

GAMES WORKSHOP

PRESENTS

WARHAMMER FORWARD



TAU

**A NEW ARMY FOR
WARHAMMER 40,000!**

PLUS...

- **EMPIRE STEAM TANK**
- **INDEX A STARTS:
IRON HANDS**
- **EMPIRE VS BRETONNIA
BATTLE REPORT**

WD262 OCTOBER £3.50

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

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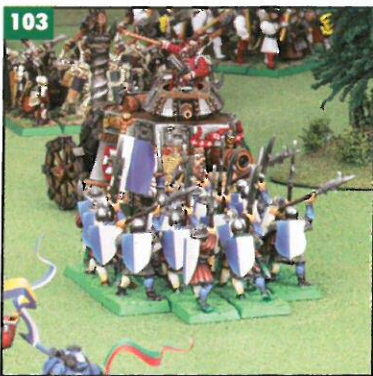


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Editor: Paul Sawyer.

Production team: Graham Davey, Matt Hutson, Paul Rudge, Tom Hibberd & Gary Roach.

Cover artwork: Adrian Smith.

'Eavy Metal team: Chris Smart, Keith Robertson, Martin Footitt, Mark Jones, Neil Green, Dave Thomas, Kirsten Mickelburgh & Tammy Haye.

Artwork: John Blanche, David Gallagher, Alex Boyd, Paul Dainton, Neil Hodgson, Adrian Smith, Nuala Kennedy & Karl Kopinski.

Contributors: Gavin Thorpe, Andy Chambers, Pete Haines, Jervis Johnson, Phil Kelly, Graham McNeill, Alessio Cavatore, Space McQuirk, Anthony Reynolds, Christian Augst, Kirsten Mickelburgh, Martin Footitt and Dave Thomas.

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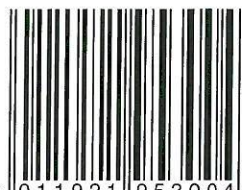
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Product Code: 60249999262

BRINGING OUT DA BIG GUNZ

This month we see the release of what looks set to become one of the most dreaded sights to appear on any



Warhammer 40,000 battlefield. Those treadheads at Forge World have released an awesome new variation on the Ork Battlewagon. Called the Ork Battle Fortress, it comes with a death roller, a kannon, two zzap gunz, two twin-linked big shootas and the armoured housing. It will also feature a range of glyph plates. The Battle Fortress allows for endless possibilities for variation.

To order your very own Battle Fortress phone Forge World direct on 0115 916 8177 Monday to Friday or alternatively you can check out the Forge World website:

www.forgeworld.co.uk

WH40K COLLECTABLE CARD GAME

If all goes to plan, this month Sabertooth Games will release their Warhammer 40,000 Collectible Card Game, available from Mail Order and our Web Store. Themed around the battle for the planet Pandora Prime, players may field either Space Marines, Chaos Space Marines, Orks or Eldar. Each deck of cards features stunning artwork by a whole host of new artists. The game retains the feel of Warhammer 40,000 with all the regular troop types, even down to using a D6 system. Keep your eyes glued to White Dwarf for a full review of the game. In the meantime check out either the GW website

www.games-workshop.co.uk or Sabertooth Games' own site www.Sabertoothgames.com



ON-LINE CHAT

Our on-line chats held on games-workshop.com have been very popular so far, and with more guest speakers coming under the spotlight in October, there has never been a better time to sign up for the community and participate.

All you have to do is click on the Community section of the website, and, once you are a registered citizen, click on the on-line chat area. You can also read the transcripts of the previous chats.

Upcoming on-line chat dates include:

Wednesday 3rd of October
Pete Haines



In his first online chat, Pete will be answering your questions on Codex Cityfight. Aim for 6pm GMT for your chance to tax him with your difficult queries...

Wednesday 31st of October
Andy Chambers & Graham McNeill



The mysterious Tau are the subject of this Halloween's on-line chat. Andy and Graham will be on hand from around 6pm GMT to answer your questions and queries regarding this new alien race. Don't waste time, sign up now!

www.games-workshop.com

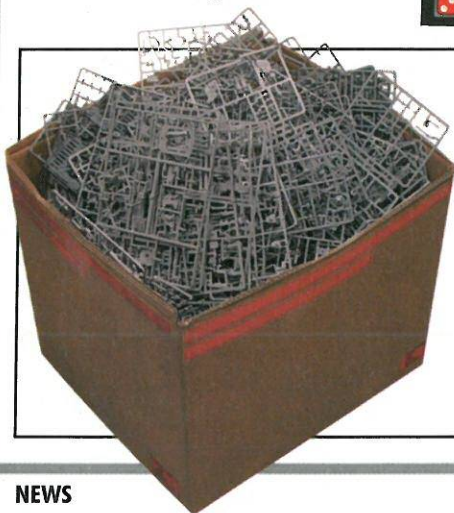
TIM'S BIG BOX OF DELIGHTS

After Tim Adcock finished designing and sculpting the Tau tanks he took one look around his office and decided that it needed a thorough clean out. We won't delve into the details of the unspeakable horrors that emerged in the process but on the bright side he did manage to fill a huge box of all manner of plastic

frames. We managed to catch him before he emptied his box and are giving you the chance to delve into Tim's big box by winning it in a competition which we are currently running on our web portal.

For details of how to win Tim's big box visit our website.

www.games-workshop.com/timsbox





Woo Hoo! They're here at last!

I'm very privileged to work (about half the time or so I'm told...) in the Games Workshop Design Studio. Not only is it the heart of GW but it's a fun place to work as well. Of course, getting to see the new stuff as it gets produced is always a nice bonus...

And that's why it seems odd to be heralding the arrival of the Tau to the gaming public. These newcomers to the Warhammer 40,000 universe, have been around in the Studio for a long time it seems. ☺

We've seen the initial designs, the mocked up models and the concept sketches. It all seems such a long time ago now.

Despite the fact we've lived with the Tau and Kroot, we are all very proud to be able to unleash this pretentious young empire upon the battlefields of

THE WHITE DWARF EDITORIAL

the 41st Millennium. This completely new range of models, along with the resplendent new Codex, marks a massive event for 40K players the world over.

The Tau are very different to the races currently available to 40K commanders and have the most frightening firepower at their disposal. As I type this, Phil Kelly and Games Development new boy Andy Hoare are playing out a future battle report between Salamanders Space Marines and Tau in a Cityfight scenario. Most observers have winced audibly as the Tau shooting phase gets under way. I won't spoil the conclusion but it ain't pretty...

So, the world of bolters, aliens and jetbikes has a new race – what about those who relish the clash of swords and sorcery?

Don't worry! We have far from forgotten about Warhammer. Indeed we have some very exciting plans for Warhammer generals...

First up is the new High Elves army book. Not only do the defenders of Ulthuan have brand spanking new plastic regiment sets but a large

proportion of the miniatures have been updated. The new Tyrion by Gary Morley has to be seen to be believed – one of my favourite Citadel Miniatures to date.

Hot on the heels of the High Elves are the chattering hordes of the Skaven. The foul ratmen are once again ready to plot the downfall of the surface dwellers and bring all under the auspices of the Horned Rat! A very atmospheric army book and a remarkable set of miniatures (see a pattern forming?) have been produced for the Skaven and there can be no doubt these latest models take the ratmen back to their dark beginnings.

But that's not all! Next issue we release our new Lord of the Rings strategy game! I won't go on here about how great it is – you can see for yourself in the special preview later this issue!

See you again next month,

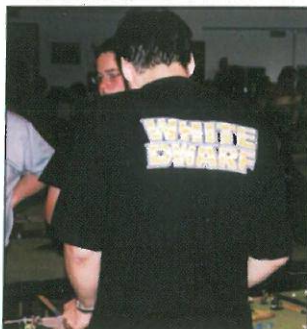
A NEW CHAMPION IS CROWNED

The last weekend of July saw Warhammer World open its doors once more to host the Warhammer Grand Tournament 2001. This year all eyes were focussed on the event as it was the first official Games Workshop tournament in which the public would compete using the 6th edition of the rules. The games commenced in a friendly and high-spirited atmosphere and remained that way for the whole weekend. This year the referees were hardly called upon in their duty to settle rules disputes, a clear indication that the new rules have smoothed out any past problems. The standard of painting was exceptionally high and Jeppe Danning, the winner of the Best Painted Army trophy, left everybody in the building in awe of his fantastic, fully-converted Lizardman army (more of that in a coming issue!).

When the clamour of battle ended late on Sunday afternoon, Geoff Porritt proved himself to be the glorious victor of the day. His Daemonhost army defeated John Dale's Orcs &

Goblins in a close-fought final which could have easily gone either way. Alan Thompson won the most sporting opponent and Andrew Stevenson put up a fine tally of massacres to come out with the Best General award. A noteworthy mention must also go out to Rob Lane who came in a worthy second but made up for his narrow loss by winning the Warhammer Players Society Tournament the following week.

In White Dwarf 264 we will have a full review of the tournament and will also be having a look at some of the best painted armies to appear this year.



DEEPER INTO THE MUD

News and rumours from Wolfenburg, the Warhammer MUD: This computer-based adventure game allows you to explore virtual cities and valleys in search of fame and fortune!

The major guilds of Wolfenburg have sent out a cry for help. Large, lumbering giants have been reported stalking around the Forest of Shadows. Brave souls are required to help hunt down these creatures and ensure the safety of the city. In the meantime the massive forces of the Undead continue to plague the wild lands around Wolfenburg whilst the Imperial Wizards Guild is working with the Witch Hunters and the Elven Shaman to try and locate the source of the unrest.

Last month we added new quests to the game, increasing the amount of quests available to players by over 25%. Later this month will see the release of the new client software which includes more artwork, sounds and features to improve the whole playing experience within Wolfenburg. Also the final levels of Count Vangrath's castle have been completed and will soon be opened to the public.

The experience tables for the creatures in Wolfenburg will be adjusted near the middle of the month, improving the reward for anyone who slays powerful monsters like Trolls and Dragons!

Go forth and slaughter at:

www.wolfenburg.com

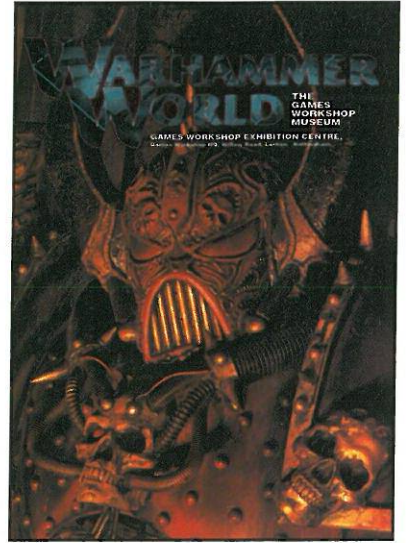
OUT WITH THE OLD WORLD!

Alas, this month sees the end of an era for visitors to GW HQ.

Warhammer World is undergoing a massive renovation. The plans for the rebuild are very cool indeed and we'll keep you posted on progress.

The store and parts of the museum will still be open on most days but it will occasionally be closed to the public for construction work to take place. The staff at Warhammer World recommend that you call them before planning any visits to check it will be open.

Tel: 0115 916 8410



2002 CALENDAR

Following on from the popular success of the previous three years, once again Black Library have decided to release a special edition Games Workshop Calendar. This year the theme for the calendar will be the Warhammer 40,000 universe and will feature artwork from such renowned artists as David Gallagher, Karl Kopinski and Adrian Smith. Each month the calendar has different colour artwork ranging from Inquisitor to Cityfight and even a piece from the forthcoming Bloodquest comic strip.

It is available to buy this month and is priced at £10.



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: events_diary@games-workshop.co.uk

Details need to be submitted by:

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

30 October for **WD 265**
(January 2001 issue)

27 November for **WD 266**
(February 2002 issue)

9 January for **WD 267**
(March 2002 issue)

Mega Gaming Day 2001

This event is a smaller version of Games Workshop's own Games Day including tournaments for both Warhammer and Warhammer 40,000. Visitors can also enter the Golden Griffon painting competition.

The event will take place on November 25th 2001 at the Hendrik van der Vliet (Sporthal), Churchillaan 156, Utrecht.

For more information:

e-mail: gw.outriders@chello.nl

Phone: 00-31-(0)40-2468316.

Giant Fanatic IV

Remisen, Copenhagen

Possibly the largest non-GW organised gaming event in Europe, this tournament will feature most of the Games Workshop games range and will have over two hundred competitors from all over the world. Tickets have nearly sold out, but if you want more information contact the Fanatic Games and Miniatures store in Remisen:

Phone: 00 45 35 42 96 40

NEW RELEASES THIS ISSUE

WARHAMMER
40,000

**THIS MONTH'S RELEASES FOR
WARHAMMER 40,000:**



TAU ETHEREAL ◀

£4.00

**Tau Ethereals are an HQ choice.
They are Independent Characters.**

Sculpted by Mark Harrison

This blister pack contains one Tau Ethereal model.



KROOT SHAPER ▶

£4.00

**One Kroot in a squad may be
upgraded to a Kroot Shaper.**

Sculpted by Brian Nelson

This blister pack contains one
Kroot Shaper armed with either a
Kroot rifle or a plasma rifle.

This model requires assembly.



KROOT CARNIVORE SQUAD ▼

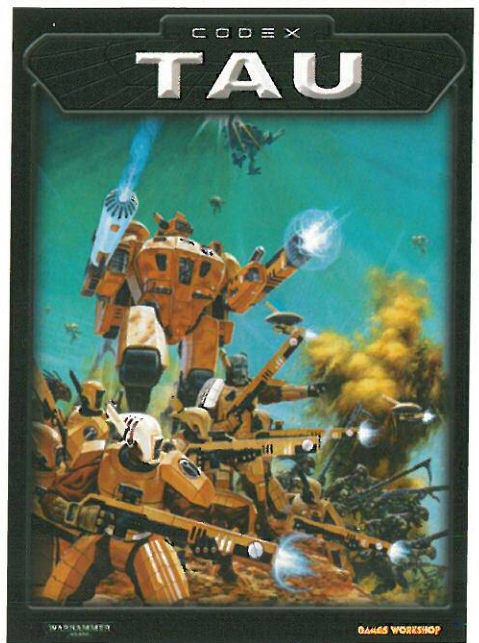
£15.00

**Kroot Carnivore squads are a
Troops choice, with 10-20 models
in a squad.**

Sculpted by Brian Nelson

This boxed set contains sixteen
Kroot Warriors.

These models require assembly.



KROOT HOUNDS

£4.00 ◀

**Kroot Hound packs are a Fast
Attack choice, with 2-8
models. These are then
attached to Kroot Carnivore
squads.**

Sculpted by Trish Morrison.

This blister pack contains two
Kroot Hound models.

These models require assembly.

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

DEVILFISH TROOP CARRIER

£18.00 ▶

A Fire Warrior team of 12 or less models may be transported in a Devilfish Troop Carrier.

Sculpted by Tim Adcock, Alan Perry and Mark Harrison

This boxed set contains one Devilfish Troop Carrier.

This model requires assembly.



PATHFINDER SHAS'UI TEAM LEADER ▲ & SHIELD DRONE £5.00

One Pathfinder in a squad may be upgraded to a Pathfinder Shas'ui Team Leader.

Sculpted by Juan Diaz (Drone by Tim Adcock)

This blister pack contains one Pathfinder Shas'ui model and one Shield drone.

These models require assembly.



TAU PATHFINDERS ▲ £5.00

Pathfinder teams are a Fast Attack choice, with 4-8 models in a squad. Pathfinder squads must be equipped with a Devilfish troop carrier

Sculpted by Alan Perry

This blister pack contains three Tau Pathfinder models.

These models require assembly.

TAU FIRE WARRIOR TEAM ▼ £15.00

Tau Fire Warrior teams are a Troops choice, with 6-12 models in a squad.

Sculpted by Alan Perry and Michael Perry (Drones by Tim Adcock)

This boxed set contains twelve Fire Warriors and two Drones.

These models require assembly.



OR VISIT OUR ON-LINE STORE AT WWW.GAMES-WORKSHOP.COM

NEW RELEASES THIS ISSUE



TAU BATTLEFORCE £50.00

- 12 Tau Fire Warriors
- 12 Kroot Warriors
- 3 Crisis XV8 Battlesuits
- 10 Drones
- 1 set of Jungle Trees

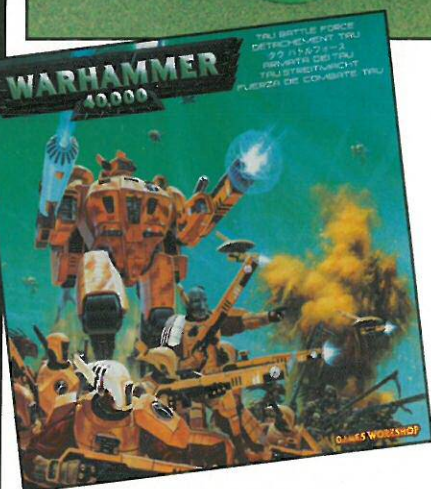
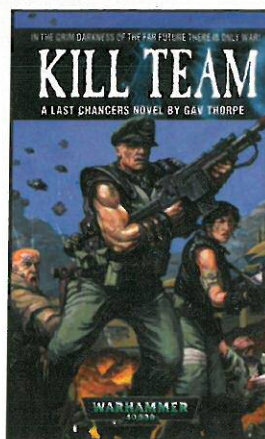
These models require assembly.

KILL TEAM £5.99

*A Warhammer 40,000
Last Chancers novel
by Gav Thorpe*

*Published by the
Black Library*

Trapped in a conflict between the factions of the mysterious alien Tau, Kage and his men must not only succeed in their one last chance for glory, but try to survive it. Written by Gav Thorpe, this is a book that no one interested in the fearsome new Tau should be without!



TAU ARMY BOXED SET £125.00

- Codex Tau
- 12 Tau Fire Warriors
- 1 Devilfish APC

- 3 Crisis XV8 Battlesuits
- 1 Broadside XV88 Battlesuit
- 6 Pathfinders
- 12 Kroot Warriors
- 1 Krootox
- 14 Drones

ALSO INCLUDED IS A SPECIAL EDITION TAU ETHEREAL!

These models require assembly.

The Tau army boxed set is a special edition release to complement the Codex Tau book.



Sculpted by Michael Perry

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

WARHAMMER

THIS MONTH'S RELEASES FOR WARHAMMER:



EMPIRE STEAM TANK £40.00

The Steam Tank is a Rare choice.

Sculpted by Tim Adcock and Aly Morrison.

This boxed set contains one Steam Tank model. Variant versions of the model are available from Mail Order (see the Mail Order pages for details).

This model requires assembly.

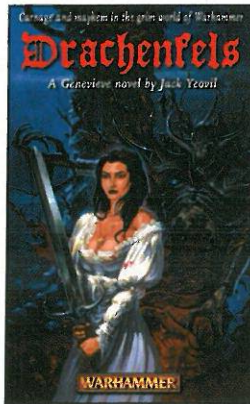


DRACHENFELS £5.99

A Warhammer Genevieve novel by Jack Yeovil

Published by the Black Library

Detlef Sierck, the self-proclaimed greatest playwright in the world, has declared that his next production will be a recreation of the end of the Great Enchanter Drachenfels – to be staged at the very site of his death, the Fortress of Drachenfels itself. But the castle's dark walls still hide a terrible and deadly secret which may make the first night of Detlef's masterpiece the last of his life. This classic novel by noted SF-author Kim Newland (writing as Jack Yeovil) is available once more, with a fabulous new cover by Adrian Smith.



GAMES WORKSHOP CATALOGUE 2002 £3.00 each

The Games Workshop catalogue features every single blister pack and boxed set available in our stores, making it invaluable to anyone trying to choose the next addition to their army. Every miniature is shown in full colour, painted by the 'Eavy Metal team, so it also serves as a useful painting guide.



THIS MONTH'S RELEASES FROM THE BULLDOG BUCKLE COMPANY:



BLOOD ANGELS ◀
(Antique Pewter)
Buckle £14.50

VENOM CANNON ▶
(Antique Pewter)
Badge £5.50
Pendant £6.00



EMPEROR REX ▲
(Antique Pewter)
Badge £5.00
Keyring £5.50



ULTRAMARINES ▲
DICE SHAKER £15.50



IMPERIAL DICE SHAKER ▲
£14.50



ORK DICE SHAKER ▲
£14.50



WINGED SKULL PATCH ▲
£3.00



TERMINATOR PATCH ▲
£3.00

These items are available from Mail Order or the **Battlegear.co.uk** website, which also offers mouse mats, wallets, CD holders and paperweights.

Products not shown at actual size.

OR VISIT OUR ON-LINE STORE AT WWW.GAMES-WORKSHOP.COM

NEW RELEASES THIS ISSUE

INQUISITOR

THIS MONTH'S RELEASES FOR INQUISITOR:

DAMIAN BLOODHOUND

£12.00

Sculpted by Alan Perry

This set contains one Damian Bloodhound model.

This model requires assembly.



AVAILABLE FROM MAIL ORDER ONLY



JAN VAN YASTOBAAL £12.00

Sculpted by Gary Morley

This set contains one Jan van Yastobaal model.

This model requires assembly.

AVAILABLE FROM MAIL ORDER ONLY

CALENDAR 2002

£10.00

With some of the finest full-colour artwork from the most talented Games Workshop artists, the Black Library's 2002 Calendar provides a packed collection of the latest imagery from the dark and gothic worlds of Warhammer and Warhammer 40,000, including the stunning Inquisitor rulebook cover by Karl and Stefan Kopinski.

