tel: ++ 46 821 3840

NETHERLANDS

• **AMSTERDAM:** Rokin 36, 1012KT.
Tel: ++ 31 206 223 863

HAARLEM: Gierstraat 29, 2011 GA.
Tel: ++ 31 23 551 7677.

NIJMEGEN: Stikke Hezelstraat 48, 6511 JZ.
Tel: ++ 31 24 3224 7000.

ROTTERDAM: 452 Van Oldenbarneveltplaats.
Tel: ++ 31 102 800 268

Every Games Workshop store is a centre for gaming, painting and modelling. Wherever you are in experience, between being a complete newcomer or a veteran, you'll find something to interest you.

Throughout each week, the focus of the store is aimed towards different gamers' needs. If you browse over these pages you will be able to see which activities will suit you best.

GAMES WORKSHOP STORES

What's going on in your local store?

VETERANS ALL DAY TUESDAY

If you're an older gamer with plenty of experience on the battlefield, then Veterans day will suit you perfectly.

You can play games against equally experienced opponents, share ideas about all aspects of your hobby and play whatever Games Workshop games system you like.

Give the store a call to make sure that there's enough space available to play your game. Alternatively, just come along and chat about the hobby with like-minded individuals.

All you need to do is arrange an opponent beforehand, and check with the store to see what scenery and board space they can provide. Then just come in and play!

WARLORDS ALL DAY SATURDAY

The Saturday Warlords game is for everyone. Whether you're a complete beginner or a seasoned veteran, everyone is welcome to take part.

The Saturday Warlords game is the highlight of the store's week! All through the week leading up to the game you can get information on the Saturday game, just

ask the staff about what's happening, and where to sign up! Then simply turn up on the day, bring along whatever models you can, and join in the fun!

And remember that Saturday is new release day, so make sure you go in to check out the latest new miniatures!

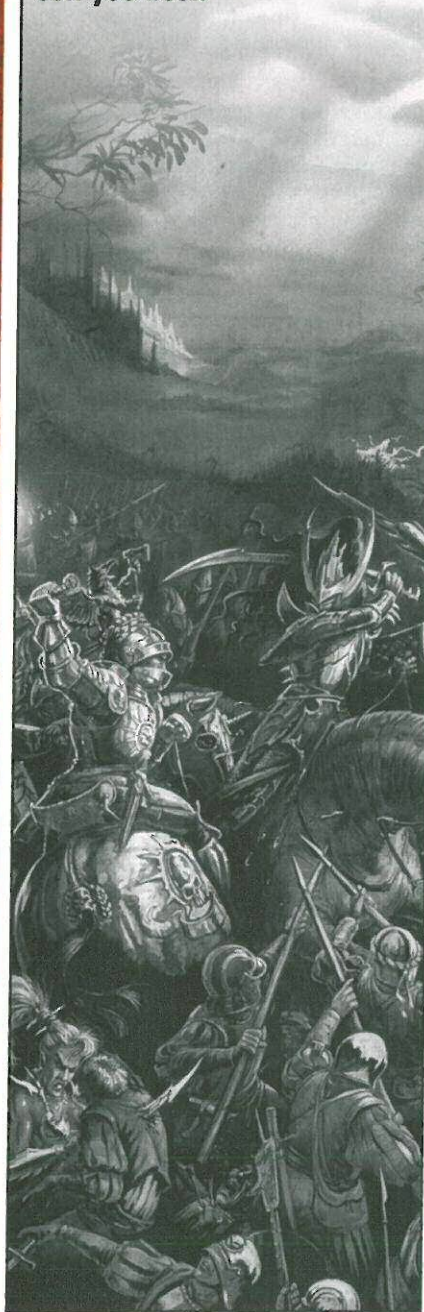
BEGINNERS ALL DAY SUNDAY

We run special games every Sunday especially for beginners. If you want to learn about the world of Warhammer, or lead a squad of Space Marines into battle, all you need to do is come along!

If you already play Games Workshop games, why not ask a friend to come along on a Sunday to introduce them to your

hobby. We run our special Beginners' program on Sundays, where we can help you take your first steps into the Games Workshop hobby. You can learn all the basics, like controlling units, painting miniatures and forming battle plans for your army.

Please call your local store for details.



GAMES NIGHT

THURSDAY NIGHT



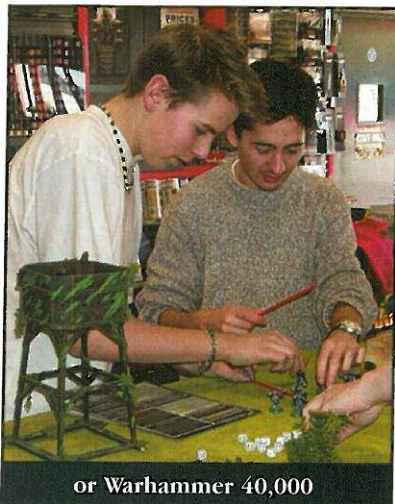
Come down and play Warhammer...

Games Workshop stores stay open late on Thursday to play awesome games – huge battles, vindictive grudge matches and good natured team battles.

You can arrange to play against your friends in the store; just ask the staff what they have planned. Come down to your local store on Thursday to join in, particularly if you've just graduated from our Sunday Beginners' programme.

But we don't just game; you can also get advice on all you need to know about painting and building your army. The staff are always available to help you out.

Please call your local store for details.



or Warhammer 40,000

HOLIDAY GAMING

Don't be bored in the school holidays!

For a lucky few the summer holidays are already upon us! While some areas aren't on their holidays till July, many parts of Scotland & Ireland are already enjoying their breaks, so whether you play Warhammer, Warhammer 40,000, or are brand new to our games, you'll find something for in your local store.

There will be battles every day for anyone to join in, but that's just the start of it! Check out the location of your nearest store on the maps over the page.

Call your local store for details.

WARHAMMER

Storm Clouds Gathering



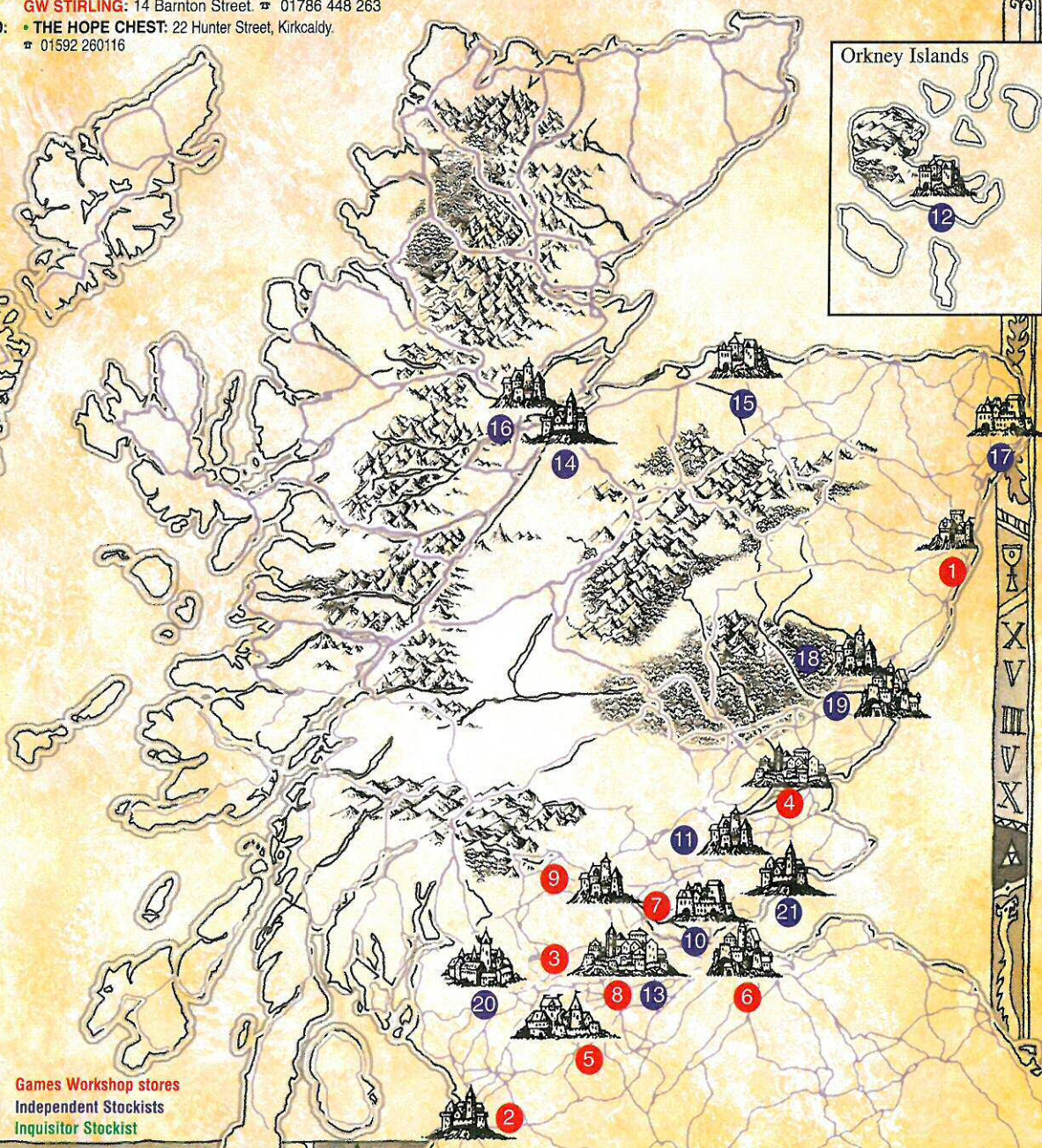
Saturday 7th July

Warhammer participation game.
Ring your local store for more details.

Scotland

There are no less than 21 Games Workshop stores and independent stockists in Scotland. If you're living in this area, be sure to check out a store near you. Drop by and join in with some furious battles and see the latest releases from the Games Workshop forges.

- 1: **GW ABERDEEN:** Unit 1, 30/40 Upper Kirkgate. ☎ 01224 621 261
- 2: **GW Ayr:** 10 Arran Mall, Dalblair Arcade (behind Hourstons dept. store). ☎ 01292 610 673
- 3: **GW BRAEHEAD:** 115 Braehead Shopping Centre, King Inch Road. ☎ 0141 885 9440
- 4: **GW DUNDEE:** 110 Commercial Street. ☎ 01382 202 382
- 5: **GW EAST KILBRIDE:** 4 Righead Gate (at the back of M&S). ☎ 01355 224 680
- 6: **GW EDINBURGH:** 136 High Street. ☎ 0131 220 6540
- 7: **GW FALKIRK:** 12 Cow Wynd. ☎ 01324 624 553
- 8: **GW GLASGOW:** 98/200 Hope Street. ☎ 0141 332 5588
- 9: **GW STIRLING:** 14 Barrton Street. ☎ 01786 448 263
- 10: **THE HOPE CHEST:** 22 Hunter Street, Kirkcaldy. ☎ 01592 260116
- 11: **THE HOPE CHEST:** 103 High Street, Kinross. ☎ 01577 862516
- 12: **MCLENNAN TOYMASTER:** 14 Palace Road, Kirkwall. ☎ 01856877788
- 13: **A1 BOOKS & COMICS:** 635 Great eastern, Glasgow. ☎ 01415526692
- 14: **INVERNESS TOYS:** 15/18 The Victorian Market, Inverness. ☎ 01463 222235
- 15: **JUNNERS TOYMASTER:** 51 South Street, Elgin. ☎ 01343 542492
- 16: **SPORTS & MODEL SHOP:** 66 High Street, Dingwall. ☎ 01349 862346
- 17: **GEORGE DONALD LTD:** 7 St Andrew Street, Peterhead. ☎ 01779 474737
- 18: **GARDINERS:** 46 & 51 High Street, Brechin. ☎ 01356 622265
- 19: **J. YULE & SON LTD:** 86 High Street, Arbroath. ☎ 01241 872195
- 20: **TOYTOWN:** 16 New Street, Paisley. ☎ 0141 887 2395
- 21: **THE NAPPY PIN:** 62/64 Bonnygate, Fife. ☎ 01334 653160



- Games Workshop stores
- Independent Stockists
- Inquisitor Stockist

Northern Ireland & Eire

NORTHERN IRELAND

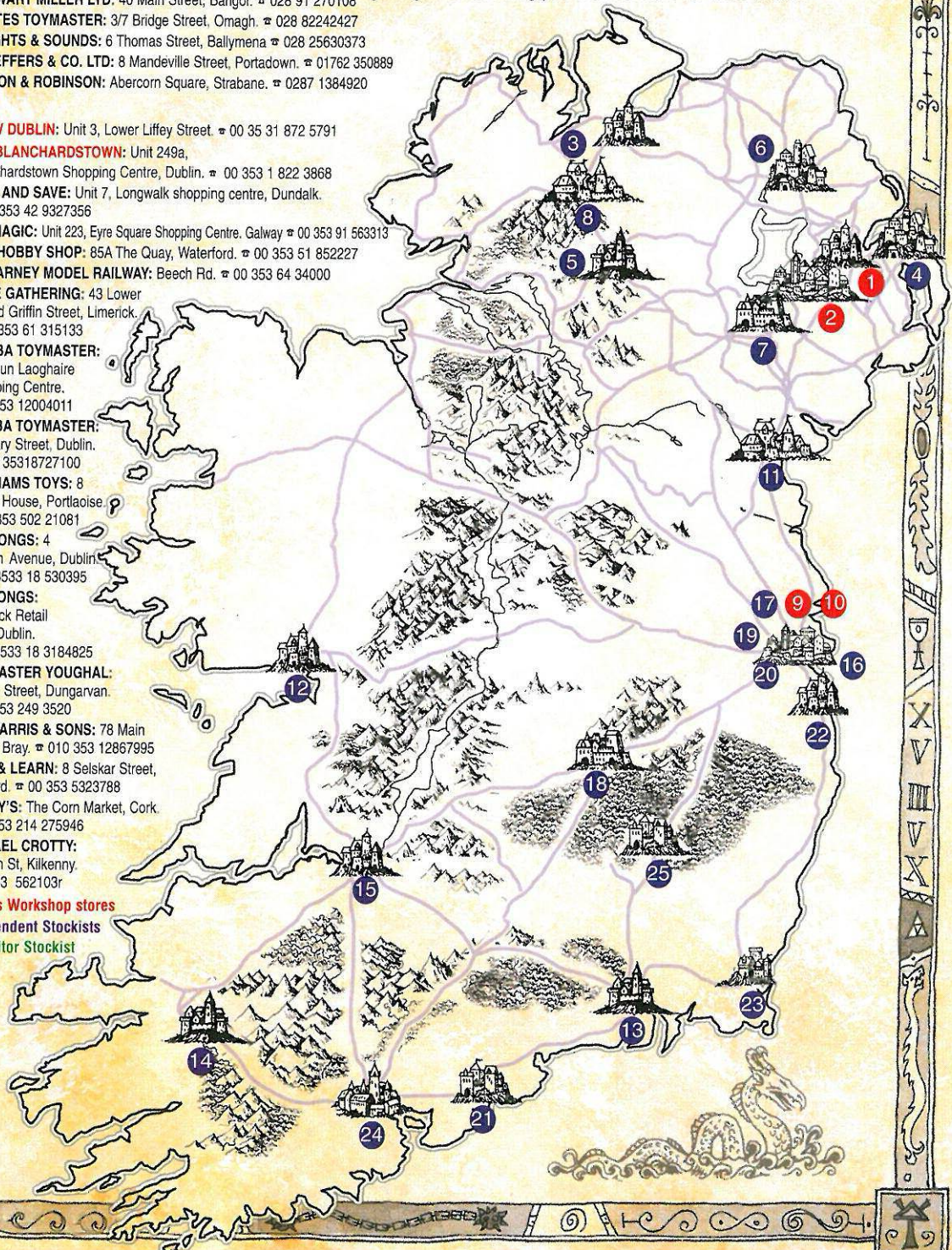
- 1: **GW BELFAST:** 70A Castle Court (towards back of the centre).
☎ 02890 23 3684
- 2: **GW LISBURN:** 3 Smithfields Square. ☎ 02892 634 150
- 3: **TRASH:** 12 Waterloo Street, Derry. ☎ 02871 372124
- 4: **STEWART MILLER LTD:** 40 Main Street, Bangor. ☎ 028 91 270108
- 5: **WHITES TOYMASTER:** 3/7 Bridge Street, Omagh. ☎ 028 82242427
- 6: **SIGHTS & SOUNDS:** 6 Thomas Street, Ballymena ☎ 028 25630373
- 7: **D. JEFFERS & CO. LTD:** 8 Mandeville Street, Portadown. ☎ 01762 350889
- 8: **LINTON & ROBINSON:** Abercorn Square, Strabane. ☎ 0287 1384920

EIRE

- 9: **GW DUBLIN:** Unit 3, Lower Liffey Street. ☎ 00 35 31 872 5791
- 10: **GW BLANCHARDSTOWN:** Unit 249a, Blanchardstown Shopping Centre, Dublin. ☎ 00 353 1 822 3868
- 11: **PICK AND SAVE:** Unit 7, Longwalk shopping centre, Dundalk. ☎ 00 353 42 9327356
- 12: **ITS MAGIC:** Unit 223, Eyre Square Shopping Centre, Galway. ☎ 00 353 91 563313
- 13: **THE HOBBY SHOP:** 85A The Quay, Waterford. ☎ 00 353 51 852227
- 14: **KILLARNEY MODEL RAILWAY:** Beech Rd. ☎ 00 353 64 34000
- 15: **THE GATHERING:** 43 Lower Gerald Griffin Street, Limerick. ☎ 00 353 61 315133
- 16: **BAMBA TOYMASTER:** 312 Dun Laoghaire Shopping Centre. ☎ 00353 12004011
- 17: **BAMBA TOYMASTER:** 48 Mary Street, Dublin. ☎ 010 35318727100
- 18: **GRAHAMS TOYS:** 8 Lyster House, Portlaoise. ☎ 00 353 502 21081
- 19: **FURLONGS:** 4 Vernon Avenue, Dublin. ☎ 00 3533 18 530395
- 20: **FURLONGS:** Coollock Retail Park, Dublin. ☎ 00 3533 18 3184825
- 21: **TOYMASTER YOUGHAL:** 9 Main Street, Dungarvan. ☎ 00 353 249 3520
- 22: **E.R. HARRIS & SONS:** 78 Main Street, Bray. ☎ 010 353 12867995
- 23: **PLAY & LEARN:** 8 Selskar Street, Wexford. ☎ 00 353 5323788
- 24: **NODDY'S:** The Corn Market, Cork. ☎ 00 353 214 275946
- 25: **MICHAEL CROTTY:** 77 High St, Kilkenny. ☎ 00353 562103r

- **Games Workshop stores**
- **Independent Stockists**
- **Inquisitor Stockist**

Why not pay a visit to your local Games Workshop store or independent stockist. There are over 25 stores around Northern Ireland & Eire, so come down and check out the latest releases. Each store carries the complete range of Games Workshop products and runs a whole host of great games. Just ring your nearest store for more details.



GAMING CLUBS



Che adds some Hobgoblins to his Chaos Dwarf army, ready to compete!

This month Che reveals the worst kept secret in the gaming club community. The Gaming Club Tournament programme has been written with help from Rick Priestley, Jervis Johnson and the Games Development team. It's certainly worth a look...

HOW TO START

Gaming clubs are great things to get involved in. If you feel you would like to set up your own group, why not get your hands on the Gaming Club Toolkit, a custom-made package designed for the total club beginner.

You can get yours by either calling Mail Order (0115 91 40000) or by popping into your local Games Workshop store.

JOIN THE NETWORK

If you're already running a gaming club, but haven't got around to registering yet, here's how:

Option 1: Log on to the Gaming Club website.

Option 2: Call Mail Order now!

Option 3: Pop in to your local Games Workshop store and ask for a registration form – then simply post it to us.

CONTACT DETAILS

If you would like to send in your news and photos, ask Che a question, or just drop him a line, you can:

E-mail: clubguy@games-workshop.co.uk

Or write to:

UK Clubguy,
Games Workshop HQ, Willow Road,
Lenton, Nottingham, NG7 2WS.

Visit the gaming club website at:

www.gamingclub.org.uk

GAMING CLUB By The Webster TOURNAMENT

Gaming Club Tournaments are Games Workshop's answer to your call for more and better organised competitive gaming spread across the country. Instead of hogging all the fun and trying to do it all ourselves, we have decided to run a 'sanctioned tournament programme'.

THE HALL OF HEROES WEBSITE AND GAMING CLUB TOURNAMENTS HAVE ARRIVED!

For many years Games Workshop has presented the Grand Tournaments to the gaming community. These annual events, supporting Warhammer and Warhammer 40,000 respectively, have become hugely popular for the chance they offer the competitive hobbyist to show their worth on the field of battle. It seems that the question on so many of our lips is; "Exactly how good am I at this?"

Some of you, inspired perhaps by this idea, went away and began to run your own tournament events. The spirit of these events has been very closely allied to that of the Grand Tournaments, and these too have become very successful.

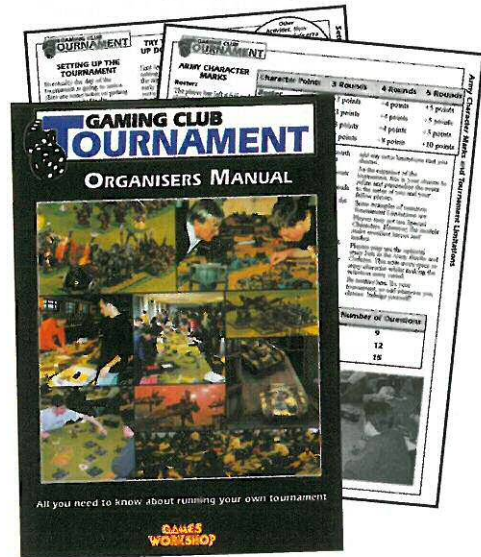
The only problem is that so far there just haven't been enough tournaments to allow everyone who wants to compete a chance to test their mettle.

The solution was an idea that came from the United States. The American Rogue Trader Tournaments, and their own Hall of Heroes website, had been created and the team shared their plans with us here in the UK. The USA programme was a huge success in the first year and, having proved itself, became the inspiration for a similar system of our own.

Gaming club tournaments allow anyone with the will a straightforward way to run their very own sanctioned tournament. The Hall of Heroes website allows each player in that event to find out how they measure up against every other sanctioned tournament competitor in the country.

RUNNING YOUR OWN TOURNAMENT

Running a tournament can be tough. Even so, there are a number of reasons why a group of hobbyists might want to put one together. Besides being another excuse to play more games in the group, a tournament acts as a catalyst as everyone starts planning armies and practicing. Competitions offer a goal to finish armies. Add the chance to meet and battle new people and maybe even



The Organisers Manual helps to take the hassle out of planning.



Official certificates mean that your winners get something nice to frame!



Posters, amongst the other useful items in the package, will help you promote your own tournament.

reaffirm old rivalries, and you can quickly see how they can be a load of fun!

THE GAMING CLUB TOURNAMENT PACK TELLS YOU "HOW TO DO IT"

To make life easy and keep standards high, we have created a package of stuff for you to use. The Organiser's Manual gives a full range of advice, instructions and ideas to take the hassle out of putting an event together. It also contains the Core Tournament System, and a recommended set of guidelines for running tournaments for Warhammer, Warhammer 40,000, Warmaster and Battlefleet Gothic. With the pack comes posters, forms, certificates – in fact all the bits you need to pull a show together with the minimum of fuss. If you get the Gaming Club Tournament pack and decide to run your own event, you are encouraged to send in your registration form, allowing you to apply for sanctioned status and get your competitors access to the Hall of Heroes website.

THE TOURNAMENT PRINCIPLES

For a competition to be sanctioned by Games Workshop, we would like the organisers to uphold the tournament principles. Each tournament should be a little different, and there are many details where we encourage the use of imagination. These tournament principles, however, go beyond those details and help to create the spirit of competition that we believe is important.

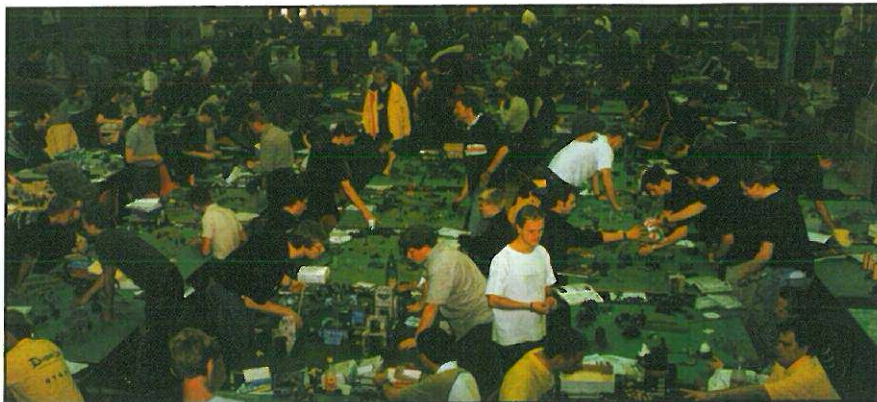
We hope that groups who closely adhere to the tournament principles will earn a reputation for running the very best of tournaments. Subsequently we hope they that get the highest attendance from competitors.

We ask all contestants in a gaming club tournament to give us feedback on the quality of the event in relation to these key points. We hope this will help to make all tournaments better.

THE TOURNAMENT PRINCIPLES

In a gaming club tournament, the organisers guarantee to contestants that:

- I. They can meet new people and have a great time gaming.
- II. They will play at least three games, each taking place at the same time as all the other competitors' games.
- III. They will battle against other painted armies of miniatures.
- IV. They will have the tournament adjudicated by polite, impartial judges & referees.
- V. They will have the event organised in a timely manner.
- VI. They will play in a comfortable and safe environment.



If your planning on running a large scale tournament, make sure you plan it well, and look around to see if there's a local gaming club near you that could help.

THE HALL OF HEROES

One of the best things about the gaming club tournament programme is the Hall of Heroes. It is an internet-based listing of all of the top players in tournaments for each game system. They are the Heroes. You can find it on the Games Workshop website or the Gaming Club Network website, by following the links. When a tournament is all over we would like to add every result to the database that manages the Hall of Heroes.

As for how it scores, we are not going to reveal everything here, but simply put, you get points for two things:

1. *The bigger the tournament you attend, the more points you score. And, at all events you get points just for turning up to compete.*
2. *For doing well at each show you get extra points. If you are the overall winner you get the most points, but the winners of Best Army, Most Sporting and Best General awards all score too.*

We also add points to the Hall of Heroes for anyone who attends any official Games Workshop event – including the Grand Tournaments. The most points go

to the Grand Tournament Champions. Finally, the Hall of Heroes runs for a season, which is basically a single calendar year. At the close of each season the top listed players will be transferred to the Legends section of the Hall of Heroes website. Imagine being amongst those people who are "the best of the best". We hope that you will all join in and help us make the Hall of Heroes the genuine official league for the country.

WANT TO GET INVOLVED?

To get your copy of the Tournament Pack, call UK Mail Order on 0115 91 40000 or drop into your local Games Workshop store. Once you've read it through, you will be well prepared to run a successful tournament. Good luck!

For those who want to play, why not check out the Gaming Club Tournament section of the Games Workshop website? There you will find a regularly updated list of all the officially sanctioned tournaments, as well as being able to view the current Hall of Heroes.

Come on – dust off those armies! Don't you want to prove you're the best?



Adding a few scenarios or different terrain can make the tournament more enjoyable.

An evocative setting can really give your Inquisitor campaign an exciting edge. In this article, Gav Thorpe describes how he went about the creation of Karis Cephalon, the setting for the Studio Inquisitor campaign.

CREATING WORLDS

INQUISITOR CAMPAIGN SETTINGS

One of the things that really helps make a campaign work is having a well thought out, consistent setting which grows and changes over the course of the campaign, providing a 'real' environment in which the players' battles are set. Having done a bit of this myself, this is the first in a series of articles in which I'll be explaining how to go about doing just that – creating and running a world. To illustrate what I'm talking about, I will be developing the Imperial world of Karis Cephalon, the setting for our first Studio Inquisitor campaign.

GETTING STARTED

So, what are those basic details you'll need to know? Broadly speaking, you need to think of two things – politics and technology. In the Imperium, the two tend to be related to each other, and generally worlds are categorised by these two factors (see the box opposite for some examples of different Imperial worlds). Of course, Inquisitor being the

game it is, you may even want to set your campaign on a non-Imperial world; don't forget locations such as mining colonies on asteroids, orbital space stations, aboard starships and the like.

Many of the categories listed can be mixed and matched to create more complex environments, which come under the general heading of 'civilised world'. This is what I did for Karis Cephalon – I decided to go for a mix of agriculture, mining and commerce. I didn't want a cardinal world as such, but to create some intrigue and interest I gave the world a heavy Ecclesiarchy tradition, so that while it is actually ruled by an Imperial commander, the Cardinal of Karis Cephalon has a great deal of influence.

Technologically, I went for a fairly standard mix of high-tech and low-tech equipment. I wanted to create the impression that while the citizens of Karis Cephalon had access to certain wonderful advances of science, it was by no means complete. I picture a

world where steam-driven monorails criss-cross the continents on great steel constructions, but smaller combustion engines are not used. Instead, local transport is in the form of horse drawn carts and the like. It is this contradiction of different technologies which is one of the strongest themes of the Warhammer 40,000 universe, and I wanted a world which captured that theme in some very real ways.

PUT IT SOMEWHERE!

Have a look at a map of the Imperium and decide where you want your world to be. A world's location within the Imperium has an effect on many things, including how isolated it is from Terra, how much the Imperial organisations interfere with its running, how important it is considered and so on. A world in the Segmentum Solar, close to Earth, is likely to be old, established and an important part of the Imperium. Whereas a planet on the Eastern Fringe, at the edge of the Astronomicon and far from Terra, will be more of a frontier world, isolated from authority and left to its own devices for much of the time. Its locale will have other influences, such as the proximity of threats such as the Eye of Terror, the Tyranid hive fleets and Ork domains. Also, the position of your world will have some significance when determining its history (which I'll write about in a bit) and its part in major events that have affected the Imperium. This is where a bit of research will come in really handy.

Karis Cephalon is quite close to the centre of the Imperium, on the border between the Segmentum Solar and Segmentum Tempestus. Its location suggests that it's quite an old world, with regular contact with the Imperium, and reasonably close (in galactic terms!) to the spiritually important worlds of Terra, Ophelia and Gathalamor, establishing a reason for the Ecclesiarchy's greater influence in the world's politics. This also places Karis Cephalon quite close to the newly arrived Tyranid hive fleet Leviathan, and the growing Ork Waaagh! centred on Armageddon.



On the barren world of Zarona, two warbands struggle for supremacy.

IMPERIAL WORLD TYPES

AGRI-WORLDS

Agri-worlds are huge farms, geared towards exporting foodstuffs to hive worlds, forge worlds and other non-self sufficient places. They have a low population density and technology can range from self-managed farming with automated harvesters down to horse and plough level. Agri-worlds don't have a lot of military resource and are often vulnerable to attack. There are few large conurbations, and most of the populace lives in scattered rural communities. Slave labour is often employed in lower tech environments.

DEAD WORLDS

These worlds have minimal, even non-existent, life traces. This results from ecological catastrophe, devastating internecine war, Imperial or alien intervention or no attributable cause. Occasionally a dead world may harbour ancient technology, alien ruins and other sites of interest to the Inquisition, and some may have research stations, exploratory camps or fledgling colonies.

FORGE WORLDS

Forge worlds are the sovereign domains of the Adeptus Mechanicus. They are planet-wide factories and may also serve as a base of operations for one of the Titan Legions. Forge worlds are essential for the supply of arms and armour to the Imperium's combat forces. They are also vast repositories of knowledge, with extensive libraries and archives which would contain much of interest to an Inquisitor. The Adeptus Mechanicus guards this knowledge jealously, though, and outside interference and visitors are not encouraged.



MEDIEVAL WORLDS

These have a technical base just prior to or just after black powder state. Establishment of wide surface cultural and political organisations, for example trade guilds, fiefdoms and such like. Some useful recruiting for Imperial Guard and Adeptus Astartes. As with feral worlds, these planets are vulnerable to attack as they have little central organisation and very crude battlegear.

CARDINAL WORLDS

Cardinal worlds are ruled over by the Ecclesiarchy and act as centres of spiritual and physical power of the Ministorum of Terra. The Ministorum has a great deal of temporal power and resources, and cardinal worlds tend to be well-defended, with a fairly high degree of technology and standard of living. Usually they are governed by a council of Cardinals (hence the name) or perhaps a lone Cardinal acts in the role of Imperial commander.

RESEARCH STATIONS

This category contains a wide variety of locations, including orbital stations, asteroidal emplacements and other major facilities on dead worlds, death worlds or on other planets. Research stations are responsible for a wide variety of research, from animal breeding and domestication to weapons testing and gene engineering. They are also listening and watch posts for planetary and system defence of important worlds.



GARDEN WORLDS

Garden worlds are paradises, with rolling plains, deep forests, impressive mountain ranges and sweeping coastlines. These are havens for Imperial nobles and those with the resources and power as retreats, where they can go hunting, fishing, camping and other such wilderness delights. As you can imagine, these worlds are hotbeds of intrigue and heresy as decadent nobles, rogue traders, Imperial commanders and their like mix together, plotting and scheming as their kind are wont to do...

MINING WORLDS

As agri-worlds are to foodstuffs, mining worlds are to minerals. These are ore-rich planets which export unprocessed minerals and metals for manufacture on forge worlds and hive worlds. They are usually very rough and ready places, full of hardened miners and their equally hardened families. Digging under mountains often turns up strange artefacts, ancient fossilised remains and other material that would grab an Inquisitor's interest.