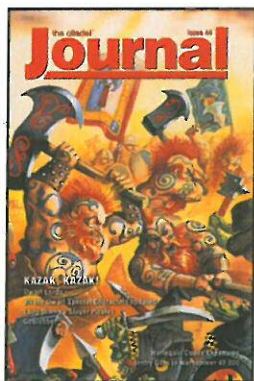


WARHAMMER MONTHLY ISSUES 47 & 48

£2.20 each

Comic published by the Black Library

This year will see no less than 13 issues of Warhammer Monthly going on sale, culminating in our grand issue 50 released for Christmas 2001. To squeeze this in, issue 47 will appear at the beginning of this month and 48 at the end, meaning that even though they'll be released four weeks apart we're advertising both this issue! Issue 47 and 48 are packed with action and adventure including the explosive finale to Mordheim: Crusade, Interrogator Gravier's desperate plight on the Hive world of Fabrikus in Inquisitor Ascendant, the ongoing mystery of Ephrael Stern and the Daemonifuge and a whole new adventure in Titan as Princeps Hekate and his crew are denied their most powerful weapon – Imperius Dictatio itself!



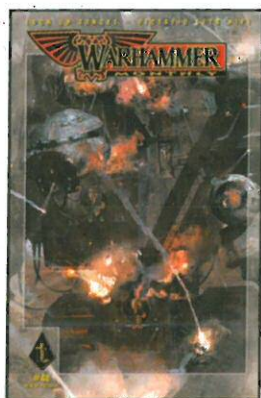
CITADEL JOURNAL 44

£3.50

The Citadel Journal contains Blood Bowl Magazine, a small slice of Blood Bowl mayhem cunningly hidden inside the pages of the Journal.

The Blood Bowl magazine will continue to support Blood Bowl by providing rules for players and teams when they become available, as well as tactics, previews and much more.

Fans of Blood Bowl magazine in a stand alone format need not worry as we will be doing a Blood Bowl annual that will contain all the material found in the Journal as well as some brand new stuff.



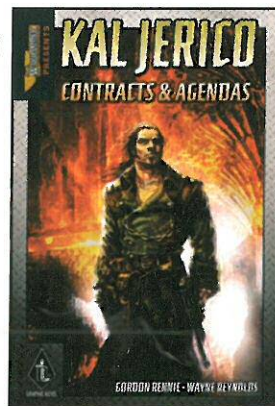
KAL JERICO II: CONTRACTS & AGENDAS

£4.99

By Gordon Rennie & Wayne Reynolds

Graphic Novel published by the Black Library

Never a borrower or a lender be, especially not from the most powerful crimelord in the entire underhive! Kal Jerico, the coolest bounty hunter on Necromunda, finds himself in the debt of the sinister Nemo and the faceless spymaster is calling to collect! With fanatical redemptionists behind, a sadistic renegade noblewoman in front and the agents of Nemo all around, Kal's odds don't look good. But then, that's just the way he likes it! This graphic novel includes the entire series of 'The Nemo Agenda', Kal's most dangerous adventure yet and also a collection of his other devil-driven escapades from the pages of Warhammer Monthly.



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WARHAMMER
40,000
TAU

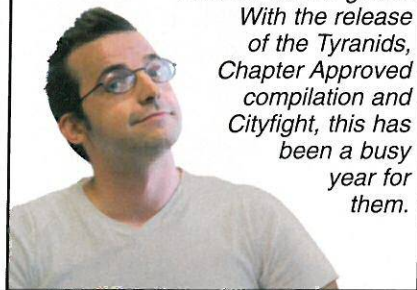
A DEADLY
NEW ARMY
ENTERS THE
BATTLEFIELDS
OF THE 41ST
MILLENNIUM



A. Smith

Andy Chambers is the Warhammer 40,000 Overfiend. He and his loyal team of scribes toil endlessly to bring you more material for the game.

With the release of the Tyranids, Chapter Approved compilation and Cityfight, this has been a busy year for them.



CHAPTER APPROVED

BY ANDY CHAMBERS

Most of you will know by now that there is a new army for Warhammer 40,000. With the release of Codex Tau this month we thought it would be a good idea to let Andy Chambers tell you how the Tau and the Codex came about.

TAU DESIGNERS NOTES

IN THE BEGINNING

One of the things I like best about the Warhammer 40,000 universe is its diversity. There's 10,000 years of Imperial history and a galaxy 70,000 light years across (well 135,000 if you want to be picky!) to play with. As a games designer this offers quite literally limitless possibilities for game settings, new worlds, strange civilisations and all the rest. The frustration about this big, wonderful galaxy is that it's seldom possible to do everything you want, and you certainly can't do it all at once. This is why, when we decided to introduce a new race to Warhammer 40,000, it was a hard choice where to start. At the time myself, Jervis Johnson and Gav Thorpe were still all working together on Warhammer 40,000 and we each came up with a list of proposals as long as your arm for just who this new race could be. Humanoid races, non-humanoid races, revamps of old races, explorations of races we'd mentioned but never done in detail – there were lots of good ideas flying about, many of which I hope will return to haunt us in years to come.

The ultimate arbiter in this maelstrom of possibilities was the grand old man of Warhammer 40,000, Rick Priestley. With his sage tutelage not one but two of the proposed new races started to take form – the Tau and the Kroot.

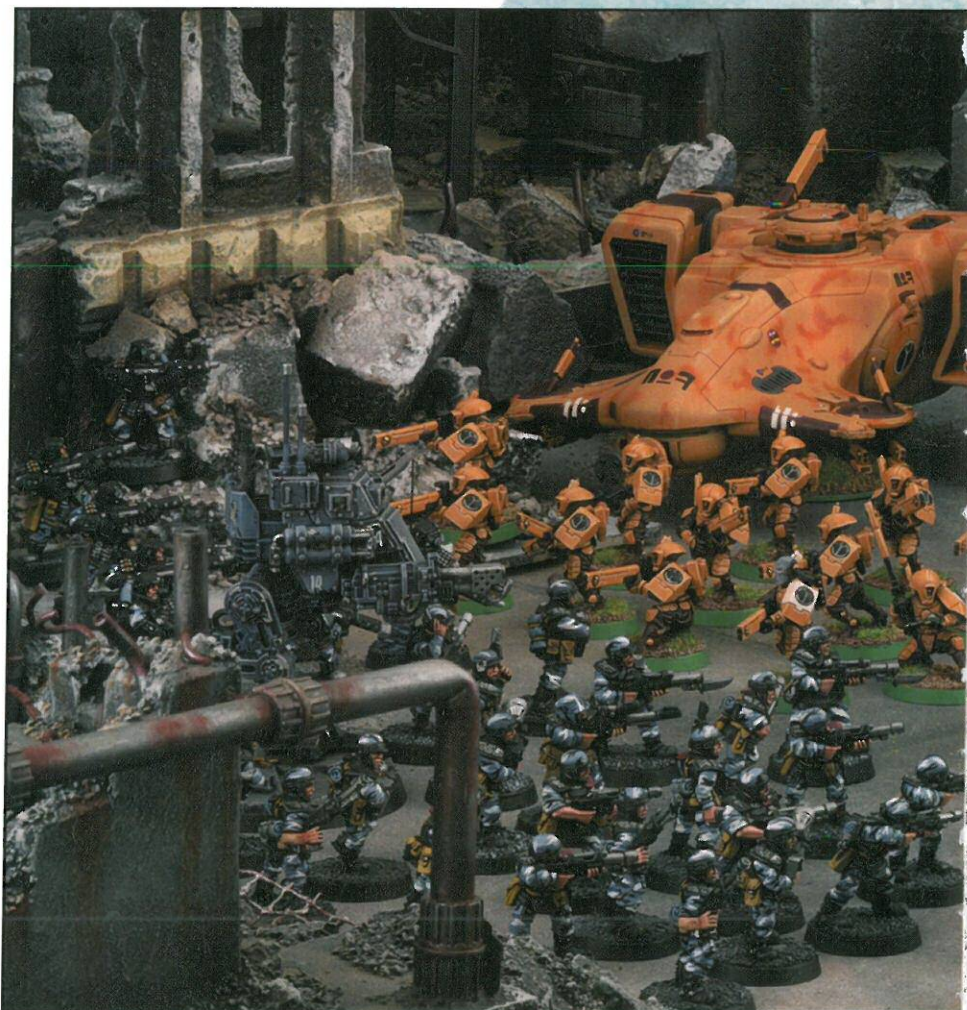
THE TAU

The Tau were a new, fast-rising civilisation who were comparatively young in terms of the Warhammer 40,000 universe, having only become a starfaring race within the last few millennia. The Tau empire, we proposed, would be lodged deep in the Eastern Fringes, far from the most strongly held regions of the Imperium. This meant that although the Tau empire was tiny in comparison to the might of the Imperium or the numberless hordes of the Orks and Tyranids, it would be a big fish in a small pond. The Tau possessed an impressive grasp of technology and its armed forces were superbly equipped with the best weapons and armour their race could devise – grav tanks, energy weapons, armoured battle suits and so forth. The

Tau race itself was highly focused and well-organised, following a rigid caste system based around the four elements of earth, air, fire and water. The Earth caste were builders, farmers and engineers, the Air caste were messengers, pilots and starship crews, the Fire caste were warriors with all that snazzy wargear, while the Water caste fulfilled the role of merchants and diplomats.

Although diverse (in effect different sub-species of the same race), the Tau worked

together in harmony, gaining strength from their unity. As the ideas for the Tau developed we introduced a fifth caste, a ruling elite that brought the other castes together, the mysterious Ethereals who were venerated and obeyed without question by the other castes. The combined strength of the tightly-knit Tau meant that their empire could fend for itself among the other predatory and frankly xenophobic races inhabiting the galaxy. In contrast to other races, we wanted the Tau



to be altruistic and idealistic, believing heartily in unification as the way forward. This meant that they would happily incorporate other races into their empire without subjugating them, instead enticing them in with the benefits of mutual protection, trade and technology. This set the Tau up superbly for having a close relationship with the Kroot.

THE KROOT

The Kroot formed a complete contrast to the Tau. Whereas the Tau were unified and dedicated to the greater good of their empire, the Kroot were scattered and fought in tribes or warbands as mercenaries for others. The Tau were sophisticated, technologically advanced and aesthetic, but the Kroot were brutal, barbaric and gaudily primitive. Having these kind of barbarian auxiliaries for the advanced Tau would bring an interesting element into their armies, but as time went by and we developed the ideas for the Kroot further they increasingly took on a life of their own. Dave Gallagher and Brian Nelson developed scores of concept sketches and models which rounded out into a terrific set of plastic miniatures by Brian.

The then newly arrived Pete Haines took it upon himself to get to the bottom of just how such an apparently barbaric race

could have learned to navigate the stars (however poorly) in their equally crude 'war-spheres' (the Kroot spaceships). We delved into the biology and evolution of the Kroot for the answer and concluded that they must have learned their technology elsewhere, and given its primitive level that they had probably learned it from Orks. How they learned it was another matter, Orks not being given to sharing, but if the Kroot themselves had a way of learning without being taught, like being able to consume the flesh of other creatures and knowing what they knew, the galaxy became their oyster, or smorgasbord as the case may be.

Pete took this idea to its logical ends, theorising that a race like the Kroot which were capable of effectively adapting themselves through geno-typing the things they ate would conceivably evolve to fit all sorts of different niches. Numerous evolutionary dead ends would catch the Kroot, eg, being a saber-toothed tiger-Kroot works really well until the primate-Kroot learn to throw spears and then you're in an evolutionary dead end.

This eventually branched out into the Kroot gaining some distant cousins on the battlefield in the form of the Krootox and the Kroot hound. The Krootox is a lumbering, gorilla-like Krootform, which are used to mount heavier versions of the

Kroot rifle for slaying especially large foes or armoured vehicles. Kroot Hounds are vicious predators used as hunters by the Kroot. With both the Kroot Hounds and the Krootox we took the unusual step of treating them as additions to the Kroot Carnivore squad instead of as independent units on the battlefield as it gave Kroot squads a primal, barbaric feel.

ALL VERY INTERESTING BUT WHAT ABOUT HURTING EACH OTHER?

While Jes Goodwin, Tim Adcock and Dave Gallagher started working on concept designs for the Tau and Kroot, myself and Gav Thorpe set about coming up with a wickedly unpleasant arsenal of high tech weapons and gadgets. We aimed at making the Tau well equipped but fairly unimpressive physically, giving them a strong preference for ranged combat over hand-to-hand fighting. Even the most basic Tau troopers are equipped with a long range, Strength 5 pulse rifle and carapace body armour to give them a healthy 4+ armour save. Instead of the typical practice of distributing high energy weapons like melta and plasma guns to the squaddies, we decided to keep them back for fitting on those big armoured battlesuits we'd been proposing.

These guys would form highly mobile strike teams, using jump packs to move to



The Tau battle for supremacy against the 33rd Cadian Imperial Guard regiment

where the fighting was thickest to give their support. For this reason we dubbed them 'Crisis teams' and the name stuck.

We also wanted to have some kind of 'robots' for the Tau, but we didn't want more bipedal ones since they would just undercut the imagery of the Tau battlesuits. Somewhat inspired by the Necron Scarabs we came up with an idea for very simple hovering drones that the Tau could manufacture in great numbers to support their less expendable living troopers. Jes created a little concept sketch for the drone idea and they were in.

Though it was tempting to go wild with a huge variety of drone types, we decided to limit ourselves and do just two (for now that is): gun drones and shield drones. The gun drones tote two cut-down pulse rifles called carbines which feature underslung grenade launchers. We made these capable of pinning units with their vicious hail of grenades and energy blasts and this gives Tau units a weapon which can pin down would-be attackers before they can assault. Though we included Drone squadrons as Fast Attack elements in the army, they can also be purchased as wargear for Tau leaders.

For the grav tanks and personnel carriers we struck a balance between the highly advanced Eldar Falcon and slower, more heavily armed Imperial tanks like the Predator and Leman Russ. Though not fast like a Falcon, the Tau grav tank (which we dubbed the Hammerhead) has heavier armour and a punchier gun. The armoured carrier, the Devilfish is comparatively lightly armed, toting only a short ranged burst cannon for self defence, but its tank status means that it can be used aggressively to tank shock enemy units. In both cases, the fact that they are skimmers keeps Tau armour mobile and comparatively safe from close assaults. In keeping with the technology theme of the army we also came up with a list of nifty vehicle upgrades like seeker missiles, sensor spines, targetting arrays and drone cradles, which Tim Adcock was able to squeeze onto the plastic kit as extra parts.

With the core Tau elements in place we turned our attention to the Kroot, placing Kroot Carnivore squads in the army as a Troops choice to help round out the warriors. The Kroot give numbers and muscle to the Tau, being reasonably good at close combat and comparatively cheap for their abilities. Additionally, the Kroot work well in woods and jungles, where

their arboreal heritage comes to the fore, giving the Tau a force which works well in dense terrain. Even Kroot firepower is reasonably respectable, though they lack the specialised weapons to destroy armoured vehicles and especially tough creatures. There are downsides to all this, however. Firstly the Kroot are barbaric opponents and often fail to follow up a defeated opponent as they stop to feast on the fallen. Secondly, Kroot are mercenaries and lack the dedication of the Tau, so their Leadership value is directly proportional to the points spent equipping them – lightly equipped Kroot are quite likely to fall back if faced with strong opposition.

SPECIALISTS

With the mainstay of the army in place we then gave thought to specialists. Heavy support is always an important element in any army and for the Tau we needed to expand beyond the Hammerhead grav tank. One obvious development was the aforementioned Krootox to supplement the firepower and close combat ability of the Kroot squads. These brutes carry a Kroot warrior on their back and a heavier version of the Kroot rifle with the punch to hurt behemoths of flesh or metal. To keep the irregular feel of the Kroot we opted to have Krootox added into a Kroot unit rather than operating independently, which is just as well because it stops the lumbering Krootox being picked off while out on their own. For mobile artillery support we came up with a variant of the Crisis battlesuit toting modified versions of the Hammerhead weapon systems. These 'Broadside' battlesuits proved to be spectacularly effective in early tests with their twin-linked railguns spelling doom for any tank they can target.

We also felt that the Tau needed their own troops who were capable of scouting and infiltration work, rather than simply leaving that kind of thing to the less sophisticated Kroot. This led us on to Drone squadrons as a Fast Attack choice – fast and expendable, they are ideal for leading an advance in hostile territory. Kroot Hounds were already too cool to miss out on so we included these as another Fast Attack choice, again the Hounds themselves being added to a Kroot squad to expand their capabilities rather than being a separate unit. Another element we wanted to include was spotters, and these took shape as the Pathfinders, Tau Fire Warriors equipped with light pulse carbines and marker lights for designating targets, which would allow the heavy support to hit with pinpoint accuracy.

For the actual infiltration work we went for a typically Tau tech solution with specialist Stealth Battlesuits, much



more lightly armed and armoured but equipped with a holographic camouflage that makes them hard to spot. These proved capable of causing a satisfying amount of mayhem once they'd slipped past the front line and made for an interesting alternative as Elite troops over the ubiquitous Crisis Battlesuits. For Tau HQs there were but two choices, a veteran Tau Commander in Crisis armour or a Tau Ethereal caste member to inspire the Fire caste in their duties to the greater good of the Tau empire.

TEST, TEST AND TEST AGAIN

Of course, while coming up with new weapons and troop types is always entertaining, actually getting the rules to work properly and ensuring that they balance off against other armies requires rather more graft. The Tau presented a challenge because, like the Imperial Guard, they depend solely on their firepower to defeat an opponent. This means that they rest on a knife edge between gunning down the opposition unmercifully (making for a rather dull game for the enemy) or getting cut to pieces by assaults (which makes a rather dull game for the Tau player).

Unlike the Imperial Guard, the Tau couldn't even counter-assault creditably, lacking Rough Riders, Ogryns or even power weapons to make a dent. Although the Kroot could defeat some assaults, they lacked the staying power to fight off a serious attack. Our hopes were that the grav tanks, Battlesuits and powerful basic infantry would allow the Tau to fight a battle of fire and manoeuvre, evacuating or reinforcing positions as they came under threat for a very fluid style of play.

Our earliest efforts with the Battlesuits didn't go at all well as we initially treated them as small Dreadnoughts (rather like Killer Kans with knobs on!) instead of large infantrymen. Given the large number of Crisis suits the Tau could field, this led to very one-sided games where bolters and lasguns were useless, while anti-tank weapons were overstretched due to the plethora of targets. When treated as infantry, plasma weapons could decimate Battlesuit teams all too easily, and even shield generators and drones only slightly delayed their demise. Likewise, the combination of comparatively short-ranged but powerful weaponry with jump pack abilities meant that Crisis suits often got caught in assaults when they closed into firing range.

Eventually, we hit on the idea of making the Battlesuits give a set of characteristic improvements to their wearer, rather like bikes. This was a good solution but even with the addition of an extra Wound and point of Toughness, the Battlesuits were very vulnerable to being instantly killed by plasma hits, sending us back to the drawing board once more. Pete Haines solved this conundrum with typical aplomb, by simply counting the bonus Toughness when resolving whether instant kills were inflicted. This shifted the Strength needed to vapourise a Battlesuit in one shot from

an all-too-easy-to-find 6 (plasma weapons, star cannon et al) to a more manly 8 (krak missiles, lascannons, bright/dark lances, meltas).

We also resolved the mobility issues by stealing an idea from Eldar jetbikes (thanks Gav), allowing them to always move in the Assault phase. This made the Crisis Battlesuit teams mobile enough to sweep in, unload some heavy firepower and then get clear before the enemy could overwhelm them. At last the Battlesuits started to work well, with just the right combination of agility, firepower and survivability. Jes's rather magnificent plans for the Battlesuit extended to having a wide variety of weapons, sensors and support hardware incorporated into the kit, and we took full advantage of these to give the battlesuits a fairly dizzying array of weapon and equipment choices. Equipping Battlesuit teams became something of an art form in its own right and a really fascinating aspect of Tau army choice. It was hellishly expensive sure, but very, very tasty and good to use!

Everything else was panning out as expected, with only minor tweaks and twiddles needed. Kroot Hounds proved to be a consistent pain to use as the earlier idea had been to let a Kroot squad with Hounds release them at some point to go chasing off after a designated target. This simple idea produced an ever-lengthening slew of rules however as playtesters came up with different scenarios which needed explaining. In the end it proved best to simply add the Hounds to the Kroot unit to bolster its numbers and have a special rule to snap at the heels of a departing foe, helping to offset the Kroots' tendency to feast on the fallen.

Unfortunately, those Battlesuits had not finished with us yet. Further testing revealed they had become rather too god-like, able to hit and run with devastating and tiresomely effective ability. As is so often the case, the pruning shears had to be taken to them, calming their headlong total move of 18" per turn to a more reasonable 12" by limiting them to moving 6" in the Movement phase and 6" in the Assault phase. This, together with smaller unit sizes and a reduced armour save, got the now-rampaging Battlesuits back under control – they're still tasty, just not invincible.

CULTURE AND LANGUAGE

In between all this on-table thuggery we also worked to ensure that the Tau had some sense of racial identity and character, rather than simply being a set of on-table mechanics. Iconography, language, characters, architecture and timelines were developed for the burgeoning, self-assured Tau empire. Graham McNeill wrote a plethora of fictional pieces on the Tau themselves, nicely developing their proud, quiet but determined character to the point where they actually became a rather likeable, if slightly naive addition to the cosmos. Pete Haines worked on grand strategy, outlining their fleets and armies at a larger scale so

we could postulate how they would look and act in campaigns and games such as Battlefleet Gothic and Epic. I poked everyone with sharp sticks as the deadline got closer and other projects like Cityfight and the Chapter Approved compilation clamoured for our attention.

All the artists: Adrian Smith, Paul Dainton, Alex Boyd, Karl Kopinski, Dave Gallagher and John Blanche, turned in cracking images of the Tau and Kroot at peace and war. One of my personal favourites is Paul Dainton's picture of a Tau city, but it's very tempting to rattle on about all this stuff too much, and time is pressing. You can see the background and art for yourself in White Dwarf, on the web and in the Codex. For myself, I'm very proud of the Tau because everyone working on the project really made it sing: the artists, the miniatures designers and especially poor Stefan Kopinski feverishly working to give the Codex itself a lovely strong graphic element which enhances the whole thing wonderfully.

Anyway, I'm starting to sound like I'm at the Oscars or something so I'll shut up and let you judge for yourself.

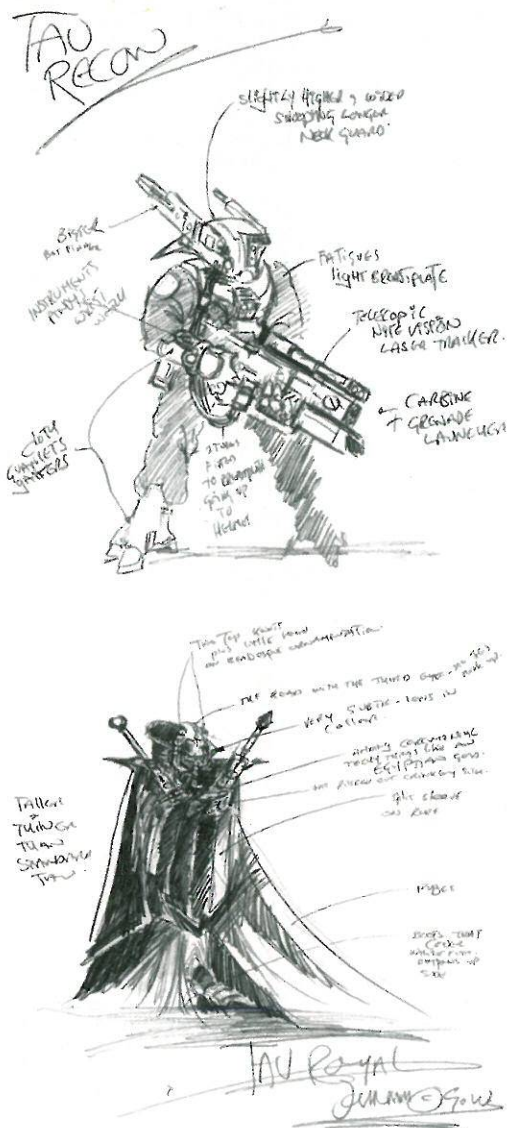


WHAT'S CHAPTER APPROVED ALL ABOUT?

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



As Andy Chambers has explained in his designer's notes earlier this issue, the Games Development team had created several possible alien races – each of which had its own fledgling background.

We chose the Tau mainly for their clean, modern, 'Manga' image and their vibrant background. This was offset nicely by the savage Kroot. At the early stages of this process we hadn't decided between the Tau and Kroot. Both were exciting in their own right so the two races were amalgamated into one army!

Jes Goodwin, Andy Chambers and John Blanche developed the look and feel of the Tau, culminating in Jes's sketch of the Tau (see page 16).

John worked further to refine Jes's image of the basic Tau trooper and also added in images of the other Tau castes, such as the Ethereals.

From these final concept images we were able to produce the finished artwork that lavishly adorns the Tau Codex and the splendid new Tau and Kroot miniatures.



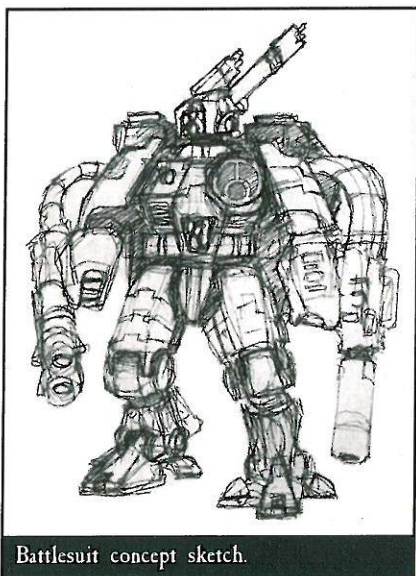
DESIGNING THE TAU PLASTICS



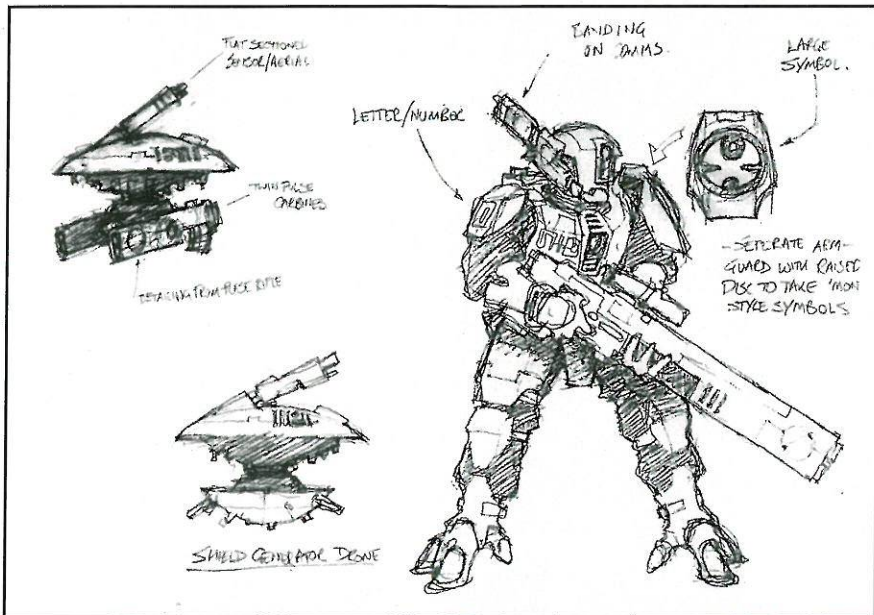
Jes Goodwin is responsible for all the plastic kits that Games Workshop produces. He was one of the driving forces behind the look of the Tau. We asked Jes to tell us how the plastics were created.

THE TAU

With the Tau project, Andy Chambers, Gav Thorpe and Jervis Johnson had already created much of the early conceptual ideas. John Blanche and Dave Gallagher had drawn dozens of aliens to add inspiration to the creative process. It had been agreed that the Tau were to be a high tech race and, with this in mind, I tapped into a wide variety of science fiction elements to come up with my first concept sketch. This was the basic premise behind what was eventually to become the Battlesuit. Although the initial sketches bear some resemblance to the final product, the Tau were born from an amalgamation of ideas that worked off each other to produce the final range.



Battlesuit concept sketch.



Jes Goodwin's concept sketches for the Tau drones and the Fire Warrior.

Tim Adcock was the first of the designers to start on the physical design process. He was working on the creation of the Tau tank. The brief for the tank mentioned the use of drones and I had already come up with a concept dome design. Tim continued the dome idea through to the tank and this then became a basic theme throughout the creation of the Tau.

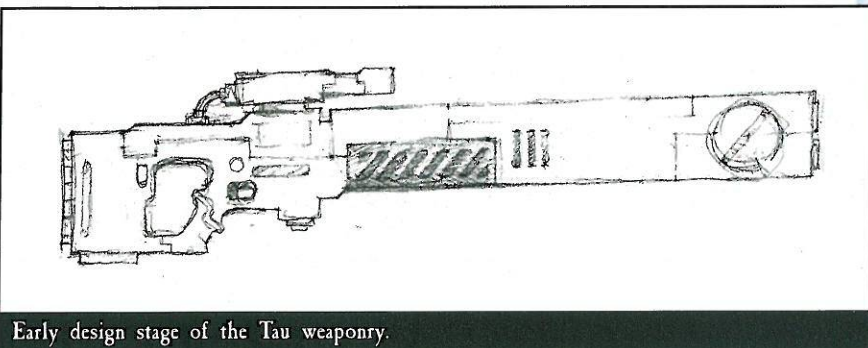
One of the best aspects of designing the Tau force was that we were all working on pieces at the same time. This resulted in a whole range of individual's ideas which all pulled together. The Games Developers' brief that they were to be a very high tech race led to the elimination of cables and links. Instead we decided that these elements would all be internally integrated. We liked the idea of using surrounding casings on the weapons and making the rifles long to accentuate the image that they are an accurate weapon.

The Fire Warrior armour was suggested by Japanese Ashigaru foot soldiers, but we only wanted a subtle influence to come through. One such historical element is the shoulder pads. The basic design concept had already stated that these were missile based troops and so when designing the armour plating I came up with the idea of shoulder pads on their forward firing side to give them that extra protection.

One of the early realisations that we made was that because we had made the Tau humanoid in appearance it was not obvious that they were alien. We overcame this by making their hands four fingered. As the designers had developed them as a race that preferred desert climes we gave them camel-like toes which further added to the alien feel.

The helmets maintained the dome theme and to continue with the alien appearance we created an asymmetric lens arrangement. Whilst the Perry twins began sculpting the early prototypes for the Fire Warriors, Tim created a set of weapon options. He used the same basic design elements through the weapon range, even continuing the idea onto the larger Battlesuit guns and the tank barrels. Once these had been finished we now had a basic skeleton design from which we could then create the Battlesuits.

I was now able to go back to my original concept sketches and work from these by adding all of the new elements that the whole team had developed since I



Early design stage of the Tau weaponry.

first put pen to paper. In this sense the whole process had come full circle and had really tied together nicely. For example, I was able to create mechanical versions of the camel-toed feet an idea which had only been formed later on into the project.

I knew from the brief that the Battlesuits were to be somewhere between a Dreadnought and Terminator armour in size. They had obvious Manga influence, but we tried to steer away from any one inspirational source, gleaned our ideas from a wider range. Elements of the Fire Warriors were kept

whenever possible such as the aerials, integrated circuits and of course the dome theme. We wanted the models to be fully poseable and so I set about creating ball and socket joints. As the brief included a jump pack, I also had to incorporate a section where the modeller has the option of placing a flying stand.

One of the most important design considerations was giving the gamers a view to upgrading the Battlesuits with the full option of weaponry, including the Broadside Heavy Support option that Tim had designed. The idea that the Tau sits in the body section of the suit gave

me the option of continuing with the single lens array idea for the helmet. The finished model is a true collective of conceptual ideas merged together to form an army with a truly themed feel.



Various Tau concept heads were made.



Brian Nelson has been locked away working on the Fellowship from our upcoming Lord of the Rings game. We let him out to talk about the Kroot.

THE KROOT

When Jes and Tim began work on the Tau I was given the brief to design the Kroot. There was no initial intention to separate the development of the Kroot but as it happened I was the only designer who worked on the project. This worked well as it meant that the Kroot developed as a race set apart from the Tau. Dave Gallagher had come up with some concept sketches and in the early stages we got together and worked out a basic design plan.

The Kroot had already been featured in the Warhammer 40,000 third edition rulebook and had received a great deal of curious attention.

We knew that they were to stand a good deal taller than a man but didn't want them to appear over muscular. This is where the basic idea of having them with a tall athletic build first sprang into being. They would have a Masai warrior or basketball player's physique. The first part of the task was to create the heads. I made a number of mock-ups, playing around with a beak theme that Dave had put onto his initial concepts. As I developed this theme the beak slowly evolved into an inverted raptor appearance. I had to be

careful to avoid making the mouth too similar to an Ork's protruding jaw. The spines, which very much resemble a porcupine quill, came in a moment of inspiration as Dave and I hammered out the final plans. He had drawn dreadlocks for the Kroot's hair and I expanded on the idea developing it into a stiff quill. At the same time that I was designing the Kroot, the development team had come up with the idea that they were evolved from birds. This worked perfectly with the beak design that I was working on and helped give me some thoughts as to their final appearance. It was because of this, in combination with the athletic theme, that I designed them to walk on tiptoe.

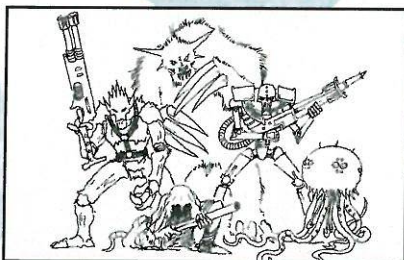
It was interesting to bounce my ideas off those of the Games Developers who were busy building a background for the Kroot. Just as the Tau were born from a number of different people's input, the Kroot evolved in a similar manner.

The Kroot rifles were designed from a brief by Andy Chambers. In the rules' he had designed the weapons to be a single shot weapon. I already knew that they were designed to be a close

combat specialist group and that they fought for technological advancement. It was for these reasons that I made the weapons ancient in design with blades on them to serve as a close combat tool.

The final characterful elements came from Pete Haines who was developing a background for the race. He had expanded on a theory that the Kroot were the most successful variant in a long evolutionary chain, coupled with an idea that they took on the strengths of what they ate. This allowed me a wide scope to play with – it was from this that the Kroot Hounds and Krootox were spawned. As Pete delved into these background aspects and the Kroot became a highly cannibalistic race, I began to show this by creating racks of meat and butchers' hooks on the models.

The prehensile tail is another element that adds to this. It suggests either the development of a tail or the regression of this side product of evolution.



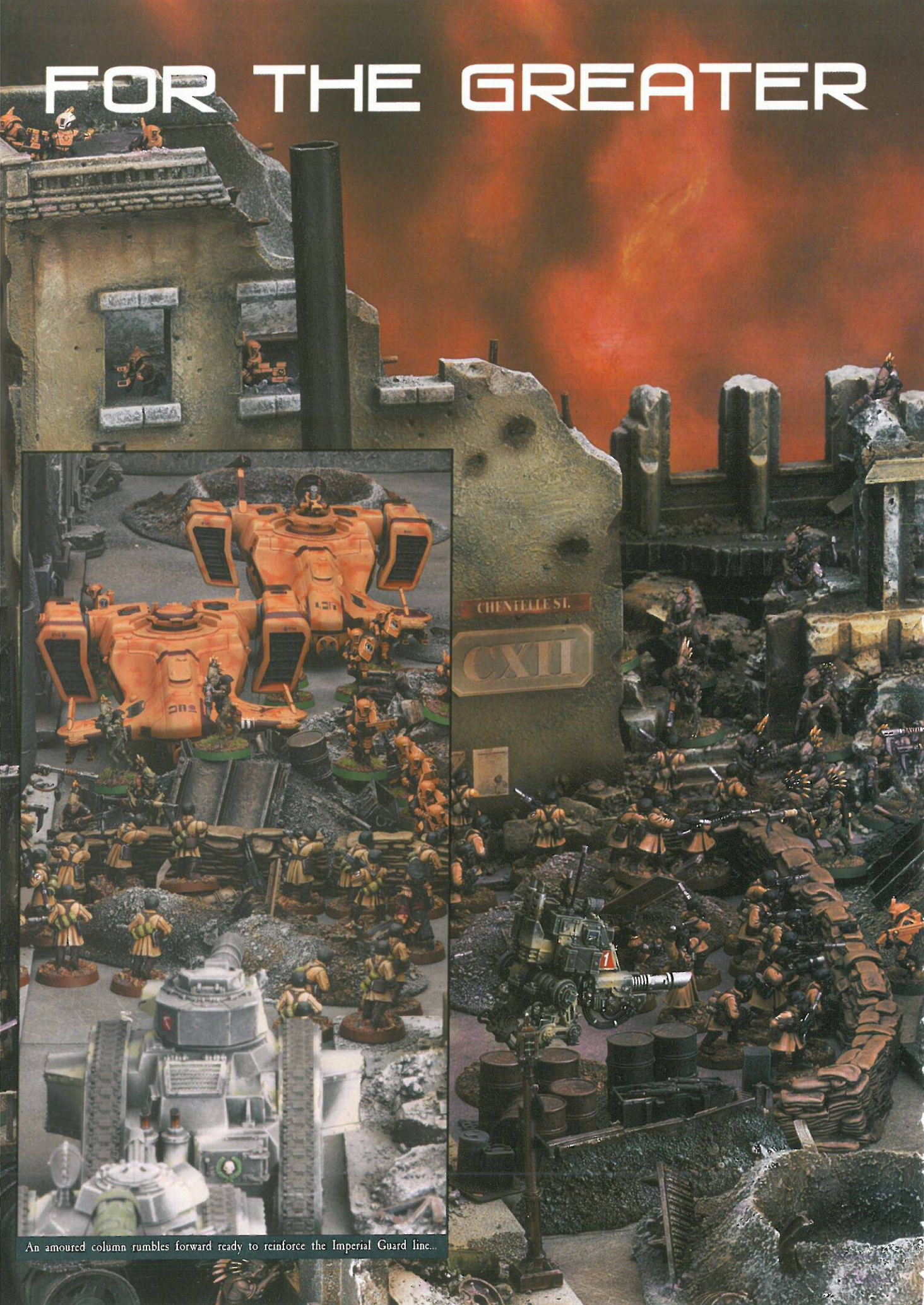
The Kroot's first appearance.



An early prototype 'green' of a Kroot.



FOR THE GREATER



An amoured column rumbles forward ready to reinforce the Imperial Guard line...

GOOD

CODEX
TAU



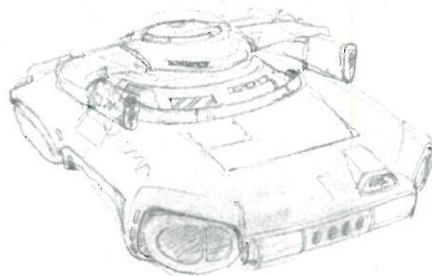
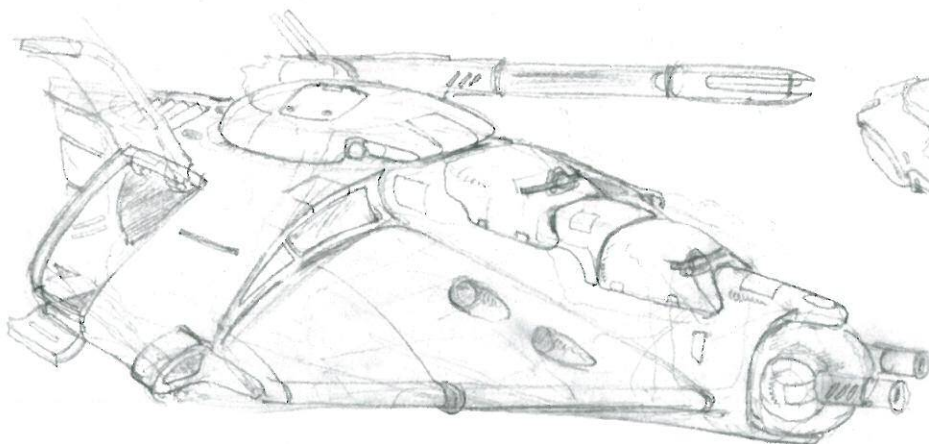
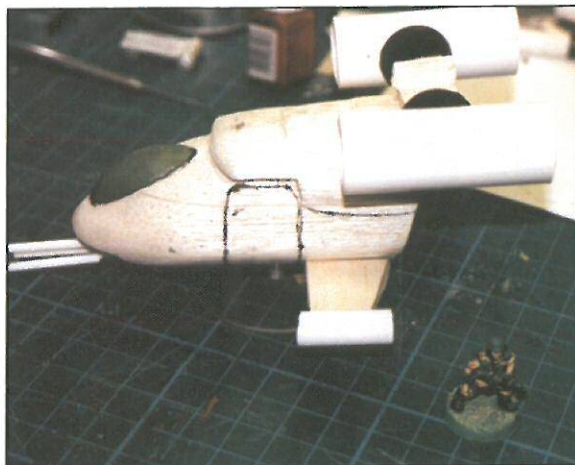
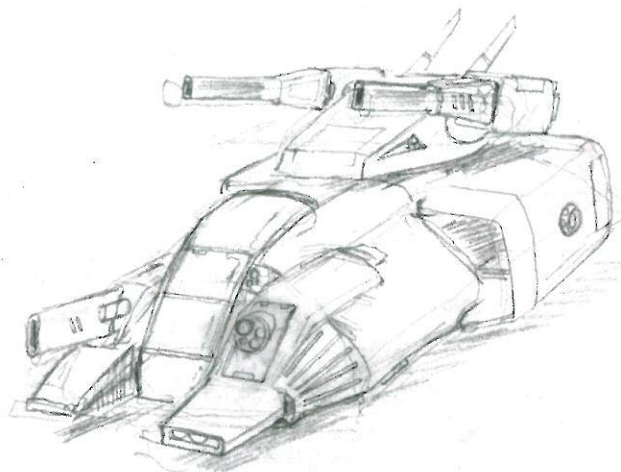
...however the Pathfinders quickly single out the battle tanks for destruction.

MAKING THE DEVILFISH

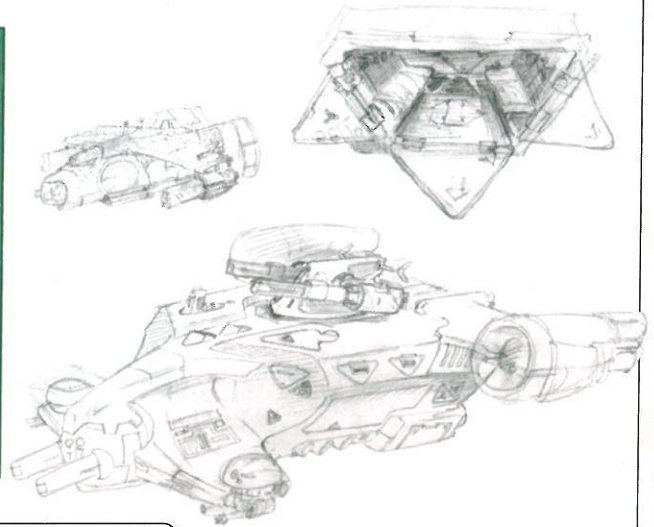
The arrival of the Tau army meant a whole new range of models needed to be sculpted and the designs for the Tau tanks were amongst the most eagerly anticipated here at the Studio. Graham McNeill talked to Tim Adcock, the man who built the Tau tank, to find out how it came into being.