DEATH WORLDS

These are planets which are too dangerous to support widespread human settlement. They vary a great deal in type. Typical worlds may be world-wide jungles which harbour man-eating plants and carnivorous animals, or barren rockscapes strewn with volcanoes and wracked by nuclear storms. These worlds are near-impossible to colonise but must be properly explored, which necessitates the provision of outposts and other facilities. Some harbour rich mineral, vegetable, animal or gaseous resources.



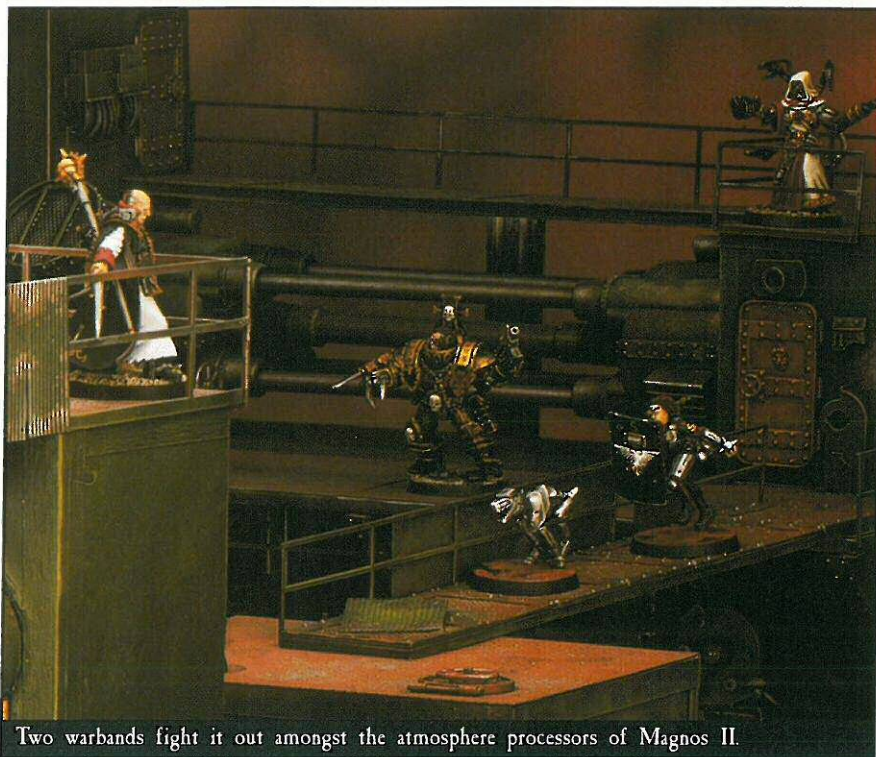
FERAL WORLDS

Feral worlds have a technological state which is considerably pre-black powder, even pre-Bronze or Stone age in the most backward cases. Sometimes they are a good source of Imperial Guard and Adeptus Astartes recruits. The Imperial commander is often distant, in orbit usually, with infrequent surface forays to establish purges of psychic talent and mutation. Warrior cults and widespread religious heresy in general are common amongst feral worlders, and Imperial commanders of such planets are frequently under suspicion of 'going native'.

HIVE WORLDS

The bulk of a hive world's surface is generally inhospitable, even deadly, to human life after centuries of pollution. Massive urban conglomerations called Hives, many miles in height, are the principle population centres. Factory, mining and atmosphere processing are the main industries. There is a high import/export ratio, particularly of foodstuffs and fresh water incoming, with machinery and war material outgoing.





Two warbands fight it out amongst the atmosphere processors of Magnos II.

POLITICAL ORGANISATION

How is your world ruled? Does it have a sole Imperial commander (this is usually the case) or some kind of committee? Does the title pass by hereditary right or is there some form of election system? What other

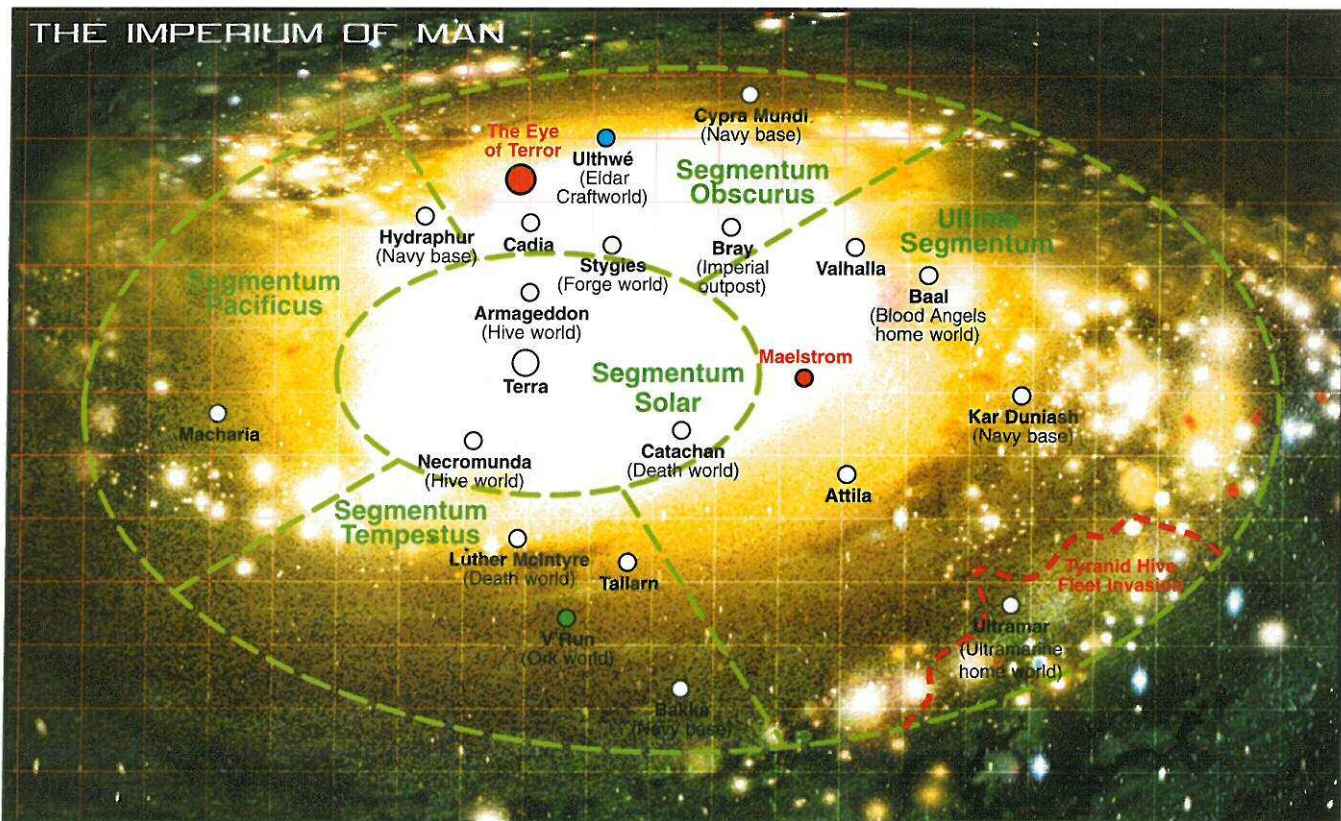
organisations have some power on the world? Examples include: trade guilds, workers unions, planetary aristocracy, slavers, manufacturing cartels, religious cults and of course Imperial organisations such as the Adeptus Mechanicus, Arbites, Sisterhood and the Adeptus Astartes.

There are not only legitimate power blocs to consider. Are there rebels on the world, who wish for a change in rulership? There may be pro- and anti-Imperial factions vying for dominance, terrorist groups who are pro-alien, or anti-mutant. There may be subversive religious sects. These underground factions can be used to aid or oppose the Inquisitors, depending on circumstances.

It is the interplay of these organisations – their politicking, backstabbing powerplay – that can generate many campaign and scenario plots as the Inquisitors try to unravel dastardly schemes and bring troublemakers to account.

What are the resources of these organisations? Do they have their own security forces, do they hire mercenaries (perhaps from off-world), is there a militia or standing army of some kind?

As I mentioned earlier, I wanted the Ecclesiarchy to play a strong part in the running of Karis Cephalon, as well as the standard planetary government. I opted to have the planetary commander as a democratically elected official, voted for by the ruling elite of the world. This electorate is formed from the farm and mine owners as those with economic influence gain political influence on Karis Cephalon. For some extra colour I also gave Karis Cephalon a slave underclass



RESEARCH

It's worth spending some time reading existing material, such as Warhammer 40,000, Codexes, White Dwarf and Black Library publications. For a start, there's probably plenty of things that will inspire you for ideas, while it will also highlight areas you might want to think about when creating your world. Plus, of course, it's fun reading all that background information...

of mutants. Mutant labour is an important commodity, and would be a defining part of life on Karis Cephalon. Obviously a large mutant population would be frowned upon by certain members of the Inquisition, while the elite are built upon the use of slaves and would be very keen to protect their interests against interference. The slaves themselves are another dimension. With any forced labour, insurrection is a very real threat, and I created a mutant underground movement which engages in terrorist activities to repeal the slave laws (without much success to date, I might add!).

ECONOMY

How does the world and the population sustain themselves? Is there a free economy or a socialist distribution of wealth and resources? How does money reflect political power? Is there a feudal system of taxation, or a more centralised economy? Does the world trade with other planets, or is it self-sustaining. The interaction with other worlds can be used to kick off a campaign and draw the Inquisition's attention. For example, what if a mining world suddenly stops fulfilling its contracts to an important military factory? The Inquisitors must find out what has stopped the mines producing, or perhaps someone on the inside is feeding information to human or alien pirates so that they can ambush the convoys en route.

This can also happen internally on a world. Picture a hive world where something has happened to the water processing plants. Water is in short supply, the populace is on the verge of dehydration and rebellion, those with the correct contacts start running black market supplies, and all the while no one knows why the water has stopped flowing.

As I mentioned, Karis Cephalon has a mix of agricultural and industrial

economy, and is generally self-sustaining. Individual wealth is based upon slave labour for the majority, and I figured that most of the people on Karis Cephalon were either members of or worked for one of a few merchant families that hold most of the planet's wealth. Only those of the Ecclesiarchy clergy would be outside this framework, although the Ministorum would also have its own mines and farms for generating wealth.

HISTORY

Nothing adds depth and gravitas to a setting like a bit of history. If you can make the players feel like this world has had an existence of its own before they arrived, that it's not just been constructed for them, then it becomes more real as an environment.

The detail of your history can vary. You can keep events that happened a long time ago reasonably vague, even mythical in some cases. Establishing a history isn't as difficult as it sounds, all you really need are a few key events that help to define the way the world is nowadays, or that introduce elements that may be picked up on in storylines during the campaign.

A good start is a timeline – a record of events that have occurred prior to the characters arriving. This is for your own reference more than the players, and is something which you can expand upon at a later time. The first thing to establish is how long the world has been settled. Does it pre-date the Imperium, was it settled during the Great Crusade, or has it been discovered (or rediscovered) in the last 10,000 years? This has an effect on the sort of world it will be, what customs and traditions may exist, and the kind of relationship it has with the rest of the Imperium. Generally, the older a world, the more set in its ways it will be. It may have religions that precede the Emperor and have been modified by the Ecclesiarchy, brutally stamped out, or perhaps still exist in heretical cults that are hunted down by the authorities. Over a long history, a world is likely to have been through all sorts of events, such as rebellions, alien invasion, Chaos incursions, schisms of faith, etc. Have a look at the background in Warhammer 40,000 publications and decide what was happening on your world during important ages such as the Horus Heresy, the Age of Apostasy, Macharius' Crusades and similarly important times of upheaval and





A warrior band purges a remote oil processing plant of vile heretics.

change. Was the world affected at all, involved heavily in these events or isolated from the turmoil engulfing the rest of the galaxy?

As well as the world's involvement in wider events, it's a good idea to come up with one or two pivotal moments in its own history. These should be something that have changed the course of the world's development, politics or economy in some way, such as a civil war, a natural catastrophe, or perhaps outside intervention such as an

invasion. A dramatic event like that can be used to explain why things are the way they are in the 'present' day.

For Karis Cephalon, its location would suggest that it was probably around at the time of the Horus Heresy, and definitely would have been involved in the centuries-long religious schism known as the Age of Apostasy. For some local flavour, I concocted a revolution a few thousand years ago, during which an old monarchy was overthrown by popular revolt,

establishing the new 'aristocracy' of plantation owners, mining families and slave traders. Perhaps there are still royalist factions on Karis Cephalon (though after several thousand years it's unlikely). It also serves to give Karis Cephalon a bit of a reputation for uprisings, and adds tension (and inspiration) to the current situation involving the mutant slave populace.

PLOT HOOKS

As well as older history, if you can come up with a few recent events, that have occurred just before the players arrive, or just after they've got there, this will add a sense of urgency and a feeling of the passage of time. Some of these should be connected to the campaign you have planned – cult activity, suspicious goings on, portents of doom – as well as unrelated occurrences which will serve to both mislead the Inquisitors and also reinforce the idea that the world doesn't solely revolve around the actions of the players.

Current affairs are a great source of plot hooks – ideas for adventures or campaigns that the players might follow up. You don't have to have plot hooks worked out in much detail, just enough that you have an idea where they will lead, and enough to excite the interest of the players without giving too much away.

Plot hooks can be characters as well as events, such as the arrival of a certain



Inquisitor or other important dignitary. Your plot hooks can be tied in with ancient history as well, with all manner of prophecies, mystic cycles and recurring events to foreshadow troubles yet to happen.

For Karis Cephalon, I set up a plague sweeping the mutant populace, leading to an upsurge in pro-mutant violence and activity. I also decided that the portents of the warp have led many to believe that Karis Cephalon is located at the centre of an astrological convergence. This will last for several years and narrow the gap between real space and warp space, allowing daemons and other entities to break through more easily. Such an event occurs very rarely and not only has it started to attract attention within the Inquisition, Adeptus Astra Telepathica and Scholastica Psykana, but also undoubtedly alien races will be drawn towards the world. If that wasn't enough, rumours are circulating that in the labyrinth of catacombs beneath the capital is an ancient weapon from the Dark Age of Technology, known only as the Angel. All three of these plot hooks can be expanded upon depending what grabs the players' attention, and maybe they are all linked in some way...

TELLING THE PLAYERS

Now that you've thought about all this, you need to find a mechanism to inform the players of some basic details. Depending on the character they are playing, this could take the form of an official briefing, gathered rumours, research in ancient tomes and the like. Present them with a document which contains information pertinent to their character, and unveil more as the campaign progresses. In fact, the quest for information may actually form a scenario to play – how about a heist on a library or archive to dig out some secrets, or perhaps the kidnapping of a local historian or archaeologist who has been digging around in places he really shouldn't be!

Opposite is an Inquisitorial report on Karis Cephalon which I would hand out to players before the campaign starts.

Well, that's just a few pointers to going about creating a world for your Inquisitor setting. In future issues I'll be looking at developing actual locations within your setting, and also scripting a campaign for your players.

```
REF: Inq/01159704311/BR
AUTHOR: Inquisitor Raxus
SUBJECT: Karis Cephalon; an overview
THOUGHT FOR THE DAY: "Knowledge is power, guard it well."
```

```
>>ATTACHED SYSTEM DATA DOWNLOAD<<
>>TRANSMITTING<<
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```
Name: Cephalon
Sector: Coptis
Location: Segmentum Tempestus
Attitude: VH40/HS110
Distance from Terra: 5,300 light years
Primary type: 3M
Orbital bodies: 5; d-class; d-class; Cv-class; M-class; D-class
```

```
>>ATTACHED PLANETARY DATA DOWNLOAD<<
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```
Planet: Karis Cephalon
Mean Orbital Distance: 145,900,000 km
Mass: 1.02
Orbit: 1.24
Rotation: 1.45
Equa. Diam.: 10,900 km
Gravity: 1.12
Satellites: None
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Founding: Karis Cephalon was originally settled during the Golden Age, and was rediscovered during the Great Crusade circa 350.M30.

Notable Historic Events: Until the late 33rd Millennium, Karis Cephalon was ruled by a Monarchy. A popular revolt, led by trade and farming leaders and aided by much of the planetary army, overthrew the ruling elite and established a semi-democratic process. The new regime was officially recognised by the Adeptus Terra in 881.M33.

Notable Features: Karis Cephalon possesses a large mutant population which forms a slave labour force for the planetary economy. Local laws segregate such slaves, and they have no legal rights. There have been several abortive slave revolts in the planet's history but none have seriously threatened the power of the ruling classes.

Karis Cephalon is the centre of the Lucid tendency, a highly puritan faction within the Ecclesiarchy. The Cardinal of Karis Cephalon has great influence at the Synod Ministra on Ophelia, and also much local authority on Karis Cephalon itself.

Past Inquisitorial Involvement: See separate sub-files on [a76h] Slave-trading; [um872] licensed mutants; [y76bg] Ministorum power blocs

Recent Investigations: None within last thirty years.

Unsubstantiated Data: The Capital of Karis Cephalon is built around the Amethyst Palace, which itself is centred on a pre-Imperial construct known locally as the Needle of Sennamis, possibly of non-human origin. Some Inquisitors have speculated that the Needle acts as a psychic conductor, and that it has a warp resonance. However, this has never been detected or measured by conventional means.

The Amethyst Palace has extensive catacombs which are believed to house numerous Dark Age technologies, including a weapon known as the Angel [ref: Codices of Alurha.

vol. 5. 'The Angel of Destruction was brought forth and the light of death razed the sinful city to ruins.']

The family of the current Imperial commander has been investigated several times over the last three centuries for connections with diabolic cults, irregular practices and possession of unholy artefacts and materials. No conclusive proof was discovered in all cases.

Games Workshop veterans may recognise some of the badges and buckles shown here from our stores. We thought it was high time to formally introduce Bulldog Buckles, the company behind these cool accessories.

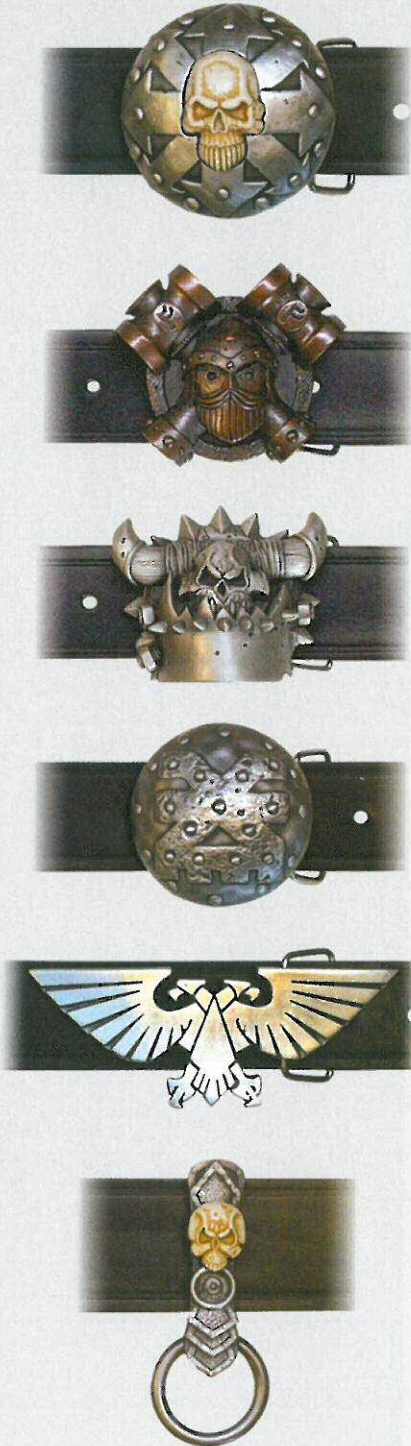


BATTLEGEAR[®]

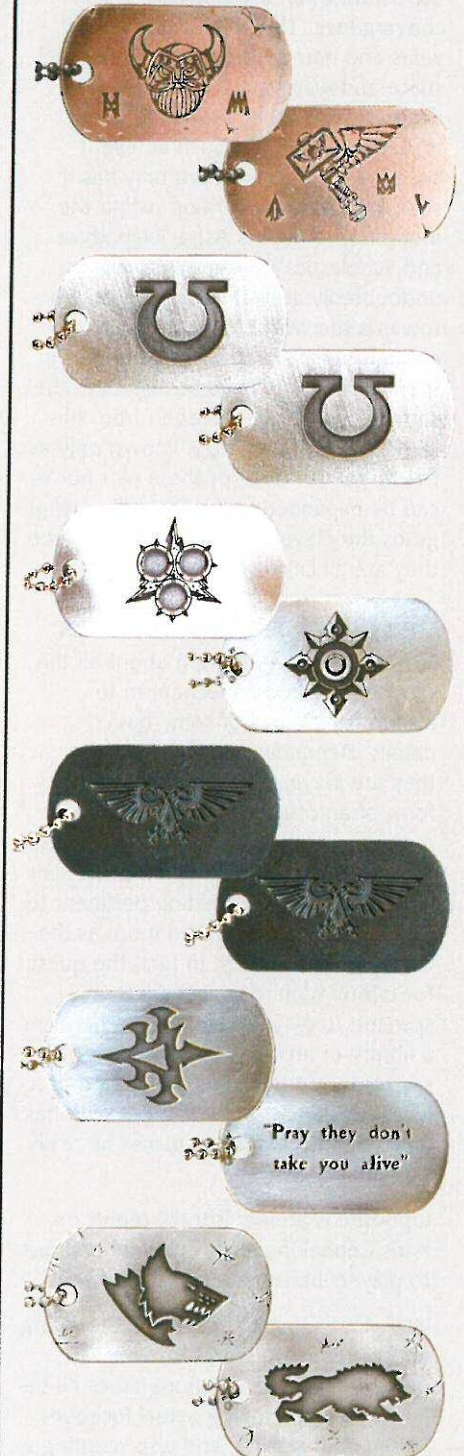
KEYRINGS



BUCKLES



DOGTAGS



Bulldog Buckles, founded in February 1989, produce all manner of ephemera – belt buckles, keyrings, pendants, dogtags, mega badges, mini badges, earrings and zip pullers. These much sought after artifacts initially went under the title of METAL 'ARDWEAR and along with a massive increase in the number and type of products they

now make, they've changed the name to BATTLEGEAR.

Bulldog Buckles also supply special trophies for the Rogue Trader competitions in America, and make a range of products for Forge World, including the forthcoming Inquisitor scenery. They regularly have a stand at Games Day so make sure you drop in to

see their wares first-hand. As new products become available, we'll feature them in the new releases section of White Dwarf, so keep your eyes peeled!

You can check out all that Bulldog Buckles make by taking a peek at their website:

www.battlegear.co.uk

EARRINGS



ZIP PULLERS



PENDANTS



MEGA BADGES



GOLDEN DEMON 2001

ENTRANTS' SURVIVAL GUIDE

Each year around two thousand entries are brought to the Golden Demon painting championships, with each of the entrants hoping to win one of the Golden Demon trophies or even the coveted Slayer Sword itself. This survival guide should help this year's hopefuls to enter the Golden Demon tournament as easily as possible.

WHEN AND WHERE TO QUEUE

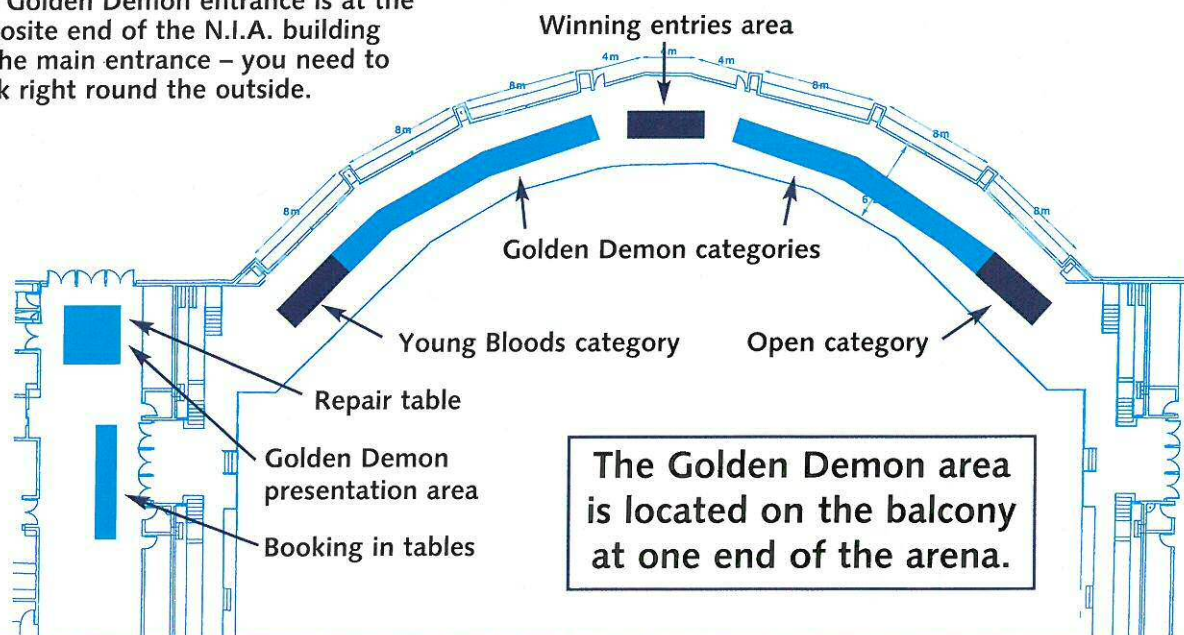
The Golden Demon tournament opens for entry logging at 9am, one hour before the main event opens its doors. To log in your entry you can either queue by the Golden Demon entrance (see the plan below), or enter through the main Games Day doors. There will be signs around the arena directing you to the Golden Demon entrance but if

you get hopelessly lost, simply ask one of the dozens of Games Workshop staff who are bound to be milling around. It goes without saying that the earlier your miniature is on display the better, as this gives it more chance to catch the judges' eyes. The last entry must be booked in by 12pm to allow the judges to complete their first round of judging by 12.30pm.

HOW DO I BOOK IN MY ENTRY?

So you're queuing up and the row of booking-in tables are rapidly getting nearer – what do you need to have prepared? The answer is a completed entry form (see the example opposite). It is important to have a separate entry form for each entry you have. Please complete the whole form using clear block capitals. Entry forms can be

The Golden Demon entrance is at the opposite end of the N.I.A. building to the main entrance – you need to walk right round the outside.



THE TIMETABLE:

- 9.00 am - Golden Demon competition opens for entry booking in.
- 10.00 am - The Games Day event opens.
- 12.00 pm - Last entries must be submitted before 12pm.
- 12.30 pm - 1st round judging will be complete.
- 1.00 pm - All miniatures that are not in the winning entries area may be collected.
- 2.30 pm - Final judging complete – all winning miniatures may now be collected.
- 2.45 pm - All category winners are asked over the arena tannoy to gather in the Golden Demon presentation area.
- 3.00 pm - Category winners are presented with their statues and Studio invitations.
- 3.45 pm - Winners assemble by the main stage for Slayer Sword presentation.



GAMESDAY & GOLDEN DEMON 2001

Entry Number 0744

OFFICIAL ENTRY FORM
IMPORTANT! Please fill in a separate entry form for each entry!

Name Andy Bard
Address 34 High Street,
Blidworth-on-sea, Bindsleshire
Postcode BD19 4CL
Telephone Number 0257 75356

Category Name & Number Warhammer 40,000 Single Miniature (1)
Description of entry Khorne Bloodletter Champion

FOR OFFICIAL USE ONLY
Category Number
1 2 3 4 5 6 7 8 9 10 YB OC

GOLDEN DEMON

Competitor's Receipt

0744

IMPORTANT: Retain this half of your receipt. You must present it when you collect your model, so do not lose it!

Category Number 2001

1 2 3 4 5 6 7 8 9 10 YB OC

GOLDEN DEMON

Entry Number

0744

Please give your entry and this half of your receipt to the Entry Marshal.

Category Number 2001

1 2 3 4 5 6 7 8 9 10 YB OC

GOLDEN DEMON

Number

0744

Please give your entry and this half of your receipt to the Entry Marshal.

Category Number
1 2 3 4 5 6 7 8 9 10 YB OC

photocopied from the Golden Demon article in White Dwarf 257. Printed versions will also be handed out on the morning of the event. It goes without saying that you should have filled in as much information as you can *before* you reach the booking-in tables.

Once you reach the booking-in table, hand over your entry form and you will receive a competitor's receipt/entry number card. A number will be printed on both parts of this card (see the example above). This number will be recorded on your entry form and the category number will be circled on all three items. Your entry card will then be carefully filed and you will be given a Golden Demon competitor's sticker.

Now your entry has been allocated a number, all that is left is to place your miniature on the appropriate category table. From the booking-in table, move through onto the balcony where you will find the individual categories designated by large, hard to miss posters!

CATEGORY TABLES

The first category you will reach is the Young Bloods category, which is always the most popular. The Open category has the largest number of individual entries and is situated at the far end. In between these two categories are the ten Golden Demon categories and the winning entries area.

When you reach the appropriate table,

hand over your miniature and the entry number part of the card to a staff member who will display the entry on the card behind a glass screen. Make sure you keep the competitor's receipt part of the card safe as you will need this to collect your entry later (no receipt – no miniature!).

RUNNING REPAIRS

If entries become damaged, repairs can be made at the repair table which will be situated next to the booking-in area. Carrying cases or packing you may have for transporting your entries cannot be left in the Golden Demon area and must be taken away by entrants (bringing a rucksack is a good idea).

MAKING THE GRADE

The judges mark all entries that have made the first round cut by placing a small, round, green sticker on the relevant entry number card. These successful entries are then moved to the winning entries area and displayed in the appropriate category. It is from these groups of entries that the first, second and third place winners for each category are chosen.

COLLECTING YOUR ENTRIES

After 1pm all entries not in the winning area can be collected. Simply locate your miniature and present your competitor's receipt to a staff member

who will check that the number on your receipt is the same as the number on the entry number card, and will hand you your entry.

AND THE WINNER IS:

By 2.45pm the names of the Golden Demon winners will be called out over the arena tannoy system and they will be asked to gather in the presentation area close to the booking-in area. At 3pm the judges will present the trophies to the winners of the ten Golden Demon categories, the Young Bloods and the Open competition.

All the winners are invited to Nottingham where White Dwarf editor Paul Sawyer will give a tour around Games Workshop HQ, and the winning miniatures will be photographed for inclusion in a future issue of White Dwarf.

THERE CAN BE ONLY ONE

At 4pm the 1st place winners from each category will be introduced on the Games Day stage, and one of these twelve skilled painters will become the Slayer Sword winner. After a brief introduction, a GW Studio personality will open the all-important envelope and announce the winner of this year's tournament, who will then strike the traditional pose by lifting the Slayer Sword in triumph.

Good luck!

Warhammer Chronicles takes a look at the Warhammer game, its rules, background and game mechanics, frequently stolen from in-progress developments here at the Studio. It also acts as a forum for dedicated Warhammer players who have produced inspired, well thought out and exciting additions to the game.

If you have a good item for Warhammer Chronicles then write to:

*Gav Thorpe
(Warhammer Chronicles),
Games Workshop
Willow Road, Lenton,
Nottingham, NG7 2WS.*

Please note that any letters containing rules queries, requests for a Mercedes Benz or cooking recipes etc. will be terminated with extreme prejudice. You have been warned.

Warhammer Chronicles

By Gav Thorpe

Greetings one and all. Here in the Tower of Wisdom I have been collating, compiling and collecting missives from across the globe pertaining to queries, questions and quizzes of the Warhammer rules. That's right, it's our first (though I suspect not our last) Q&A for 6th edition!

The following questions and answers are official amendments to the Warhammer rules. They replace any you may have seen before and you should check them again as a couple of answers may have been changed (to protect the innocent!).

MOVEMENT

Q. If a character joins a war machine and has a missile weapon, could he stand & shoot with that weapon?

A. Unless specifically acting as crew (ie, an Engineer who used his ability the previous turn), a character who joins a unit is not considered crew and so may stand and shoot.

Q. Who strikes first when two units are charging? For example, when you pursue into fresh combat and then in the enemy's turn the pursuing unit is charged.

A. They strike in charging order (see WD257 Arcane Lore for a fuller explanation).

SHOOTING

Q. A Throwing axe has two different ranges listed. I assume that 6" is correct (from pages 93 & 94) rather than 4" (from page 58).

A. Yes, 6" is correct.

MONSTERS

Q. When a template weapon hits the rider of a large monster (or chariot) dead on, does the 'big hit' for being directly under the hole of the template affect them both, or just the character?

A. It only affects the character.

MAGIC

Q. Comet of Casandora is a Remains in Play spell, but doesn't have the standard 'stays in play until Wizards wants to cancel it, or he dies' bit. Is it so powerful that it must be actively dispelled to stop it, and survives even if the caster dies?

A. Once the comet is on its way, that's your lot – you can jump up and down on the Wizard all you like, it ain't gonna stop fifty tons of star iron slapping into the battlefield.

Q. For the Bane of Forged Steel it says that that unit would now be considered to be using hand weapons. Does this improve the save of the unit if they have shields and what is the effect if any on a unit already with hand weapons?

A. They have a hand weapon so all of the rules that apply to hand weapons count. It has no effect on units with hand weapons only.

WHEN IS CAVALRY NOT CAVALRY?

The rule that models on a 25mm by 50mm base are classed as cavalry has thrown up some interesting points with regard to beasts such as Chaos Hounds and Dire Wolves, and creatures like Bull Centaurs. To clarify this:

- All models on a 25mm x 50mm base have a Unit Strength of 2.
- Models on a 25mm x 50mm base which consist of a rider on a single wound steed are classed as cavalry and follow all of the rules as such.
- Models on a 25mm x 50mm base which do not consist of a separate rider and steed are classed as cavalry with the following exceptions:

They do not gain +1 armour save.

They use the weapon rules as if they were foot models (so may use two hand weapons, and gain +1 save for hand weapon and shield, for example).

Q. It says you cannot shoot or fight, and cannot do any other movement in the movement phase on the turn you rally, but via magic you could relocate the unit into contact with the enemy. If so, would they actually fight in the Close Combat phase?

A. They would fight as any other unit.

Q. In the battle report (WD253), the stated tactic of the Orcs was to use Mork Save Us to generate re-rolls that would then allow them to re-roll bad casting dice to prevent a Miscast, and once even helped generate an Irresistible Force. However, in the magic section of the Warhammer book, it states that re-rolls cannot be used to prevent Miscasts or to generate Irresistible Force.

A. Unless specifically stated in the item/spell description, a re-roll will not ignore a Miscast nor cause Irresistible Force. Space got it wrong, basically. Bad Space! Bad me, for not noticing!

Q. With regards to the Rain Lord spell, am I correct in thinking that you always need to roll 4+ every turn to shoot and cannot remove the effect of the spell in the normal way?

A. That's exactly how it works. Once you're wet, you stay wet.

MAGIC ITEMS

Q. The rules for magic items state that a character with a magic item cannot use other close combat weapons (page 152). What is the effect of the Law of Gold, once a magic weapon cannot be used? Can the character attack at all, and if so how?

A. Characters generally come with a hand weapon, so they'll have to use that instead.

Q. Can a unit of Knights led by a Templar Grand Master (making the unit Immune to Psychology) carry and get the benefit of having the Banner of Sigismund (making them stubborn)?

A. There is no magic vs mundane trump anymore. In the example you give, the banner would have no effect – Immune to Psychology is Immune to Psychology. If it were otherwise, you'd get situations where a player could say "My Dread Banner is a magical fear and so therefore overrules your mundane immunity" which of course is not the case.



Even though the Goblins have failed their Fear test, they do not flee because their Unit Strength is equal to that of the Zombies unit.

Q. Can you use a Dispel Scroll to dispel a spell that was cast in a previous turn and has remained in play?

A. No. It says in the description of the item that it needs to be used 'as soon as a spell has been cast'. Obviously, if the spell was cast in the previous turn this won't be the case.

CLOSE COMBAT

Q. If the Initiative value is equal between two models and the roll off is also a tie, do you actually strike simultaneously or roll again until you don't?

A. Roll off until you have a winner.

PSYCHOLOGY

Q. On the Fear test (page 81) – what if your Unit Strength is equal to the enemy when you fail the test? Flee or 6s to hit?

A. You should change 'Higher' to 'equal to or Higher' in the section on being charged by a *fear*-causing enemy.

Q. If a unit has only one model left in the turn it is destroyed in combat, does a unit nearby have to make a Panic test (ie, does the last model in the unit count as a single model, or still as a unit)?

A. This is determined at the time it was destroyed (ie, one survivor won't make you test, two survivors will).

Q. Panic from flank and rear charges – it says that you use the Unit Strength (5 or more) to require the check, but then says at the end that no test is required if the charging unit is less than 5 models.

A. Just delete the last sentence. A Unit Strength of 5 is the only requirement.

CHARACTERS

Q. If two characters are with a unit that captures an enemy standard, what happens to the captured banner if they are the only survivors?

A. They still have it (and are still a 2 model unit). If they decide to split up then you can choose which of them retains the captured standard.

SPECIAL RULES

Q. Page 113, Regeneration: Can a model slain by another model with Killing Blow, that rolls a 6 on the to-wound roll, Regenerate?

A. You cannot regenerate a killing blow. Note that for combat resolution purposes, use the remaining wounds of a model slain by killing blow.

Q. If a model with 3 Wounds is wounded 16 times and may Regenerate (by a volley gun, for example) does it roll 3 times (each wound missing from its profile) or 16 times (each wound inflicted)?

A. You would roll 16 times – as the rule says, 'roll a D6 for each wound suffered during that phase'. In the case of units such as Trolls, make all of your Regeneration rolls and then remove whole models as casualties (see 'multiple wound casualties' on page 65 of Warhammer).

FAST CAVALRY

Q. Do fast cavalry automatically rally from a charge reaction flee? On page 269 in the rules summary on special rules it says they can.

A. As is normally the case, the main rules are correct. Summaries have a habit of doing this sort of thing.



The Elector Count's only hope of surviving this encounter is that when the dust settles his unfortunate mount will have taken the brunt of the attack.

ERRATA FROM RAVENING HORDES

P.10: Lords entry, special rules: Update Chaos Dragon rules from 'A Chaos Dragon causes *terror*, is a large target...' to: 'A Chaos Dragon can fly, causes *terror*, is a large target...'

P.13: Chaos Trolls entry, special rules: Change text from 'Regenerate, cause *fear*.' to 'Regenerate, cause *fear*, *stupid*.'

P.15: Warpfire thrower entry, special rules: Update rules from 'Place the 2.5" template over the Warpfire Team...' to 'Place the 3" template over the Warpfire Team...'

P.22: Champions, Musicians and Standard Bearers paragraph: Update the paragraph start from 'Any Core unit in the army, except Skink Skirmishers, may upgrade a model...' to 'A Temple Guard unit or any Core unit in the army, except Swarms and Skink Skirmishers, may upgrade a model...'

P.24: Champions, Musicians and Standard Bearers paragraph: Change the paragraph start from 'Any unit of foot troops in the army may upgrade...' to 'Any unit of foot troops in the army (except skirmishers) may upgrade...'

P.25: Great Eagles entry is in the correct place, but the Unit Size rule needs to be changed from '1. You may take up to 2 Great Eagles as a single Special choice.' to '1. You may take up to 2 Great Eagles as a single Rare choice.'

P.26: Champions, Musicians and Standard Bearers paragraph: Change the paragraph start from 'Any unit of

foot troops in the army may upgrade...' to 'Any unit of foot troops in the army (except skirmishers) may upgrade...'

P.28: Champions, Musicians and Standard Bearers paragraph: Change the paragraph start from 'Any unit of foot troops except Dryads and Treemen may upgrade...' to 'Any unit of Glade Guard or Archers may upgrade...'

Also, the start of the second sentence of the paragraph should be changed from 'Any unit of cavalry may upgrade...' to 'Any unit of Glade Riders may upgrade...'

P.30: Champions, Musicians and Standard Bearers paragraph: Change the paragraph start from 'Any unit of foot troops in the army may upgrade...'

DAEMON SPELLCASTERS

The fact that units of Daemons can cast spells has given rise to a few anomalies, which are addressed here.

For the purposes of line of sight, measuring ranges, etc, nominate one of the Daemons to be a focal point, in effect this Daemon is casting the spell with the power generated by the unit. On spells which affect only the Wizard (such as *Flaming Sword of Rhuin*) this only has an effect on the nominated Daemon, not the whole unit! A Daemon cannot use magic to leave its unit (casting *Steed of Shadow*, for example).

Daemons use this slightly modified Miscast table:

to 'Any unit of foot troops in the army (except skirmishers) may upgrade...'

P.32: Blunderbuss rules. The last two sentences should be changed from 'Hits are resolved at S3 if firing in 1 rank, S4 if firing in 2 ranks and S5 if in 3 or more ranks. Ranks must be complete to count.' to 'Hits are resolved as S3 plus 1 per extra rank up to S5. Ranks count if at least 4 wide. A single character in the front rank will not affect the unit's fire.'

P.33: Hobgoblin Bolt Thrower entry. Change the Unit Size rule from '1 War machine with 3 crew' to '1 war machine with 2 Hobgoblin crew'.

Q&A RAVENING HORDES

Q. We noticed that in a battle of less than 2,000 points, a Demon host army cannot have a General. Can you play without a General?

A. The sentence 'He may not be the army general' refers specifically to an Exalted Daemon upgraded to a Battle Standard Bearer.

Q. If you give a Daemon Prince the Mark of Khorne, how does the Chaos armour affect his save?

A. It doesn't have any effect - he either can have the 4+ armour save for being a Daemon, or the 4+ Chaos armour save.

Q. If you are shooting into a unit of Pink and Blue Horrors do you randomize the shots?

A. Yep, you should randomize the hits.

- | | |
|-----|--|
| 2 | As Miscast table, effects nominated Daemon. |
| 3 | The nominated Daemon takes a S10 hit immediately. The unit cannot cast spells until you roll a 6 on a D6, as described in result 3 of the Miscast table. |
| 4 | As Miscast table. |
| 5 | As Miscast table, effects the entire unit. |
| 6-7 | As Miscast table, effects the entire unit. |
| 8-9 | As Miscast table. |
| 10 | As Miscast table, effects nominated Daemon. |
| 11 | As Miscast table, effects entire unit. |
| 12 | As Miscast table, effects entire unit. |

WHITE DWARF LISTS/ADDITIONS

Q. Do the new Dwarf rules apply to the Dogs of War Dwarfs as well?

A. All the Dwarf special rules (Ancestral Grudge, Relentless and Resolute) apply to Dwarf Dogs of War.

Q. Does Asarnil's Dragon have an armour save?

A. Yes, 3+ Scaly Skin save like most Dragons.

Q. How are VPs awarded for Asarnil and his Dragon?

A. Asarnil is worth 130 VPs, his Dragon is worth 330 VPs.

Q. Are all models with names counted as characters (for example, Asarnil's Dragon, the Giants of Albion) for challenges, etc?

A. No, only the leader counts (Asarnil and Hengist in the cases you mention).

ORC AND GOBLIN ARMIES BOOK

Q. Hand of Gork: it says it can move any Orc or Goblin unit of any type. Does this mean literally any unit in the army (Trolls, Giants, etc), or does it mean just Orc/Goblin units (units of that race, including Snotlings)?