A LOOK AT THE CREATION OF THE TAU TANK

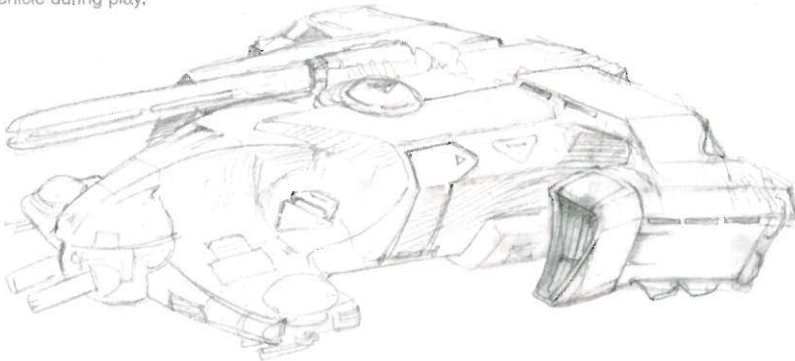
1 Once the initial ideas for the Tau tanks had been decided upon, Tim went away and began to build some rough mock-ups of them. He used existing miniatures to check that the scale of the tank was right. In the early concept sketches and mock-ups, you can see some of the features that would later appear on the finished model, such as the large engine modules and curved frontal sections, though the brief was careful to avoid the long sweeping lines of Eldar vehicles.



Early concept sketches incorporating the ideas that the vehicle should be a skimmer, but also that it had to have weight to it, and thus distinguish it from the more delicate Eldar skimmers.



Later sketches introduced the concept that the vehicle would come equipped with drones that could detach from the vehicle during play.



2

From the mock-up and concept sketches, Tim built a more detailed model of the tank with a distinctive frontal section to house the two drones. This inspired the name of the gunship variant (Hammerhead). Both the Hammerhead and the Devilfish are based on the same hull chassis, with the only difference being the turret section where the gunship's weapons would be mounted. Three weeks of hard work and half a dozen mock-ups later, Tim produced a model that everyone was pleased with (no mean feat by anybody's standards!).

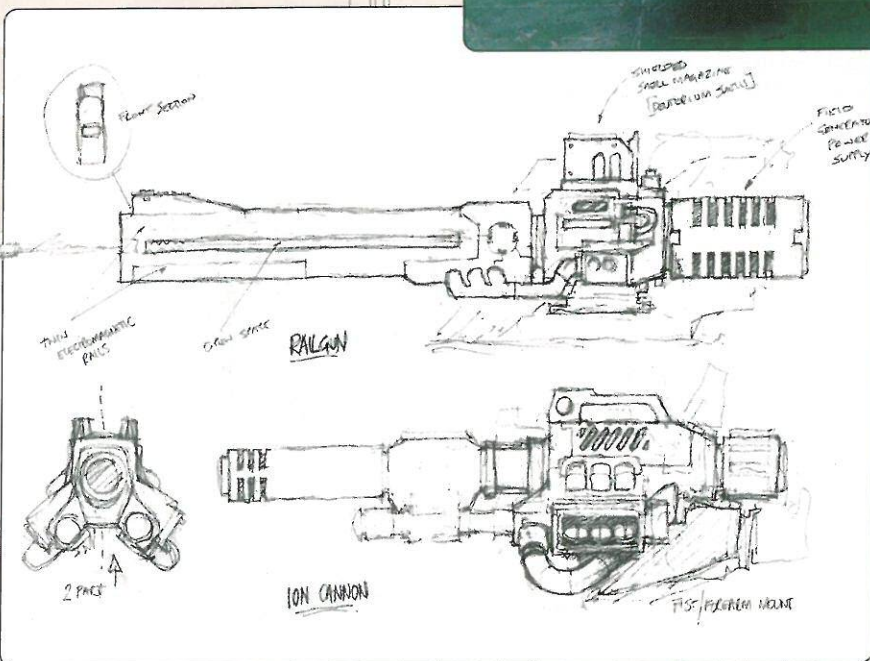


3

Throughout the design process, Tim worked closely with Jes Goodwin to refine the design and add the details that would really make the whole project shine. The tank's design became an organic process, with aspects changing and developing as the project continued. For example, the engines changed from cylindrical in shape to become much boxier and less sleek than before.



4 While Tim was working on the main body of the tank, getting the smooth, clean look that would carry through to the rest of the range, others were working on different aspects of the project. Andy Chambers and Pete Haines concentrated on refining how the tank worked on the battlefield and this in turn impacted on the design process, particularly regarding the weapons and vehicle upgrades.

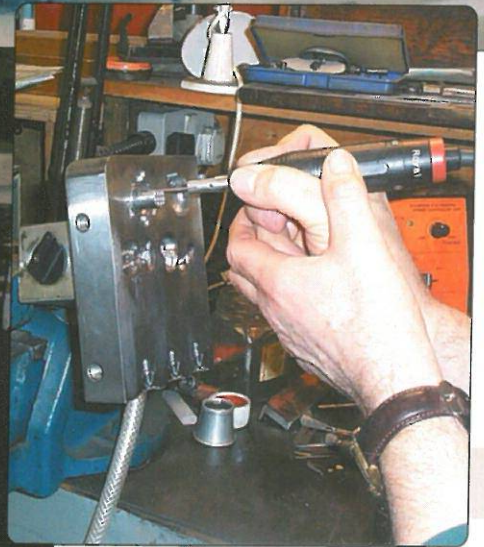
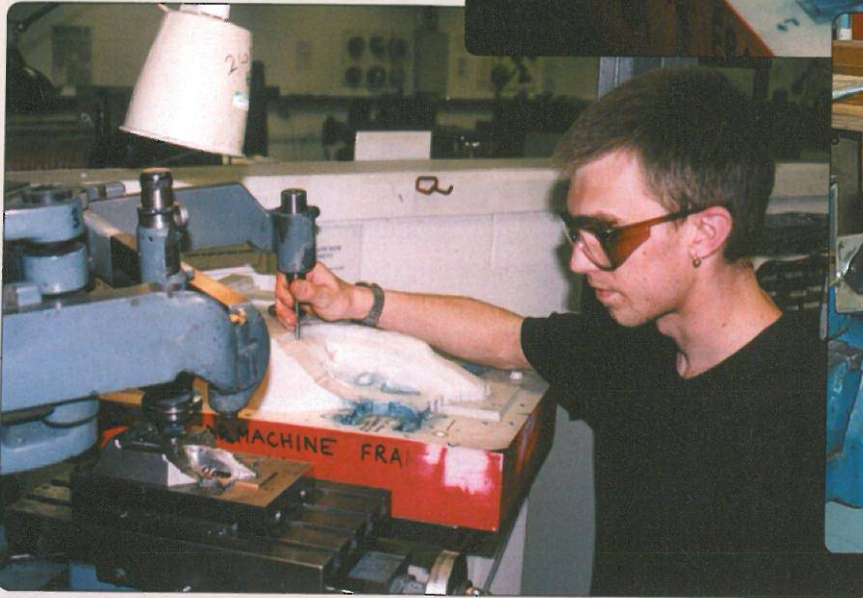


5 Once the final mock-up had been approved, Tim built a 1:1 master model that was sent to the pattern makers. They sent back a 3:1 scale model in stages, which made Tim's job that bit more tricky as it was some time before all the component parts came back. At the same time, Alan Perry and Mark Harrison worked to sculpt the crewman that would stand in the tank's cupola while Tim worked up Jes's concept sketches of the weapons into full designs (one interesting point of note is that everyone preferred the design for the ion cannon once it had been turned upside down!). Fine detail was then sculpted onto the 3:1 model. When all the parts were finally assembled, everyone held their breath as they waited to see whether the design of the components meshed together into a vehicle. Fortunately, everyone involved had done such a good job on the project that the assembled tank looked fantastic, and the final (very impressive) 3:1 pattern was complete.



6

Now with everything fitted and sculpted, the 3:1 model went back to the pattern makers, who made resin negatives of the tank. These were then sent to the tooling company who used a pantograph machine to create the steel mould for the actual tank. To do this, skilled craftsmen used a probe to follow the contours and shape of the negative to cut a mould that would be used to produce the plastic frames. The pantograph also reduces the scale of the 3:1 back down to the correct Warhammer 40,000 scale as well.



7

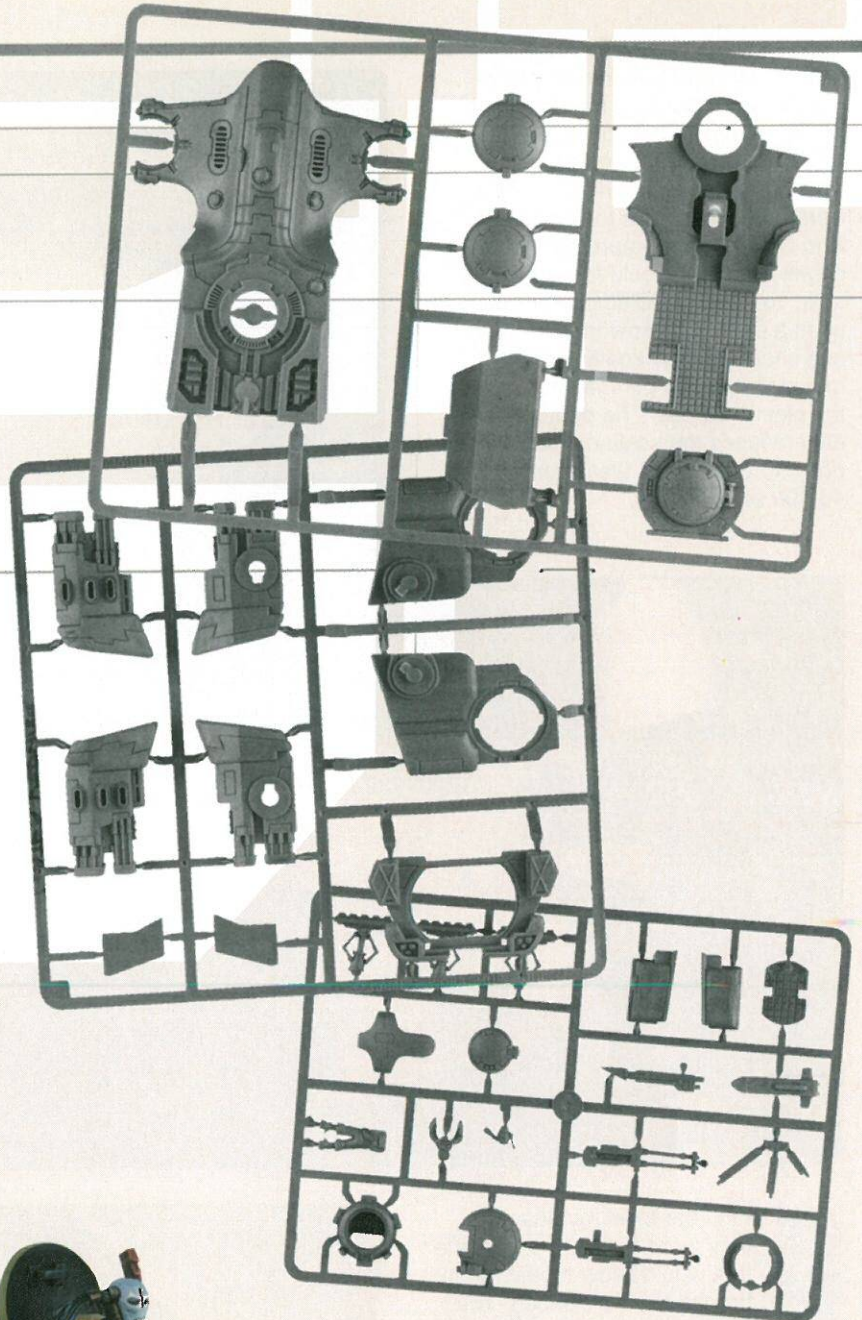
With the steel moulds cut, they were mounted onto a die that would allow the first test frames to be produced. The accessories were the first pieces to be made, containing aerials, turret rings etc, and once these had been checked, the remainder of the tank could be produced.

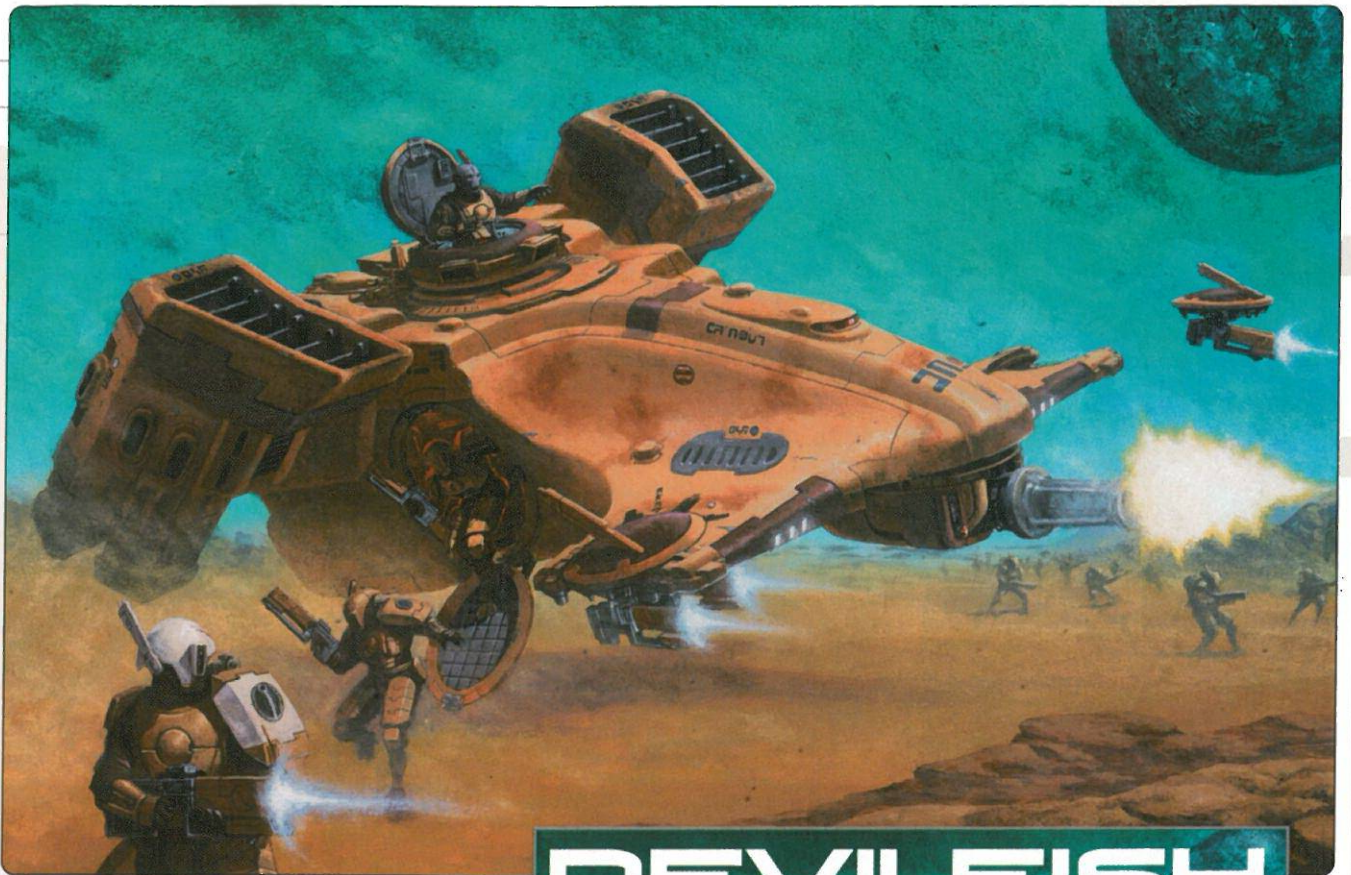


8

As part of the design process we often make resin casts of a model. These are replicas of the original 1.1 model and allow us to get models painted up and photographed rather than wait weeks for the first plastic frames to arrive in the Studio.

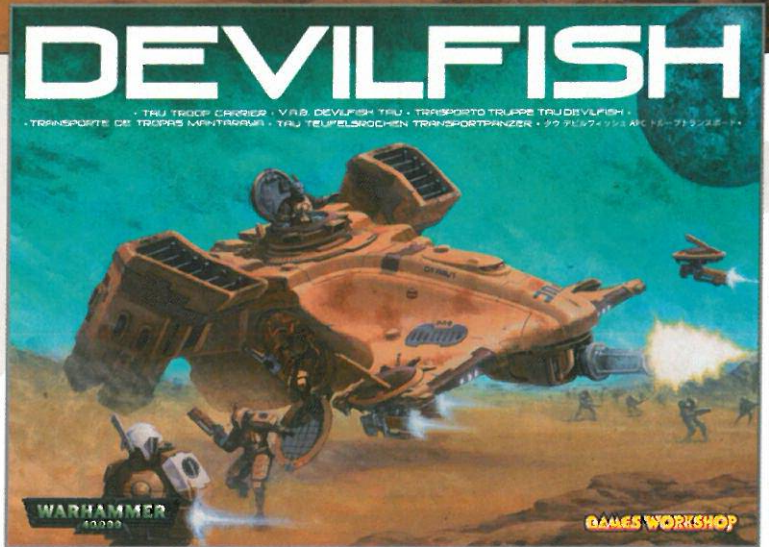
The 'Eavy Metal team quickly got to work on painting the models. Getting together with the games designers and the sculptors it was decided to go for a sandy, desert colour scheme that fitted well with the rest of the army.





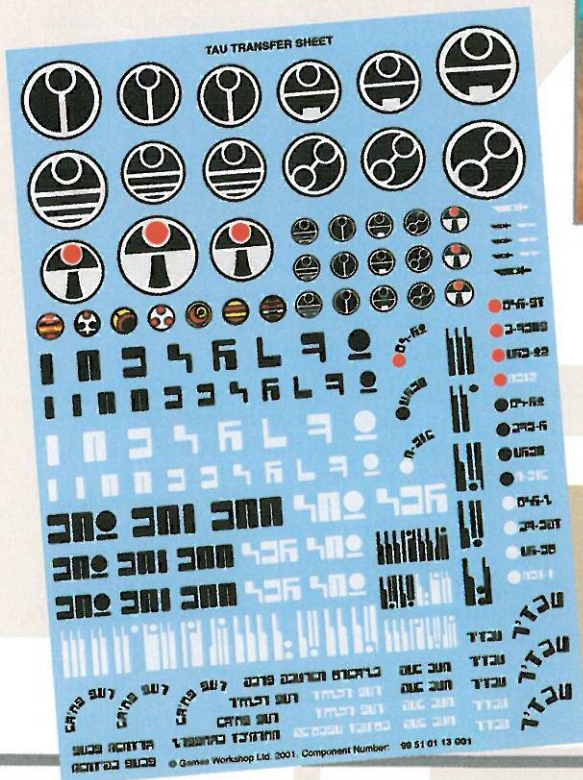
9

With the models built, Karl Kopinski produced this stunning illustration for the cover of the Devlfish box. Next issue sees the release of the Hammerhead Tau tank. Check out Dave Gallagher's box illustration next month!



10

To go with each model in the box, the guys in Colour Production produced the brand new Tau transfer sheet, which can also be used in conjunction with the battlesuits..



So there you have it. Over a year of hard work went into the production of the Tau vehicles and the result has been well worth all that effort. In next month's White Dwarf we'll be giving you loads of ideas how to paint your Tau army – so don't miss it.

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A series
focusing on the
races that threaten
the safety of the
Imperium of mankind

FOR THE
GREATER
GOOD

An investigation into
the newly discovered
Tau Empire

by Graham McNeill

Far in the galactic east, the Tau Empire expands further into space. This continued growth has brought the Tau into conflict with the Imperium and other alien races on numerous occasions. With high technology weaponry and an all-pervading self-confidence, they are united in the common cause of expanding their empire in the name of the Greater Good.