A. The spell affects any Greenskin units – Orcs of all types, Gobbos of all types, Snotlings (this does include chariots and pump wagons), but not Trolls, Giants or non-Orc and Gobbo Dogs of War. The same is true of the Waaagh! spell.

Q. If a Night Goblin Fanatic hits a ridden monster, who are the hits worked out against, the rider or the monster?

A. Fanatic hits should be randomised in the same way as shooting.

EMPIRE ARMIES BOOK

Q. In the Empire Army book the Master Engineer is listed as having BS 3 and 4 in different places.

A. He has a BS of 4.

DWARF ARMIES BOOK

Q. It has been brought to our attention that Dwarf handguns are not listed as 'move or fire'. Is this correct?

A. It is correct, Dwarf handguns may move and fire.

Q. The rules for Dwarf Organ Guns under 'Loss of Crew' seem to suggest that it takes a turn to reload, but there is no other mention of this. Does it need to reload?

A. Whoops, the perils of cut and paste. The Organ Gun does not need to reload, and therefore if reduced to a single crewman will miss every other turn, not two turns.

A Dark Elf Watchtower Patrol Army List

By Gav Thorpe

Along the southern reaches of the Realm of Chaos stretches a line of watchtowers to guard the northern borders of Naggaroth against marauding beasts of Chaos and armies of the dark gods. From these towers issue forth columns of fast, mounted troops who can patrol the vast tracts of empty wilderness. If they encounter foes they can deal with, they will engage them in battle and destroy them. Should the enemy be a superior force, such patrols are adept at waylaying and stalling their advance whilst the Dark Riders return to report the invasion and gather a suitable host

to repel it. The watchtowers' pinnacles will blaze with magical fire which roar high into the sky and can be seen for many miles, the beacon flames springing from one to the next along the chain of towers.

The sentinels of the watchtowers are far from the cities of the Dark Elves, in the most cold and forbidding region of Naggaroth. They are also distanced from the intrigues at the court of the Witch King, and it is considered a sign of

Malekith's displeasure should a noble be assigned to the northern reaches. Most nobles avoid such a fate, knowing that it is a bitter, isolated duty and will effectively kill any social and political power they possess.

CHARACTERS

All characters must be mounted, therefore no Assassins are allowed. One Lord choice fewer than normal allowed. No High Sorceresses.

CORE UNITS

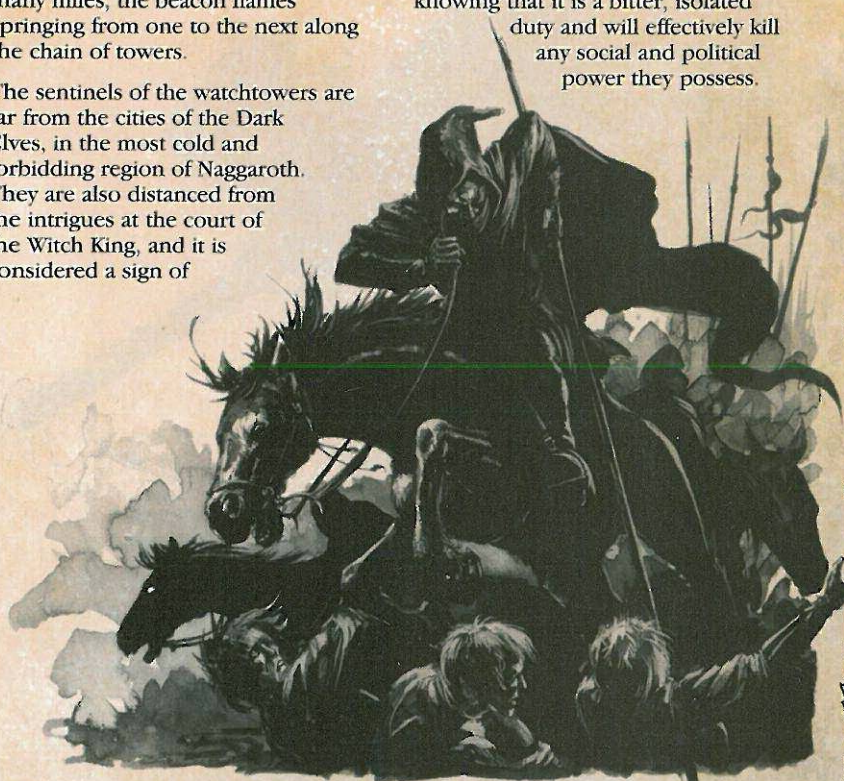
Dark Riders, Cold One Knights

SPECIAL UNITS

Cold One Chariots, Harpies

RARE UNITS

Shades



Here we look at the records surrounding the exploits of the infamous Rogue Trader Duke von Castellan and his recruitment by Inquisitor Covenant.

Written by Graham McNeill.

DUKE VON CASTELLAN

THE LIFE AND TIMES OF A ROGUE TRADER

From an early age, it was clear that the young scion of the von Castellan mercantile family on Xarsis Plethis was going to be a troublesome son. Dubbed precocious by some of his tutors, and a spoilt brat by others, the young Cleander von Castellan was an intelligent but wayward child. Wilful and impulsive, the heir to the von Castellan trade licence was reckless and had an unhealthy fondness for wagers on games of chance. As he grew to manhood, his father would often have

to settle his son's gambling debts and he was a constant source of embarrassment to his family's good name.

In desperation, his father enrolled his wayward son in the Imperial Naval Academy at Bakka, where he learned to pilot a starship and fought in several battles. But the regimented lifestyle of the Imperial Navy was not for Cleander and, after only two years, he was dishonourably discharged, following an incident involving an admiral's daughter and a crashed fighter. Cleander von Castellan returned to Xarsis Plethis, and once again took up his old ways, gambling and cavorting with his disreputable drinking companions.

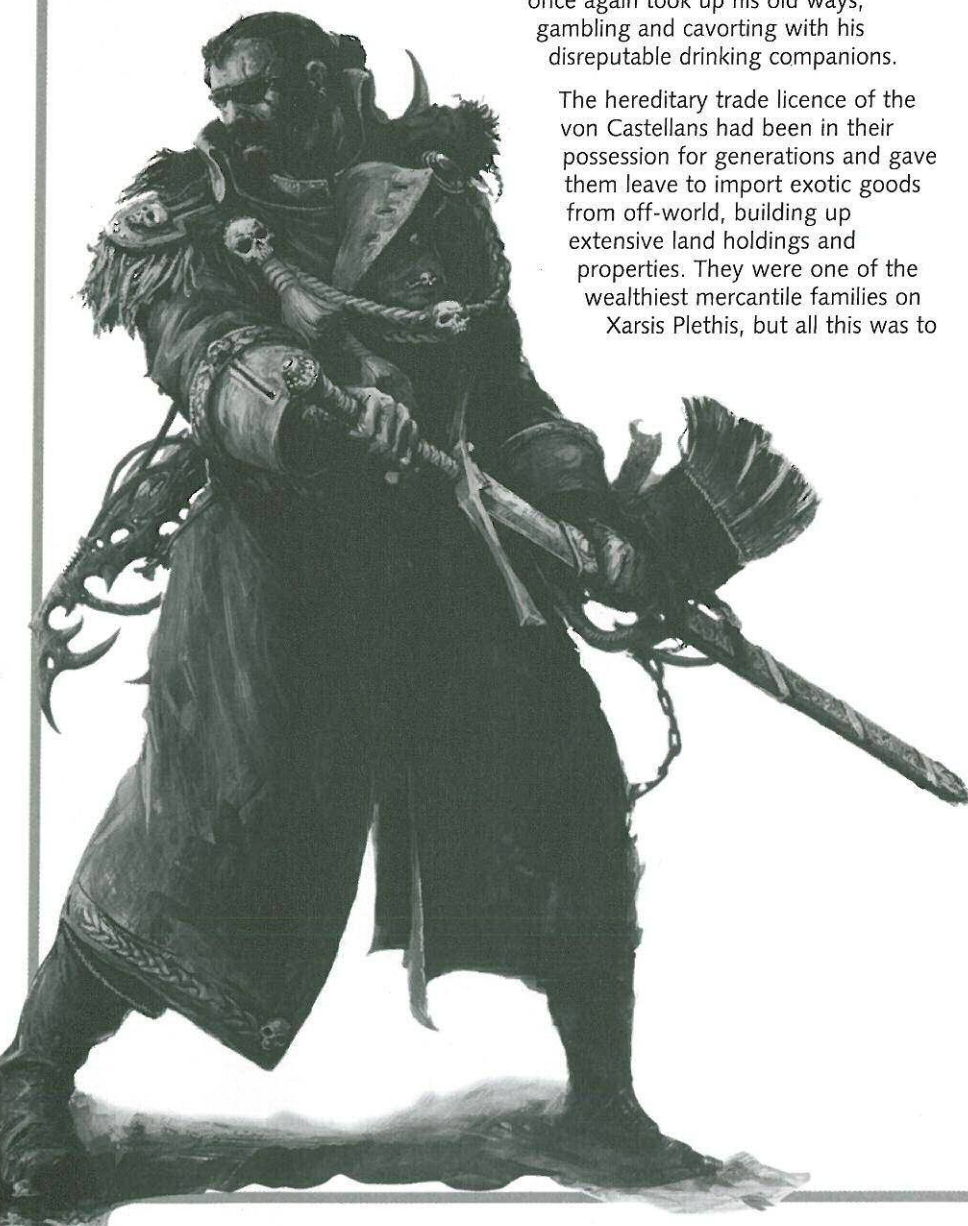
The hereditary trade licence of the von Castellans had been in their possession for generations and gave them leave to import exotic goods from off-world, building up extensive land holdings and properties. They were one of the wealthiest mercantile families on Xarsis Plethis, but all this was to

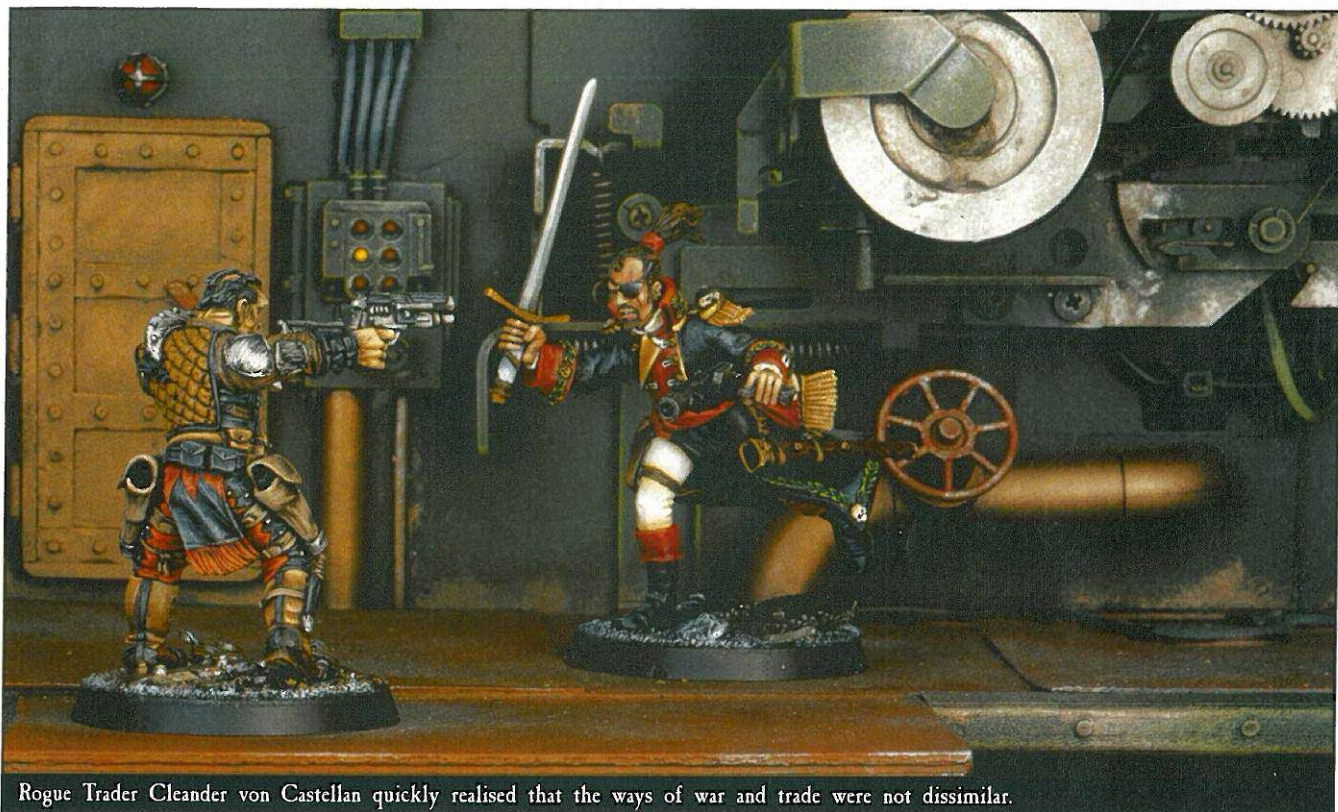
change when Cleander's father and older brother were killed in a bizarre hunting accident. While shooting in the mountains, their cyber-mastiffs mysteriously malfunctioned and tore the von Castellan patriarch and his heir to shreds. Thus Cleander became Duke of the von Castellan commercial empire and immediately set about squandering the family fortune in ill-advised business ventures and the capital city's gambling dens. Within the space of a year, Cleander was forced to sell more and more of his family's estates and properties to settle his debts. Yet the young von Castellan continued in his ruinous ways.

His debts grew to astronomical proportions and, even worse, were owed to corrupt members of the local planetary law enforcement agencies. Soon his notes of credit were worthless and he at last realised the scale of his problems. The sale of virtually everything he owned in the world was just enough to pay what he owed and, with heavy heart, he made his way to settle the debt.

The course of Cleander von Castellan's life would have taken a very different turn had his route not taken him past the capital's shipyards. With a credit slate and the von Castellan trade licence in his pocket, he realised he had found a way to rebuild the family fortune and continue living in the manner to which he had become accustomed. Within the space of an hour, he had purchased a starship and begun his life as a Rogue Trader. If he gave any thought to the angry debtors he left behind, he did not show it.

Cleander von Castellan swiftly learned the ways of the Rogue Trader, becoming a shrewd merchant and skilled warrior. He was quick to realise that the ways of trade and war were not dissimilar and, as he travelled further, his talents in both grew. He was not above exploiting or double-crossing a business contact if the opportunity arose and as his wealth increased so too did his infamy. On Gororan III, a man matching von Castellan's description





Rogue Trader Cleander von Castellan quickly realised that the ways of war and trade were not dissimilar.

was said to have robbed the Gororan Trading Guild of nearly every credit slate it was charged with keeping. The Guilders of Drachus, a hive world in the Segmentum Tempestus, soon had cause to curse the name of von Castellan when it was discovered he was selling them foodstuffs they had previously shipped in, and that had since been stolen. As von Castellan's notoriety grew he was forced to journey further afield and his travels took him towards the southern rim.

He was the first human to discover the world of Cytheria, and the aliens that dwelled there. Their world was rich in mineral resources and Cleander was quick to realise the potential for profit. He set up exclusive trading rights with the Cytherians and began ruthlessly exploiting the naive aliens. Money flowed into von Castellan's coffers as he pushed still further into the galactic south. He was to discover three more non-Imperial worlds and establish exclusive business contracts with all of them, even going as far as to set himself up as a deity on one world, before journeying back to Xarsis Plethis. He knew that his debts were waiting for him and there were those who would wish him dead, but von Castellan was unconcerned. By now, he had accumulated more wealth than that of all the mercantile families on Xarsis Plethis combined, and if the

Duke's experiences as a Rogue Trader had taught him anything it was that if a man had money, confidence and a flair for the dramatic, he could get away with anything.

In the most decadent shuttle imaginable, its outer shell completely encased in gold and precious metals, he gatecrashed the Viscount de Martenique's Ball, a lavish occasion attended every year by the wealthiest mercantile families on Xarsis Plethis, and casually repaid all that he owed with interest. He bought back, at hugely inflated prices, all the lands and properties belonging to his family that he had been forced to sell and settled back into the life of leisure he had enjoyed before his adventures.

But life on his home planet was stale and dull to Cleander now. His spirit craved the thrill of exploration, the challenge of meeting new, exciting alien races and exploiting them. His tales of exotic adventure beyond the stars made him a popular figure amongst the wealthy elite of Xarsis Plethis, but it was unfortunate for von Castellan that his tales fell upon the ears of Inquisitor Covenant. The Inquisitor knew he could use the flamboyant Rogue Trader and confronted him, informing the Duke in no uncertain terms that he now worked for him. Failing to disclose the existence of alien worlds was a crime and, combined with his other illegal activities,

von Castellan knew he had finally been caught out. The Inquisitor promised he would cause the records of von Castellan's criminal past to disappear if he signed agreements pledging himself and his ship to Covenant.

The Duke knew better than to refuse an Imperial Inquisitor and, though he protested vociferously, signed the agreements. On several occasions, von Castellan has answered Covenant's call and his expertise in manipulating people has been invaluable in aiding the Inquisitor. He enthusiastically infiltrated the hedonistic priesthood of the Decagogue of Panetha Varn, discovering the Slaaneshi cult at its heart. His extremely thorough investigations proved pivotal in the traitor's unmasking. At other times, the Duke's skill at arms has been required, such as during the early fighting in the Donorian Sector against the K'Nib, where he lost his left eye.

Despite the time von Castellan has spent in the service of Covenant, he has little sense of honour or duty and only continues to serve him for fear that the Inquisitor will renege on their deal. Cleander von Castellan remains a powerful, if reluctant, ally of Covenant and his skill in the art of war and almost preternatural sense for danger have saved the Inquisitor's life on more than one occasion.

Index Astartes



A regular series focusing on the Imperium's finest warriors, the Space Marines of the Adeptus Astartes.

PURGE THE UNCLEAN

The Grey Knights & Deathwatch Chapters

by Graham McNeill

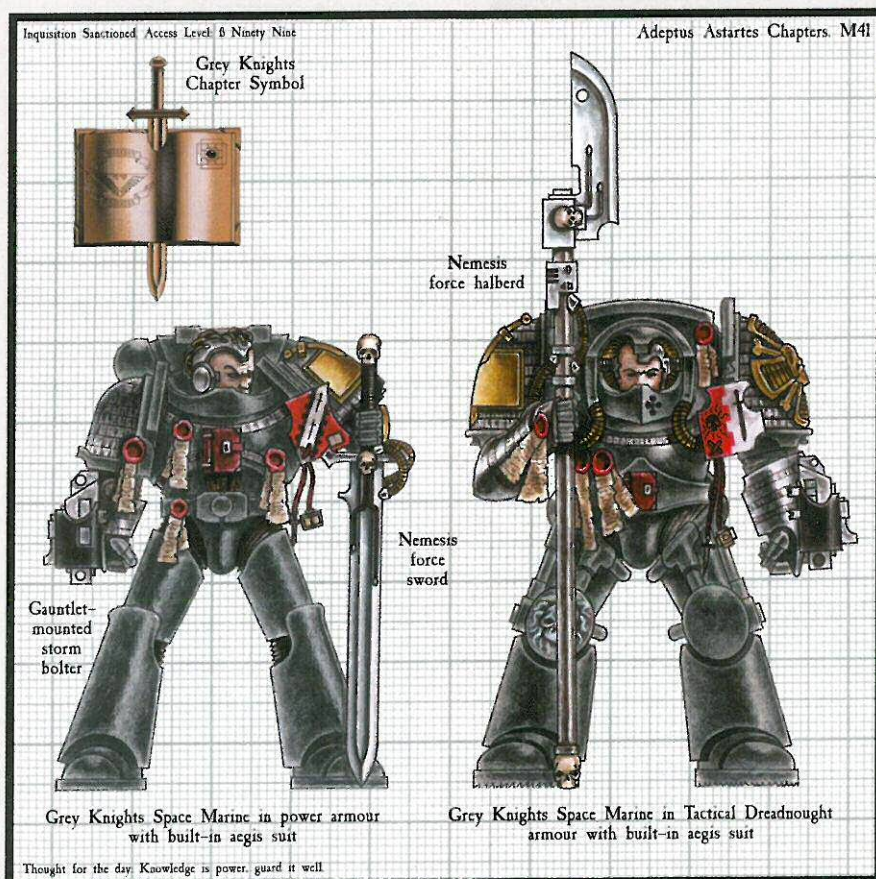
The Space Marines of the Adeptus Astartes are the mightiest warriors in the Imperium and their fury in battle is legendary. Few can stand against the might of a Space Marine Chapter and the foes of Mankind tremble at their name. But there are alien races whose evil is beyond human understanding and beings that exist outside the realm of realspace that seek to plunge Humanity into the realm of Chaos. To face such foes demands warriors whose hearts and souls are trained to withstand extremes of pain and terror, whose faith in the Emperor is as unwavering as it is strong. Since the dawn of the Imperium, two brotherhoods of specially trained Space Marines have fought these foes and defeated them. They are the Deathwatch and the Grey Knights.

The Grey Knights

Founded in great secrecy around the time of the Second Founding (although this is uncertain), the Grey Knights are amongst the most highly specialised defenders of Humanity in existence. Uniquely amongst the Space Marines of the Adeptus Astartes, the Grey Knights Chapter has no antecedents, having been created from specifically engineered gene-seed. Legend has it that the Emperor himself ordered the creation of this unique Chapter to form a force designed to fight the dread creatures of Chaos, though, of course, this is impossible to verify. Following the awesome scale of bloodshed during the Horus Heresy, the necessity for such a force was clear. Designated

Chapter 666, the Grey Knights are permanently attached to that most secretive of organisations, the Ordo Malleus. The Ordo Malleus is only ever spoken of in whispers and though its stated purpose is to keep watch on the Inquisition itself, its true purpose is far more sinister, the destruction of the daemonic.

The Grey Knights form the main fighting strength of the Ordo Malleus and, traditionally, its Chapter Master is a member of the Inner Conclave of the Inquisition. The men of the Grey Knights are no ordinary warriors. Plucked from the fiercest warrior cultures on a dozen different worlds, only the bravest and strongest youths are selected for the training. Aspirants are taken to the Chapter's base on



Saturn's moon, Titan, where they undergo arduous tests of faith, strength, endurance and courage that break all but the strongest warriors. Those few that survive the tests are then implanted with the gene-seed that will transform them into superhuman Space Marines. Now the aspirants are ready to begin their real training.

The most advanced bio-engineering and psycho-surgery is utilised to condition the Grey Knights into warriors of great prowess. The six hundred and sixty six Rituals of Detestation enable the Space Marines of the Grey Knights to face terrifying foes without fear and withstand pain that would cripple a 'normal' Space Marine. Their lives are filled with ritual, meditation and self-denial, designed to strengthen the mind and steel the soul against the horrors of the daemonic. The Chapter's warriors are heavily conditioned to resist the whispered seductions of Chaos and the honeyed lies of daemonic creatures. These precautions are vital and, thus far, have proven to be effective, as not a single Grey Knight has faltered in battle or become a pawn of the Dark Powers.

It is through unprotected psykers that daemonic creatures can gain entry to the material universe and it is for this reason that the Grey Knights are screened to exclude all but the most resilient psykers. The strongest and purest of these psykers are then trained until they reach a level of mastery that equals the powers of Librarians of the Adeptus Astartes. Those who distinguish themselves in battle may be elevated to the honoured position of the Grey Knights 1st Company and take to the field of battle in modified Tactical Dreadnought armour, more commonly known as Terminator armour, with bolt weaponry incorporated into the gauntlets. The Librarians of the Grey Knights are taught to combine their abilities in a gestalt power that far exceeds anything they could achieve alone. The Grey Knights fight in baroque, heavily ornamented suits of armour with the Chapter's symbol, a sword through a tome, prominently displayed. They fight with the finest equipment and weapons the Imperium can manufacture, mighty sigil-encrusted swords and halberds. These warriors alone can stand before the might of a Greater Daemon with any hope of banishing it back to the Immaterium from whence it came.

The millennia the Grey Knights have spent in battle against the forces of darkness has furnished them with

blasphemous knowledge, painstakingly pieced together by the Inquisitors of the Ordo Malleus. This damned collection of knowledge is gathered together on Titan in the Librarium Daemonica, a gloomy repository of ancient tomes, crumbling parchments and data crystals that groans under the weight of the psychic evil that dwells within its walls. This is one of the most heavily guarded locations in the Imperium, and the threat of such knowledge falling into the wrong hands is taken very seriously by the Grey Knights. Each warrior of the Grey Knights carries a copy of the sacred Liber Daemonica, the holy battle rites of the Chapter, in a ceramite case on his breastplate and it is this which symbolises a Grey Knight's most potent weapon; an unshakeable faith in the Divine Emperor. The book contains the essential tenets of lore culled from the Librarium Daemonica by psychically monitored servitors. These servitors are permanently wired to toxin dispensers that can be activated immediately should some daemonic entity attempt to force a passage into real space through the servitor's brain.

The threat of Chaos permeates the entire galaxy and while the Chapter maintains a fortress-monastery on Titan, much of its strength is scattered

The Daemon has many forms. You must know them all. You must tell the Daemon from his disguise and root him out from the hidden places. Trust no one. Trust not even yourself. It is better to die in vain than to live in abomination. The zealous martyr is praised for his valour; the craven and the unready are justly abhorred.

Excerpted from the
First Book of Indoctrinations



across the Imperium. Guided by the finest Navigators of the Navis Nobilite and conveyed by the fastest ships produced by the Adeptus Mechanicus, the Grey Knights stand ready to meet the foul minions of Chaos wherever they may strike. Typically, the warriors of these forces have trained together for their entire lives and the bonds of loyalty and honour that bind them are stronger than adamantium. Every Grey Knight is ready to lay down his life to ensure the safety of the Imperium and should that sacrifice be necessary, it is the fervent wish of all those who fall to be transported back to Titan and buried in the hallowed crypts beneath their fortress. A great basalt wall in the heart of the monastery is carved with the names of all those who have fallen in defiance of evil and, though no one outside the Chapter will ever know of their bravery, some of the Imperium's greatest heroes lie buried on Titan.

The Deathwatch

On uncounted battlefields, the servants of the Emperor must wage war against the vileness of alien creatures. Often the first, last and only line of defence against these abominations are mysterious figures in black powered armour who fight the aliens with preternatural skill and dedication. With the battle over, these figures vanish as quickly as they arrived, leaving no trace of the creatures they fought or that they were even there at all. These men are the Imperium's highly trained alien fighters. They are the Deathwatch.

The Deathwatch forms the Chamber Militant of the Ordo Xenos, the branch of the Inquisition tasked with the study, containment and, in most cases, extermination of alien races. However, it is not a single unified Chapter in the same way as the Grey Knights of the Ordo Malleus. The Space Marines of the Deathwatch are drawn from many different Chapters, all of which have sworn sacred oaths to maintain specially trained alien fighters and stand ready to deploy them at a moment's notice. These warriors are drawn together as and when needed to combat alien menace whenever and wherever it rears its ugly head.

From the furthest corners of the galaxy to the very heart of the Segmentum Solar, there exist alien races that threaten the continued existence of Humanity. Every Space Marine Chapter and Imperial Guard regiment stands ready to fight these races, but the Deathwatch has been specially trained to fight aliens since its inception, thousands of years ago. Many such alien races, such as the C'tan and Necrontyr have lain dormant for thousands or even millions of years and the Deathwatch stand sentinel over their worlds, ready to fight should they awake once more. More dangerous than the most violent of Orks, these races were ancient before humans crawled from the oceans and their evil is beyond measure.

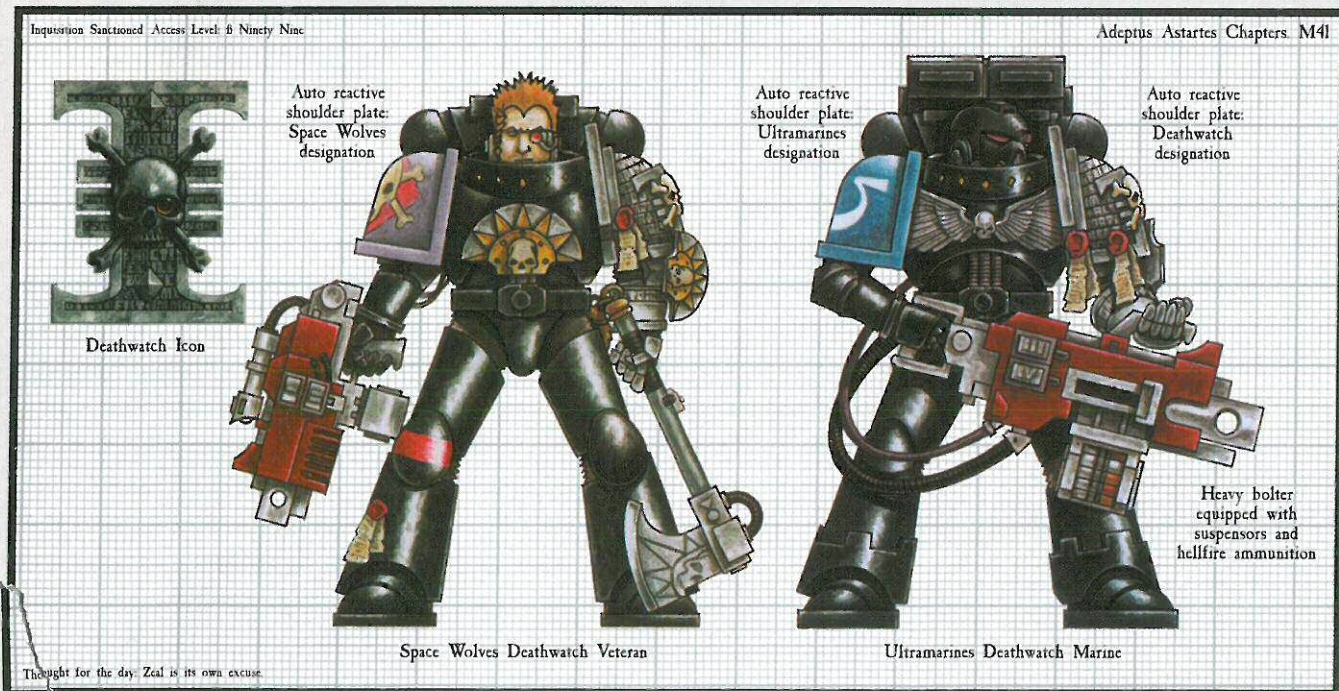
To guard against the return of these ancient alien races, lonely fortresses orbit desolate worlds on the edge of the galaxy where Deathwatch Space Marines maintain a constant vigil. In

CATECHISM OF THE XENO

To be Unclean
That is the Mark of the Xenos
To be Impure
That is the Mark of the Xenos
To be Abhorred
That is the Mark of the Xenos
To be Reviled
That is the Mark of the Xenos
To be Hunted
That is the Mark of the Xenos
To be Purged
That is the fate of the Xenos
To be Cleansed
For that is the fate of all Xenos

Extract from the Third Book of Indoctrinations.

addition to this, secret bases are scattered throughout the Imperium, providing staging posts from where the Deathwatch can launch their missions. The Chapters from which the Deathwatch draws its members are constantly ready to despatch their alien fighters if called upon by a member of the Ordo Xenos. The warriors who have been given the honour of becoming a member of the Deathwatch ritually repaint their armour in the black of the Deathwatch, leaving a single shoulder plate bare to



signify their Chapter of origin. A Space Marine's armour is never completely obscured by the Deathwatch colours as to do so would dishonour the armour's spirit and no warrior would be willing to run such a risk. Each warrior may also bear the Icon of the Deathwatch on his other shoulder plate and it is a great honour to be chosen. Once in the employ of the Deathwatch, there is no set length of service and its members will remain together for as long as its commander deems necessary. Each Space Marine can serve for a discreet period of time or a particular mission, which, in itself, may take many years. With the completion of their service, the Space Marines are free to return to their Chapter, their oaths of loyalty fulfilled.

As well as the destruction of aliens, the Deathwatch are also charged with the recovery and study of alien artefacts and technology. Though distasteful in

the extreme, members of the Inquisition are forced to study the heretical artefacts of the foes they must fight, and there are none more qualified to retrieve such items than the Deathwatch. Occasionally it becomes necessary to use the technology of alien races and, though such an undertaking is never entered into lightly, its use against aliens themselves is a pleasing irony. The Adeptus Mechanicus is always eager to profit from the Deathwatch's victories and the C'tan phase sword employed by the Callidus temple of assassins, was recovered by members of the Deathwatch from a long-dead Necrontyr world.

In battle, each team normally comes under the authority of an Ordo Xenos Inquisitor, but, in some exceptional cases, a Deathwatch Captain or Librarian may assume command if circumstances dictate. Their authority is absolute and none dare question their word. The commander of a Deathwatch detachment may freely requisition forces and equipment without a word of complaint being raised against him. The Deathwatch

Do not ask, 'Why kill the alien?'
rather, ask, 'Why not?'

Battle Brother Artemis

have access to the very best equipment, both Imperial and alien, and are trained to the highest standards.

There are many ways an Ordo Xenos kill-team can see action alongside regular Imperial forces. It may be that the team has uncovered an alien threat too great for it to deal with alone and needs the backup of a larger, more conventional force. Such was the case when a kill-team under the command of Inquisitor Reynaard discovered an alien worshipping cult on the world of Mandall IV. It was believed that the cult was localised to a particular district of the capital city, but when righteous retribution descended upon the blasphemers, the entire population of the city turned upon the kill-team. Reynaard and the Space Marines barely managed to escape with their lives and later returned at the head of over half a million soldiers. To ensure the destruction of the cult, Reynaard's forces laid waste to the city, leaving no trace that it had ever existed and killed every living creature within its walls.

Situations may also arise where an army of the Imperium

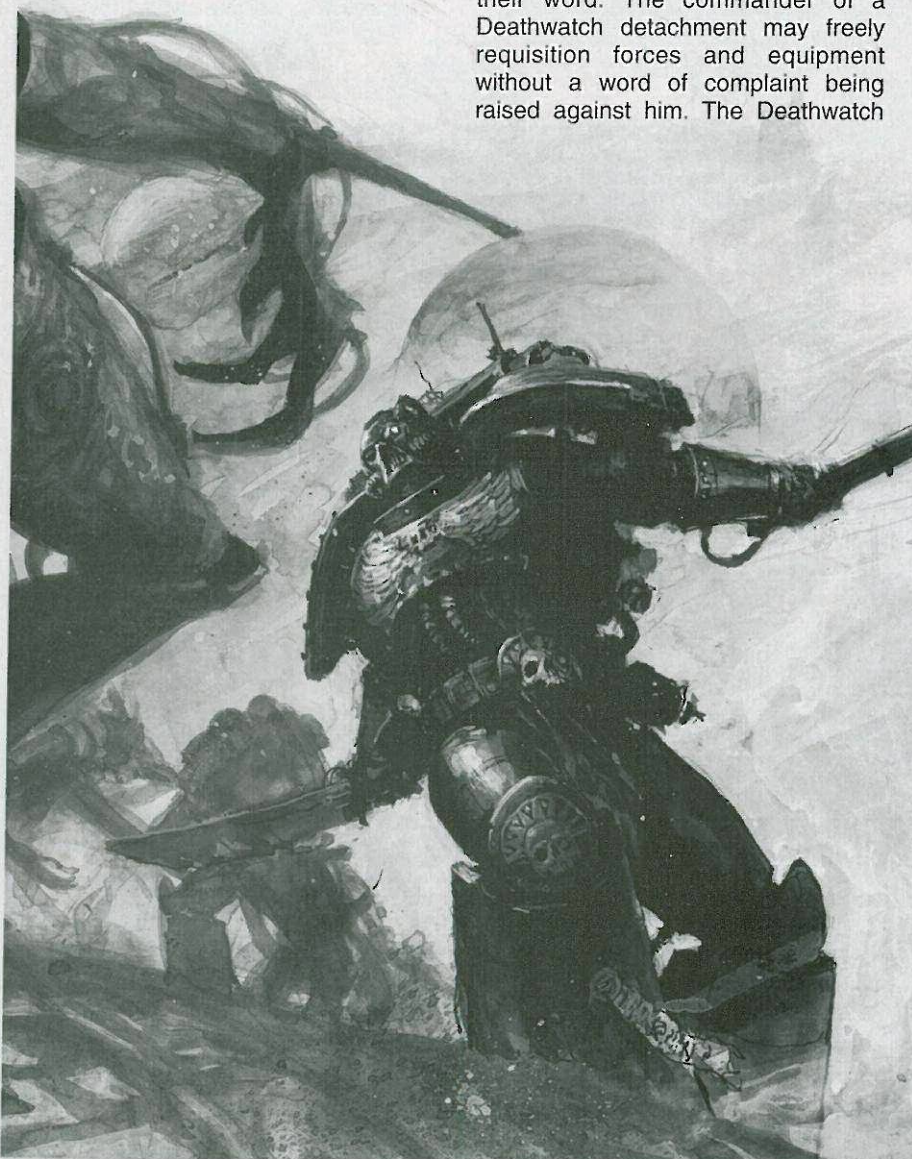
has encountered a foe it is ill-

equipped to fight and the Ordo Xenos dispatches

a kill-team to provide support or purge the battlefield of alien contamination. The ravages of the K'nib in the Donorian Sector was halted by a Deathwatch kill-team commanded by Battle Brother Artemis himself following a request for aid from the colonel of the Kaslon Imperial Guard regiment. Artemis slew the Alcaide of the K'nib on Assumptus V and ended their incursions into Imperial space (though official records credit the Kaslon regiment with this victory). However it comes about, the support of an Ordo Xenos kill-team is always welcomed by Imperial commanders facing an alien threat.

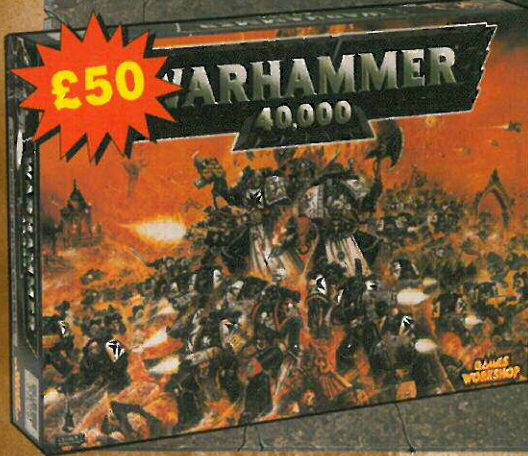
He who allows the alien to live,
shares its crime of existence.

Inquisitor Apollyon



In the grim darkness of the 41st Millennium there is only war.

Warhammer 40,000 is a tabletop game for two or more players in which you command the forces of the Imperium (or one of its many enemies) in desperate battles across the war-torn future of the 41st Millennium. The Codex army books are dedicated entirely to collecting, painting and gaming with the various different races and armies of the Warhammer 40,000 universe. Every Codex highlights one particular army and expands upon the rules published in the Warhammer 40,000 rulebook. Inside each Codex you will find army lists, a section full of ideas for painting and modelling an army, plus exotic wargear and special characters to use in your battles. In addition there is a wealth of background information – all in all enough to satisfy the most avid gamer!



CODEX SPACE MARINES

£8

The Space Marines are the finest troops in the Imperium. Their genetically engineered bodies have been honed far in advance of any human, and their battle skills are second to none. Combined with the best wargear Mankind can offer and a lifespan lasting hundreds of years, these champions of the Imperium are feared and respected throughout the universe.

Each Chapter of the Space Marines has its own distinct history and background, and as such this Codex forms the basis for several supplementary Codex army books (see right).



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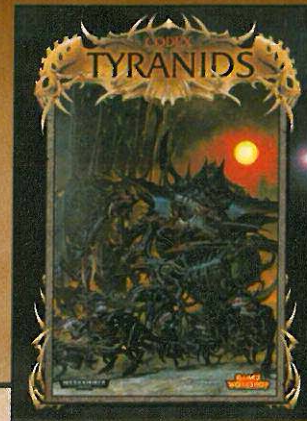
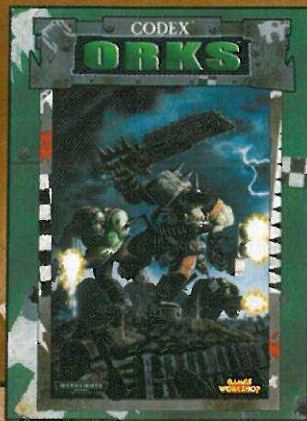
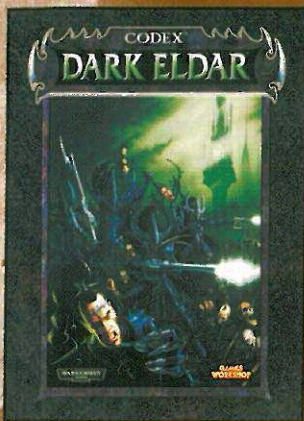
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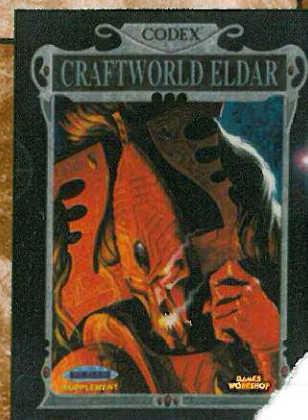
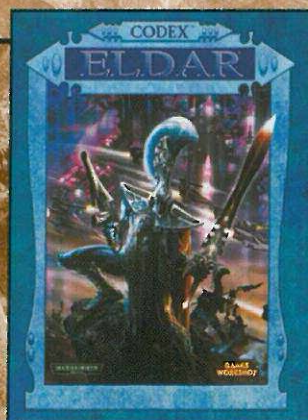
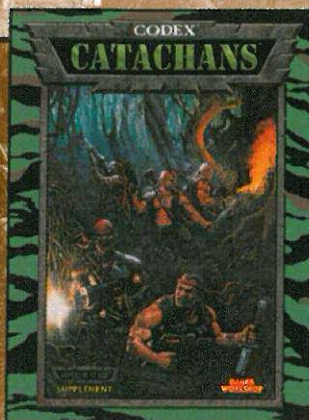
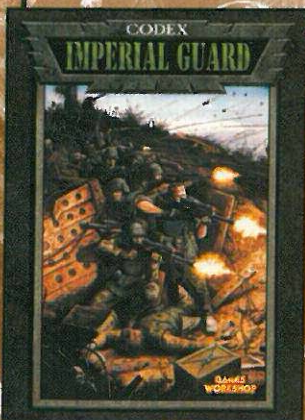
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This month, Gav Thorpe leaps through the *Corpus Auxilia* – the *Book of Servants* – and takes a more detailed look at an Inquisition philosophy: the tenets of the reincarnationist Thorians.

SERVANTS OF THE GOD-INCARNATE

CORPUS AUXILIA – THE THORIAN INQUISITORS

Inquisitors of the Thorian philosophy believe that the Emperor walks among Humanity. He chooses his vessels to do his work, as he has done since time began. The rotting carcass maintained in the Golden Throne is not the Emperor, for he travels abroad, tending to his Divine Will, instilling his power into those that have been chosen. Taking their name from Saint Sebastian Thor, whom they believe to have been such a mortal vessel, the Thorians are convinced that the Emperor yet waits for a new body to be found or created which can contain his divinity for more than brief periods of time. In essence, the Thorians strive to find or create this vessel so that the Emperor may return to lead Mankind to its destiny and conquest of the galaxy. Although in their present form the Thorians have only been part of the Inquisition's politics for a few millennia, resurrectionist factions of one sort or another have been more or less present since its founding.

THE GOD-INCARNATE

At the centre of this belief is a body of lore known as the Principles of the God-Incarnate. Scraps of this, most Inquisitors are aware of, but only Inquisitors who have proved their loyalty to the Thorian belief have access to the gathered wisdom of millennia concerning the God-Incarnate. Over the years the principles have been amended and added to, and it is widely accepted by the Thorians that the most complete version is the Hesten Manuscript, compiled by Inquisitor Hesten between 450 and 465.M40.

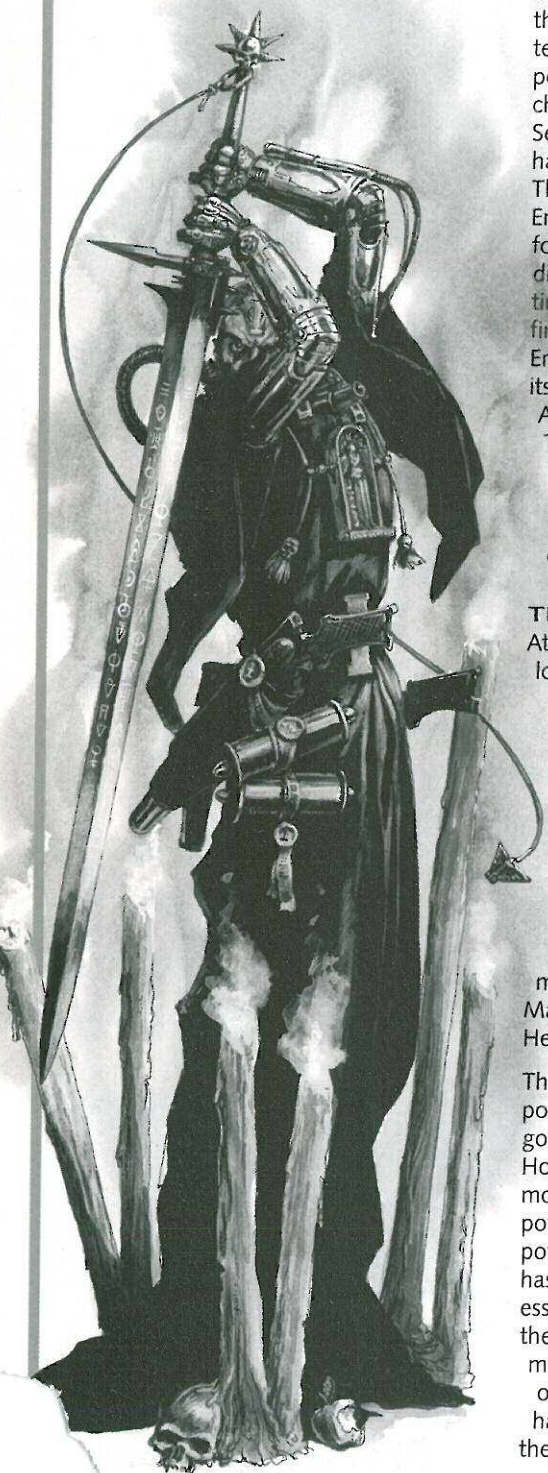
The Principles of the God-Incarnate postulate that the Emperor truly is a god; his near-death at the hands of Horus allowed him to finally shatter the mortal bonds shackling his true potential, and he ascended to the power of a deity. Like the other gods he has an existence within the warp, in essence he is the god of Humanity, and the Thorians claim they have gathered much evidence to support this. The one limitation to any god is that to have power over the physical world, they must rely upon mortals to do their

work. As first postulated by Inquisitor Damasko in 243.M32, most Inquisitors accept that to affect events in the material universe the Chaos gods, and by extension other deities, must have champions, possess worshippers, influence mortals or temporarily create physical manifestations in the form of daemons. The Emperor is in fact the greatest example of this – the galaxy spanning Imperium is merely the material instrument of the Emperor. Much of the Principles of the God-Incarnate points towards gods, and other warp entities, craving after the physical universe.

However, what if a god could become a physical incarnation? If, as the Thorians expound, a man can become a god (as they believe happened at the Emperor's Ascension), it stands to reason that a god can become a man. This is Inquisitor Raptenstein's First Principle of the God-Incarnate: a god can become a physical incarnation. The idea of the God-Incarnate is that there will be a certain individual (or individuals) who will allow this to happen – a god could invest its power into a special mortal body and literally become a living god. It was Inquisitor Loweberg's interpretations of the Principles of the God-Incarnate that first referred to these physical vessels as avatars.

THE IMPLICATIONS OF THE GOD-INCARNATE

Without being restricted to the warp, and therefore restricted to the manipulation of crass, mortal pawns, what power would a god have? One can easily imagine that Humanity would be doomed if one of the avatars were to become an incarnation of a Chaos god. Horus himself almost achieved this, and was only defeated by an equally powerful being – the Emperor. Similarly, the idea of the God-Incarnate is not restricted to humans. Many Inquisitors, such as Czevak and Gründvald of the Ordo Xenos, believe that certain faint echoes and omens within the warp suggest that the Eldar are striving to create a new god to defeat Chaos; while a God-Incarnate of the Ork deities Gork or Mork would be terrible. However, possibly an even greater



threat to the Imperium, and the reason why the God-Incarnate is such a secret that only the Inquisition know of it, is Raptenstein's proposal that it would be possible to reincarnate the Emperor as a living being.

As far as most of the Thorian's opponents are concerned, the 'Second Coming' of the Emperor would be a very bad thing. This is quite an understandable position really, and springs from uncertainty. As Inquisitor Caetris proclaimed in his *Doctrines of Disbelief*:

'If the Emperor were to become a God-Incarnate, would the Emperor be destroyed if things went wrong, if the avatar was unsuitable, or the rituals went awry? Even if the transfer of power succeeded, what would happen to the Astronomican? If the Emperor were in physical form, could he be killed again, and if so would he be destroyed forever, exposing Humanity to the many perils that the Emperor protects Mankind from? Most importantly, what would be Humanity's reaction to having their god walking among them once more? I can tell you now without a shadow of doubt, the Imperium would be torn apart by war, as believers and unbelievers clashed with each other!'

Caetris then went on at great length to expand upon these views, encouraging like-minded Inquisitors to stamp out resurrectionist tendencies, leading to the secret internecine war known in the Inquisition's annals as the Caetris Schism, which lasted for some thirty seven years. All in all, most Inquisitors side with Caetris' opinion, and would rather see the status quo sustained and any chance of the Emperor returning eliminated.

THE QUEST FOR THE GOD-INCARNATE

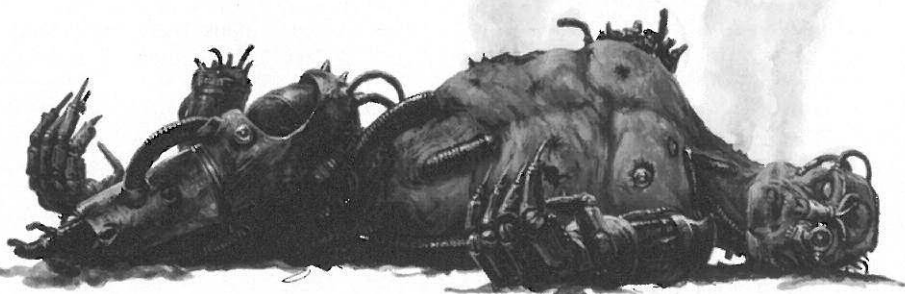
For those who know of (and believe in) such things, it is the task of the Inquisition to seek out possible avatars and kill them or, in the case of the Thorians, control and study them. Over several thousand years the Thorians, and certain other interested factions such as the Horusians, have gathered

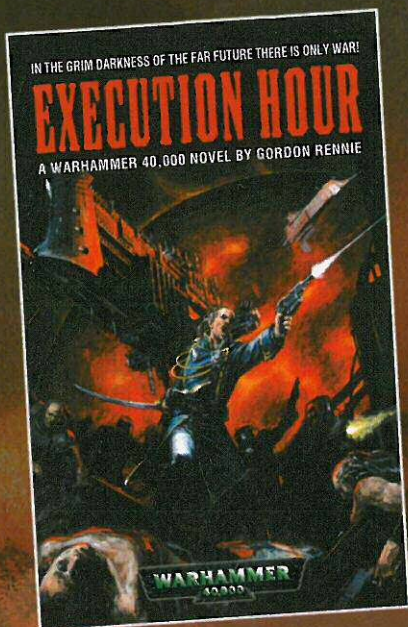
vast amounts of information which to them indicate possible avatars (see Signs and Portents below). Under the cover of rooting out heretics, witches and mutants, the Thorians are also searching for individuals who show signs of avatar-like properties so that they can observe, capture or, if they appear to be avatars of Chaos, destroy them.

SIGNS AND PORTENTS

The Principles of the God-Incarnate tell of the coming of the new god amidst great upheaval, strife and war. Ancient prophecies and divinations claim that the God-Incarnate's arrival will be preceded by calamitous events. For the Thorians, many of these prophecies are currently being realised, the tumultuous circumstances of recent years indicate that the time of the God-Incarnate will soon be upon the galaxy. They point to Ghazghkull's massive Waaagh! at Armageddon, the encroaching hive fleets of the Tyranids, the gradual re-awakening of the Necrontyr and other events as indications of growing turmoil and strife which herald the God-Incarnate.

Similarly, there are indicators that point towards who the avatars will be – shrouded in myths and legends as you'd expect. Much of this is obscure to the point of uselessness; 'He shall have a great doom upon his brow', 'He shall be a witch of great power', 'He shall be altered in the physical form', 'He shall be able to talk and walk with the animals' and other obtuse references. To this end, the Thorians round up all the psykers and mutants they can; to study them, to find out what might link them together and what features a possible avatar might display. Nobody knows all of the possible signs and in the centuries since the Thorians began to grow in power, there have been several false alarms, much to the chagrin of the Inquisitors who adhere to the philosophy. It is not uncommon for Thorians to be seen as scaremongers by other Inquisitors; often they are portrayed within other factions as seeing avatars wherever they look for them.





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by Gordon Rennie

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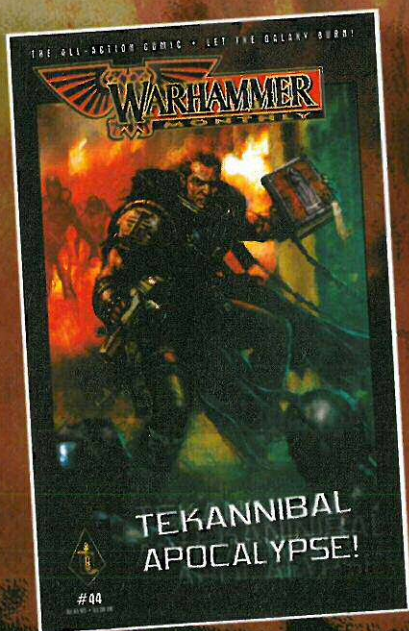
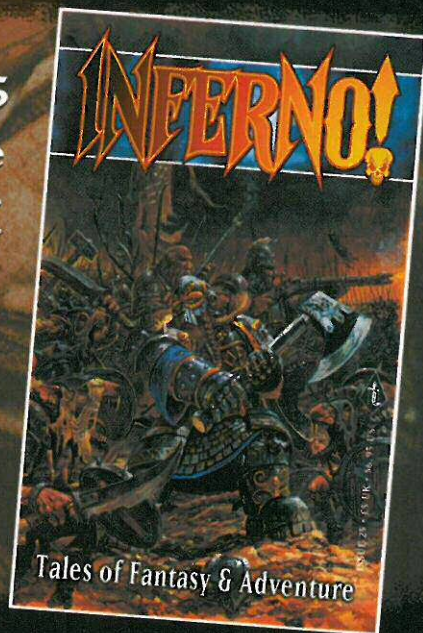
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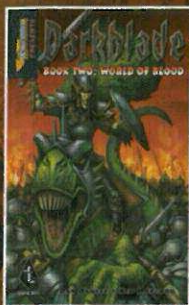
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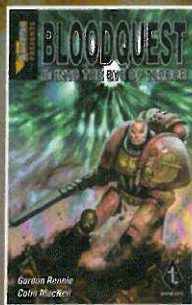
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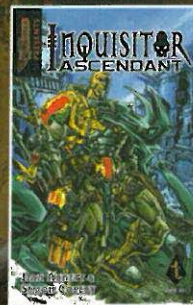
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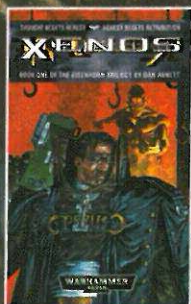


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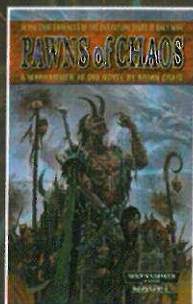


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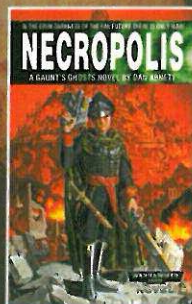
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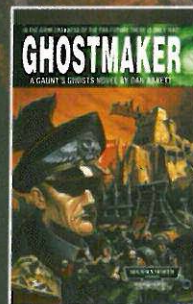
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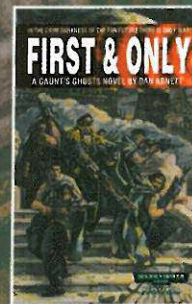
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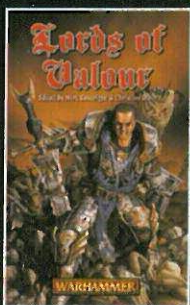


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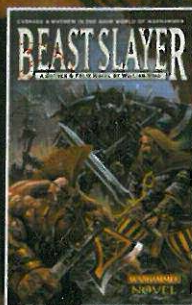
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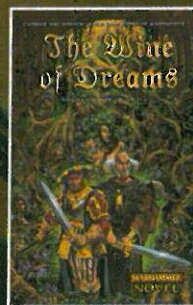
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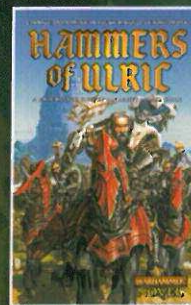
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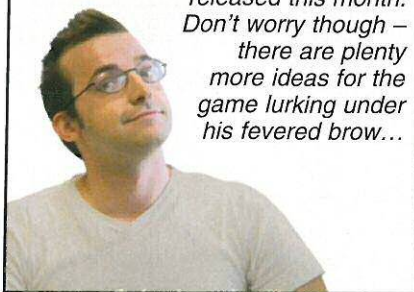
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CHAPTER APPROVED

BY ANDY CHAMBERS & PETE HAINES

Greetings citizens, and welcome to this month's Chapter Approved. Within these pages is a treatise on utilising the full potential of the formidable Deathwatch Kill Teams, and also a look at the Master of the Ravenwing, allowing him to lead his troops from the front line. Furthermore, Brother-Scrivener Haines gives us an autopsy on the twisted behemoths of the Tyranids.

USING DEATHWATCH KILL TEAMS IN WARHAMMER 40,000

Deathwatch members are volunteers from Space Marine Chapters that rigidly adhere to the Codex Astartes. Because teams are made up of Battle Brothers from several Chapters, it is essential they follow a similar doctrine. On the Eastern Fringe of the Imperium, the Inquisitorial Fortress at Talasa Prime has recruited, trained and equipped Kill Teams from the Ultramarines, Scythes of the Emperor and Lamenters Chapters for service against the Tyranids.

There are two ways that members of the Deathwatch can be incorporated into normal Warhammer 40,000 armies.

The first is to use an entire team of Deathwatch Space Marines. Up to one Kill Team can be included in any Imperium army as an HQ choice (see right for army list entry). For this purpose, an Imperium army will consist of any Space Marine army picked using only Codex Space

Marines*, any Imperial Guard army (including Catachans, Steel Legion etc) or any Sisters of Battle army.

As an alternative to fielding entire Kill Teams, you may upgrade one or more members of any Space Marine army selected using only Codex Space Marines* to members of Deathwatch. Only independent characters or members of Headquarters, Veteran or Tactical squads can be upgraded, and these **must** wear the distinctive Deathwatch shoulder pad. Deathwatch members must be armed with a bolter or a combi-weapon with a bolter component. It costs **5 points** to make a model a Deathwatch Veteran (there is no change to their profile). Each may then select one of the following ammunition types at the cost specified in the squad rules opposite.

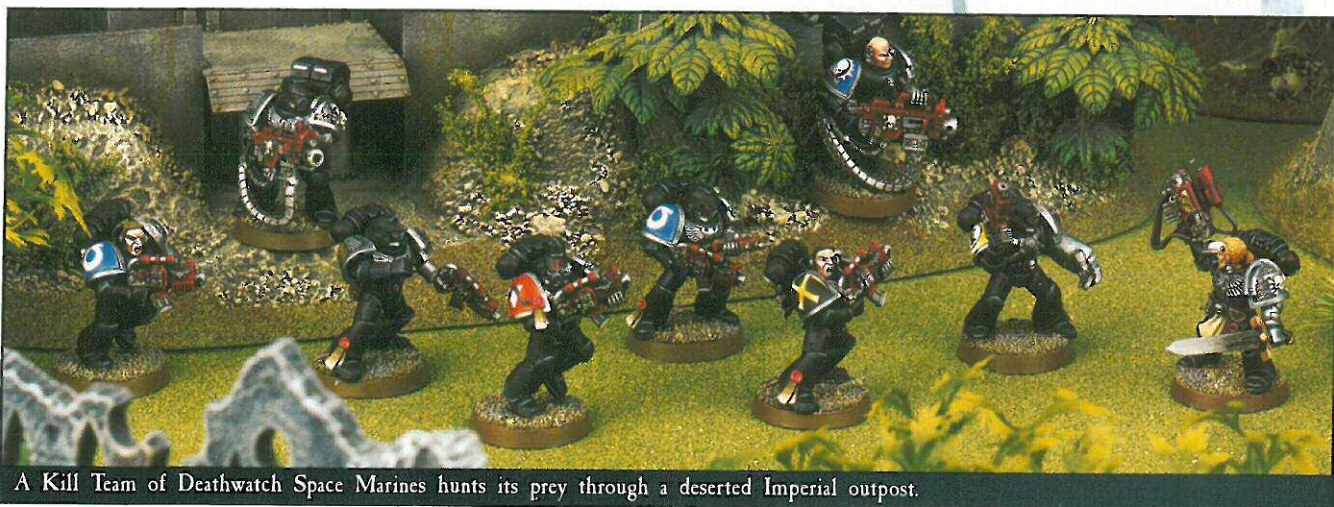
- M.40 targeter with auto-sense link and Stalker silenced shells
- Metal storm ammunition
- Inferno bolts
- Kraken bolts

This ammunition may only be used with a bolter or the bolter component of a combi-weapon. As a reward for the service provided to the Deathwatch, the rare ammunition types they use are made available in limited numbers when the volunteer Space Marine is back in regular service with his Chapter.

Below: Keith Robertson's Deathwatch Librarian and Veteran.



*Deathwatch are, of course, recruited from all different Chapters including Space Wolves, Blood Angels etc. However, the discipline and training of such individuals is legendary amongst their own brethren, so, for the purposes of the article, we've only covered 'Codex' Deathwatch – other Chapters with their own Codexes get plenty of extras already!



A Kill Team of Deathwatch Space Marines hunts its prey through a deserted Imperial outpost.

0-1 DEATHWATCH KILL TEAM

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Captain	50	5	5	4	4	2	5	3	9	3+
Veteran Space Marine	30	4	4	4	4	1	4	2	9	3+
Space Marine	20	4	4	4	4	1	4	1	9	3+

Squad: The Deathwatch squad consists of one Space Marine Captain and between 4 and 9 Deathwatch Space Marines.

Weapons: Bolter and close combat weapon, frag grenades, melta-bombs.

Options:

- The Captain may select items from the Space Marine Armoury.
- The Captain can be upgraded to a Librarian at +15 points. As a Librarian he may use the Psychic Power 'Smite' and select Librarian only items from the Space Marine Armoury.
- Any squad members can be upgraded to Veteran at +10 points.
- Up to 2 Space Marines can be armed with a special weapon from the following list in place of their bolter: Heavy bolter with Hellfire ammo and suspensors (*1) at +15 pts, M.40 targeter, bolter & ammo (*2) at +10 pts, plasma gun at +6 pts, meltagun at +10 pts, flamer at +3 pts.
- Any Veteran can be armed with a weapon from the following list unless they are also armed with a special weapon. The new weapon replaces their close combat weapon: power fist at +25 pts, lightning claw at +25 pts or a pair of lightning claws at +30 pts (replaces both bolter and close combat weapon), power weapon at +15 pts.
- All models not armed with a special or veteran weapon may be issued with one of the following special ammo types: metal storm ammunition (*3) at +5 pts, inferno bolts (*4) at +5, or kraken bolts (*5) at +5 pts. Note that the same ammo must be used throughout the squad.

SPECIAL RULES



True Grit. All Deathwatch Marines have True Grit.

Bolters have a 'pistol grip' which means that they can be fired with a single hand. This takes considerable practice and skill so is not normally encouraged. Units noted as having the 'True Grit' skill, however, have learnt how to use their bolters in this manner. In game terms, this means that they may count their bolter as a bolt pistol in close combat and will therefore be allowed to roll an extra Attack dice if they have been equipped with a second pistol or close combat weapon. However, a model using their bolter in this manner may not receive the attack bonus for charging, as a bolter is too unwieldy to be fired with one hand while simultaneously hurling yourself at the enemy.

Transport: A Deathwatch kill team may be mounted in a Rhino at +50 pts.

Deep Strike: The Deathwatch have many ways of reaching a battlefield by surprise. Unless they are mounted in a Rhino, they may always start the game in reserve and arrive by Deep Strike. Whether this is by teleporter, termite, alien technology, drop pod or grav-chute is up to the player.

*1 The heavy Bolter is potentially a very versatile weapon – if equipped with an additional suspensor unit that provides just enough stability to allow it to be fired on the move. The effective range is seriously reduced but it gains the ability to provide suppressive fire while advancing. Because Kill Teams often operate alone, this justifies the use of the increasingly rare suspensor units.

Range: 18" Strength: 5 AP: 4 Assault 3

It is also capable of utilising the Hellfire round. The Hellfire is a ceramic sheath which shatters on contact into thousands of needle-like shards which penetrate the hide of the target and carry mutagenic acid into the enemy's blood stream. The acid is so powerful that even the most enormous creature is vulnerable. A Hellfire round is loaded and fired singly. It always wounds on a 2+ regardless of the target's Toughness.

Range: 36" Strength: 5 AP: 4 Blast, Heavy 1

*2 A normal bolter equipped with an M.40 targeter with auto-sense link and Stalker silenced shells acts as a perfectly satisfactory sniper weapon. In this mode the bolter is a **Heavy 2** weapon which causes Pinning tests but is otherwise identical in terms of range, accuracy and strength to a normal bolter.

*3 Metal storm ammunition. A bolter loaded with metal storm ammunition may be fired from the hip with remarkable accuracy. The metal storm shells explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. The penetrative and destructive qualities of the round suffer as a consequence.

Range: 18" Strength: 3 AP: – Assault 2

*4 Inferno bolts. A bolter loaded with Inferno rounds can cause far more horrific wounds than a conventionally loaded bolter. This is achieved by filling the bolt with an oxy-phosphor gel. Re-roll any failed rolls to wound (but not any vehicle armour penetration rolls).

Range: 24" Strength: 4 AP: 5 Rapid Fire

*5 Kraken bolts. A bolter loaded with a Kraken penetrator round is capable of piercing the toughest hide thanks to its adamantine core and improved propellant.

Range: 30" Strength: 4 AP: 4 Rapid Fire

MASTER OF THE RAVENWING

Whilst the Ravenwing is frequently commanded by the Master of the Ravenwing from his powerfully augmented Land Speeder, this is not always the case. At various times in their long and glorious history, a Master whose preference was to fight from a Space Marine bike has commanded the Ravenwing.

The Master of the Ravenwing slewed his bike past another spiked plant, his churning tyres throwing up great clods of black earth. Six Ravenwing bikers followed him, swerving expertly through the jungle. A waypoint rune flashed on his visor and he pulled into a screaming, controlled skid and let out the throttle, the bike roaring. The Tyranids were near; he could practically taste their foulness.

The sharp drop he had been expecting was suddenly before him, and his bike sailed through the air. Alien heads spun to face him, hissing as he landed in their midst, the impact crushing a Termagant. Purple ichor spurted. His midnight-black sword licked out as he sped forward, beheading the largest of the beasts. Chattering bolters and flashing chain blades made short work of the remainder of the brood, and within seconds the Ravenwing were on the hunt once more.

These rules enable Ravenwing armies to field the Master on a bike, either representing an earlier Master or the current Master switching mount for tactical reasons. A bike has several advantages over a Land Speeder, notably the Master can command units far more directly and make his presence really felt in an assault.

Note that the Master of the Ravenwing, if mounted on a bike, is not a special character but a special variant of the Heroes entry in Codex Dark Angels.

N.B. The Master may be based on either the Grand Master or Master profile.

THE MASTER OF THE RAVENWING

MASTER OF THE RAVENWING

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Grand Master	140	5	5	4	4(5)	3	5	4	10	3+
Master	125	5	5	4	4(5)	2	5	4	9	3+

Note that the Master of the Ravenwing, mounted on a bike, is not a special character but a special variant of the Heroes entry in Codex Dark Angels. The Master may be based on either the Grand Master or Master profile.

Options: The Master of the Ravenwing will always carry the Raven Sword, which is treated as a master-crafted power weapon, and he must be mounted on a Space Marine bike. The points costs above include these items and the revised Toughness is shown. Additional wargear can be chosen from the lists in Codex Space Marines and Codex Dark Angels, but no more than 50 points of additional wargear can be chosen.

SPECIAL RULES

Independent Character: Unless accompanied by a Command Squad, the Master of the Ravenwing is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Command Squad: The Master of the Ravenwing may be accompanied by a Ravenwing Bike squadron. See the special entry on page 7 of Codex Dark Angels for details.

Ravenwing: The Master of the Ravenwing may re-roll the dice if he fails a Difficult Terrain test and may 'jink'. 'Jinking' involves weaving the bike from side to side and allows the Master of the Ravenwing a 6+ Invulnerable save against any enemy shooting attacks as long as he moved in his previous Movement phase.

Note that, unlike all other Dark Angels heroes, the Master of the Ravenwing is not *stubborn* or *intractable*.

MAKING THE MASTER OF THE RAVENWING



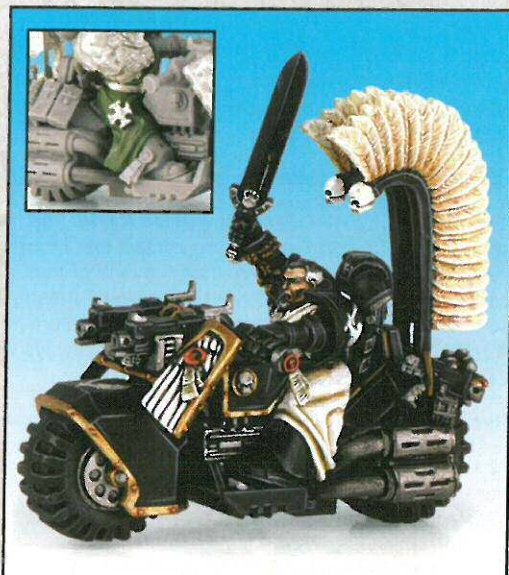
Tammy Hays

Tammy: I started off with a Space Marine Bike, two Kislev Winged Lancer wings, the fairing from the Chaplain on Bike model, and the top half of a Biker Sergeant model.

Putting the wings in place was easy; I simply pinned them to the back of the bike, then added two little skulls on the tops. I used Blu-Tac to temporarily stick the Sergeant's body to the plastic rider's legs, so I could position the arm holding the handlebars correctly. After sticking the arm on, I just removed the Blu-Tac and superglued the body to the legs.

Next up was the sculpting. I started with the cloth on the torso by putting a layer of Green Stuff on the chest in the shape of a small triangle. Then I took some

thin rolls of Green Stuff and put them on top to make the basic shape of the folds, which I then moulded using a sculpting tool. Sculpting the robes around the legs was a bit trickier, because I wanted to get some volume in the robes yet still be able to take the figure off the bike to paint it. I got round this by filling in the space behind the legs with Blu-Tac, so I had a flat surface to work on and the Green Stuff wouldn't make the rider stick to the bike. I finished the sculpting the same way as with the torso. Lastly, I stuck some purity seals and equipment on the model and swapped the sword with one from the Space Wolf frame.



TYRANID MONSTROSITIES: RETURN OF THE SPAWN

By Pete Haines

Since the rules for designing Tyranid Monstrosities was originally published, players have eagerly (almost too eagerly) sent in questions and raided their local toy stores for large rubber monsters. I can do nothing about the large rubber monster problem but I can answer the questions.

Firstly there is the question of what exactly is the base cost and how do you modify it for Toughness/save and movement type.

A creature's base cost is 50 points per point of Mass plus 10 per wound.

This base cost is then used to calculate the cost of Toughness and armour save and then again to allow for movement type. Each is a separate calculation and the increase in base cost is noted for each.

Example – a creature with 5 Wounds has a base cost of 50 points. It is also Toughness 5 with a 2+ save. This costs 25% of the base cost, or 12.5 points. Finally it is agile costing 25% of the base cost or another 12.5 points. The total cost to this point is therefore 75.

Decimals should be rounded up to the nearest full point at the end.

Next there is the thorny issue of just how tough these critters can be. I have seen a rather naughty play in use whereby a creature is given a very high Toughness and a point of Mass. This makes for a very points-efficient design. This sort of system isn't about points efficiency though, it's about being able to use a scratch-built Dominatrix or Harridan so I'm afraid I must curtail these min-maxing activities. I did point out originally that Toughness 9 or 10 should be reserved for bio-Titans but no one seems interested in a guideline so...