Physical characteristics

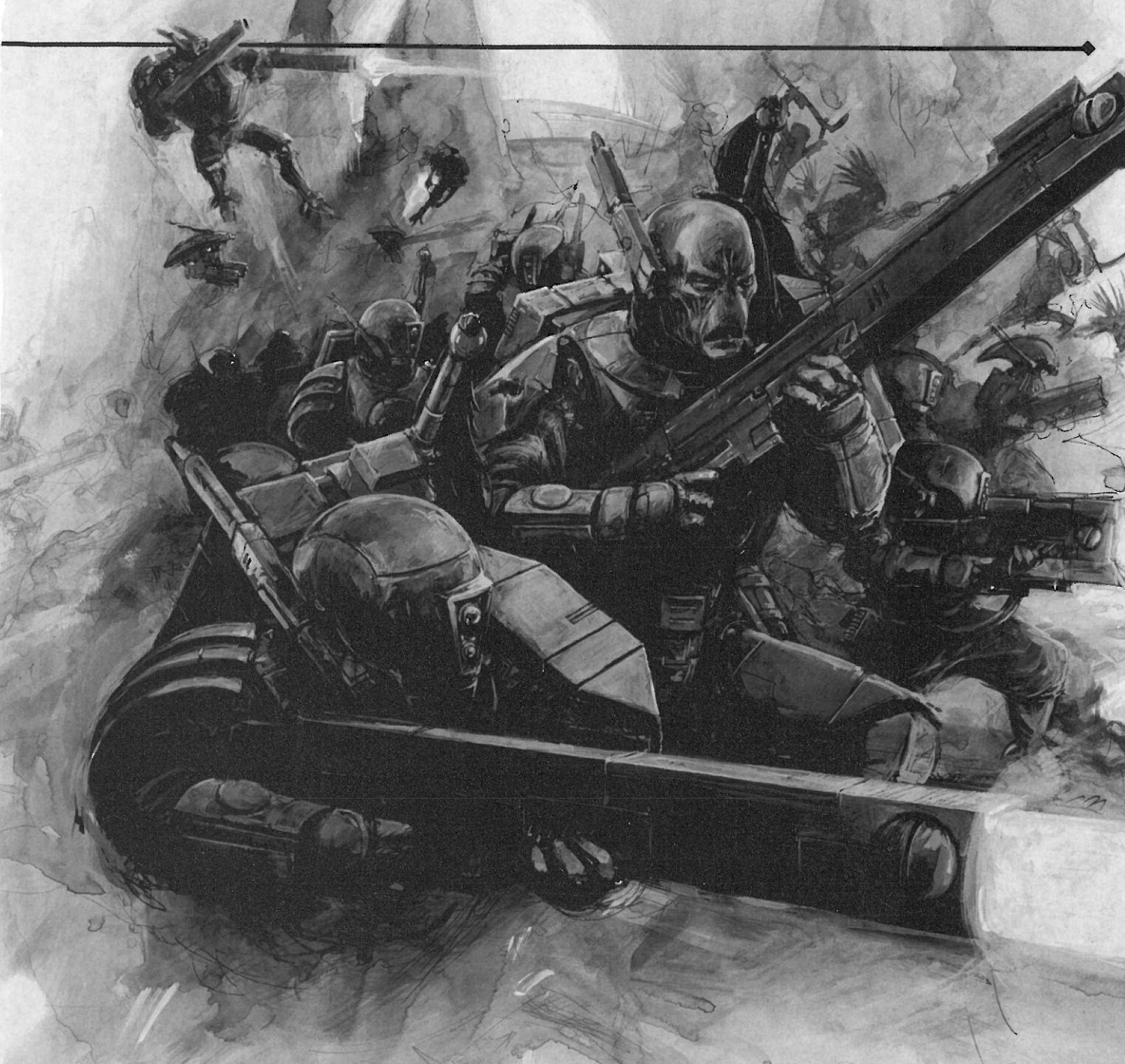
In appearance, the Tau are humanoid, with two arms, two legs and a single head. Their skin is a pale, bluish grey colour, though this can vary in tone and pigmentation from world to world. For example, Tau from the world of Vior'la have much darker skin than those hailing from B'orkan. Their skin is rough in texture, dry and leathery, exuding almost no moisture. On average, smaller than a human, the majority of Tau are of slender build, having a strength equivalent to an Imperial Guardsman with comparable tolerances for heat, cold and pain. The Tau face is flat and wide across the eyes and, in some respects, their vision is believed to be slightly superior to humans, able to see further wavelengths in both the ultra-violet and infrared ends of the spectrum. However, their lack of a dilatory pupil results in poorer depth perception and a slower focusing reflex. They have no external olfactory organs, rather, these are located on the inside of the mouth, and, at short distances appear to be much more sensitive than a human's. A Tau can therefore taste the air with its tongue and deposit the air sample on its sense organs.

Much can be gleaned from studying a Tau's appearance; its caste, rank, home world and status within society. It is common for a Tau to bear a single scalp lock, adorned with ornamented ringlets and baubles indicative of rank and position. The more elaborate the decoration on the scalp lock, the higher the Tau's rank and position are likely to be. There are also more specific ways one can establish from which caste a Tau originates. For example, Tau from the Fire caste (the warrior caste) are likely to be heavily battle-scarred, and it is not uncommon to find its senior members with limbs replaced by cybernetic implants. Fire Warriors tend to originate from the hottest worlds in the Tau empire and thus their skin tones are generally darker than others, with ritual scarring and tattoos of battle honours. The workers and builders of the Tau come from the Earth caste, and have 'blunter', more prosaic features than most other Tau. They are stouter than

other Tau, tending to have heavily callused hands and a pragmatic outlook on life. The Earth caste are less given to ornamentation and only very rarely indulge in any form of personal decoration, which they see as frivolous and unnecessary.

The Air caste form the pilots and messengers of the Tau and spend a great deal of time in space. As such their skin is usually paler and their bone structure far lighter than other Tau. Indeed, some of the bones in the Air castes' upper body are hollow, perhaps a genetic throwback to the days when these Tau are said to have sported wings and could fly. If members of the Air caste are ever forced to spend any time on the surface of a planet, they are exceptionally careful in their movements, as long-term exposure to weightlessness or artificial gravity reduces skeletal strength and makes their bones extremely brittle. The Water caste are the traders and diplomats, and Tau of this caste are generally the most cosmopolitan and well travelled. As such their features are softer and much more expressive than other Tau. The respect these Tau have for other cultures makes them more open to diversification of dress and the integration of alien cultural idioms. It is not unusual for a Tau merchant to enter into negotiations clad in the dress of those he is dealing with. A Tau diplomat will frequently adopt mannerisms and cultural mores when in the company of those he deals with. Of course, while these may be indulged in for practical purposes, it is never at the expense of the Tau way, which they hold as manifestly superior to anything non-Tau.

The final Tau caste is also the most mysterious. Their faces bear the same typically flat features of the Tau, but in the centre of their forehead is a diamond shaped ridge of raised bone. The purpose of this, if it even serves a purpose, is a mystery and despite every attempt, the Inquisition has been unable to obtain an Ethereal's body for further study. The lack of knowledge concerning this, potentially most powerful and important, caste is a source of much consternation amongst the Ordo Xenos and any



scraps of information that can be gleaned are eagerly seized upon.

Home World

The Tau empire encompasses over seventy-five worlds, an area some three hundred light years in diameter, deep in the Ultima Segmentum in the galactic east. Their planet of origin, T'au, is a hot, arid world primarily covered in dusty savannah and scattered mountain ranges. What fertile ground there is on T'au is occupied by efficiently run farming collectives managed by the Earth caste. Cities of gleaming marble, white stone, steel and glass rise from the plains, close to the farming collectives and well defended by warriors of the Fire caste. The largest settlement on

T'au is located on the equator, and despite frequent entreaties to the Tau, no human has been known to tread its streets. What information there is on this city, has been gained from orbital surveys and even these are not 100% reliable as the Tau appear to have some form of technology that confounds the spirits of Imperial augurs. The city is large, though not as large as a hive city and appears to be divided into a number of distinct areas. The heavily defended centre of the city is completely segregated and appears to be some kind of holy place for the Tau. It is believed that the high council of Tau Ethereals are located here and that this un-named city within a city may be the seat of power of their empire.

First Contact

The first Tau encountered were discovered nearly six thousand years ago by the Adepts on the Explorator vessel, Land's Vision. At this point in their evolution, many of the Tau were little more than savannah dwelling savages who had mastered the use of simple tools and fire-making, but not much else. It was noted that the planet was teeming with all manner of life, but none were judged worthy of continued existence and the planet was earmarked for routine cleansing and colonisation. The seeding ships were despatched from Triplex Phall, but before they arrived they were caught in a terrifyingly fierce warpstorm and every vessel in the fleet was destroyed. Before more ships could be

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despatched, the Imperium descended into anarchy as Goge Vandire, the 361st High Lord of Terra, began what has become known as the Age of Apostasy.

The horrors unleashed in this terrible time are only ever spoken of in hushed whispers and some legacies from these dark days remain to this day. By the time Vandire was overthrown, the new leaders of the Imperium were more concerned with rebuilding and undoing the damage Vandire had wrought than expanding the Emperor's realm. Thus it was not until a Tau ship entered the Devlan system that Imperial authorities were to again encounter the Tau.

The system defence ships immediately attacked the alien vessel, pursuing it to the system's edge and destroying it with aid from the Imperial Navy. When Adeptus

Mechanicus Genetors examined the bodies onboard the wrecked ship, they discovered that gene samples taken from the corpses matched those of the primitive aliens discovered by the crew of Land's Vision nearly six thousand years ago.

Further contact with the Tau was made rapidly as the warp storms isolating their empire finally abated. Rogue Traders and frontier outposts frequently encountered the aliens in a trading capacity. This contact was to continue for nearly a century before the Damocles Crusade smashed into Tau space. Tau colony ships, continually forcing their way into Imperial held systems ignited a number of brushfire wars that escalated into a full scale Imperial crusade. Months of fighting ensued, with appalling casualties on both sides and no end in sight. The crusade was only halted when a truce was negotiated by the Water caste and the impending arrival of hive fleet Behemoth forced Imperial forces to withdraw.

Continuing Tau expansion has resulted in more small-scale engagements being fought, though none with the same ferocity as the Damocles Crusade. There are still those who deal with the Tau, but these are generally limited to those with hereditary trade licences or pursuing legitimate Imperial business. It is important to remember that although the Tau are not overtly hostile in the same way as, for example, the Tyranids, they are dangerous aliens and should be treated with extreme caution whenever encountered.

Combat capabilities

The Tau are a dangerous foe and no Imperial servant can afford to dismiss their skills in warfare. Preferring long-range firefights rather than close assaults, the Tau are lethal when allowed to employ their devastating weaponry. The

Fire caste often take to the battlefield in armoured battlesuits that are at least the equal of Tactical Dreadnought Armour.

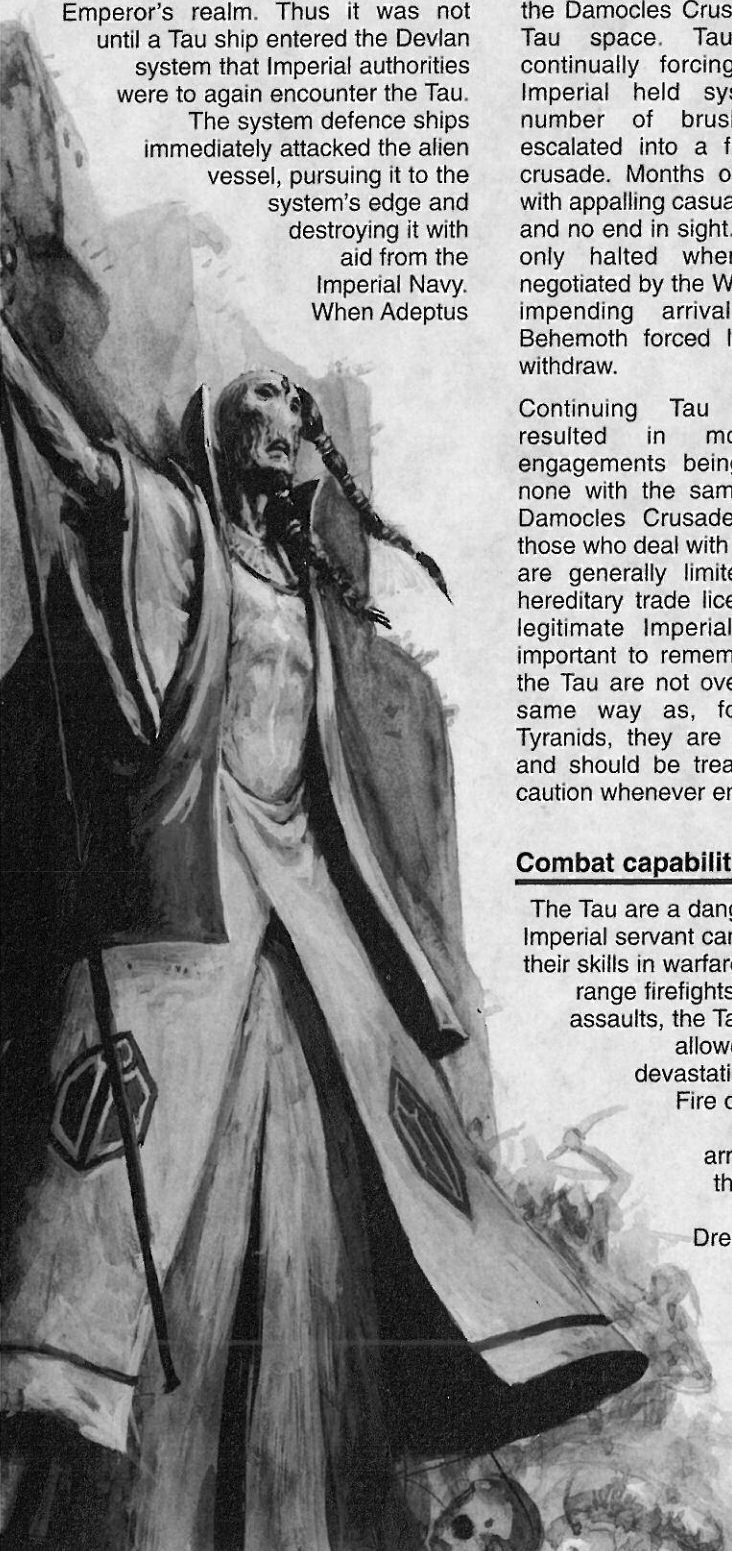
These battlesuits are capable of mounting a myriad array of heavy weaponry and are

almost impervious to small arms fire. Their tanks are capable of mounting a powerful weapon known as a rail gun, which fires a hypervelocity projectile that can smash through the thickest armour with ease. The Tau Ethereals have been observed on relatively few battlefields, but on those rare occasions they have been recorded, it was observed that the Tau Fire Warriors fought with much greater resolve and courage. It can be surmised that these individuals represent the physical manifestation of each Tau's desire to further the greater good of their culture and, therefore, the highest priority must be given to their elimination in battle.

The one area of weakness of the Tau is their lack of ability in close quarters combat. It appears that the Tau regard close combat as a brutal, uncivilised affair and they avoid it wherever possible. In battle, the Tau are no more skilled or stronger than a human. The battlesuits boost their strength, but do not increase their fighting ability. If engaged at close range, they are vulnerable to assaults and to offset this, part of the Tau empire encompasses the worlds of an alien race known as the Kroot. These mercenaries are a ferocious, cannibal race who excel in close combat, fighting alongside vicious, snapping hounds and lumbering gun-beasts. These creatures should be destroyed as a matter of course, as they will often feast on the dead flesh of their foes. Instances of these aliens infiltrating the battlefield are far from uncommon and Imperial commanders should ensure that scouts and sentries are on their guard for these aliens attempting to creep forward unobserved.

Technology

The Earth caste is responsible for the construction and maintenance of Tau technology and it is thanks to their innovations that the Tau have expanded their empire so rapidly. Tau military technology is extremely advanced and is predominantly a mixture of high energy plasma and pulsed laser weaponry. The aforementioned rail gun is particularly potent and its technology is eagerly sought by members of the Adeptus Mechanicus. Anti-grav technology similar to that of the Eldar is widely employed by the Tau in their 'Hammerhead' tanks and 'Devilfish' APCs. These technology bases are carried over into non-military



applications and are frequently found on Tau worlds where humans have been allowed to set foot.

Certain items of Tau technology are now in Imperial possession, mainly confiscated agricultural and construction equipment seized on frontier worlds from settlers who have illegally traded with Tau merchants. Such technology has been transported back to Mars for further study and it is hoped that the Adept's of the Machine God will be able to penetrate their secrets.

Threat Index and Imperial Policy

The threat of the Tau should not be underestimated on the basis of their non-overtly aggressive nature. Their ever expanding empire continues to push deep into Imperial space and such effrontery must be met with the requisite force in order to push these aliens back into their own space. At present there is no specific policy of extermination aimed at the Tau, and it would take a major effort on the part of the Imperium to destroy the Tau empire, if indeed such a thing is now possible. With the exception of some radical Fire caste commanders, the Tau do not appear to regard the Imperium as a threat and conflict usually only erupts when the encroachments of the Tau become intolerable to local system commanders.

Social Structure

It is known that Tau society is divided into four castes, each based on one of the four elements of nature. Tau are born into their caste and breeding between the castes is forbidden under pain of death. The distinction between the castes appears to have been an evolutionary one, which has subsequently been reinforced by the ruling caste. A Tau's caste can be determined by its appearance, as noted previously, but also by name. The first part of a Tau's full name encompasses his caste, while other parts reveal his rank, world of origin and achievements (the entomology of Tau names is dealt with in a separate document). The four castes are:

Fire

The Fire caste are the warriors of the Tau and it is their duty to defend the other castes. The Fire caste are the biggest and



strongest of the Tau, standing shorter, but as broad as a human. Fire Warriors are strongly motivated by a strict code of honour in battle and see ranged combat as more desirable to the carnage of hand-to-hand combat, preferring to use their advanced weaponry rather than brute force to win battles. Tau Fire warriors serve for many years and if they survive for long enough, they may become commanders. Eventually, they will be allowed to retire from active service, join the council of advisors and play a greater part in Tau politics.

Earth

The Earth caste are the artisans and labourers of the Tau. They build the machines, erect the dwellings and provide the food for the rest of Tau society. This caste farm the limited fertile land on their arid worlds and labour in the factories. It is unseemly for any other caste to take part in such labours, though the work the Earth caste performs is in no way looked down upon. They are recognised as performing an essential part of the continued existence of the Tau and their place in the Greater Good is well respected. Engineers and scientists, they are responsible for the



construction and maintenance of all aspects of Tau technology.

Water

Water caste members are bureaucrats, politicians, negotiators and administrators. They are the merchants and diplomats, moving in and around the other castes to ensure that society functions smoothly, always in the service of the Greater Good. Water caste members often accompany Tau expeditionary forces to negotiate safe conduct through alien systems and smooth the passage of Tau merchants and colonists. Imperial servants should be aware that these Tau are exceptionally skilled at manipulating weak willed individuals and every remark addressed to a member of the Water caste must be carefully considered and phrased to prevent any sensitive information being divulged.



Air

It is believed that members of the Air caste were traditionally messengers and couriers, but they are now recognised as the Tau



THE KOLOTH GORGE MASSACRE

The Tau attack on Nimbosa was one of many in the Koloba sector, heralding a fresh surge in the expansion of this alien race in the eastern fringes. Imperial forces were poorly positioned to meet this threat, the majority of the Ultima Segmentum fleet engaged in hunting splinter fleets of Tyranids from Ichar IV. It would be many months before any sizeable force could be mustered in time to fight the Tau. An Imperial Envoy under the protection of the Imperial Fists Space Marines was despatched to the nearest Tau sept of Tolku with instructions to commence protracted negotiations in order to delay the main Tau offensive.

Every day spent in negotiations brought the retribution of the Imperial forces closer to Nimbosa and gave the beleaguered colonists a chance of holding out against the invaders. However, the world of Tolku is famed amongst the Tau for the sage counsel, debating and diplomatic skills of its inhabitants and attempts to stall the Tau assault were unsuccessful. Led by Commander Brightsword, the full weight of the Tau fell upon Nimbosa and the colonists fought to the last, not a single soul surviving the final attack. Four months later, Imperial forces fought their way to the surface of Nimbosa, to find the Tau well dug in and ready for a major offensive. Brightsword allowed the Imperial Guard to batter themselves on his defences before, like O'Shovah had done with the Orks, leading a series of aggressive raids, running rings around the ponderous Imperial regiments. Eventually, at what Imperial scholars have since dubbed the Koloth Gorge Massacre, Brightsword trapped the Imperial forces within a narrow gorge and systematically destroyed them in a three-hour slaughter. It was noted that Brightsword was summoned back to Tau shortly after the Nimbosa war and there are those who believe it was to be censured for the remorselessness of his tactics.

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equivalent to Imperial Naval officers. They are pilots and starship crews, transporting goods and warriors to where they are needed. They are the unseen force that lay waste to Imperial towns and cities, bombarding them from orbit to pave the way for Tau colonists. Air caste members live almost entirely off world, except for pilots of atmospheric craft (although even they frequently live in orbital stations).

The Ethereals

The Tau word for this caste translates variously as Celestial or Ethereal, and originates from the mysterious individuals who are suspected to dwell within the secret city on T'au. They are the rulers of the Tau empire, but where this authority derives from is a mystery. It is suspected that these individuals may have united the disparate tribes of the Tau that fought one another in the past, but exact details are hard to come by. Certainly any Tau questioned on the subject shrouds the Ethereals in such mystery that it is impossible to judge what is fact and what is legend. Some members of the Adeptus Mechanicus believe that the Ethereals utilise some form of latent psychic or innate pheromone based power to rule, and are naturally very interested in this aspect of Tau culture.