The following table sets practical limits for Toughness based on the number of Mass points assigned to the creature. To give some guidance on the scale, a Hierophant bio-Titan would have 8+ Mass, a Dominatrix or Hierodule bio-Titan between 4 and 7.

NUMBER OF MASS POINTS	MAXIMUM TOUGHNESS
1 or less	7
2-3	8
4-6	9
7+	10

BASE COST MODIFIER TABLE

SAVE	TOUGHNESS: 5	6	7	8	9	10
4+	0	10%	25%	50%	100%	150%
3+	10%	25%	50%	100%	150%	200%
2+	25%	50%	75%	150%	200%	300%

As a brief interlude between the more intellectually challenging clarifications I will point out now that all creatures created using this system count as Heavy Support choices. Pretty obvious really but that's the charm of this sort of interlude. On a similar level, any references to the Terror do, of course, refer to the Horror instead.

The next point is really a follow-up to the high Toughness issue. Alas, I failed to cater for the sheer invulnerability that can come with high Toughness. The table above is a replacement for the original and makes high Toughness a tad more expensive.

One area that has caused confusion is how to deal with the type of weapon that has written into its description something along the lines of 'and will kill any enemy wounded regardless of how many wounds they have'. As you might expect there are a lot of these sort of weapons in the Warhammer 40,000 universe and the list includes (deep breath): the Dark Eldar stinger, shrieker cannon, plague sword and plague knife, force weapon, wraith cannon, fleshy curse (I'd hate to see the Chaos Spawn that appears when a Hierophant gets hit!), Drach'nyen, Rod of Torment, Dire Sword, Blades of Reason.

This list probably isn't complete and, even if it is, it won't stay that way long. That doesn't matter though, because the resolution is a sweeping one. Mass points are not wounds and the only way to inflict more than one point of mass damage at once is with a razor claw or a Titan close combat weapon.

Weapons that inflict multiple wounds, like those listed above will use the same table as ordnance, massive weapons and mega-weapons when deciding if a serious wound is inflicted. Weapons with special characteristics – for example the stun effect of a thunder hammer only work if a wound is serious and a mass point damage is inflicted. Once a Gargantuan creature has no Mass left then all these weapons work normally.

That's about it, happy spawning!

CODEX TYRANIDS ADDENDA

A nasty oversight has become apparent in Codex Tyranids, specifically that a brood of Tyrant Guard can only protect a single Tyranid monstrous creature at a time, not six or more as has been suggested by some unscrupulous hive minds.

For those of you wondering, Tyranid monstrosities created using Pete Haines' guide to spawning cannot be protected by Tyrant Guard at all – they're just too big.

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game (as reviewed and arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write to me at the address given here.

Note: Please don't include rules queries etc, with your letters, as the volume of mail means that in most cases I won't be able to send individual replies.

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Road, Lenton,
Nottingham,
NG7 2WS, UK



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Black Library Day tickets are available now from the Games Workshop online store (www.games-workshop.com), Mail Order (0115 91 40000), Forge World (0115 916 8147) or your local Games Workshop store, priced at £5.

Directions from the M1 Junction 25: Take the A52 towards Nottingham. After 6 miles, turn south onto the ring road. Take the A6005 exit; head towards Nottingham city centre and turn right at the first lights onto Lenton Lane, which leads to Willow Road. For more information please contact 0115 916 8000 (weekdays only) or 0115 916 8410.



DARK SHADOWS

Worldwide Warhammer Campaign

This summer, Games Workshop will be holding a massive Warhammer campaign set on the isle of Albion. Gav Thorpe tells all.

DEALING WITH DARKNESS

Burgomeister Steiner stared at the stranger across his wide oak desk, keeping his expression impassive. Stood in the corner of the room and swathed in ragged robes and hood, the newcomer's face was hidden in shadow. Strangely crafted amulets hung from his outlandish garb, but Steiner's curiosity was not pricked by their odd design, but by the glistening gold they were crafted from.

"I'm afraid my manservant did not announce your name," Steiner finally said after his contemplation of the unexpected visitor.

"My name is unimportant, I am merely an emissary for my master," the stranger replied, his voice a clipped, husky whisper that sent a chill down Steiner's spine. The man shuffled closer, bending forward to lean over the Burgomeister's parchment strewn desk.

"I have a business proposition for you, Herr Steiner," the emissary continued in his hushed voice. "A man such as yourself will undoubtedly recognise a profitable venture when it is presented to him."

"I'm interested. Carry on," Steiner prompted after a brief pause, realising the stranger was awaiting a response.

"My master requires forces for a military campaign. As a man of great influence, wealth and power he wishes you to ally yourself with him," the robe clad man told him, leaning closer still. Steiner caught a brief glimpse of a pallid, sunken face before it was hidden by the stranger's hood falling further forward to conceal his features.

"I am not a military commander, merely a merchant," Steiner pointed out guardedly. His sense for making money was beginning to stir, and he wanted to find out as much as he could before the inevitable negotiations started.

"I admire your sensibilities, Herr Steiner. Discretion is more important than battlefield valour at this stage," the stranger countered, laying a pale, skinny hand on the desk.

"Where, may I ask, will this venture be taking me?" Steiner asked abruptly, having realised the emissary was too wily for him to gain any advantage by verbal fencing

Now it was time to get down to the serious business.

"Across the seas, to the north in the land you know as Albion," the emissary answered openly, and Steiner thought he detected the slightest hint of amusement in the croaking voice.

"Albion?" Steiner chuckled, sitting back in his chair to put some distance between himself and this obvious madman. "Hah! If you've come to sell me a treasure map or some such nonsense, then I'll bid you good day now. I am a serious businessman, not some gallivanting adventurer who'll go chasing myths and legends across the world."

The stranger stood up straight, and Steiner thought he heard a low hiss of displeasure.

"Do not mock me, merchant!" the emissary spat. The stranger then relaxed, leaning close again. "I am serious. Albion exists and there awaits a great fortune for you."

"The outlay for men and a ship alone would use up all my reserves of gold crowns, just on the promise of riches?" argued Steiner, wondering if he should call for Johannes to remove this imbecile.

Reaching into his robes, the emissary brought forth a rough leather purse and spilt the contents across the parchments on Steiner's desk. The merchant gaped in amazement. Gold, silver and bronze rings and torcs glittered in front of him.

"We will of course fund any expenses you may incur, and my master is very generous to those who serve him." Again there was that hint of humour in the emissary's whisper. Steiner stared at the payment for a while longer, trying to calculate what it was worth in the markets. A thousand crowns at least, perhaps more.

"You talk about your master. I like to know who I work for," Steiner told the stranger, looking directly into the pool of shadow within the dark hood.

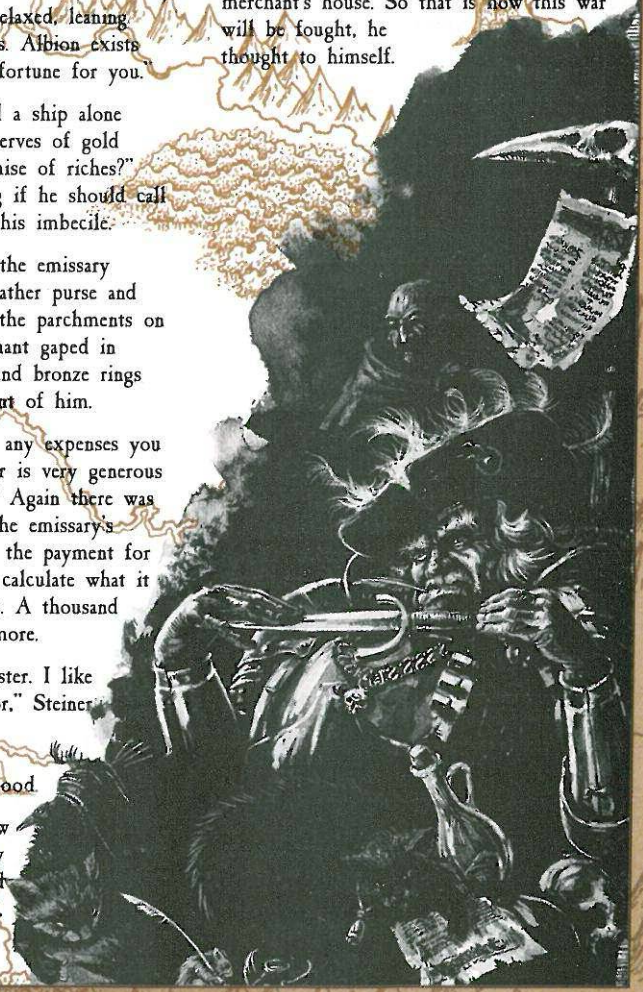
"You do not need to know that. It is enough to know that I am his emissary and that my word is his word, his will is my will," the

stranger answered defensively. "If these conditions are unacceptable to you, then I will tarry here no more." The emissary began to scoop the jewellery back into his pouch.

"Let's not be too hasty, my friend," Steiner quickly responded, placing his own hand on that of the stranger's.

"Let us make our arrangements then, Herr Steiner," the emissary announced, dropping the purse back on to the desk.

Across the street, Cuhlain wrapped a thick fur cloak around himself, to protect against the driving rain. Not that he wasn't used to the inclement weather, such downpours were commonplace in Albion. The Truthsayer, sacred guardian of the Ogham stones, watched as the emissary of the Dark Master exited the door from the fat merchant's house. So that is how this war will be fought, he thought to himself.



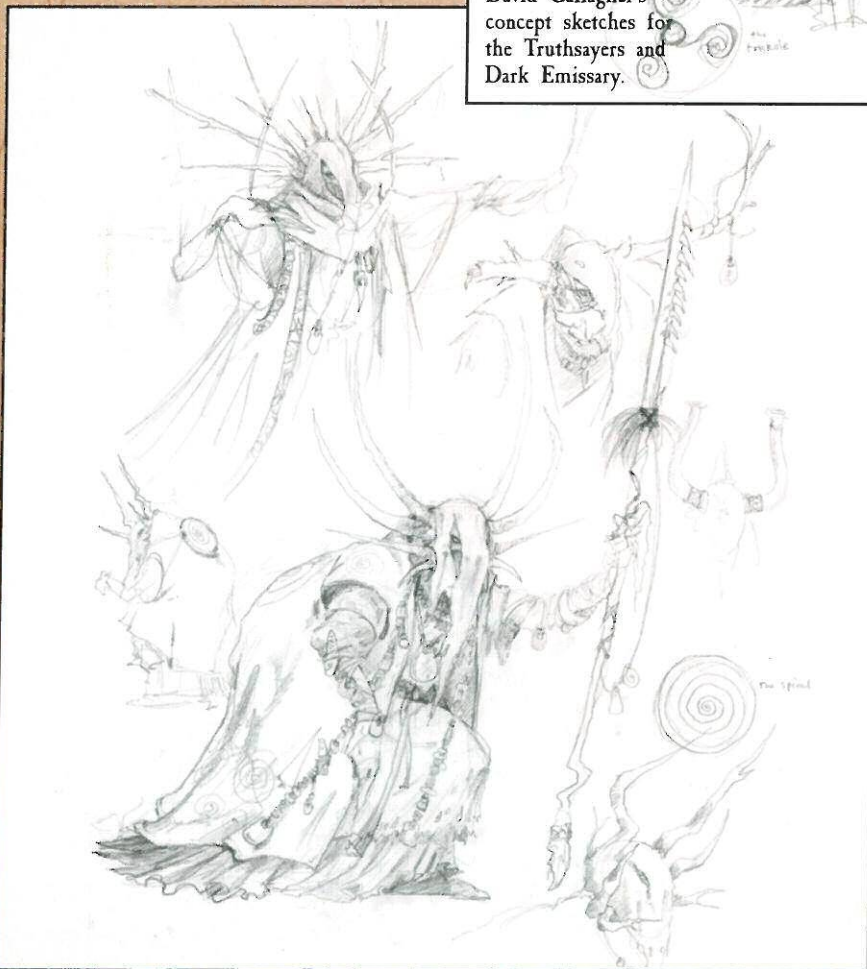
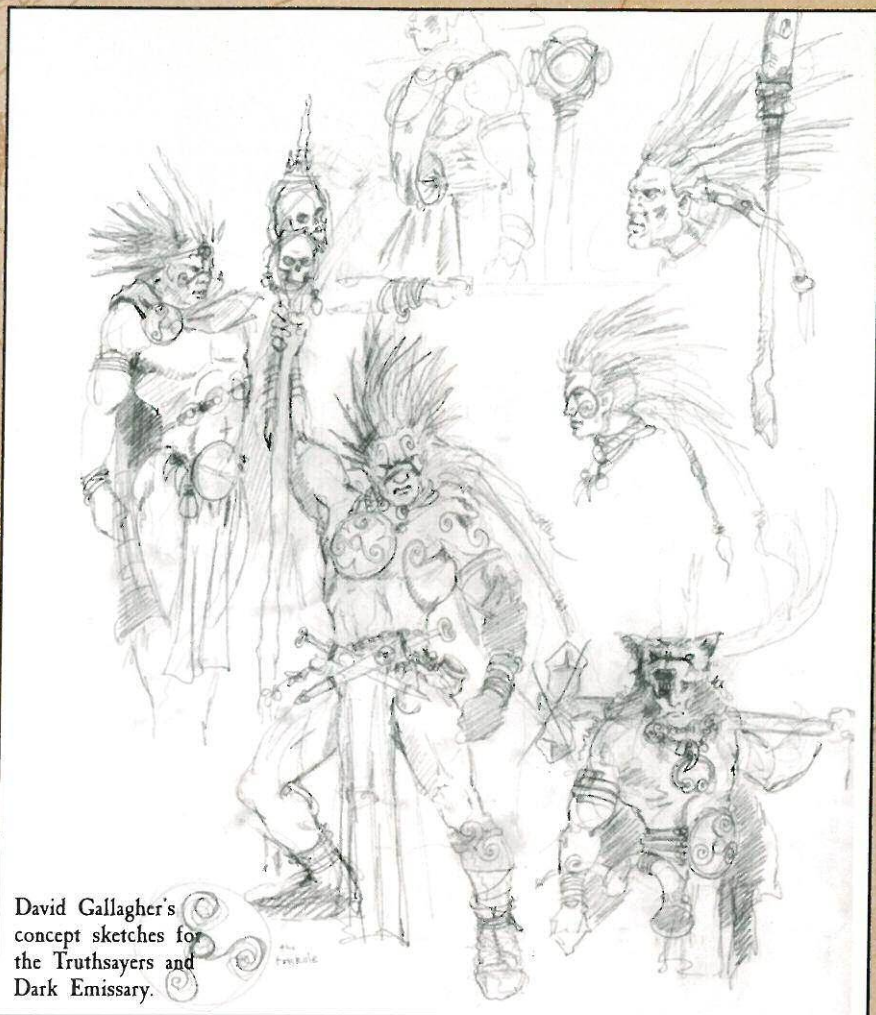
WORLDWIDE CAMPAIGN!

Next month sees the start of something very exciting for Warhammer. Games Workshop will be running a special campaign, all across the globe. Everyone with a Warhammer army will be able to take part, fighting battles to further the cause of their race on the newly-revealed island of Albion.

The campaign is set on the mystical Isle of Storms, hidden by magical forces for millennia and now ripe for conquest by commanders brave and clever enough to defeat all the foes they will face. Albion is a rich prize to fight for – powerful magics, ancient treasures and great glory await those who travel across the perilous seas to this storm-wracked land. And all of this set against the backdrop of a monumental duel between the forces of light and darkness.

Across the world, players will be playing games of Warhammer and Warmaster set on Albion. You can take part at home, in your local club, or participate in one of the many events being held at your local store. Not only can you run your own campaign, by sending in your results or logging on to our special Dark Shadows website, you'll be able to contribute to the success (or failure!) of your race's adventures in Albion.

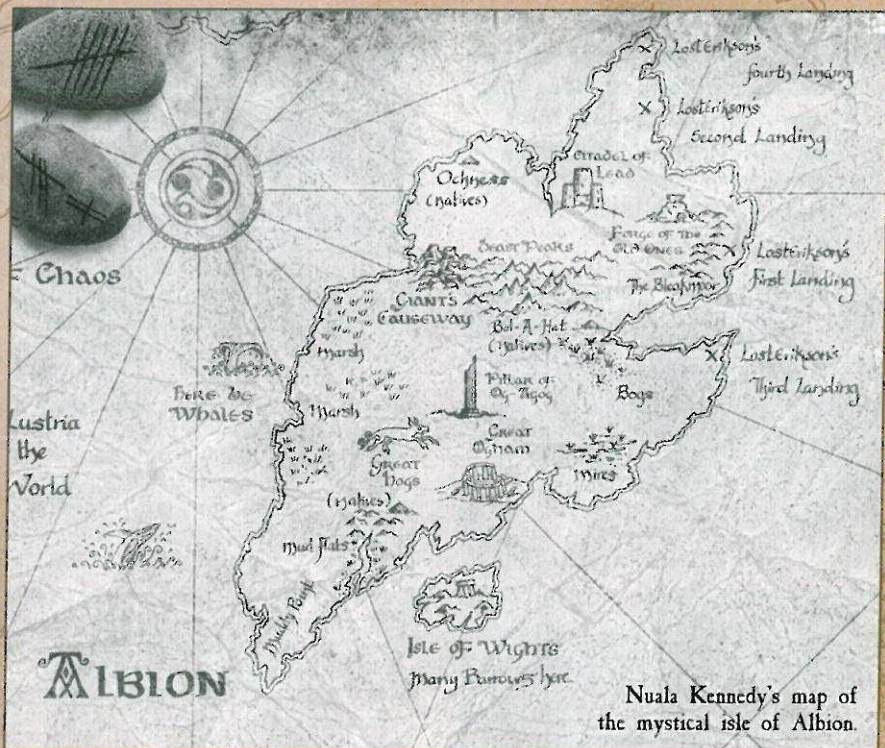
David Gallagher's concept sketches for the Truthsayers and Dark Emissary.



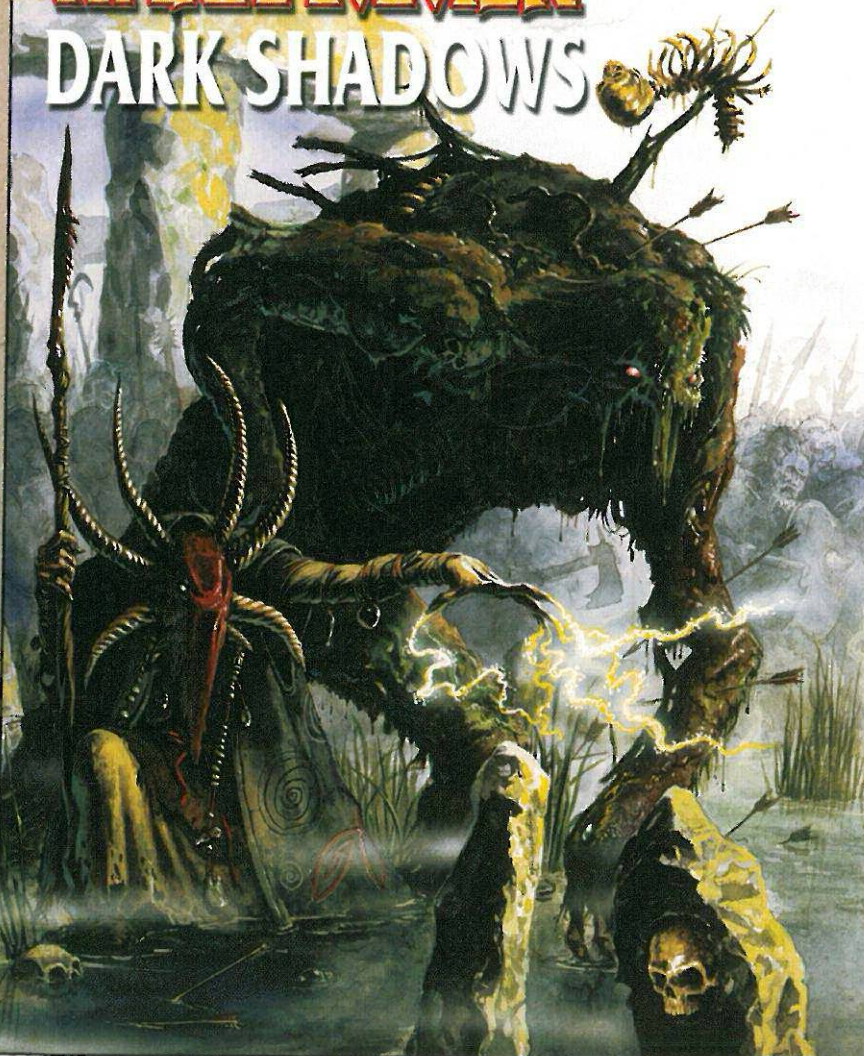
Dark Emissary and Truthsayer sculpted by Chris FitzPatrick



Colin Grayson has also sculpted the new models in Warmaster scale.



WARHAMMER DARK SHADOWS



NEXT MONTH

In next month's White Dwarf we're giving away (yes, giving away!) the Dark Shadows campaign book, which contains all you need to take part in the campaign. This free rules supplement includes:

- The history of Albion and details of the recent events that are drawing armies from all across the Warhammer World to the island.
- Extra information to help you run your own campaigns.
- Rules for two new character types – the sinister Dark Emissaries, and the warrior-wizard Truthsayers.
- New monster! Full rules for the elemental Albion Fenbeasts.
- Six Dark Shadows scenarios to allow you to fight out your army's campaign of conquest.
- Special Winds of Magic rules.
- Albion weather and terrain generators.

So, get next month's White Dwarf and take part in the biggest Warhammer campaign ever!

GAMES WORKSHOP STAFF TOURNAMENT

GAMES WORKSHOP HQ, NOTTINGHAM, 25/02/2001

The Games Workshop Staff Tournament: an annual excuse (as if we need an excuse!) for a day of no holds barred gaming, with representatives from stores across the country taking on the champions of Games Workshop HQ on their home ground. In-house rivalry? Of course not...



Accustomed as our staff are to getting in early (*yeah, right – Ed*) the exhibition hall was already a hive of activity by half past nine. But when Events Coordinator Che Webster took to the microphone, all of the contenders were present, although some of the more bleary-eyed entrants were evidently unused to being conscious on Sunday mornings. In a flurry of activity, the gamers found their tables and faced off against the first opponents of the day.

There seems to be a little bit of a rivalry between the Studio and our store staff. Playing a wargame against someone you've never met before is one thing, but being able to tell your mates that you gave Alessio Cavatore a trouncing is something else (however unlikely). Nevertheless, everyone was enjoying playing the game of their choice, no matter who with.

The Warhammer side of things was a great chance to see the sixth edition of

Warhammer given a thorough workout. It was no surprise that the tournament predominantly featured Orc & Goblin, Empire and Dwarf armies, with shiny new army books being toted at every opportunity. Many an Orc General enjoyed the privilege of stomping on his opponents, with Great Shaman Space McQuirk gleefully casting *Gork's Warpath* (frequently twice) on anything that moved. Gav Thorpe's all-singing, all-fighting Dwarf army surprised many an opponent with its 'full speed ahead' steamroller tactics. Gav was off-duty, and it must have shown as he walked away with the Most Sporting General trophy.

On the Warhammer 40,000 side of things, the gaming seemed to be a little more intense; an air of efficiency seemed to be prevalent across the board, excepting the occasional yelp.

As the day went on, the players polarised a little, with those doing well getting right into it and those who weren't heckling and paying frequent visits to the bar. Ultimately, the awards ceremony was held in Bugman's, and had an air of friendly familiarity rather than grandeur.

From top: Onlookers judge the Best Army for themselves; the hall buzzes with activity as the day progresses; a close-fought battle on the lead tables, Gav picks up his Most Sporting award.

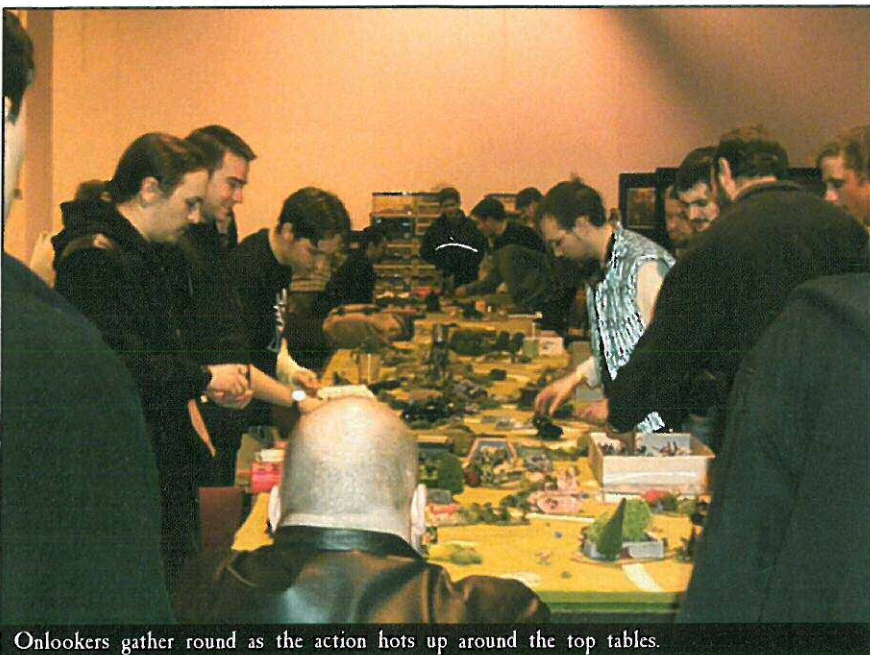


WARHAMMER 40,000

1st Place: Phil Kelly
 2nd Place: Tom Clarke
 Joint 3rd Place: Matt Sulley & Alessio Cavatore
 Most Sporting Opponent: Tom Harland
 Best Army: Darren Latham
 Best General: Francisco Dominguez

WARHAMMER

1st Place: Andreu Cerda
 2nd Place: Adam Stallwood
 3rd Place: Steve Slatford
 Most Sporting Opponent: Gav Thorpe
 Best Army: Steve Slatford
 Best General: Ian Stewart Cain



Onlookers gather round as the action hots up around the top tables.

PHIL KELLY'S ULTHWÉ ELДАР ARMY

Phil: This army has really done me proud since I started to work at Games Workshop. Although it started as a plain old Eldar army, Codex Craftworld Eldar was in production at the time so I decided to mould it into an Ulthwé army. I've always liked psychic powers and magic, so it seemed like a natural choice, and it has an easy colour scheme that looks cool on the battlefield.

The army is themed quite strongly to be a very shooty force based around the Ulthwé standing army: lots of psykers and lots of Guardians. Even two of the heavy support choices are manned by Guardians; true, they are very fragile but their firepower is unsurpassed. As Ulthwé have very few Aspect Warriors I only took the traditional ten-woman Howling Banshee squad, in a Wave Serpent, naturally. It's all geared to take down Space Marines really, virtually all of the big guns have an AP of 2. I was chuffed when I found that two of my opponents were Space Marine players!

It was my first tournament, and I have to say I really enjoyed myself. I never used to play in competitions because I prefer playing against my mates, but it was a nice change to play different armies and I met several cool people when I was there, some of whom I hope to have a

more relaxed game with in the future. The icing on the cake was that my army was also shortlisted for Best Army, against my expectations.

Tournament play is very much a different style, it was good fun to put together a really harsh (*read 'beardy' – Ed*) army and find out just how well it could do. I'll see what I can achieve with the new 'Nids in time for next year!

Below: Phil's Avatar is converted to look as if it is running, about to strike.

Below right: Phil accepts the Warhammer 40,000 Overall Winner trophy.

WARHAMMER 40,000

ULTHWÉ PSYKER WARHOST

Unit	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points
SEER COUNCIL											
Farseer	5	5	3	4	3	5	1	10	4+	FORTUNE, Witchblade, runes of witnessing, shuriken pistol	41pts
Farseer	5	5	3	4	3	5	1	10	4+	MIND WAR, Witchblade, runes of witnessing, shuriken pistol	36pts
Farseer (Extra)	5	5	3	4	3	5	1	10	4+	GUIDE, runes of witnessing, Singing Spear, shuriken pistol	9pts
Warlock	4	4	3	3	1	4	1	8	4+	ENHANCE, Shuriken pistol, Witchblade	31pts
Warlock	4	4	3	3	1	4	1	8	4+	DESTRUCTOR, S pistol, Witchblade	31pts
Warlock	4	4	3	3	1	4	1	8	4+	AUGMENT, Shuriken pistol, Witchblade	21pts
Warlock	4	4	3	3	1	4	1	8	4+	AUGMENT, Shuriken pistol, c.c. weapon	19pts
Avatar	10	0	6	6	4	5	3	10	5+	Wailing Doom	80pts
Exarch	5	5	3	3	1	6	2	9	3+	Shuriken pistol, Executioner	37pts
9 Howling Banshees	4	4	3	3	1	5	1	9	4+	Shuriken pistol, power weapon	14pts
Warlock	4	4	3	3	1	4	1	8	4+	CONCEAL, Shuriken pistol, c.c. weapon	33pts
642 Black Guardians	3	4	3	3	1	4	1	8	5+	Shuriken catapults, starcannon (-crew)	99pts
Warlock	4	4	3	3	1	4	1	8	4+	CONCEAL, Shuriken pistol, ccw	33pts
742 Black Guardians	3	4	3	3	1	4	1	8	5+	Shuriken catapults, starcannon (-crew)	106pts
2 War Walkers	3	3	5	10	10	10	4	2	-	2 Brightlances, 2 Starcannons	200pts
Wrathlord	4	4	10	8	3	5	2(3)	10	3+	Brightlance, twin flamer	120pts
3 D-Cannons	3	3	3	3	1	4	1	8	5+	2 crew each	150pts
Vehicle											
Wave Serpent	12	12	10	3						Energy Field, Spirit Stone, Star Engines	133pts

PHIL KELLY

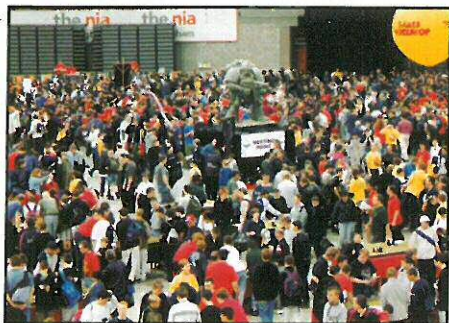
1498 pts



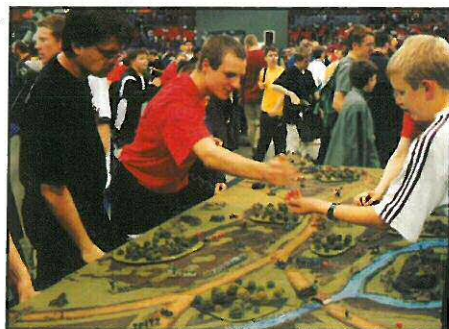
Phil's Ulthwé army arrayed for battle.

GAMES DAY & GOLDEN DEMON 2001

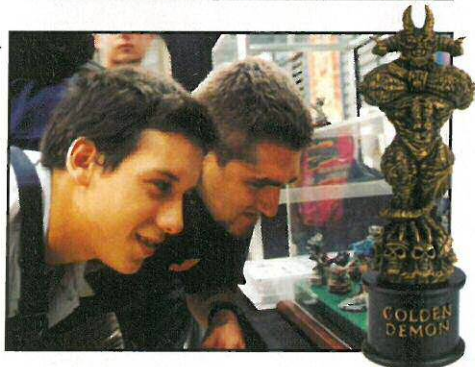
In the past, each show has attracted literally thousands of people to come and take part in the very special activities offered. Whether you're a hardened veteran or a newcomer, you're sure to find something exceptional.



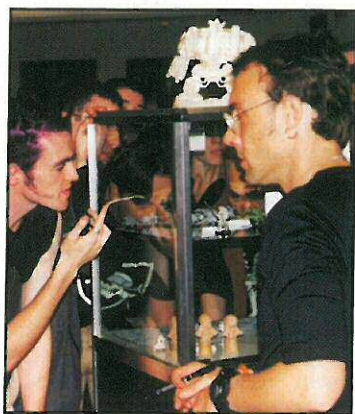
This year we hope to present, amongst the many specially written scenarios and games, a multi-table Warhammer campaign and an immense Warhammer 40,000 Cityfight campaign.



Once more Games Day will present exclusive previews of all our latest new miniatures and games. With the added chance to view the Golden Demon entries from the world's best painters and modellers, you are guaranteed a feast for the eye.



Those of you who have never attended our annual Games Day show in Birmingham may not be entirely sure what you'd be letting yourself in for. Games Day is a time to get together with literally thousands of other Games Workshop hobbyists and celebrate the games, miniatures and achievements of the year. It is also a time to take a peek at what is just around the corner.



Games Day is your opportunity to peek into the hidden corners of the Games Workshop Studio and meet the games developers, miniature designers and artists. Whether you want to clear up a niggle with some rules, pick their brains for ideas, or browse their portfolios, the team is on hand to meet you.



Black Library

Meet your favourite authors and artists behind the Black Library novels, Warhammer Monthly and Inferno! magazine - including William King, signing his brand new Gotrek & Felix novel, Vampireslayer.



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THE CHILL OF THE GRAVE

Phil Kelly reports on the clash of evil between the vicious Dark Elves, taken into battle by Matt Hutson, and Mark Raynor's rotting horde of Undead warriors. With both sides using special characters, it would be a bloody struggle indeed...

This month, the Dark Elves emerge from their ominous towers to stem the tide of walking dead encroaching upon the northern reaches of the Land of Chill.

With the advancing hordes of dead and diseased flowing from the Chaos Wastes, the mounted troops of the Watchtower Patrol Force ride north, guiding a formidable army of Dark Elves intent on destroying the evil forces that have the temerity to invade their lands. The image of a lightning counter-attack from Dark Riders and Cold One Knights was too cool to ignore, so we decided to play a Flank

Attack with 3,000 points a side. The Vampire Counts army were to face off against the main Dark Elf force, defending the ground they had already taken, with the mounted troops of the Patrol Force crashing into the Undead flanks.

At this point, we got a bit carried away, with Matt suggesting that we pit the heavyweights of each race against each other and use no less than two special characters from their respective army books. Matt decided to take the mistress of Dark Magic, Morathi the Hag Sorceress, mounted on her Dark Pegasus, Sulephet. In a moment of

true bravado, he also suggested that Mark should take the mighty Zacharias to lead his force. The Necrarch Lord Zacharias the Everliving, with his Zombie Dragon, weighs in at a hefty 1,015 points (*No, that's not a typo - Ed*). This would mean that over a third of Mark's points would be tied up in one model!

So, after a week of frantically testing out each other's armies, Mark and Matt girded their collective loins and stepped up to the desolate tundra landscape...

Morathi licked her scarlet lips as her slim fingers trailed through the gory contents of her scrying-pool, its crimson depths containing a drop of heartblood from every sorceress in Naggarond. The surface shimmered as she dipped her delicate head, her tongue breaking the surface for a second. She fought the urge to drink deep of the sparkling vitae; to do so would be to invite uncontrollable hallucinations and wracking pain. Raising her head, she allowed the daemon-gifted prophesies to filter into her consciousness. Visions of marching troops swam across the surface of the pool. Red smoke furled above the foul waters, coalescing into a twisted, horned form, staring malevolently at her from behind a hideous parody of her own eternally beautiful face.

It was grinning.

"Speak, blood-dæmon, lest I spit you back into Hell!" hissed Morathi, her perfect eyes narrowing to cruel slits.

"Mistress, your minions march to war at your command. Your pretty knights are in position, and your favoured ones mouth the litanies of pain. But they do not know..."

"Hide not the truth from me, beast. What is it they do not know?"

"They meet with death incarnate, mistress."

The pool's surface flickered black for a second, a form discernable within. It was

shrouded in a miasma of death, a power so formidable Morathi could hardly pierce it. She had the impression of a winged, gargantuan corpse. It bore aloft a being so potent it shone like a beacon of dark light, but its form was shrivelled and bent. It stank of antiquity, and her flawless, alabaster flesh prickled as the chill of the grave reached out from it like insidious tendrils. When she recognised what it was, she felt the cold grip of fear around her heart.

"Mistress... it is he... Lord Zacharias, the deathless one..."

Shrieking, Morathi lashed out, her thin fingers ripping into the apparition. Hot blood sprayed across the porcelain flesh of her cheeks. Bloodied and raging, she ran for the gates. At her mental command, her Dark Pegasus, Sulephet, was already darting toward her.

Without breaking her stride, Morathi vaulted onto the swooping beast. With the beating of membranous wings, the Hag Queen was borne

into the darkening sky, her battle-cry echoing into the night.



A CLASH OF EVIL



Matt Hutson

Matt: When I choose an army for Warhammer I like to first pick the units that look the coolest and then build the army around them. Seeing as the best looking models are

always the hardest on the tabletop, surely nothing could go wrong. With this not-so-cunning plan in mind, I set about choosing my army.

As this game would be a Flank Attack, and I was the attacker, my army would be split up into two contingents with up to a third of the army being the flanking force. Now the Studio actually has two Dark Elf armies, the main Dark Elf army and the Watchtower Patrol Force. The Patrol Force army is completely mounted, making it very mobile and hard-hitting. What better army to use as a flanking force?

Starting with this part of my army, my first choice was a unit of 9 Cold One Knights led by my Army Standard Bearer bearing aloft the deadly *Hydra Banner*. Cold One Knights have always been my favourite unit in the Dark Elf army, partly because they look brilliant and are totally unlike any other cavalry unit, but also because they are probably the hardest unit of heavy

cavalry in Warhammer. Aided by the *Hydra Banner* (+1A to all models, including steeds, when the unit charges) these boys should easily be able to wipe out any unit on the turn it charges because of the outrageous amount of high Strength attacks it will have. To support this unit and make sure that they get into hand to hand combat, I have also chosen a unit of Dark Riders.

For the main force I needed an army that could survive for two turns being severely outnumbered. As already agreed, Morathi was my first choice. Offensively her magic is rock hard but, as befits a practitioner of the Dark Art, she has nothing extraordinary to counteract the enemy's magic. To support her, then, I opted for a Level 2 Sorceress equipped with two Dispel Magic scrolls. My plan for my main force was to stand back and make the Undead come to me, giving me some time to thin down their ranks with missile fire and magic while I waited for my flanking force to arrive.

To achieve this, I needed some dependable missile troops along with some solid Core regiments: two units of Crossbowmen, a unit of Spearmen

and a unit of Corsairs ably supported by two Reaper Bolt Throwers would do the job. To give me some real bite in combat (as well as scratching and hair pulling), I chose a regiment of Witch Elves, as their sheer amount of attacks can often bring down even the heaviest armoured foe. All I needed now was some stuff to slow the Undead down and stop them from flanking me. To achieve this I selected two units of Shades and a unit of Dark Riders, all armed with repeater crossbows. It just wouldn't be evil enough if I didn't have at least one nasty trick up my sleeve, so with just over a 100 points left I chose a Noble armed with the *Ring of Hotek* and the *Crystal of Midnight* to give Mark a nasty little surprise!



FLANK ATTACK

The Flank Attack scenario means that Matt, as the attacker, must choose one third (or less) of his troops as a Flank Attack force. At the beginning of his third turn, Matt would roll a dice: on a 4+ his entire flanking force arrived. The next turn, if they had not appeared, they would enter on a 3+, then a 2+ in subsequent turns. The flank which Matt intended to use was specified before the battle. In this case, Matt chose his left flank, able to deploy his unit of Cold One Knights and unit of Dark Riders, held in reserve, anywhere on that table edge on Mark's side of the board.

THE DEAD MARCH ON



Count Mark von Raynor

Mark: Whenever I play a game of Warhammer, my personal preference is: the bigger the game the better. There's just something about having loads of men on the tabletop, a

sight that makes me eager with anticipation! Knowing that this was going to be a 3,000 point game, this was just the kind of gaming territory that I like! However, the army choice was going to be a little different in this case, as Matt and I had both decided to take a special character. Matt decided that Morathi was the girl for him. Myself, I needed something with just that little bit more – Zacharias the Everliving.

Costing a whopping 1,015 points, however, he was a serious drain from the points pool, but this boy is seriously hard! Having all six Bloodline powers, knowing all six Necromancy spells, having a Dispel Magic scroll every turn, a re-roll if things get nasty and then, the icing on the cake with a cherry on top, he's mounted on a Zombie Dragon. I knew that he was going to be a force to be reckoned with, and could easily compete with Morathi. However, it's quite well known in the Studio that I do like to go to extremes, so,

just to give myself that 'comfort zone' when it comes to magic, I decided to take a Necromancer as one of my final character choices. Then on second thoughts I upgraded him to Level 2. Oh and gave him a Power Familiar as well – you can't be too careful. Top it off with a Wight Lord with a couple of magic items (*Sword of the Kings* and the *Cursed Shield of Mousillon*), put him on a barded Nightmare, and that's the heroes sorted.

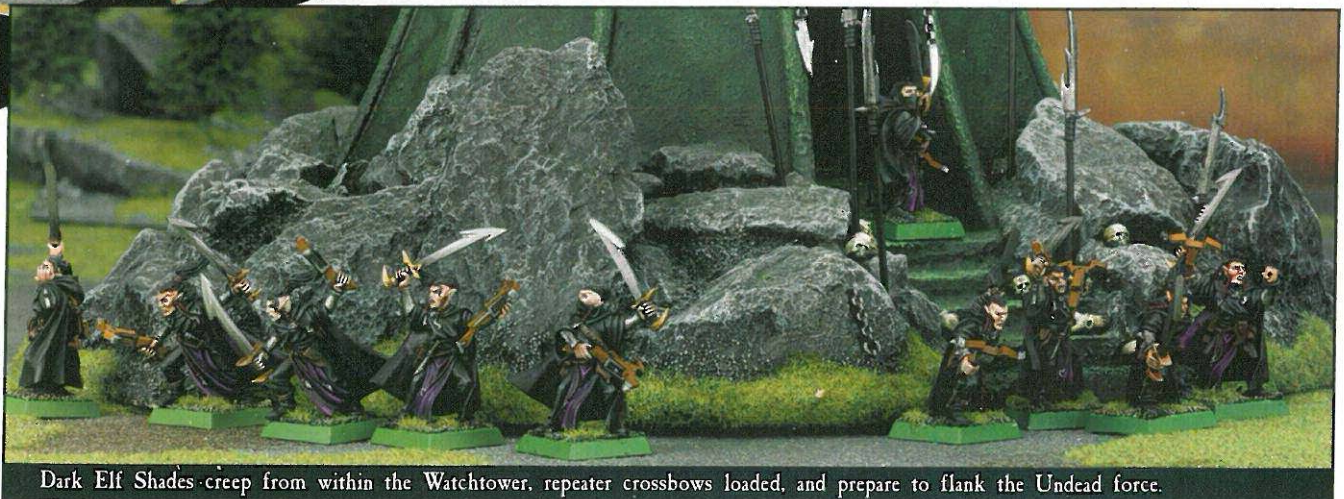
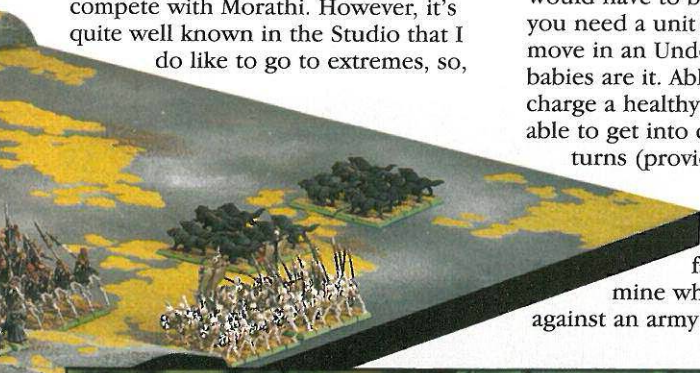
The next stage was the good old-fashioned rank and file. Taking into account that Matt was the attacking force in the Flank Attack scenario, there were some considerations to be made. I knew that up to a third of Matt's army wouldn't be turning up until turn 3 at the earliest, so I decided to divide my own defending army into two. One half would be fast attacking (yes, I did say fast attacking) hoping to make full use of their march move when within 12" of the General and, with a bit of luck, taking out some of his army before the reinforcements arrived. The other half would hold back, ready for the Flank Attack cavalry charge to ensure that they didn't charge me in the flank or, heaven forbid, the rear!

For the fast units, the first choice would have to be Dire Wolves. Now if you need a unit that can seriously move in an Undead army, then these babies are it. Able to march and charge a healthy 18", they should be able to get into combat in a couple of turns (providing they don't get shot into the ground beforehand). A favourite tactic of mine whenever I'm playing against an army that contains war

machines is that I take at least one unit of Fell Bats or, if I can afford it, two (just in case I lose one of the units). I topped these three units off with a unit of old faithful Black Knights (I never play a game without them), and that's the fast half of my army pretty much complete.

To provide the backbone of my remaining army, I needed something that could take a charge from some heavy cavalry. Grave Guard were the boys for me, giving them the hand weapon and shield combination entitled them to a good armour save and, with a basic Strength of 4, they could do some damage back to the Dark Elves. I reinforced this unit with a couple of units of Skeletons (one with hand weapons and shields while the other had spears and shields – good for receiving charges). A unit of Zombies, ready to tie any unit up for a couple of turns, completed the second half of my army.

Tallying up the points cost, I realised that I had just under a hundred points left to allocate. Normally a unit of Ghouls would be useful (quite able to handle most opposing scouts and skirmishing units) but wanting to be characterful with the Necrarch army and having nothing but dead things in it, I thought I'd go for a Banshee. This, I thought, could be a bit risky because unless you roll pretty high, she wasn't going to be doing much against a Leadership of 8 and higher. Taking a chance with Lady Luck (and the Banshee) I kept her. Besides, she couldn't be hit by any of Matt's missile fire. So, providing I kept Zacharias out of the way of those Reaper Bolt Throwers (anything shaped like a stake has got to be nasty) I might be onto a winner here!



Dark Elf Shades creep from within the Watchtower, repeater crossbows loaded, and prepare to flank the Undead force.

THE HOST OF THE HAG SORCERESS

CHARACTERS

LORD: Morathi, the Hag Sorceress with *Heartrender, the Thousand and One Dark Blessings* and *Dark Pegasus Sulephet*. **470 pts**

HERO: Sorceress Malkeus (90) with an extra level (40), hand weapon, and two *Dispel Scrolls* (25 each). **180 pts**

HERO: Noble Korhedron (70) with sword, heavy armour (4), shield (2), Cold One mount (26), *Battle Standard* (25) - *Hydra Banner* (80). **207 pts**

HERO: Noble Tualarc (70) with halberd (4), heavy armour (4), *Crystal of Midnight* (25) and *Ring of Hotek* (20). **123 pts**

CORE

20 Corsairs (200) with light armour, Sea Dragon Cloak, two hand weapons, *Reaver* (10), *Standard Bearer* (10) and *Musician* (5). **225 pts**

20 Dark Elf Warriors (180) with light armour, shields (+20), spears, *Lordling* (10), *Standard Bearer* (10) and *Musician* (5). **225 pts**

11 Dark Elf Warriors (99) with repeater crossbows (+44) and light armour. **143 pts**

12 Dark Elf Warriors (108) with repeater crossbows (+48) and light armour. **156 pts**

5 Dark Riders (90) with light armour, swords, spears, repeater crossbows (+20), *Herald* (14), *Standard Bearer* (14) and *Musician* (7). **155 pts**

5 Dark Riders (90) with light armour, swords, spears, repeater crossbows (+20), *Herald* (14), *Standard Bearer* (14) and *Musician* (7). **155 pts**

SPECIAL

9 Cold One Knights (261) with lances, heavy armour, shields, hand weapons, *Dread Knight* (18), *Standard Bearer* (18) and *Musician* (9). **306 pts**

5 Shades with swords and repeater crossbows. **70 pts**

5 Shades with swords and repeater crossbows. **70 pts**

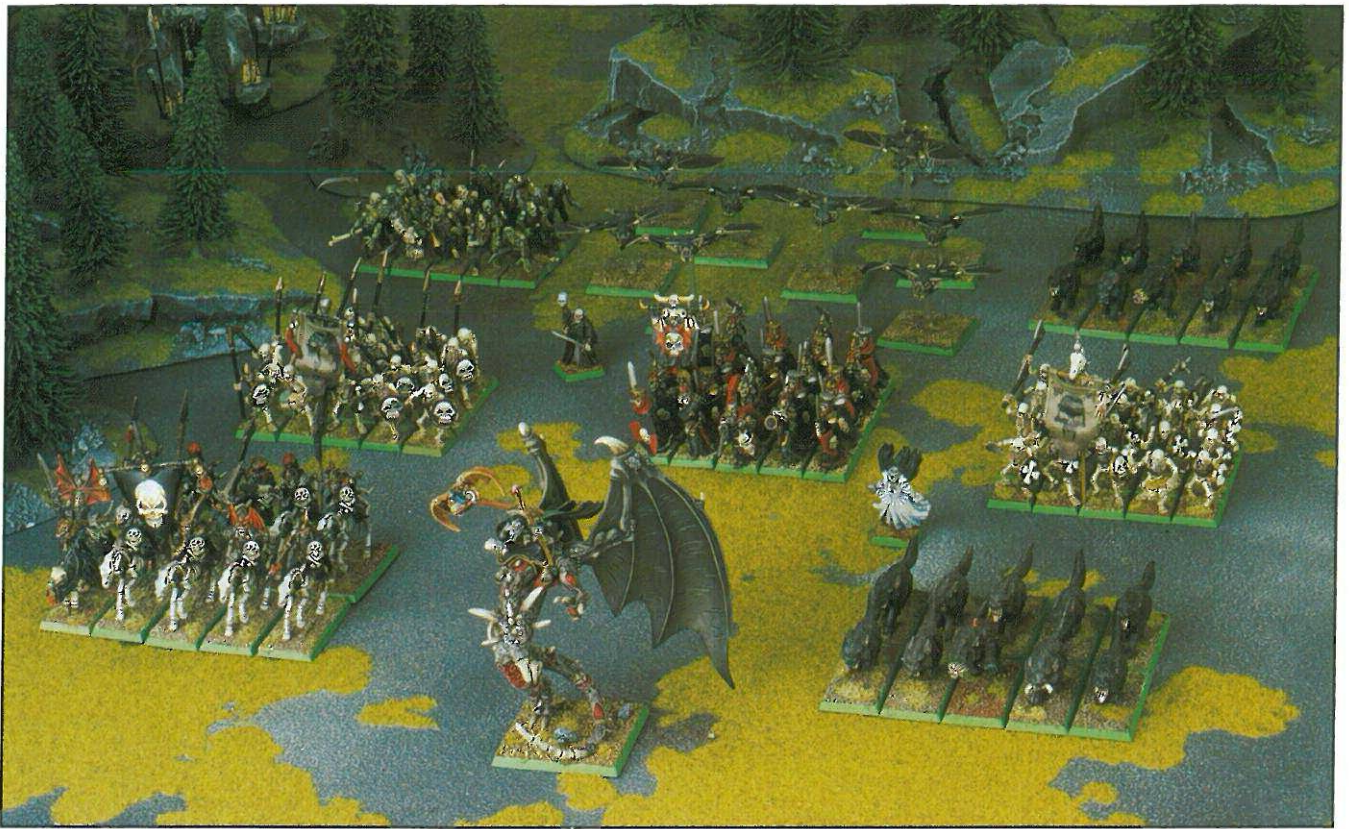
20 Witch Elves (260) with two poisoned hand weapons, *Hag* (12) with *Witchbrew* (25), *Standard Bearer* (12) and *Musician* (6). **315 pts**

RARE

2 Reaper Bolt Throwers **200 pts**

TOTAL **3,000 pts**





THE MINIONS OF ZACHARIAS

CHARACTERS

LORD: **Zacharias the Everliving**, mounted on a Zombie Dragon, with *Book of Nagash*, *Staff of Kaphamon*, *Scrolls of Sembtep*, and *Circlet of Rathek*. Zacharias' Bloodline powers are *Nebekbara's Noble Blood*, *The Awakening*, *Dark Acolyte*, *Unholy Cynosure*, *Master of the Black Arts*, *Forbidden Lore*. **1,015 pts**

HERO: **Wight Lord Lachartes** (60) with heavy armour (4), lance (4), Nightmare (8) with barding (4), *Sword of the Kings* (25) and *The Cursed Shield of Mousillon* (25). **130 pts**

HERO: **Necromancer Chardrel** (65) with extra level (35), hand weapon and *Power Familiar* (50). **150 pts**

CORE

21 Skeletons (168) with light armour (+42), hand weapons, shields, Captain (10), Standard Bearer (10) and Musician (5). **235 pts**

20 Skeletons (160) with light armour (+40), spears (+20), Captain (10), Standard Bearer (10) and Musician (5). **245 pts**

10 Dire Wolves (100) with Doom Wolf (10). **110 pts**

10 Dire Wolves (100) with Doom Wolf (10). **110 pts**

20 Zombies (120) with hand weapons, Standard Bearer (10) and Musician (5). **135 pts**

SPECIAL

25 Grave Guard (300) with heavy armour, shield (+25), hand weapons, Crypt Keeper (12), Standard Bearer (12), Musician (6). **355 pts**

9 Black Knights (207) with heavy armour, shield, hand weapons, lance, Nightmares with barding (+18), Hell Knight (16), Standard Bearer (16) and Musician (8). **265 pts**

8 Fell Bats. **160 pts**

RARE

Banshee **90 pts**

TOTAL **3,000 pts**

DARK ELVES TURN 1

Having won the roll-off to see who would take the first turn, Matt decided to take the initiative and open hostilities (unsurprising, considering that his army could loose 86 crossbow shots in one turn...) with his first move centring around the repositioning of his forces on the left flank. The Dark Riders, with their incredible 18" march move and free reform, took up position on the far left. The Shades emerged from the watchtower to support them. Even Morathi herself was redeployed on

the left, adding considerable potency to what was looking to be a strong left hook. The manoeuvrability of the Dark Elf troops was really coming into play; Matt had diverted a considerable amount of his troops onto Mark's flank.

Although he was too far away to use any of his offensive spells, Matt further reinforced Mark's suspicions about the left flank when he opened fire on the Dire Wolves opposite. Although the majority of the army was still out

of range, one of the Undead hounds fell to the quarrels of the Dark Riders, whilst another two were downed by the lethal spears of the Reaper Bolt Throwers. Matt wanted that flank wide open when his reinforcements piled in...



Zacharias the Everliving directs his minions forward, thirsty for the warm blood of the Dark Elves.



Morathi takes to the skies upon Sulephct.

VAMPIRE COUNTS TURN 1

Mark's Movement phase was far more eventful than we had come to expect, with practically all of his army within 12" of his General, and therefore able to march move. Mark made the most of this by sending ahead a strong contingent of Undead; the Dire Wolves, Black Knights and Zombies marched up either side of the gnarled tree in the centre of the battlefield.

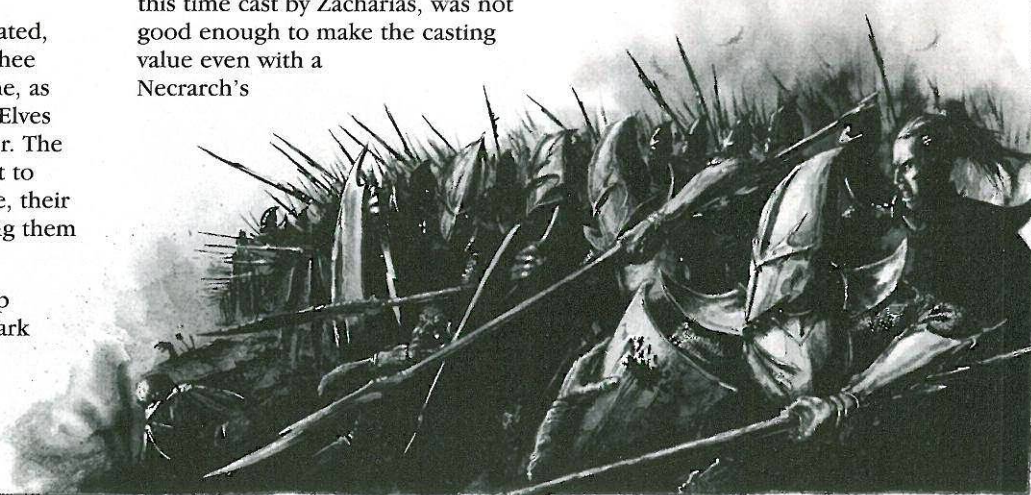
On the right flank, the emaciated, incorporeal form of the Banshee floated before the Undead line, as the barbed darts of the Dark Elves could have no effect upon her. The Fell Bats on the hill were sent to intercept Matt's flanking force, their leathery, ragged wings carrying them into position.

Zacharias himself also took up position on the flank, with Mark taking care to interpose the looming edifice of the watchtower between his General and Matt's Bolt

Throwers. It was looking very much like he intended Zacharias to meet Morathi head-on.

Gathering all the dice he could find, Mark began his potentially devastating Magic phase. His first action was to cast *Invocation of Nebek*, aiming to bring forth a unit of Skeletons right in front of the Reaper Bolt Throwers. Matt dispelled it with a lucky roll. Mark's second attempt, this time cast by Zacharias, was not good enough to make the casting value even with a Necrarch's

natural +1 on spellcasting rolls. His final spell, *Gaze of Nagash*, aimed at the Dark Riders, was dispelled with the first of Matt's *Dispel Scrolls*. Matt had kept a lid on what had promised to be a very influential Magic phase. With the Banshee out of range and no combat taking place, Mark's turn ended.



DARK ELVES TURN 2

Passing their Fear test, the Dark Riders facing off against the Dire Wolves charged, spears levelled. Morathi decided that a game of chicken with Zacharias was not such a good idea, and directed her Dark Pegasus to the other side of the watchtower. Matt moved the Witch Elves up to support her, and the Spearmen, under the instruction of Noble Tualarc, followed suit. On the right flank, the Corsairs moved to intercept the approaching Zombies, Matt's Sorceress lurking beside them.

The Magic phase opened with an attempt to cast *Doombolt* at the Black Knights, with a respectable fourteen on the casting roll. Due to Morathi's mastery of the Dark Arts, her total was raised to 16 and, rather than risking it, Mark decided to use one of Zacharias'

Scrolls of Sembtep (he may use one each turn, and they have the same effect as *Dispel Scrolls*!). Morathi's successful attempt to cast *Arnzipal's Black Horror* on the same unit was halted by a shower of dice from Mark's *Dispel* pool. Seeing that his opponent had used up all of his *Dispel* dice, Matt used his bound item: the *Crystal of Midnight*. This hellish little toy releases an evil spirit that seeks out an enemy magic user and ravages his mind. Matt's choice was, of course, Zacharias. The Necrarch had to pass a Leadership test on 3D6, or lose a spell. He failed on a spectacular three sixes, and *Hellish Vigour* was removed forever from Zacharias' repertoire.

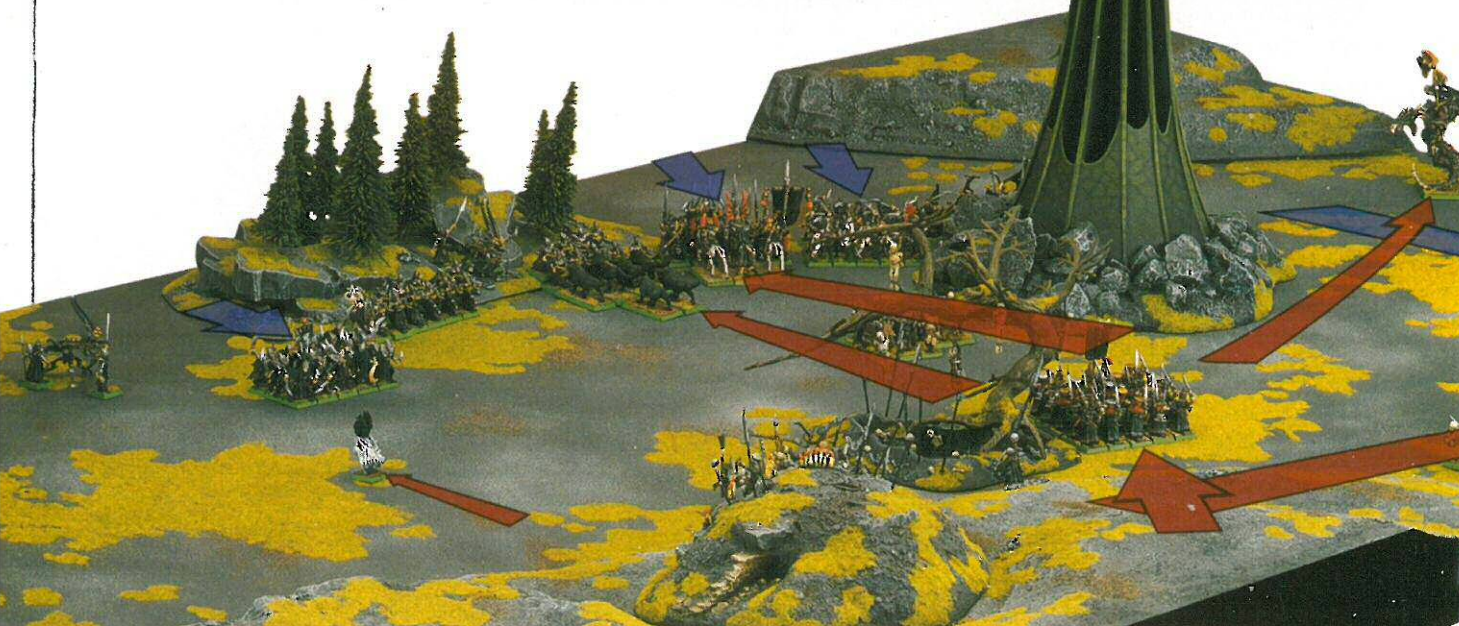
Matt's Shooting phase turned out to be an anticlimax: he was able to fire

no less than 62 shots at the approaching Undead, but chose to target the approaching Black Knights. Their high Toughness and revoltingly good saving throw protected them against the damage, however, with a hail of barbed darts clattering from bone and ragged barding. Even the Bolt Throwers were unable to penetrate their armour.

The Combat phase proved more productive as the Dark Riders skewered two Dire Wolves on their spears, their steeds trampling two more of the rotting lupines into the dust. The Dire Wolves were unable to make their mark in return, and the remainder collapsed into the dirt as the triumphant Dark Riders galloped into the distance.



The Dark Riders trample their foes.





The Black Knights, led by the Wight Lord, ride into a forest of spears as the Dire Wolves savage the Dark Elf Crossbowmen.

VAMPIRE COUNTS TURN 2

Mark was not best pleased at the loss of his Dire Wolves. In retaliation, he utilised the manoeuvrability of the Fell Bats by charging the Dark Riders in the flank. In the centre of the battlefield, rather than standing in front of such formidable firepower, the Black Knights charged the Spearmen, backed up by the second unit of Dire Wolves as they charged the crossbow-armed warriors in the woods. This didn't seem to be a good idea when Matt's charge reaction, stand and shoot, killed four of the Dire Wolves before they hit home. On the right flank, the Banshee skirted the Dark Elf line, with the express intention of frightening the life out of the Corsairs in the Shooting phase.

Zacharias, having flown over to the far left of the battlefield, attempted to bolster his forces with the *Invocation of Nebek*. Matt was quick to whip out his last Dispel Scroll. Zacharias' *Gaze of*

Nagash, aimed squarely at Morathi, was also dispelled (as a result of her *1,001 Dark Blessings*, Morathi not only has a 4+ Ward save but also Magic Resistance 1!).

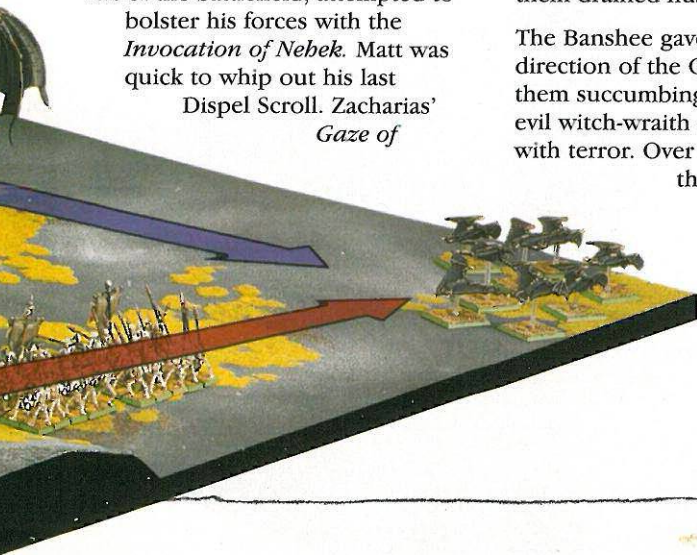
Mark finally had a bit more luck when his Necromancer, skulking behind the twisted copse, summoned a new unit of thirteen Zombies, clawing their way out of the ground in the wake of the Black Knight's charge. Matt's dispel attempt was ineffective, but worse than that he had used up all of his Dispel dice. It was now Mark's turn to play his bound spell trump card, Zacharias' *Staff of Kapbamon*, which casts *Dark Hand of Death* once per Magic phase. Mark took full advantage, scoring the maximum of six hits on the nearby Shades, leaving them drained husks lying in the dust.

The Banshee gave voice in the direction of the Corsairs, three of them succumbing to the wails of the evil witch-wraith and dropping dead with terror. Over on the other flank, the Fell Bats

descended upon the Dark Riders, their unnaturally large maws tearing open two of the fast cavalry. Being both unable to attack back and outnumbered, the Dark Riders fled automatically, the bats catching them in their flight.

The charge of the Black Knights hit home against the Spearmen, who levelled their weapons ready to receive the attack. The Wight Lord lashed out, his *Sword of the Kings* tearing through the Spearman champion. The lances of the Black Knights took another Spearman from his feet, impaled through the gut, but the Dark Elves' light chainmail armour protected them from the hooves of the grave-steeds. In return, Dark Elf Noble Tualarc took two of the Wights from their saddles with his halberd, the Spearmen felling another with a well-placed thrust. Combat resolution proved that the Spearmen were the clear victors, with their kills, rank bonus and outnumbering causing another four wounds on the Wight Cavalry. Mark was not amused: his lightning charge had resulted in most of his unit collapsing.

In the wooded hill next to them, the Dire Wolves ripped open a Dark Elf Warrior, but as they were uphill the combat ended in a draw. The Undead charge had been held in check, and Matt's forces were poised for a counter-attack.



DARK ELVES TURN 3

At the start of Matt's turn, he rolled to see if his flanking force turned up, and was pleased to see a six on one of the most important rolls of the game. The Cold Ones and Dark Riders both rode onto the field in the top left of the battlefield, poised to thunder into the Undead flanks on the next turn. The Witch Elves charged the newly-raised Zombies, blades flickering and curses on their lips. The Shades moved around to support them, and on the right the Corsairs moved on, ignoring the ethereal Banshee.

It was then that Matt made a potentially disastrous move in supporting his new flanking force with Morathi herself. Although she was well out of Zacharias' charge arc, the skirmishing Fell Bats with their 360° charge arc were nearby, and had the numbers to tie her down until the hideous corpse-lord could transfer his ghastly attentions to her and her dark pegasus.

The Magic phase kicked off with the Sorceress casting *Chill Wind* on the

Banshee, both cast and dispelled on a meagre six. Evidently the dice were being saved for a more momentous spell, and with a show of defiance fitting for a queen, Morathi attempted to cast *Dominion* on Zacharias himself! If it was successful, she would be able to totally prohibit his movement, shooting or magic use in the next turn. Unsurprisingly, Zacharias pulled out another of his *Scrolls of Sembtep*, the powerful anti-magics dispelling the mental control Morathi was exerting. Matt's remaining two dice were used in an attempt to cast *Arnizipal's Black Horror*, but unsurprisingly the potent spell failed.

Resolute, Matt went on to his Shooting phase. The Bolt Throwers both hit home on the Grave Guard but, amazingly, the wounds inflicted were all saved by a show of sixes from Mark. Ironically, the barbed bolts of the crossbow-armed warriors next to the Reapers then felled two of the Grave Guard. On the left flank, the

newly arrived Dark Riders sent a volley of bolts into the Fell Bats, wounding one before they could react.

In the central mêlée, the Noble Tualarc issued a challenge to Lachates, the Wight Lord. Although his halberd smashed down upon the Undead king, it failed to kill him. In return, the Wight Lord flicked out with the *Blade of Kings*, its vorpal edge parting the arrogant warrior's head from his shoulders (the Wight Lord's Killing Blow ability meant that this wound counted for two towards combat resolution: both of Tualarc's wounds). The Spearmen and the Black Knights accounted for one kill each, but the Spearmen's rank bonus was still enough to tip the balance, and another mounted Wight tumbled into dust.

Contrary to everyone's expectations, the Dire Wolves in the woods next to them fared brilliantly against the Dark Elf crossbowmen, killing two without sustaining a loss. They then outnumbered their foe, forcing the Dark Elves to flee, who were promptly caught and eaten by the hideous hounds.

In the shadow of the tower, Matt had more luck: the Witch Elves hit with no less than 13 of their attacks against the Zombies, three of which were sixes (poisoned) and so automatically wounded. A respectable six more wounds spelt doom for the Zombies; they had lost the combat by a staggering thirteen, and were trampled by the frothing Witch Elves as they overran 8" into the path of the Grave Guard.



The Witch Elves' poisoned blades cut through the Zombies.



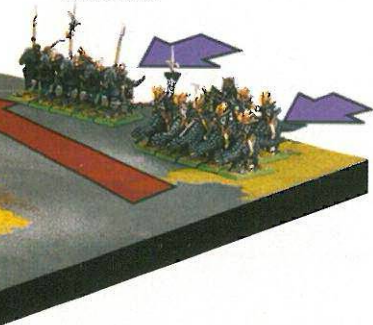


The Riders of the North thunder onto the battlefield as Morathi is attacked by a dark flock of Fell Bats.

VAMPIRE COUNTS TURN 3

Mark's next move was to counter-attack; he charged the Witch Elves with the Grave Guard in the centre and Morathi with the Fell Bats on the left flank. The Skeleton units both turned 90° to face the new threat of the Cold Ones, and the Banshee continued her unhindered roaming towards the Dark Elf deployment zone.

The Magic phase opened with the obligatory *Invocation of Nebek*, this time to reinforce the Zombies that had attacked the Corsairs. Ten more clawed their way from the earth, and the whole unit was propelled into combat against the Corsairs by the successful casting of *Vanbel's Danse Macabre*.



Zacharias then attempted to cast *Curse of Years* upon the Cold One Knights. He rolled a respectable 13, but Mark was not confident that this would carry the spell past Matt's dispel attempt. Using the Necrarch bloodline power *Unboly Cynosure*, Zacharias used his one re-roll to change a one on the casting dice to a three. Matt's Dispel dice vindicated this decision when he rolled thirteen to dispel the curse, and Mark was rewarded by the subsequent death of three of the Cold One Knights.

The Banshee's hateful wail was directed at the Dark Elf Sorceress Malkeus this turn, and she fell to the floor, cold as stone. The tide was beginning to turn for Mark.

In the protracted combat between the Spearmen and the Wight Lord, the Undead hero finally faltered as a spear found its mark, and was vanquished by the overwhelming odds against him. The Spearmen, having taken relatively few casualties, were free to act once more. The many attacks of the Corsairs sliced through four Zombies, dead flesh dropping in chunks at their feet. The Zombies' frantic clawing could not penetrate

the Corsairs' thick sea-dragon cloaks, and another two Zombies collapsed at combat resolution.

By the copse of twisted trees, the Grave Guard managed to fell one Witch Elf, but the flurry of attacks from their half-naked opponents accounted for two of the Wights in return. Due to the intoxicating effects of the Witch Elf champion's *Witchbrew*, the warrior-maidens were unaffected by the Grave Guard outnumbering them, and so won the combat by one. Another Wight dissipated with a distant scream.

On the flank, the Fell Bats clustered around Morathi, their fangs snapping, but her Dark Blessings protected her alabaster skin from their vile assault. In return, she speared one of the creatures on the end of *Heartrender*, plucking it out of the sky. Sulephet, her Dark Pegasus, leaped into the sky to combat the winged assailants, his hooves smashing another bat to its death. Morathi was whittling them down, but Mark doubted that she would be free of them before their loathsome lord joined the fray...

DARK ELVES TURN 4

The Dark Riders, at the harsh commands of the Hag Queen, charged the Fell Bats, as the Cold One Knights moved into position facing the Skeletons. The Crossbowmen remaining on the wooded ridge attempted to charge the Banshee, dissipating her by force of numbers alone, but were well out of charge range and so merely aligned to face the ghostly spectre. The Spearmen about-faced to receive the charge of the Dire Wolves, and the Shades moved up to support the Witch Elves. The atmosphere was tense; both players knew that the game hinged upon this turn.

Matt's Magic phase started with another attempt to cast *Dominton* over Zacharias, but Mark dispelled it with a contemptuous throw of the dice. Things were looking bad for Morathi. Using his Power dice to dispel *Curse of Years*, Matt was horrified when three dice turned up a paltry five, nowhere near enough to rid the Cold One Knights of their curse.