O'SHOVAH, COMMANDER FARSIGHT

(Tau: Shas'O Vior'la Shovah Kaius Mont'yr)



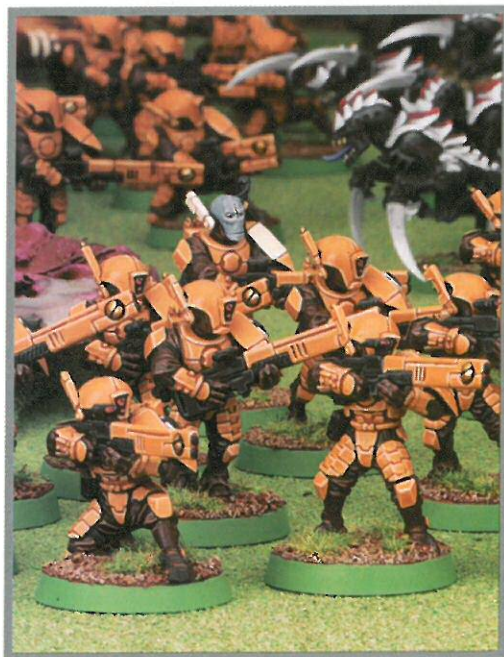
Hailing from the world of Vior'la, famous for the aggressiveness of its Fire caste warriors, O'Shovah, or, as he is more commonly known, Commander Farsight, was quick to carve himself a reputation for the ferocity of his campaigns. He made his name early in the Arkunasha war, fighting against the Orks throughout that world's oxide deserts, the cunning of his battle-plans earning him the name Farsight. His mastery of battlefield stratagems was unmatched, but eventually, the sheer number of Orks managed to surround Farsight's armies, and his warriors endured months of siege before finally escaping. The merciless fighting on Arkunasha embittered Commander Farsight, as he believed that others had failed to support him effectively, leaving him to be surrounded by the Orks. This feeling was shared by a number of his, for want of a better word, acolytes, most notably an aggressive young Fire Warrior named Brightsword.

Farsight continued to battle against the Greenskins and helped defeat two more Ork Waaghs. His warriors were also to prove instrumental in holding off Imperial forces during the Damocles Crusade and were the first to begin the reclamation of Tau space. One such world was the 'artifact world' of Arthlas-moloch, where the Tau forces engaged an unknown enemy and the Ethereal caste leader of Farsight's expedition was killed. Undaunted, Farsight continued in his mission without the guidance of an Ethereal and smashed yet another Ork invasion threatening the Empire before disappearing from Tau space altogether. Some among the Tau believe that Farsight has set up colonies in the Damocles gulf, a region long forbidden to the Tau, but to countenance such thoughts is to accept that Farsight has turned his back on the Empire and is fighting for personal gain rather than the Greater Good.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Fire Warrior	10	2	3	3	3	1	2	1	7	4+
Shas'ui	10	2	3	3	3	1	2	1	8	4+

A basic Fire Warrior is, on most occasions, no match for even a newly recruited Guardsman in close quarters combat. Their lack of fighting ability is possibly linked to a slow reaction time, which, in turn, may be a factor of their reduced depth perception and slow focusing reflex. Strength and resilience are at least the equal of a human, while their discipline in battle is generally better than that of an average Guardsman. A Fire warrior is generally equipped with a pulse rifle and this weapon has superior range to most Imperial weapons of comparable hitting power, though this is at the expense of armour penetration. It is an ideal defensive weapon, capable of laying down a formidable hail of fire on attackers. It is also common to see Fire warriors taking the field with the shorter-barrelled pulse carbine. This weapon has a reduced range, but may be fired on the move just as effectively. The carbine is also equipped with an underslung grenade dispenser that fires simultaneously with the pulse shots and this can cause less disciplined troopers to seek cover rather than advance.

	Range	Strength	AP	Type	Notes
Pulse rifle	30"	5	5	Rapid Fire	-
Pulse carbine	18"	5	5	Assault 1	Pinning Test



THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING



From 22nd October to 26th October, WHSmith, in conjunction with Games Workshop, will be running a series of special preview days showcasing the new tabletop strategy battlegame. Please phone your nearest participating store nearer the time for details.

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CHAPTER APPROVED

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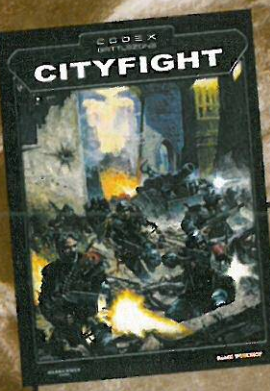
Chapter Approved is a compilation of the best of White Dwarf's Chapter Approved column, plus a number of new articles, all adding to the Warhammer 40,000 game system. It contains army lists for Sisters of Battle, Necrons, Imperial Guard Armoured Companies and the Blood Angels Death Company, as well as updates, clarifications, additional wargear and special characters, vehicle design rules, Tyranid monstrosities, questions and answers on all of the currently published Codexes, plus a host of other bits contributed by players.

CODEX BATTLEZONE: CITYFIGHT

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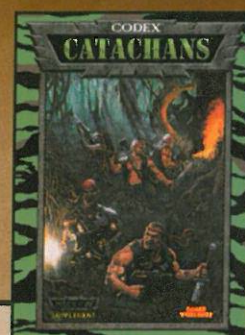
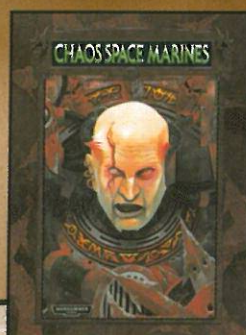
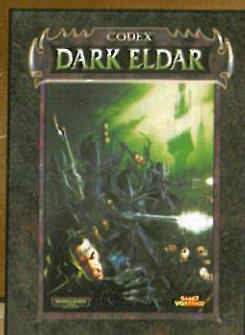
Codex Battlezone: Cityfight contains all the rules you need to fight bloody battles in the crowded confines of a city. It contains full rules explaining how to fight battles in urban terrain, new equipment, 7 new scenarios, a complete hobby section giving instructions on how to make your own terrain and much more.

Codex Battlezone: Cityfight and Chapter Approved are supplements for Warhammer 40,000. You must possess a copy of Warhammer to use the content of these books.



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The Tau believe that now is their time; their race, their empire will bring unity to all. There is no foe their technology cannot overcome, no quandry their science cannot resolve. The very stars themselves will be reforged in the cause of the Greater Good.

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The Eldar are an ancient race, immersed in a battle for survival in a galaxy overrun by barbaric usurpers. Eldar warriors are as deadly as they are diverse, utilising advanced weaponry and mysterious wargear. This Codex details everything you need to know to field an army of these proud, alien warriors.

CODEX CHAOS SPACE MARINES £8

The Legions of Chaos are twisted renegades and traitors, sworn to overthrow the Emperor and mankind whom they once served. The armies of the damned boast mighty Daemons, crazed berserkers, possessed vehicles and squad upon squad of foul Chaos Space Marines, bound forever to destroy all in their path. Death to the False Emperor!

CODEX CATACHANS £4

You'll need Codex Imperial Guard to use this supplement.

Catachan is the most infamous deathworld in the galaxy and its inhabitants use the jungle itself as a weapon against the enemies of the Imperium. If hunting your adversaries with booby traps and ambushes or incinerating your foes with heavy flammers and demolition charges appeals to you, this Codex is ideal. Inside is a wealth of background information and scenarios for desperate jungle and deathworld fighting.

CODEX TYRANIDS £8

From beyond the edge of the galaxy, these voracious alien predators come. The Tyranid swarm is a nightmare of towering monsters, scuttling bio-constructs and hideous living weaponry. Within the pages of this book you'll find all you need to create your own brood of mutated terrors.

CODEX IMPERIAL GUARD £8

The Imperial Guard is the largest and most diverse fighting force in the galaxy, fighting across a hundred warzones upon ten thousand planets. Famous for their disciplined troops and devastating battle tanks, the Imperial Guard form the mainstay of the Imperium's standing army.

CODEX ORKS £8

WAAAGH! The Orks are the most brutal race in the Warhammer 40,000 universe. Across a thousand worlds the deafening cries of battle-crazed Ork warriors ring out as they declare war on everything in their path. From unstoppable Warlords to the lowliest Gretchin, this Codex details everything an aspiring Ork Boss needs to know to take the galaxy by storm in a tide of green death!

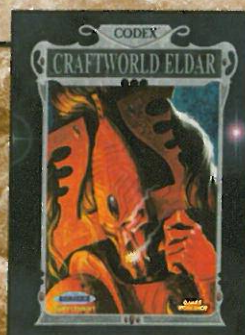
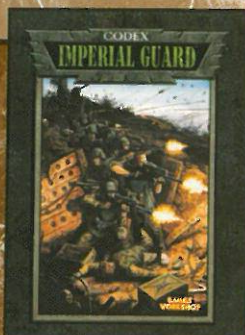
CODEX CRAFTWORLD ELДАР £4

You'll need Codex Eldar to use this supplement.

The Eldar of the Craftworlds are a diverse race, in culture, traditions and military structure. This Codex uncovers the details and specialised forces of the five major Craftworlds – the Biel-Tan Swordwind army, Ulthwe the Damned, the Saim-Hann Wild Rider host, the Iyanden Ghost Warrior army and the Alaitoc Ranger force. Each variant includes alterations to the army's organisation along with special rules and new unit types.

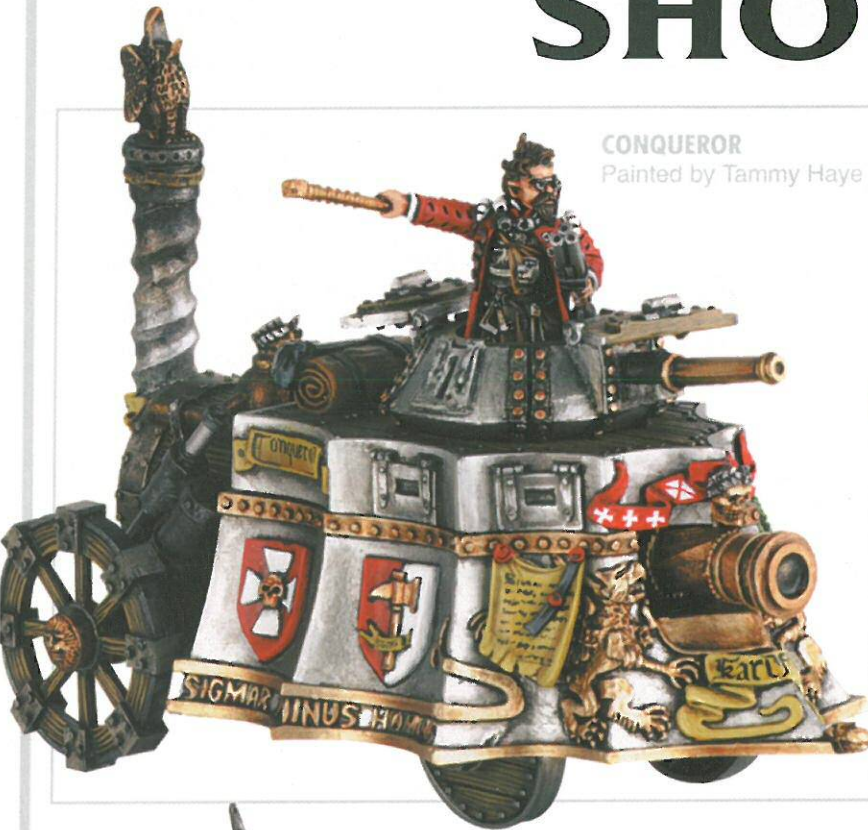
CODEX ARMAGEDDON £4

A world is torn apart by the largest Ork invasion in Imperial history. The fate of a hundred worlds will be decided on the ash dunes of Armageddon. This Codex contains four army lists: Ork Speed Freaks, Armageddon Steel Legion Imperial Guard, Black Templars and Salamanders Space Marine Chapters, plus the complete battle-scarred history of Armageddon.

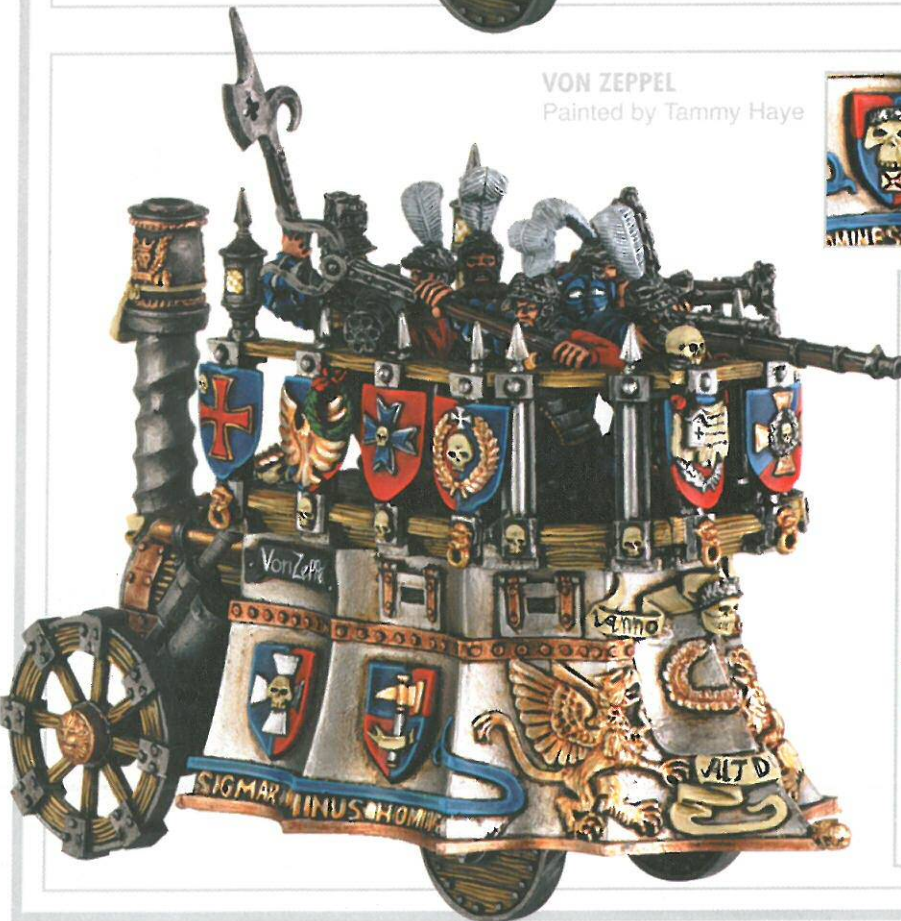


To coincide with the release of the Steam Tank this month, some of the remarkable variants of this powerful machine have rumbled onto the showcase!

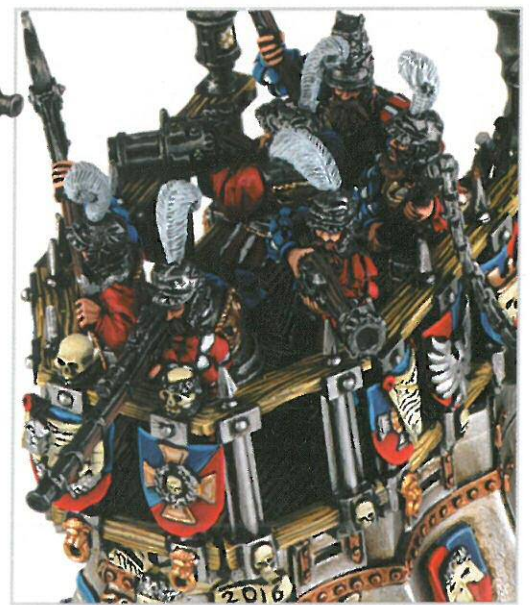
'EAVY METAL SHOWCASE



CONQUEROR
Painted by Tammy Hays



VON ZEPPEL
Painted by Tammy Hays

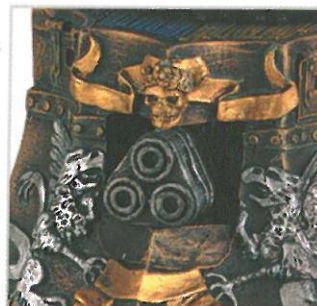




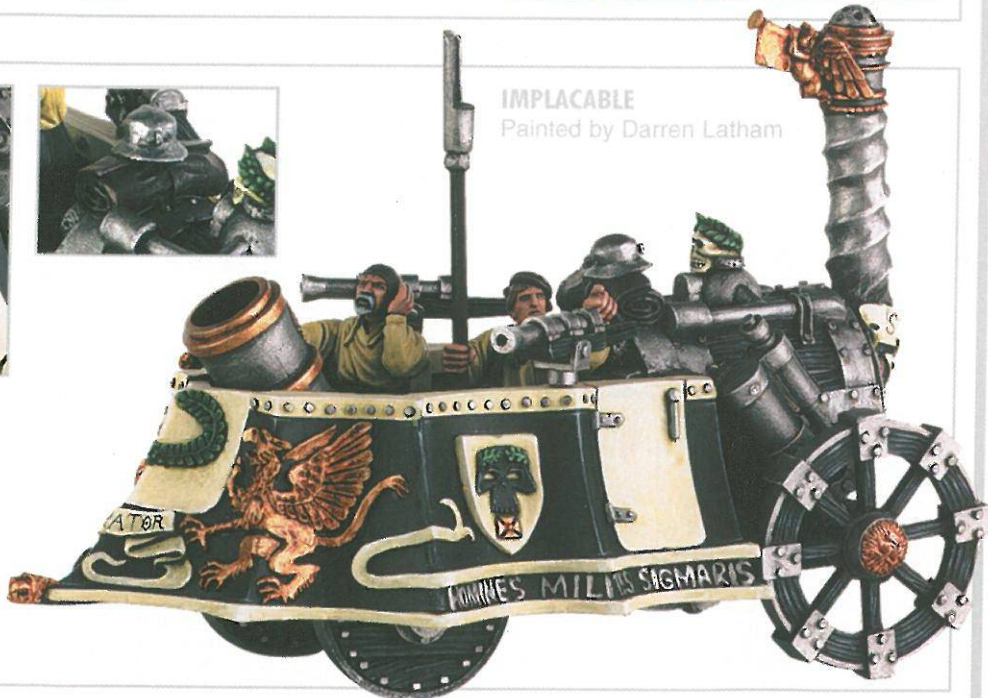
SIGMAR'S HAMMER
Painted by Tim Adcock



OLD RELIABLE
Painted by Mark Jones



IMPLACABLE
Painted by Darren Latham



STEAM

TANK

Imperial scribe Anthony Reynolds reports
on the Eight Wonders of the Empire -
the Steam Tanks

The Steam Tank is a monstrous armoured creation, belching smoke as it powers towards the enemy, cannon-fire echoing from within its thick, steel hull. The advance of this near unstoppable behemoth is terrifying to behold, as arrows ricochet harmlessly off its armoured sides and weapons barely scratch its surface as it crushes its enemies beneath its armoured bulk.

The Steam Tank is powered by a large pressurised boiler that siphons super-heated steam through a series of pipes and pistons. With an intricate system of levers, the engineer commander directs this steam towards the area where he needs the power, drawing it away from other areas. For instance, he can direct the steam towards the pistons that drive the wheel mechanisms and send the tank forwards, hissing and whistling. Alternatively he can feed the steam towards the tank's steam powered weapons systems. However, there is a limited amount of steam power for the commander to work with, for he must be careful not to build too much pressure within the boiler, and so must be economical with its use. It is a delicate, if somewhat unpredictable, art to judge how much pressure the Steam Tank's boiler can hold. The more pressure that builds, the faster the land-ship can travel, and the more options the engineer has at his disposal. However, if too much pressure builds, then the boiler may rupture with catastrophic effects.

In the first Steam Tanks, the engineer had to gauge how much pressure had built within the boiler by the intensity of the whistling sounds and the amount of steam that escaped from imperfectly sealed piping around the boiler. The twelve original Steam Tanks built by Leonardo de Miragliano, of which eight still survive in some form or other, suffered frequent mishaps and malfunctions, and the great inventor himself was almost always seen sporting bandages covering various scalds and burns. In recent times, the Imperial Engineers of Altdorf have devised a series of gauges and whistles that show the pressure within the boiler, although they are still somewhat inaccurate, and much

relies on the experience and instinct of the individual engineer commander.

The eight remaining Steam Tanks have all been severely damaged at different points in time, but the basic chassis of the Steam Tank is extremely survivable and each of them has been recovered and rebuilt, often numerous times. The Masters of the Imperial School of Engineers constantly design new experimental weapons systems with which to outfit the remaining Steam Tanks, many of which are never put into practice, often wisely. Each time a Steam Tank is rebuilt, the engineers seek to improve on the original design, fitting it with new experimental weaponry and refining the control of the boiler.

The most common weapons fitting for the Steam Tank is the unusual steam powered battle-cannon, which was fitted on one of the early machines, the *Conqueror*. This cannon is by necessity smaller than the standard great cannons often fielded by armies of the Empire, although its manoeuvrability and survivability make up for this. This was the closest design to Leonardo's original plan, although an additional turret-mounted steam gun has become almost standard. This innovative weapon bleeds off steam from the boiler and releases it in an explosive outburst, dousing enemies in close proximity with superheated steam and vapour.

The Steam Tank known as *Old Reliable* incorporates a modified steam powered version of the highly successful but notoriously unpredictable helblaster volley gun, replacing the standard steam powered battle-cannon. This has proved to be devastating, often as much to the engineer himself as to the enemy, and is particularly effective against well-armoured enemies. Some of the older members of the School of Engineering oppose mounting the steam-powered volley gun on a Steam Tank, for they see it as too great a risk. However, these fears are generally outweighed, for the destructive potential of the weapon is formidable. As with helblasters generally, the steam-powered versions have proven themselves to be highly unstable and unpredictable, but terribly effective when

they work as desired. A manoeuvrable and superbly armoured volley gun is truly a deadly piece of equipment.

Other Steam Tank innovations have included the *Implacable*, a Steam Tank mounting an explosive shell-lobbing mortar. As a mobile and highly survivable artillery piece, the *Implacable* has proved successful and reliable. The pair of Engineer gunners that have worked on the *Implacable* since it was modified to hold the mortar have become particularly adept at aiming the war-machine while on the move. The *Implacable* has become particularly feared by the Orc tribes of the Black Mountains, who regard it as some kind of immortal deity of the Empire.

Another of the weapon variations is the *Sigmar's Hammer*, a Steam Tank that has had all weapons stripped from its hull, and has had its prow reinforced for ramming. This was at first a necessary innovation. The Steam Tank was involved in an ongoing conflict to the north of the Empire, where ammunition was short, and so the weapons were temporarily removed from its hull. The design proved highly effective, powering across the ice covered tundra and scattering raiding Marauders. This simple design worked so well in this northern campaign that the Engineers responsible for stripping the *Sigmar's Hammer* did not re-fix its weapons systems upon its return to the Empire.

The most unusual design variation comes in the form of the Steam Tank known as the *Von Zeppelin*, named after its famed creator. This land-ship mounts a raised fighting platform on its hull, from where a fighting crew of young engineers can be conveyed into battle wielding a myriad array of experimental weaponry, including modified versions of repeater handguns and the renowned Hochland long rifle. Chief Engineer von Zeppelin pioneered this creation, designing its predecessor, the War Wagon, by hauling a raised fighting platform into battle, pulled by armoured war-horses. It was a natural progression for von Zeppelin to adapt his original design to be mounted atop the Steam Tank.

THE MAN BEHIND THE MACHINE

The infamous Steam Tank was invented by the inspired (some would say crazed) Leonardo de Miragliano. He was a brilliantly talented man whose mind was never at rest. It is said that he was never without his sketchbook, and he was ever scribbling his mad ideas and inventions within its leather-bound pages. The Steam Tank was his highest recognised achievement, an inspired design that has never since been recreated. Leonardo was a remarkable pioneer in the area of technological advancement, and it was he that founded the Imperial Engineering School in Altdorf, and was its first Chief Engineer. Talented, forward thinking young men flocked from miles around to sit in awe through Leonardo's famed lectures. Many saw his work as frivolous and even dangerous, but it was quickly realised that his inventions could be harnessed to benefit the Empire, strengthening its armies, and thus his talents were encouraged.

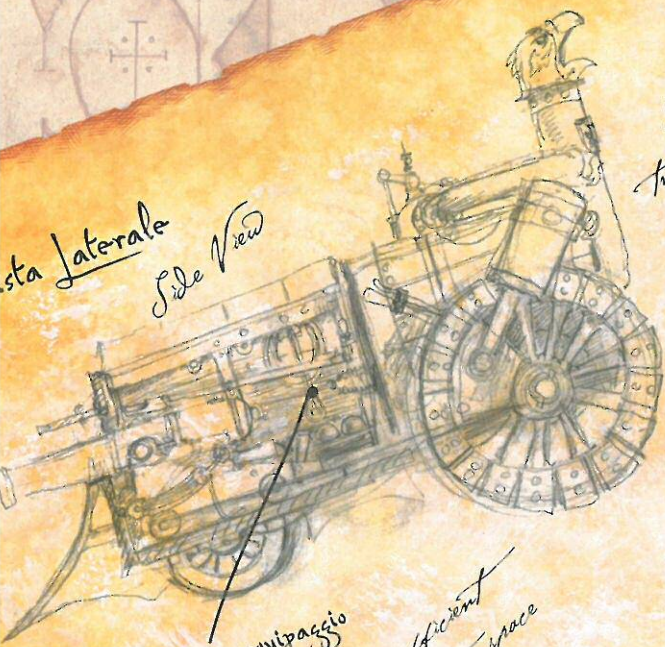
It is said that Leonardo was astounded and fascinated when he witnessed one of the creations of the Dwarfs, an ocean going steam vessel made of solid metal. He filled countless sketchbooks with intricate drawings and writings that revolved around the arcane machine, and his thoughts on how he could recreate such a wonder. His early attempts were disastrous affairs. On his second attempted launch of the aptly named steam-powered boat *Anchor of Solidity*, he barely escaped with his life as it sank beneath the sea within minutes, steam hissing and spitting violently. The half-drowned Leonardo lost none of his ambition or passion, however, and, after transferring his ideas onto land, the steam tank was born.

Although it has been attempted countless times, no engineer has thus far succeeded

in recreating a Steam Tank from scratch. Leonardo mysteriously disappeared, his work left unfinished, and his sketches and designs lost with him. 'Original' designs surface from time to time, although these are usually proved to be fakes. Rumours abound over the fate of the brilliant inventor, many obviously false, often ludicrously so. Some say that he at last created a successful design for a submersible travelling vessel and that he disappeared below the sea, intent on exploring lost underwater realms. Other more realistic views say that he was killed for political reasons, either by an enemy of the Empire or by one of his many conservative protractors within the Empire, who denounced him constantly and feared the change that his inventions heralded.

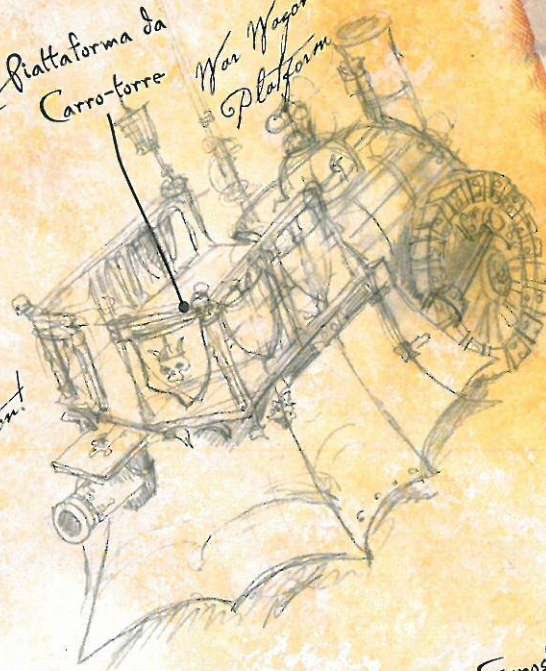


sta laterale
Side View



Note: I have endeavored to translate Leonardo de Miragliano's scribbled thoughts from Cilean's Rechypel. We can only guess at what the true meaning of some of his comments are. Such is the way with creative geniuses...

piattaforma da
Carro-torre
War Wagon
Platform



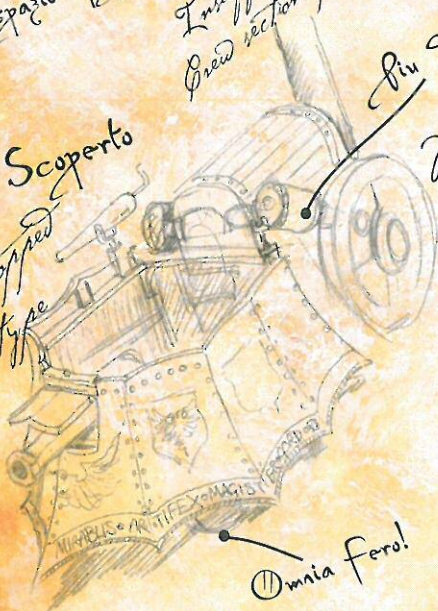
Ristretto spazio equipaggio

L'insufficiente
Crew section space

Piu Trazione!
More traction!

prototipo Scoperto

Open topped
prototype



$$P = \frac{V^2 M}{S}$$

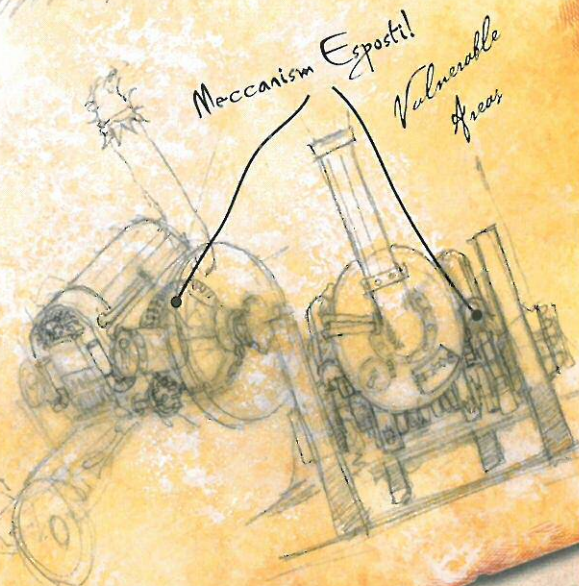
Omnia Ferro!

Carro D'Assedio

Seige Variant

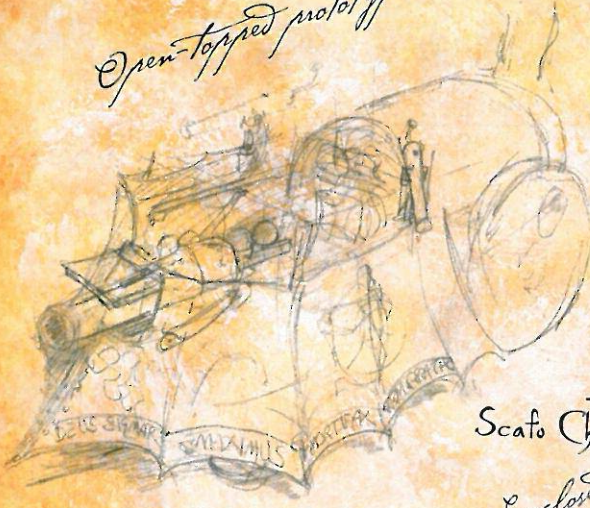


Meccanismi Esposti!
Vulnerable Areas



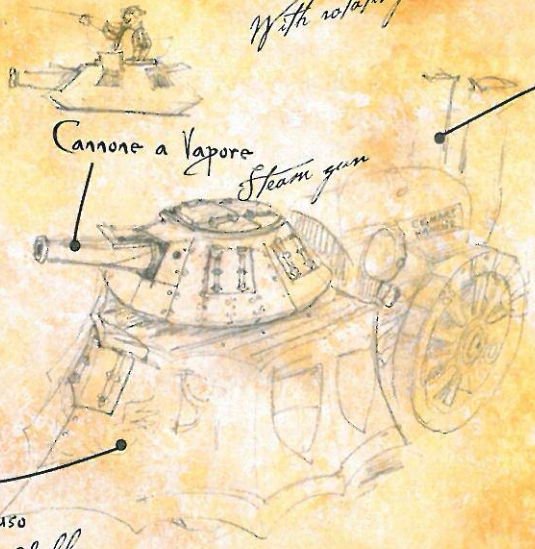
Prototipo Scoperto, Due

Open topped prototype two



Con Torretta Rotante

With rotating turret



Canone a Vapore

Steam gun

Doppia Funaiola

Twin Exhaust

Scato Chiuso

Enclosed Hull

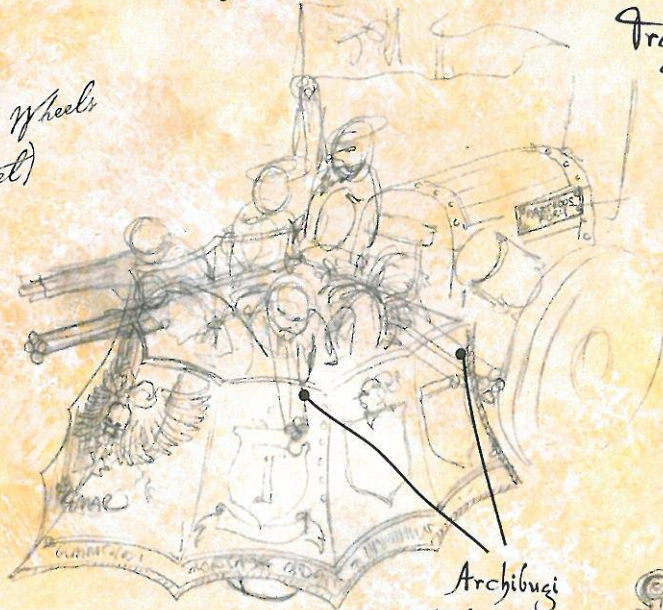
Ruota Rinforzata (Acciaio?)

Reinforced wheels (Steel)



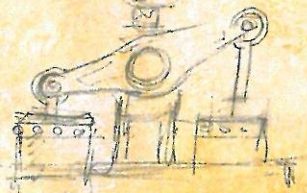
Trasporto Truppe?

Troop transport?



Archibugi A Ripetizione

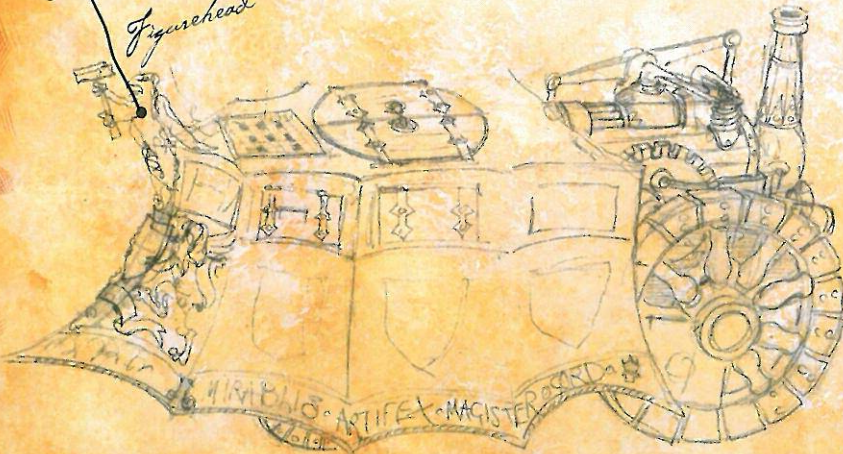
Repeating handguns



Compressore a Valvola

Valve-operated compressor

Polena
Figurehead



Carro D'Assalto

Assault tank

$$V = M + (X/2)!!$$

The Steam Tank is by far the heaviest model in our current range – a staggering thirty eight piece kit, weighing in at over half a kilogram! This behemoth of destruction makes a welcome return to the Warhammer world this issue, so we asked Tammy Hays to tell us how she painted the model.

'EAVY METAL MASTERCLASS

Steam Tank painted by Tammy Hays



ASSEMBLING THE MODEL

After cleaning the model of any flash lines, I sprayed each individual piece with Chaos Black. To fill in those recessed areas missed by the spray I painted them with watered down Chaos Black paint. The first parts assembled were the side sections. These come in two parts which I first pinned before gluing together. I attached one of these side sections to the base of the tank leaving the other one separate to allow easy access to the inside of the tank. I glued the back plate to the base, checking the fit of all connecting pieces carefully, before moving on to the next step of assembling the engine. After gluing the two halves of the barrel together, I attached the funnel followed by its undercarriage. The last piece of this section to be glued on was the skull symbol of Karl Franz, which was placed on top of the engine.



Finally I glued the hatch sections so that they lay open on the turret before fixing the two parts of the cannon together. The other pieces I left unattached to be glued and fixed to the model at a later stage.

PAINTING THE MODEL

Using a tank brush I painted all of the metal sections of the model with Tin Bitz. I then went over this with a drybrush of Boltgun Metal followed by a second drybrush of



Chainmail. Once dry, I painted over the more prominent detail with Mithril Silver highlights. Next I re-painted over all parts of the model that I did not want to be a silver metallic colour with a second undercoat of Chaos Black.

All of the parts that I wanted to be painted bronze I painted with a second basecoat of Tin Bitz. I then highlighted these with Dwarf Bronze followed by a further highlight of Dwarf Bronze and Shining Gold in an equal parts mix. Finally I gave these sections a wash using Flesh Wash. The





cannon I gave a second wash of Chestnut Ink before painting over the raised sections with an equal parts mix of Shining Gold and Mithril Silver.

FINE DETAIL

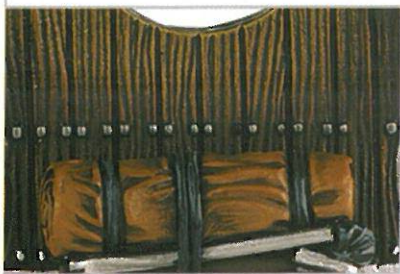
Next I painted all the wooden parts. These included the decking, the wheels, the engine barrel and the hatches on the turret. I started



with a basecoat of Scorched Brown, then highlighted this with Snakebite Leather to which I added equal parts Rotting Flesh for a second highlight coat.

Finally I gave these parts a

wash of equal parts Dark Green and Brown Ink washes. Once this had dried I went over the studs on the decking with Mithril Silver.



It was now time to paint the shields. These were given a basecoat of Red Gore. I used Blood Red as my highlight colour

and then added a small amount of Vomit Brown to this for the final highlight. The other halves of the shields were



painted using a basecoat of Fortress Grey followed by highlights of Skull White. The



metal details were painted using the same techniques that I used for the other sections of the tank.

The tank has a large

amount of decorative scrolling. I painted this with a basecoat of Snakebite Leather then mixed in an equal quantity of Bubonic



Brown for the first highlight. Finally I added equal parts again of Bleached Bone to the mix for the final highlight.

FINISHING TOUCHES

Before painting the wording on the scrolls I searched for good examples of gothic lettering to find a style I liked the look of. I then wrote the phrase I wanted to use on a separate piece of paper, and, starting with the middle letter, painted that on the centre of the scroll working my way outwards.



The top of the funnel was given a light drybrush of Chaos Black and then I mixed together equal parts Brown and Green Inks and glazed the boiler dome.



I watered down an equal parts mix of Black and Blue Inks and glazed the piston housing and wheel rims, repeating the process a couple of times. Then I painted Mithril Silver over the piston rods.

THE ENGINEER

Last to be painted was the Engineer, (who bears an uncanny resemblance to the sculptor of the Steam Tank, Tim Adcock...). I painted his face with a basecoat of Bestial Brown, then mixed in an equal quantity of Dwarf Flesh for



the first highlight. I painted successive highlights with Dwarf Flesh on its own, then a mix of Dwarf Flesh and Elf Flesh.



The engineer's apron was painted using an equal parts mix of Bestial Brown and Vomit Brown. I then painted Brown Ink into the recesses to create an oily appearance.



His boots I gave a basecoat of Scorched Brown, mixing this with equal parts Vermin

Brown and then used Vermin Brown on its own as the final highlight tone, before giving them a glaze with Brown Ink.

GAMES WORKSHOP STORES



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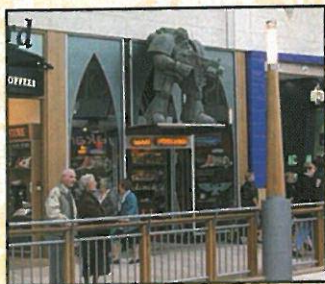
Each Games Workshop store is the central venue for hobby activity in its area. If you want to get tips on painting or advice on gaming, make sure you visit your local Games Workshop store. This month we are also running special Tau battles. You can take part in the epic struggles with the brand new race for Warhammer 40,000 at your local Games Workshop store.

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The Bluewater Store, proud owner of one of the three huge Space Marine statues.

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Paul Rudge has recently been working his fingers to the bone assembling a detailed Inquisitor board. In this month's Scenery Workshop he reveals how he created several key features using some very simple techniques.



SCENERY WORKSHOP

Building an Inquisitor battlefield, part 3

WHAT YOU WILL NEED FOR THIS MONTH'S SCENERY WORKSHOP:

- Rabbit hutch wire (available at pet shops)
- Foamboard
- A selection of textured wallpaper, card and plasticard
- Wire mesh
- Copper pipes and elbow joints
- Plastic tubing
- Ice cream tub lid
- Your bits box
- Textured paint (sand, water and PVA glue)
- Chaos Black spray paint
- Chaos Black, Codex Grey, Skull White, Boltgun Metal, Tin Bitz, Dwarf Bronze, Chestnut Ink and Black Ink Citadel paint
- PVA glue, superglue

YOU WILL ALSO NEED THE FOLLOWING TOOLS:

A small drybrush, tank brush, detail brush, cutting mat, metal ruler, modelling knife, modelling saw, metal file, pin vice, sculpting tool, clippers & pen or pencil.

Most of these tools are available in our Tool Kit available at your local Games Workshop store.

Welcome back! Last month saw the completion of the basic elements of my Inquisitor battlefield, and as you can imagine here at the Studio there have been plenty of volunteers eager to try out the new battlefield.

With Inquisitor warbands busy clashing across the battlefield, it was time to create a selection of small detailed terrain pieces which could be used as entry points, hidden markers and objectives.

So in this month's article I will be showing you how I created doors and hatches for my buildings as well as a collection of terrain pieces to provide valuable cover for Inquisitor models.

Before you begin building anything you are going to need a large flat area for you to do your modelling on. If you are using the kitchen or dining room table, make sure it's well protected before you start. A couple of layers of newspaper will protect against spillage, but if you do any heavy cutting I suggest you use a piece of wood or a cutting board (available from craft shops) to protect the table's surface.

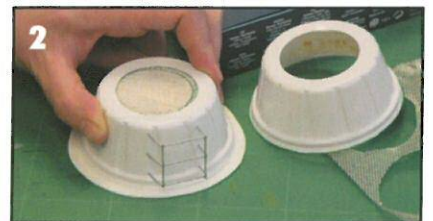
Next, make sure that the tools you need are to hand and any unneeded clutter is removed.