The Shooting phase was a shadow of its former glory, with only the Shades and one Bolt Thrower finding a viable target, albeit in the far distance. Three Skeletons fell, shattered by the bolts of the Reaper. The Combat phase was far more violent, with the Corsairs slicing apart columns of dead flesh; eight Zombies were cut to ribbons, a further eight dying in combat resolution.

The Witch Elves put up a similar show of strength, scoring a horrifying 21 hits on the Grave Guard, ten of which wounded. Luckily for Mark, their 3+ armour save in close combat protected all but two, (although he insisted at the time that he was not worried...). In return, the Grave Guard cut down two of the warrior-maidens, but again, due to their *Witchbrew*, the combat was a draw.

On the left flank, the Dark Riders thundered into the

Fell Bats, spitting one on an out-thrust spear. Morathi continued to pluck apart the evil beasts with *Heartrender*, her Dark Pegasus wounding another. The Fell Bats descended upon the Dark Riders, one draining an unlucky rider of his blood, whilst another attached itself to Sulephet like a vile lamprey, wounding the Dark Pegasus.

Although the combat was clearly won by the Dark Elves, the resultant five wounds was not enough to kill all of the Bats. They had served the purpose Mark had assigned to them, and tied up Morathi.



The Corsairs cut through the seemingly numberless Zombies with ease.

With a hellish scream, the Zombie Dragon arched through the air at Morathi as she stabbed and sliced at the Fell Bats around her. The flapping beasts had kept her occupied for too long, and as Sulephet kicked up into the air, she turned her full attention on the Undead lord assaulting her. Zacharias the Everliving, a name only spoken of in hushed whispers, reached out a bony finger towards her. He was as hideous as she was beautiful. For a moment, their eyes locked, the air crackling with sorcerous energy. She paused, appalled by the stench of the foul king and his grave-worm. The Vampire grinned, taking in her ethereal beauty with an appraising glance. Then, the beast he rode struck out like a snake, its rotting jaws fixing on Sulephet's neck. With a sickening wrench, the Dragon pulled her within reach of Zacharias. She screamed a battle-cry as her lance, Heartrender, speared into its flesh, but she could not pierce its arcane corpse-wards. Zacharias struck with unholy speed, once, twice, three times, her intricate protections mocked by the sheer power of his attack. She fell from her broken steed, and saw the

Necrarch turn, dismissing her before the Fell Bats descended, shrouding her in leathery, rotting wings.



Zacharias and his rotting steed plough into Morathi's exposed flank.

VAMPIRE COUNTS TURN 4

Vanbel's Danse Macabre, forcing them to reform, and take both a Panic and Fear test!

The Combat phase started with the Corsairs' violent reply to the incursion of fresh corpses on their flanks, killing three from each of the Zombie units. After the Zombies' attacks were saved by the Corsairs' armour and the combat resolution results applied, both units of the walking dead lost a further five models, meaning that one solitary Zombie was left!

The Grave Guard once again fell prey to a staggering twelve wounds from the Witch Elves, enough to wipe out half a unit of Orcs, but against the tough armour of the Wights, only two died to their blades. Mark was getting heartily sick of this combat and so directed as many hits as he could against the Witch Elf Champion. He caused two wounds, taking the *Witchbrew* out of the equation, and the other Wights took down a further three. This time, when the combat results were tallied, the Grave Guard had won by a clear margin, and pursued and caught their foes,

hacking down their unarmoured flesh with wight blades. The resultant pursuit move brought them into combat with Matt's Shades; it looked like they would suffer a similar fate.

In the all-important combat escalating on the left flank, Zacharias plunged into the mêlée, his undivided attentions focused on the Hag Queen. Despite her ethereal beauty (attackers have to pass a Leadership test to even consider attacking a being of such surpassing grace) the Vampire hit and wounded with three of his Attacks, Morathi's Ward save only protecting her from one of Zacharias's blows. Worse still, the Zombie Dragon ripped into Sulephet, the Dark Pegasus, killing it outright. Morathi's well-placed counter wounded Zacharias, but his *Circling of Rathek* protected him. Although the Dark Riders caused one wound, accounting for one Fell Bat, the beasts attacked Morathi nonetheless, a lucky blow dropping her at last. The Dark Elves had lost the combat, and even the fleeing Dark Riders were caught and destroyed by the Fell Bats. Things did not look good for Matt.

Unsurprisingly, Mark's first action was to charge Morathi with Zacharias. She passed both her Terror and Panic checks; it looked like we were in for a real clash of the titans!

Mark also recklessly charged his Dire Wolves straight into the massed ranks of waiting Spearmen. The Dark Elves failed their Fear test, however, meaning that instead of hitting on 3+ they were now hitting on sixes.

The Magic phase was dominated by the Undead even more so than normal, as Matt's Sorceress had died to the screams of the Banshee. First off, the *Curse of Years* still in play not only killed another Cold One Knight but also wounded Korhedron, the Dark Elf army standard bearer. In a classic Vampire Counts manoeuvre, Mark's Necromancer raised a unit of nine Zombies just next to the flank of the Corsairs and impelled them into the flank of the Dark Elf unit with

DARK ELVES TURN 5

Determined to exact a price for the loss of Morathi, Matt passed the Stupidity test for the Cold One Knights and charged them into the mass of skeletal warriors.

The Magic phase left Matt with a pathetic two Power dice; since Morathi and her apprentice Malkeus had died there was little the Dark Elves could do in the way of sorcerous harm. The two dice were used for an attempted dispel on the *Curse of Years*, but to no avail.

The Dark Elf Shooting phase had also been stymied. As the crossbows on the right flank turned to face the Banshee, only the Bolt Throwers were left to fire. They opened fire at the unengaged Skeletons across the other side of the battlefield, killing four in a shower of splintered bone.

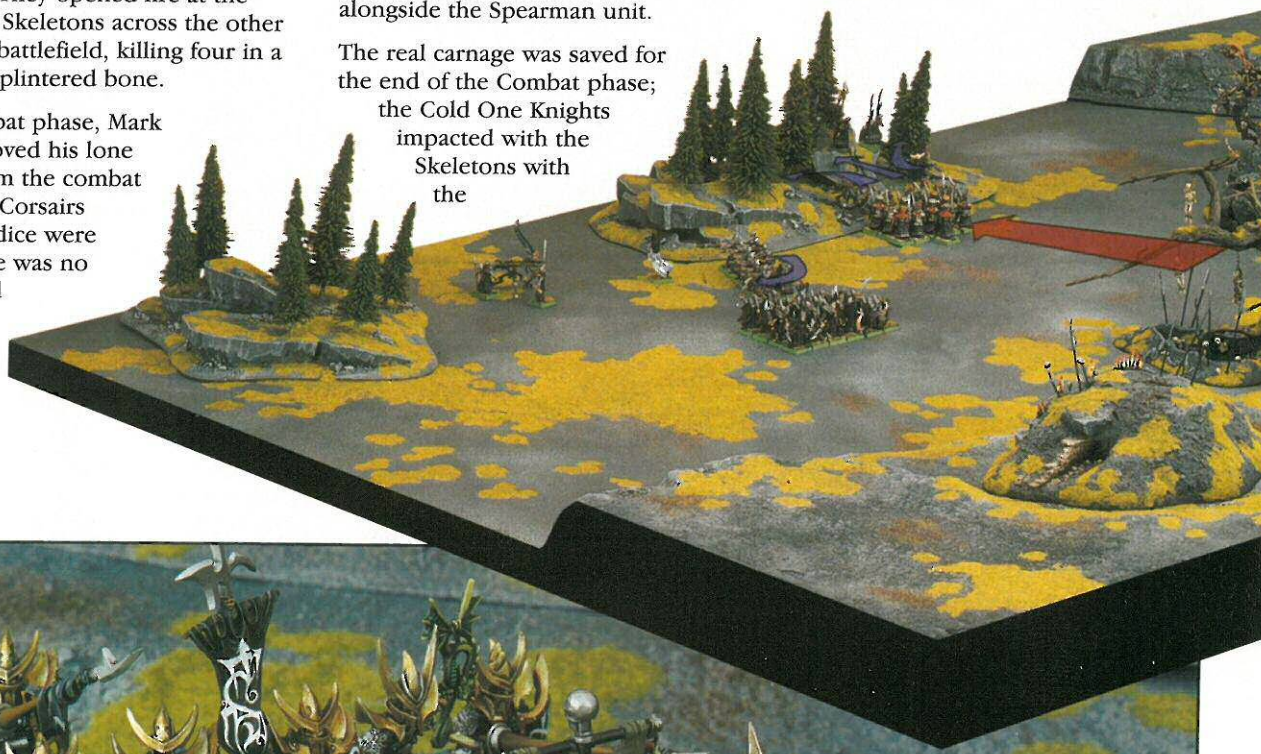
In the combat phase, Mark nearly removed his lone Zombie from the combat with Matt's Corsairs before any dice were rolled: there was no way it could

stand against such formidable foes. It was duly ripped apart by the skilled blows of the Corsairs. The Dire Wolves in the wooded ridge fared little better with the Spearmen, four of them dying, spitted on the thin stakes of the Dark Elves. The rest collapsed in on themselves, magic no longer animating the rotting sacks of mangy fur and brittle bone.

The Shades never really had a chance against a full unit of Grave Guard, the one wound they inflicted out of desperation was saved by the Wights' armour, one Dark Elf culled by the Wights' charge. The Shades fled, the resulting overrun cutting them down and bringing the Grave Guard alongside the Spearman unit.

The real carnage was saved for the end of the Combat phase; the Cold One Knights impacted with the Skeletons with the

force of a battering ram. The *Hydra Banner*, held aloft by Noble Korhedron, spurred on the Knights and their mounts, doubling their attacks in a frenzy of destruction. Mark presumed there would at least be a few ragged Skeletons left at the end of the phase, allowing him to slam his Skeleton Spearmen into the flank in his next turn. Thirteen unsaved wounds from the lance-armed Knights and their reptilian steeds proved otherwise; the skeletons lost by eleven. The entire unit disappeared in an explosion of dry bone, and the remaining Cold Ones overran, clipping the Skeleton Spearmen's flank.



The Cold One Knights charge headlong into the ranks of the Skeleton Spearmen, smashing them apart in a shower of bone.



The Grave Guard finally rout the Witch Elves.

VAMPIRE COUNTS TURN 5

Mark was a little taken aback by the destruction caused by the Cold Ones, but knowing full well that the resilient *Curse of Years* had thinned their numbers dramatically, was not overly worried. He had a plan, although risky, and an evil one it was too. Contrary to all expectations he charged the Bolt Thrower with the Grave Guard, rather than the Dark Elf Spearmen's flank. Eyebrows were universally raised, but Mark was undaunted, moving Zacharias around in front of the watchtower and bringing the Fell Bats back onto the table near to the combat involving his remaining Skeletons.

The Banshee casually moved out of the charge arc of the Dark Elf crossbow unit on the right, and Mark marshalled his vast magic dice pool with some real carnage in mind.

First off was resolving Zacharias' *Curse of Years* already in play on the Cold

One Knights, and this time it was wounding on a frightening 4+. Three more Knights died, including the musician, even polishing off Korhedron himself as the warriors aged horrifyingly rapidly, racing to the grave. Next was Zacharias' *Gaze of Nagash* on the Spearmen unit, scoring a horrendous eleven hits and killing four. A renewed attempt to hurl the deadly *Curse of Years*, this time on the Spearmen, was cast with Irresistible Force, and accounted for another four of the unlucky Dark Elves.

The Necromancer hiding at the back of the withered cove cast *Invocation of Nebek* on the Skeletons fighting the Cold Ones, and yet more dead warriors crawled out of the earth to reinforce their unit. Finally, Zacharias attempted to cast *Dark Hand Of Death* from the *Staff of Kephamon*, but at last Matt had enough dice to dispel.

The Spearmen, under such an unrelenting bombardment of magical

death, broke and ran, but due to the combat between the Grave Guard and Bolt Thrower, ended up directly behind the Reaper Crew.

In the Combat phase, the Grave Guard stormed through the Reaper Crew in short order, overrunning into the Spearmen and forcing them to run off the table. Mark assures us he had this planned all along (the devious swine).

The Cold One Knights fared little better against the growing numbers of the Skeletons, and the Dark Elves' number had been so drastically reduced that they were unable even to counteract the Skeletons' rank bonus. As a result, and a general incapability for the antiquarian Dark Elves to kill more than one Skeleton, the Cold One Knights fled. Although the Skeletons could not catch them, they were below 25% of their original number, and hence could not rally.

DARK ELVES TURN 6

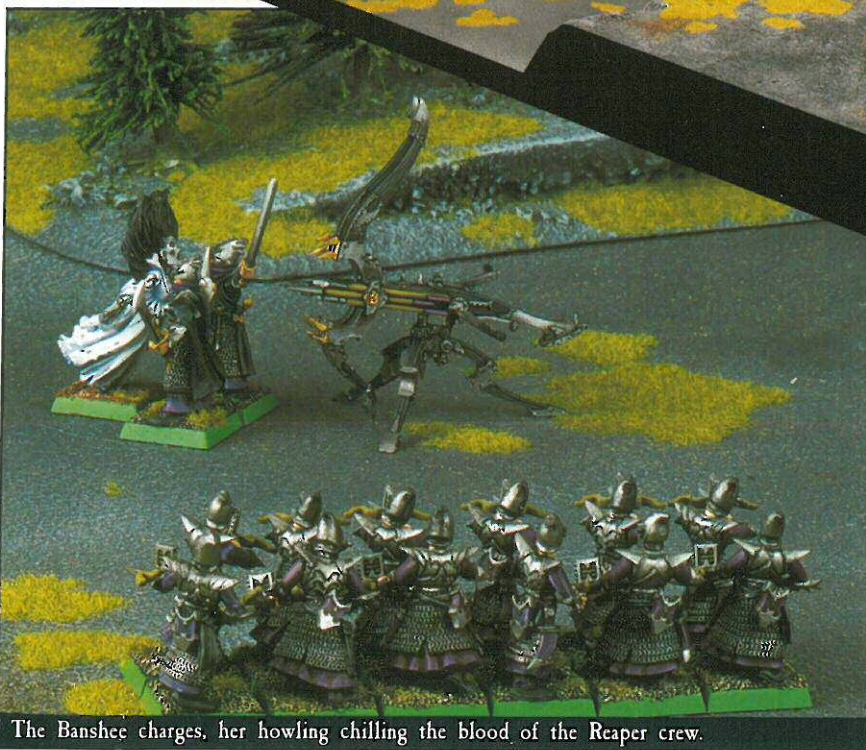
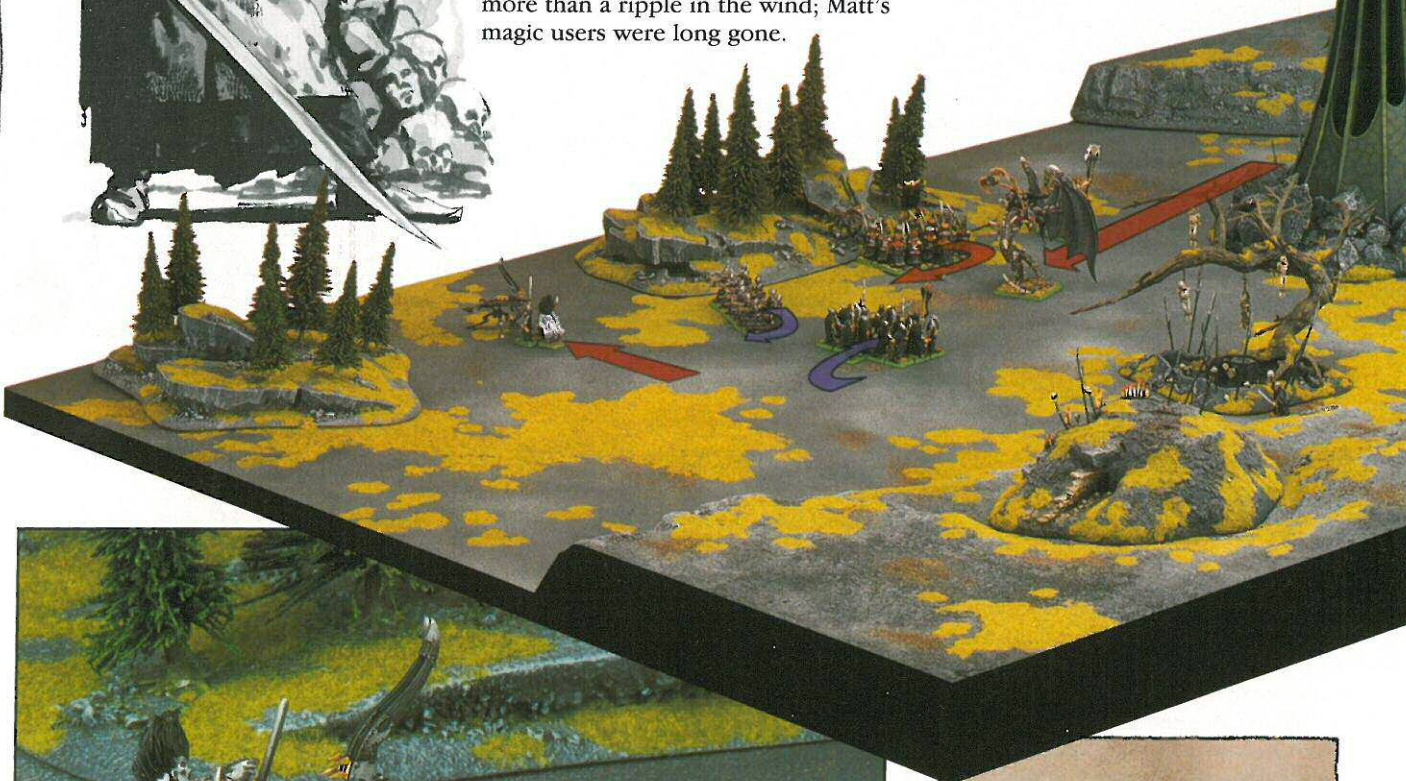
Unfortunately, Matt had got to that stage in the game where he had lost so many troops that he had very limited options.

Fearing a devastating flank charge from Mark's General, his Corsairs turned through 90° to face Zacharias. Matt also repositioned his Crossbowmen to face the Banshee once more. The Cold One Knights, unable to rally due to their horrendous losses, fled 14" toward the table edge, staying on the battlefield but still counting as destroyed due to the fact that they were fleeing at the end of turn six.

The Magic phase passed with little more than a ripple in the wind; Matt's magic users were long gone.

The Shooting phase heralded a last act of spite for the Dark Elves. From the Reaper Bolt Thrower that the Banshee was drifting towards, a volley of bolts arced toward Zacharias. After randomising the hits, all present were shocked when one of the bolts actually wounded the Necrarch himself! Mark was unperturbed, it would take a lot more than that to fell the millennia-old Undead Wizard.

There was no combat anywhere across the entire battlefield, and so, with a glum expression, Matt ended his turn.



The Banshee charges, her howling chilling the blood of the Reaper crew.

VICTORY POINTS

Dark Elves: 1,340

Vampire Counts: 2,855

Difference of 1,815:

MASSACRE





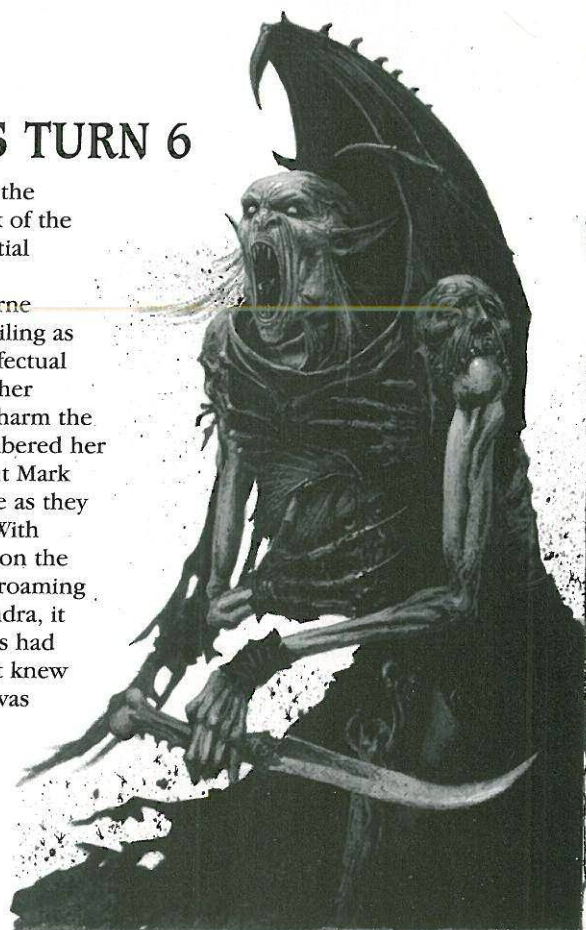
Zacharias turns his attentions upon the Corsairs.

VAMPIRE COUNTS TURN 6

Relaxing in the warm glow of what was certain to be a victory, Mark charged the Banshee into the last remaining Bolt Thrower Crew. He had nothing to lose, even if she did not cause a wound, she would only lose the combat by one (this sort of cold logic comes easy to Mark...) whilst Zacharias flew across to the Corsairs, the Dragon opening its stinking gullet in preparation to cover the Dark Elves in putrescent filth. The Fell Bats flew up onto the hill once more to claim a table quarter, and for what it was worth the Grave Guard reformed to face the Corsairs.

The Magic phase held a nasty surprise for Mark: the Miscast he was long overdue resulted in his Power dice draining away, but it was too little too late for Matt.

The Shooting phase saw the Zombie Dragon cover six of the Corsairs with its pestilential breath, one succumbing immediately to the airborne plague. The Banshee, wailing as she charged, proved ineffectual against the Reaper crew, her ethereal blows failing to harm the Dark Elves. They outnumbered her and she lost a wound, but Mark knew it was a safe gamble as they could not finish her off. With precious little remaining on the battlefield and Zacharias roaming unchecked across the tundra, it looked like the Dark Elves had lost the battle. All present knew that the bloody struggle was at an end, and Jake Thornton appeared with a calculator to tally up the victory points.



MASSACRED...



Matt Hutson

Matt: It was all going so well up to turn 4. I'd stopped Mark from flanking me with the Dire Wolves, my Spearmen had taken the Black Knights charge on the chin and I'd managed to contain Zacharias in

the Magic phase. So where did it all go horribly, irredeemably wrong?

The turning point came when I let Morathi get charged by the Fell Bats which, in turn, allowed Zacharias to charge and slaughter her. I was so preoccupied in positioning Morathi out of Zacharias' charge arc that I completely forgot about the Fell bats. With Morathi dead I just couldn't compete with the Undead in the Magic phase. This in turn led to the demise of my Cold One Knights but not before they managed to munch their way

through a whole Skeleton regiment in one Combat phase. I think I was a bit unlucky with the Witch Elves, as Mark just wouldn't fail his armour saves. Against any other unit in his army they would have had no trouble at all. *Witchbrew* proved its worth, though, and in my book this item is a must-have for your units of Witch Elves.

The plus sides in my army were the Spearmen and Corsairs. The Spearmen did very well against the Black Knights and Dire Wolves, and show how good blocks of Spearmen are on the defensive. The Corsairs are a much more offensive unit. They easily managed to see off the Zombies despite being charged in the flank. My Dark Riders performed pretty well against the Dire Wolves and Fell Bats. Their charge of 18 inches, combined with their spears and repeater crossbows, make them a perfect unit for seeing off your opponent's light troops on the

flanks and can be useful for flank charges.

Overall I don't think I played that poorly. The main thing I didn't do was make a real effort to kill Zacharias. Apart from magic, the only tool I had to do the job were the Reaper Bolt Throwers. Mark, in his wisdom, kept his very expensive Vampire Lord out of their fire arcs for most of the game though. In hindsight, I probably should have taken four of them. Even if I couldn't get a shot on Zacharias they could have severely limited his movement around the battlefield.

Looking back at the battle it was a lot of fun to play. Mark's quite a wily opponent and a good laugh to play against. The Dark Elf army is a good all round army, it's only weak point being its lack of Toughness and armour, but hey, that's Elves for you. If it wasn't for that pesky Zacharias I would have gotten away with it!

MORE CORPSES FOR THE HORDE



Mark Raynor

Mark: Victory, such sweet music to my ears! Zacharias the Everliving proved his worth and stormed forward with his Undead horde to ravage the Dark Elf army – and I was the defender! What more

could you want from a Vampire Counts special character? Alright, so I had him tucked away for the first half of the game but I know that large targets and Reaper Bolt Throwers just don't mix. Cheering aside, how did I achieve such a stunning victory?

The secret to my success was preparation, preparation and a bit more preparation. Spending nearly two hours on an army list might seem a little drastic but I always adapt my army to whatever foe I may be facing (this means different Bloodlines as well as different troops). This game was no exception and knowing my army in depth, as well as the Dark Elves, was what helped in choosing my troops. It's useful if you know your opponent – Matt had been taunting me about how lucky he was (*note the past tense here – Ed*), so I'd battled him quite regularly over the previous week or so. This helped me to develop an understanding of just how Matt fights his games. To neatly wrap all this together, I formulated my battle

plan. Having decided to divide my army into two, I got stuck in with one half of the army, while the other half waited for Matt's reinforcements. This happened just as anticipated and I was even able to take advantage of some of the errors that Matt presented to me on a silver platter. When he placed Morathi out in the open, it was an opportune moment that just had to be taken advantage of. Charging the Fell Bats into her was all I needed to keep Morathi there while I positioned Zacharias for the charge. It was only too fitting that the Hag Sorceress should be overpowered by the Necrarch Lord.

My real surprises of the game were the Grave Guard and the Banshee. The Grave Guard kept the Witch Elves busy for a couple of turns, and once they'd taken care of them, there was no stopping them. The Grave Guard went on to sort out three units in two turns and chased another one off the table (lovely!). I took a real chance with the Banshee as I pitted her against the Dark Elf Sorceress. The

Dark Elf's high Leadership was always going to be a problem but I still managed kill the Sorceress, which narrowed the chance of any more sneaky spells from the Dark Elves. On a different note, the Black Knights failed to achieve my expectations. Charging head on into a unit of Spearmen wasn't the wisest thing to do and I suffered the consequences. I normally charge these boys into the opposition's flanks – I suppose I should stick to what I know!

However, this battle did prove a point. Good preparation and planning always pays off, but being able to adapt your plan to the changing tides of battle means that a victory can become so much more!



Mark lets Matt off lightly with a pledge of eternal servitude.



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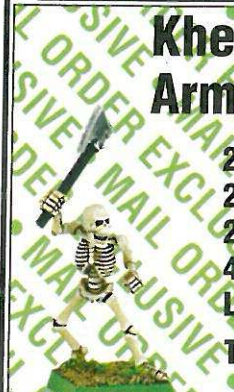
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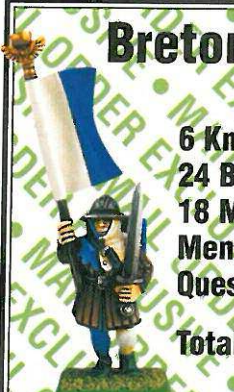
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Ten Plastic Space Marines, (including Missile Launcher, Flamer, and Sergeant)
Plus 10 Imperial Fists Shoulder Pads, 10 Tactical Squad Shoulder Pads and one Imperial Fists Accessory set.
Designed by Jes Goodwin

**£15 Boxed Set
Imperial Fists Deal £20**



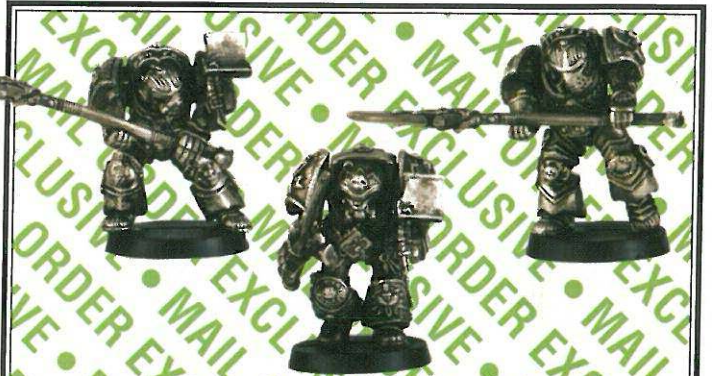
**Imperial Fists
Veteran Sergeant**
Designed by Jes Goodwin

£4.50



Space Marine Predator Annihilator
Designed by Normal Swales

£18



Grey Knight Terminators

Contents may vary from those shown. Designed by Jes Goodwin.
Models shown at 80% actual size.

£5 Each



Deathwatch Kill Squad

Five Plastic Space Marines, five Deathwatch Head sets,
Five Deathwatch Shoulder Pads and Bolters, one Heavy Bolter and Backpack.
Designed by Jes Goodwin and Mark Harrison. Models shown at actual size.

£10 Special Deal!

Exclusive to Mail Order

The Ordo Xenos Deathwatch Marines are the front line defence against the marauding aliens of the Warhammer 40,000 universe. Specially trained to combat the alien menace, and equipped with the most advanced equipment available, the Deathwatch are Humanity's best weapon against the alien foe.

You can buy this Deathwatch kill squad exclusively from Mail Order. Consisting of five plastic Space Marines, one heavy bolter and backpack, and enough Deathwatch bits to complete the squad, this offer allows you to field your own Deathwatch Kill squad.

Just phone Mail Order to get your kill squad, or order individual Deathwatch components to build your own!

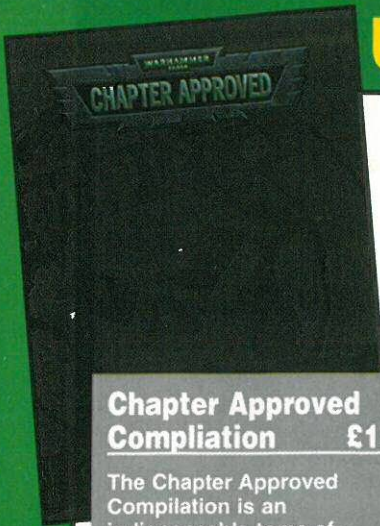


Deathwatch Heads50p



Deathwatch Shoulder Pad
and Bolter£1

Models shown at 60% actual size



Chapter Approved Compilation £12

The Chapter Approved Compilation is an indispensable tome of articles collated from past issues of White Dwarf, plus new material. It includes a comprehensive Sisters of Battle army list, special characters, rules clarifications and loads more. A must for any dedicated fan of Warhammer 40,000.



Sister of Battle Banner Bearer £4
Designed by Jes Goodwin



Ancient Helveticus £4
Designed by Jes Goodwin. Shown at 80% actual size.



Chaplain Cassius £4
Designed by Jes Goodwin. Shown at 80% actual size.



Canoness £5
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Sister Superiors £4 each
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Sisters of Battle Assault Weapons £3 each
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Sisters of Battle Heavy Weapons £4 each
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Sisters of Battle 3 for £5
Designed by Jes Goodwin



Sisters of Battle Immolator £17
Designed by Jes Goodwin



Seraphim with Hand Flamers £3
Designed by Jes Goodwin



Seraphim £3 each
Designed by Jes Goodwin



Seraphim Sister Superior £3
Designed by Jes Goodwin

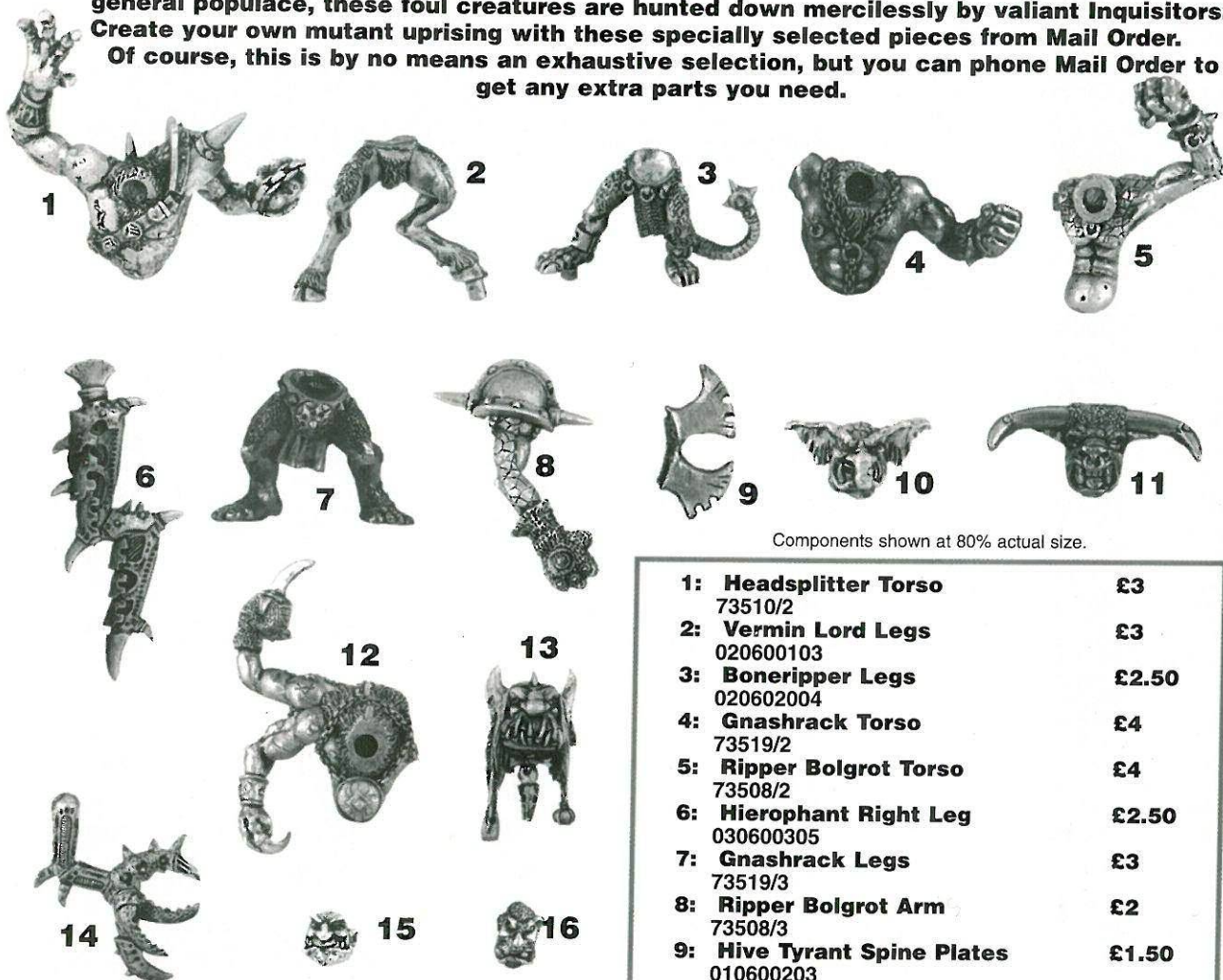
Models shown at 60% actual size. Unless otherwise stated.

Hideous mutants thrive in the dark depths of the Imperium. Warped beyond the wildest imaginings of the

INQUISITOR

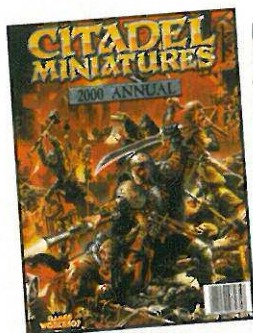
general populace, these foul creatures are hunted down mercilessly by valiant Inquisitors. Create your own mutant uprising with these specially selected pieces from Mail Order.

Of course, this is by no means an exhaustive selection, but you can phone Mail Order to get any extra parts you need.



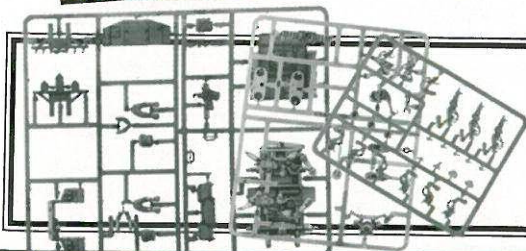
Components shown at 80% actual size.

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2: Vermin Lord Legs	£3
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3: Boneripper Legs	£2.50
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4: Gnashrack Torso	£4
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5: Ripper Bolgrot Torso	£4
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6: Hierophant Right Leg	£2.50
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7: Gnashrack Legs	£3
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8: Ripper Bolgrot Arm	£2
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11: Gnashrack Head	£2
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Citadel Miniatures
2000 Annual £6

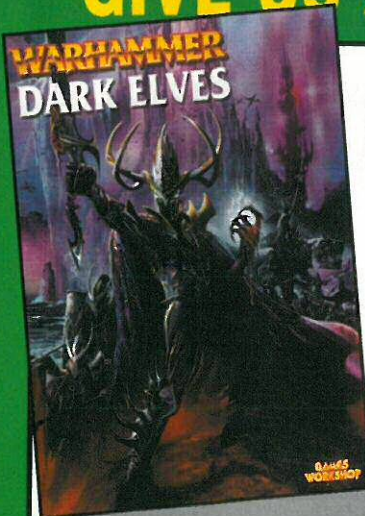
The Citadel Miniatures 2000 Annual is a great source of conversion ideas. It contains a stunning range of components and accessories, allowing you to customise your models in an infinite variety of ways.



Don't Forget...

You can order any individual part or frame through Mail Order. So, if you're after a specific arm, leg, tentacle or head for your special Inquisitor conversion don't hesitate: just give Mail Order a call on 0115 91 40000.

GIVE US A CALL ON: ☎ 0115 91 40000

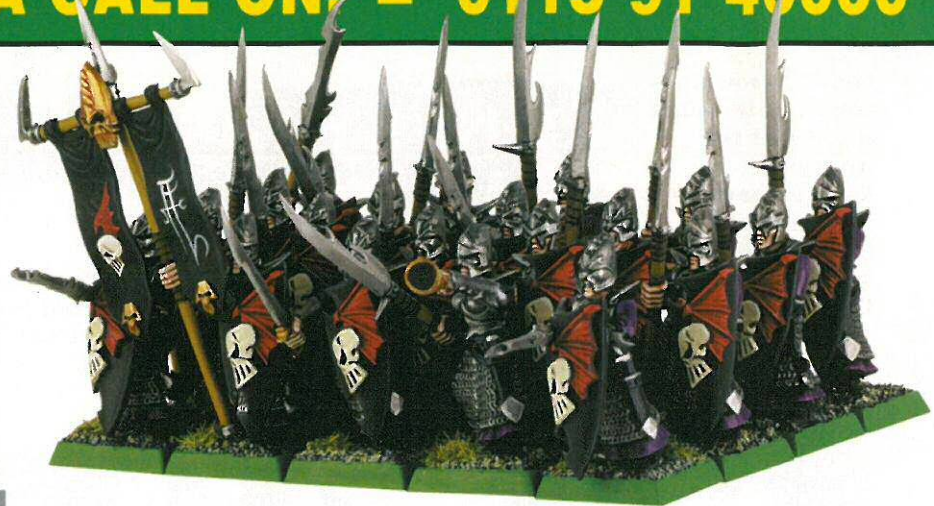


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This book contains all the information you need to field an army of sadistic, murderous Dark Elves against their prey – the denizens of the Warhammer world.

Also included is a wealth of background material, special characters and devastating new magic items.



Dark Elf Warriors £15
Designed by Aly Morrison, Chris FitzPatrick and Mark Bedford. Shown at full size.



Dark Elf Corsairs £5 for 3
Designed by Chris FitzPatrick

Dark Elf Corsairs Command £6
Designed by Chris FitzPatrick



Witch Elves £5 for 3
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Witch Elf Command £6
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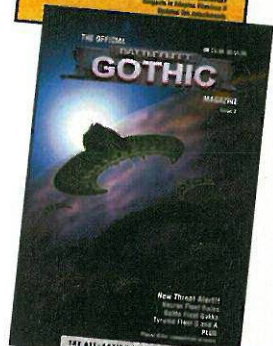
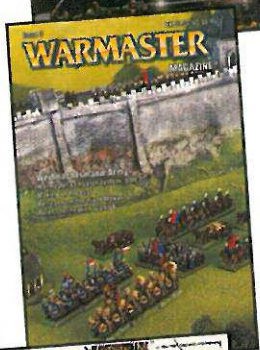
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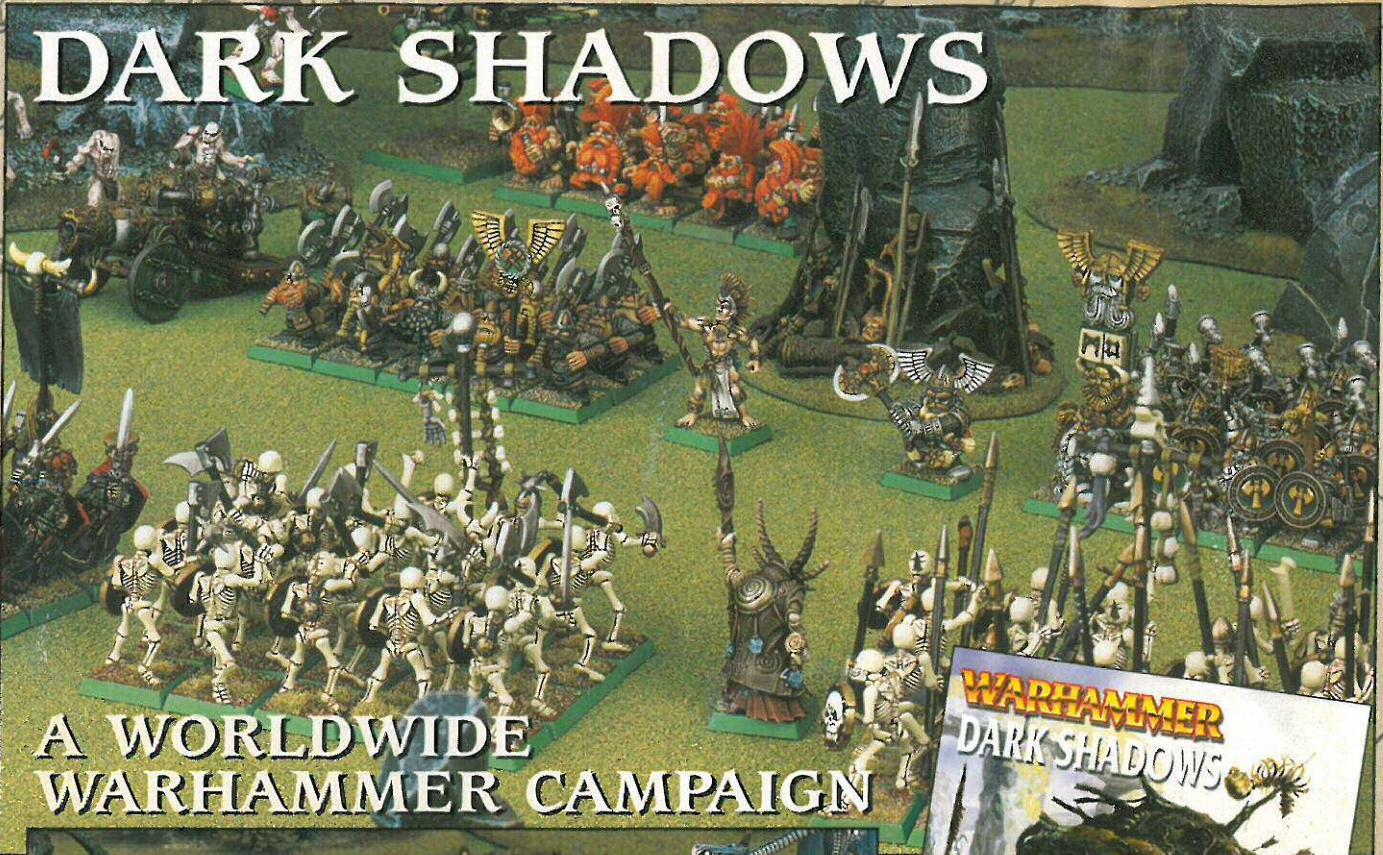
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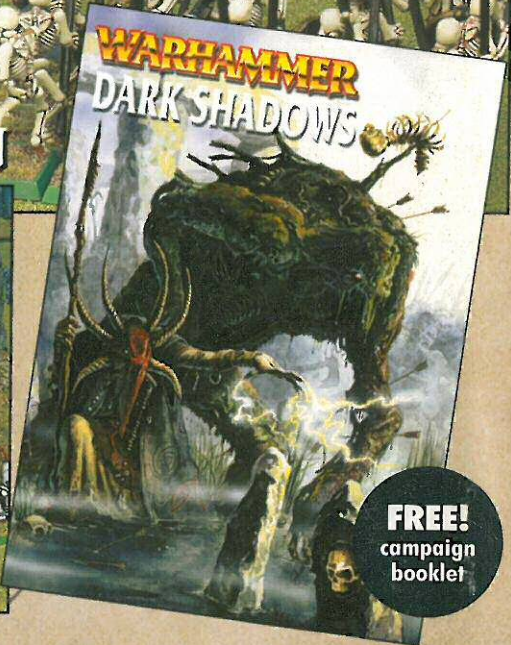
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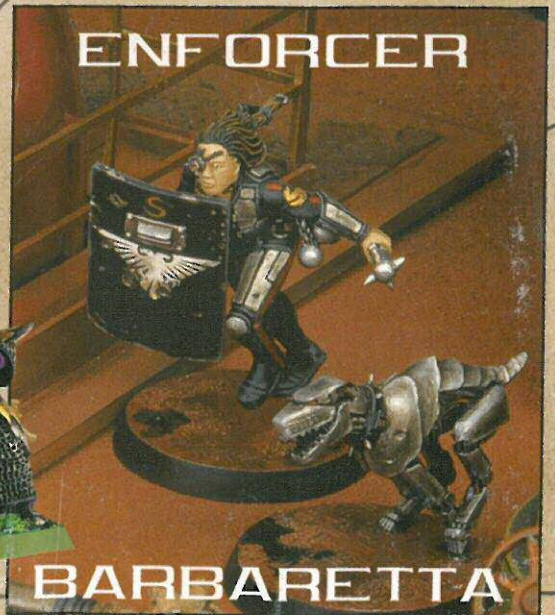


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