VENT COVERS

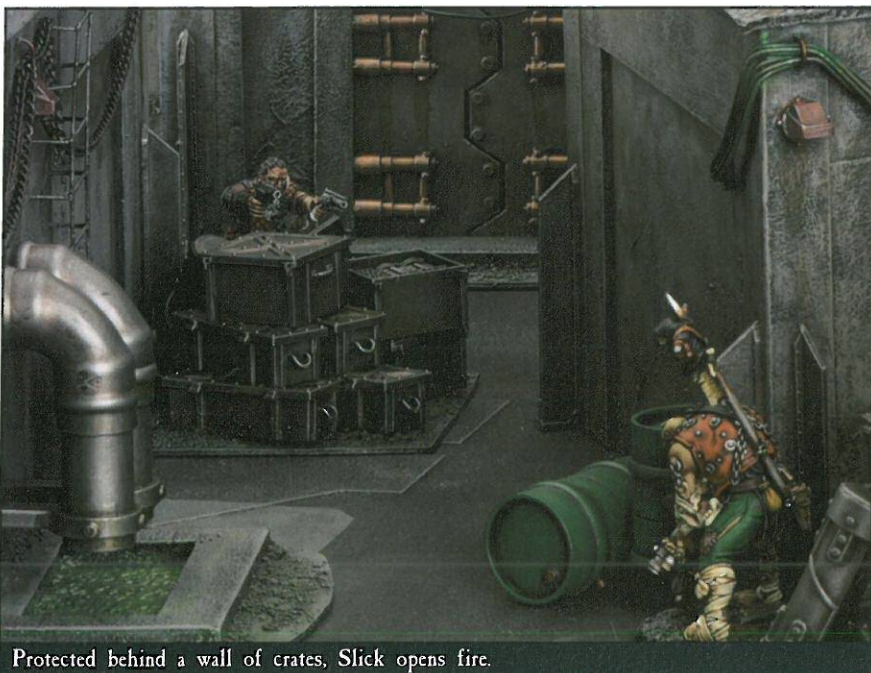
1. To create the vent covers I used the lid from an ice cream tub, which I found while munching my way through a fast food meal (you can find inspiration in the strangest of places). To create a grill hatch cover I cut a piece of fine wire mesh, larger in size than the hole in the lid, and glued this to the inside of the plastic lid.



2. I then attached a small ladder made from my favourite metal mesh. At this point I realised that the plastic ice cream lid would be too flimsy to stand up to the rigours of constant gaming, so to strengthen it I filled the inside with plaster of paris. After leaving it to dry in a warm place, it was ready to be glued to a base.



3. A quick rummage through my bits box produced a plastic handrail from an Ork truck, and with that glued in place my vent cover was ready to be painted.



Protected behind a wall of crates, Slick opens fire.

CHEMICAL BARRELS

1. The first thing I needed was some copper tubing (available from your local DIY store). Using the end of my tubing as a guide, I cut a piece of plasticard slightly smaller than the opening and glued this inside the tube to create a lid.

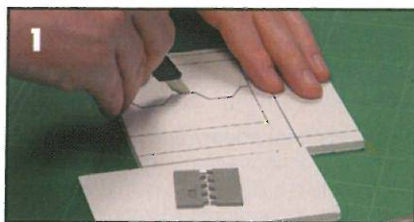


2. An Orc spear from my bits box, (plastic rod is equally as good) cut into slices makes the perfect cap, and with that attached, it was ready to be painted.



DOORS

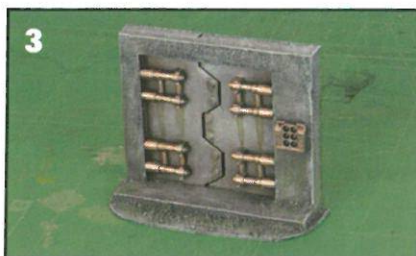
1. For the doors I cut a piece of foamboard 100mm x 85mm and using the Land Raider inner doors as a template, I copied the interlocking shape onto my piece of card. I then carefully cut the card into two pieces.



2. I glued a second piece of card, this time with a section 70mm x 75mm cut from the middle, onto the first piece to create a frame for the door. I also attached a small piece of card for a base.

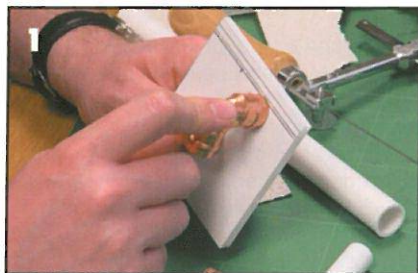


3. After a quick visit to Mail Order I had the perfect heavy pistons, (metal supports from a Vindicator's gun) which would open the doors, and a panel that controls them (an Epic missile silo) and with that the doors were ready to be painted.

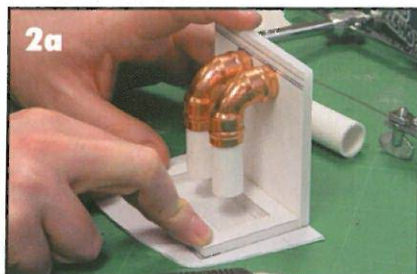


OVERFLOW PIPES

1. Again a trip to the local DIY store provided the raw materials for this terrain piece. Starting with another piece of foamboard, 100mm x 85mm, I attached two copper elbow joints to it.



2. I then cut two pieces of plastic tubing and inserted these into the copper elbow joints. To form a pool of sludge below my pipes I used a piece of foamboard, 55mm x 100mm, with a section, 30mm x 80mm, cut from the centre to create the pool. Into this I placed a piece of textured wallpaper which would, when painted, represent a pool of liquid.



PAINTING

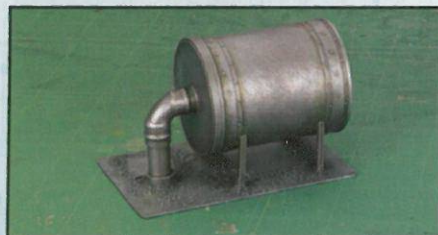
All of the terrain featured in this month's Scenery Workshop was first undercoated using a black undercoat spray. Then, depending upon the item, it was either drybrushed Codex Grey or Tin Bitz followed by Boltgun Metal. The barrels were drybrushed with Goblin Green and, to create the odd areas of rust and dirt, I applied a mixed wash of Black Ink and Flesh Wash. Finally, to help it survive the rigours of gaming, I sprayed the terrain with a layer of Matt Varnish, and with that they were finished.

LINE OF SIGHT

To break line of sight, and to provide valuable cover for Inquisitor models to move to and from without attracting too much enemy fire, I created the following pieces of terrain:



I used the Storage frame to create these stacks of crates.



Using the same techniques as in my first Scenery Workshop in WD260, I created this storage tank from a small tub. However, this time I positioned it horizontally on a frame made from pieces of plastic rod.



To create a second level to my buildings I built a smaller version of the original using exactly the same techniques as I used in last month's Scenery Workshop.

TACTICA CITYFIGHT

Tactica sees a veteran gamer taking a close look at the strategy and tactics for how to get the best out of a particular force and from the game itself. This month, Pete Haines takes a look at the tactics he uses when fighting in urban scenarios using the Cityfight rules.

A GUIDE TO URBAN CONFLICT

Cityfight is a whole new Warhammer 40,000 battlefield. When playing Cityfight, you have to throw out most of the old tactics and think up new ones. Just to make sure that you can 'hit the ground running', though, this article is aimed at highlighting some of the opportunities and pitfalls of Cityfight. Clearly, this has to be fairly general but even so, I have broken the topic down a bit.

There are six standard Cityfight missions. In four of these (High Ground, Relief Force, the Gauntlet and Coup De Main) there is a distinct attacker and defender. In the other two (Meeting Engagement and Fire Sweep), both players have an equal opportunity to attack or defend. The probability is, therefore, that you will be fighting an attack/defence battle; this in turn raises the question, what is to be attacked or defended?

Victory in most missions is determined by controlling one or more buildings. Pretty obviously, Cityfights are about the

"Attacking a well-defended city will always be expensive in terms of troops and material. The defender is well-hidden, protected from all but the most lethal weaponry by buildings which, even if destroyed, still provide a refuge for him."

Commissar Erik Stromm
14th Provisional Regiment, Armageddon

capture and control of key buildings. Even the Meeting Engagement scenario is decided by capturing more buildings than the enemy. All your tactics have to be based around achieving this. Victory points don't matter, because if the objective building is in your hands at the end of the game you have won. It is easy to get distracted in a game though; we have all committed the cardinal error of looking at an enemy unit, maybe one that has caused us grief in a previous game, and thinking "This time I'll have you!" The

result is wasting troops and time, destroying a unit that doesn't bring the objective any closer. If you can indulge yourself this way and still achieve the mission, that's good play, but normally, self-indulgent tactics and winning tactics don't overlap.

TACTICS FOR THE ATTACKER

There are two main approaches you can adopt when attacking. The first involves concentrating on getting your troops into the key buildings, only fighting when you have to. The other is to go for the enemy army and damage it to the point that it cannot contest control of the objectives with you. Ideally, your plan should involve a little of each approach. When there are multiple objectives, such as in the Meeting Engagement scenario, it becomes more important to beat up your opponents a bit before seizing the real estate, because it is difficult to keep them out of several buildings simultaneously.

In the example to the left, the enemy Night Lords unit could enter building A, B or C, or, if unit coherency allows, more than one of them. Rather than trying to defend each building separately, the Imperial Fists may be better off attacking the unit directly. This will allow them to keep their forces together and potentially prevent any of the three buildings from falling to the enemy.

When going for enemy units, always give top priority to those that are either holding the objective building, those that can give significant supporting fire or those that are in a position to counter-attack should you capture the building. All other enemies are irrelevant; avoid them and use your strength where it serves a purpose. What's more, try to ensure that as much of your army as possible is doing something to put pressure on the relevant enemy.

The first job, though, is to work out how you are going to get to the objective. This isn't easy because...

...ITS NOT LIKE A WALK IN THE PARK

In Cityfight the distance which infantry can move through ruins and buildings is



The Night Lords advance towards the Imperial Fists in the hope of capturing cover.

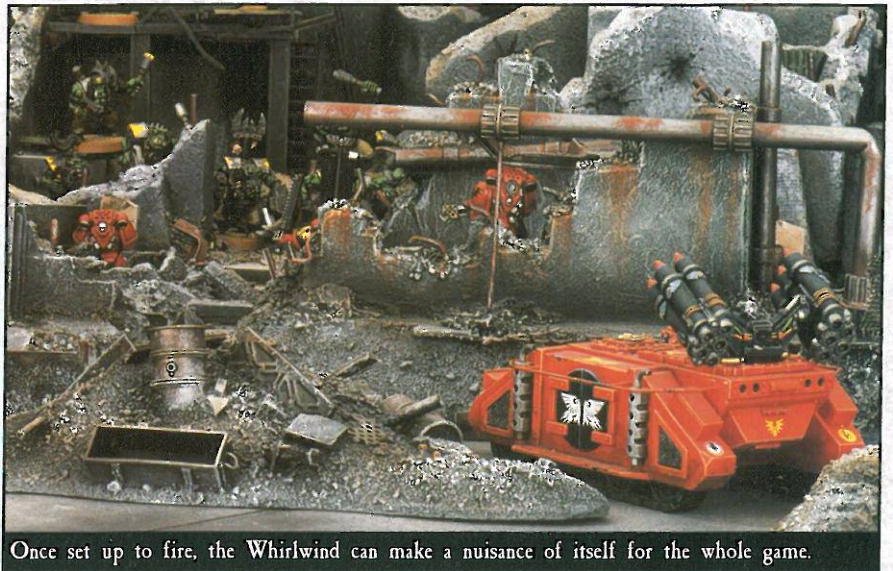
limited to the highest score from 2D6 just like normal difficult terrain in Warhammer 40,000. However, unlike in a normal game of Warhammer 40,000, there are buildings and ruins everywhere, so in order to get to your objective you will have to cross it. Depending on whether the dice are kind to you or not, the same area of ruins can be crossed in a single move or it might take several turns as troops stumble and stagger their way forward. Even if all your troops are following the same route it is possible that some units will fall behind and force you to slow to your speed if you want your force to arrive together. It is even more dangerous when your force is divided and moving by separate routes. Each may have different distances to cover, and each journey can take more or less time in difficult ground. In this situation, one part of your force could reach the objective long before another and may be subjected to a counter-attack while it waits.

The act of getting your forces in a position to fight as an army is called 'concentrating'. Attempting a complex concentration involving several units travelling by different routes has the potential to either place you on the plinth of being the greatest tactician since Alexander the Great or leave you withering under the rib-tickling jibes of casual observers. Grim experience points to the latter outcome being disproportionately likely!

So plan accordingly. Do not attempt routes that are unnecessarily difficult. Use the roads where possible and do not rely on widely spread forces concentrating conveniently at the same time.

CROSS-TOWN TRAFFIC IS A PAIN

Whilst vehicles can bulldoze their way through buildings, or, in the case of



Once set up to fire, the Whirlwind can make a nuisance of itself for the whole game.

some, fly irritatingly over them, there are always risks. Cities are full of sub-basements to plummet into, power cables to snag or jutting, axle-smashing girders. The result of all this is that the only safe way for your vehicles to get about is along the roads. This isn't a formality as piles of rubble and wrecked vehicles tend to block a fair few roads, forcing alternative routes to be considered.

You can help yourself a bit here by being prepared to spend points on dozer blades and rough terrain modifications. These will really be worth it in Cityfight because at some point you will want to drive a tank through a building, and you will feel pretty silly when it goes horribly wrong and you haven't spent the points.

You can also improve your lot by considering the road net when you come up with your plan. The shortest route isn't always the quickest and there may be some back street route that will enable you to concentrate a force reliably without them being exposed to enemy fire. Work

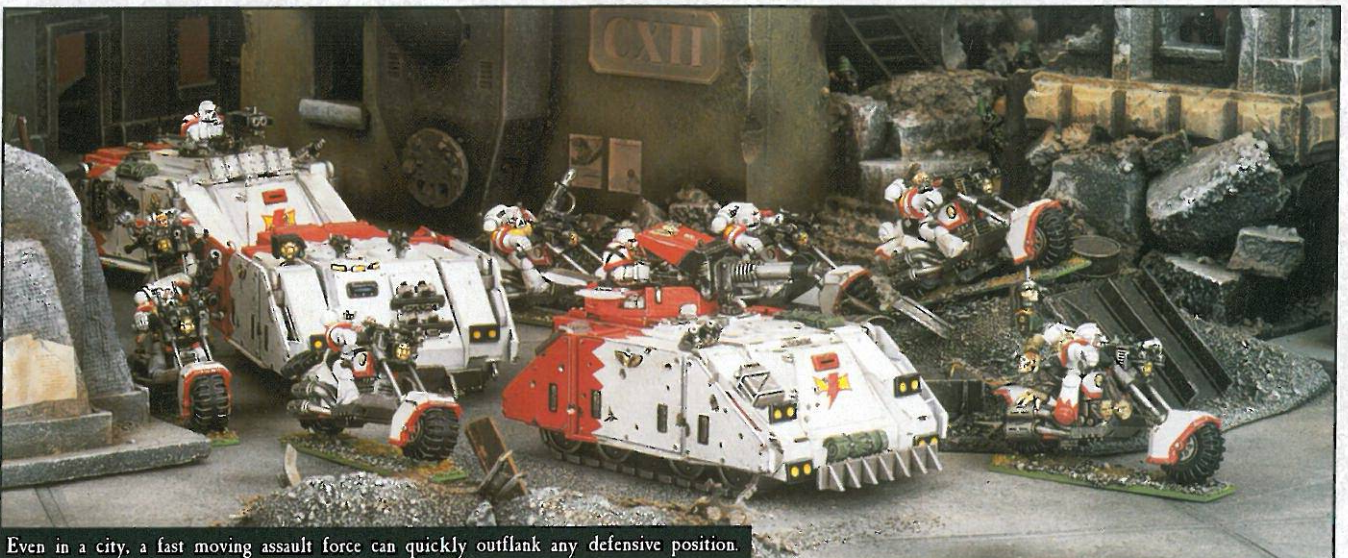
with the grain of the terrain, not against it.

So, you have a route planned and all your units are moving towards the objective. Everything would be all right but for one thing – the enemy! Normally, this calls for vigorous use of weaponry, but to shoot them you need to see them, and that's when you'll find...

BUILDINGS BLOCK LINE OF SIGHT. A LOT.

When fighting in wide open spaces (and compared to Cityfight, virtually any terrain set up is wide open) it is pretty easy to deploy heavy weapons and tanks in dominating positions. They can then provide covering fire for your assault units. Often they will be able to neutralise the defender's shootiest units and save the assault troops from a pounding. In Cityfight this is unlikely to work because there are buildings everywhere.

Long-range direct fire is limited to shooting along roads and from the top of the taller buildings. If your objective is



Even in a city, a fast moving assault force can quickly outflank any defensive position.



Look for opportunities to set up firebases capable of inflicting serious harm.

visible from these positions then you should still consider the likely effect of the enemy defending a line in front of the objective. Would you still be able to fire at them? Even if the angles are good you have also got to consider whether your fire support would be vulnerable itself. Ideal positions are rarely going to be available, though, so two other solutions should be considered.

(1) There are a whole range of weapons that do not need to see the enemy to be able to hit them. These are indirect fire weapons such as the Griffon, the Basilisk, Ork Lobbas and Space Marine Whirlwinds. In Cityfight these become a better bet for fire support as they can keep pummeling away taking a steady

toll on the enemy, turn after turn.

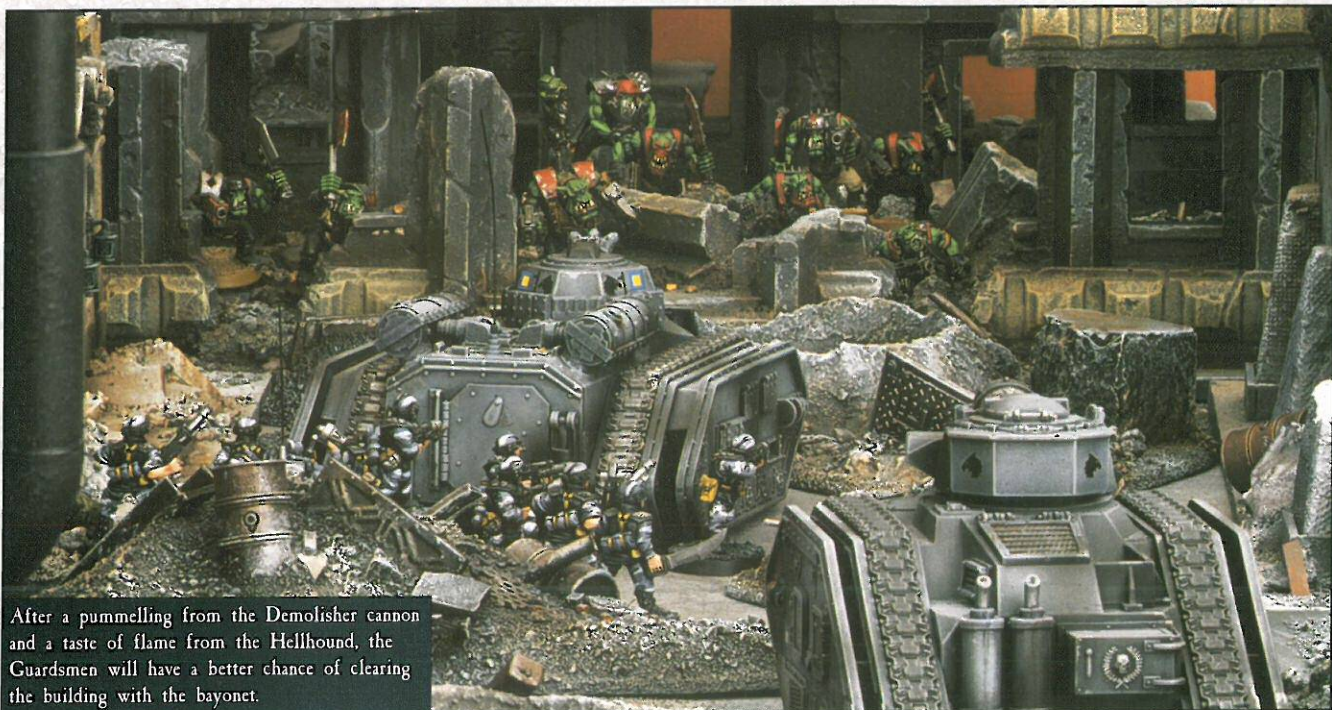
(2) Keeping your fire support units up with the advance is another method. This technique involves delivering one or two really serious turns of fire against an enemy position before sending in the assaulting troops. The difficulty of getting several units concentrated in the right place at the right time has already been mentioned, so this really isn't as easy as it might seem. With luck, though, the defender's morale might crack before the attack goes ahead. Once the assault has been launched, the fire support role changes from being offensive to defensive so some redeployment may be called for.

When you are ready to start shooting you will have to be familiar with some of the changes made to the way weapons work in Cityfight. For starters, template, blast and ordnance weapons are handled differently.

In Cityfight the Blast markers, Ordnance blast markers and Flame templates are not used. Instead, the number of models hit is determined by a dice roll, thus blast weapons that hit can wound up to D3 models, Ordnance weapons that hit can wound D6 models and template weapons, D6 models. This makes them far simpler to resolve than normal. In terms of effectiveness they are about the same; they lose the ability to absolutely murder tightly packed troops but this should be balanced by improved effectiveness against widely dispersed targets.

This is a necessity in Cityfight because players will often be forced to place models in positions where they will actually stand up rather than in tactically shrewd positions. Naturally the plentiful cover will help, although ordnance in general, and Earthshakers or Demolishers in particular, will still be dangerous. Note that flamer type weapons ignore cover just as they do in Warhammer 40,000, and will be able to get close to enemy in cover frequently enough to enjoy the advantage more often, making them extremely dangerous. If you can, units with flamers should either be engaged at long-range or quickly assaulted before they can fire.

When attacking, ordnance and template weapons are invaluable in thinning out the number of defenders in key buildings. I have already mentioned the value of indirect fire weapons, but direct fire, siege



After a pummeling from the Demolisher cannon and a taste of flame from the Hellhound, the Guardsmen will have a better chance of clearing the building with the bayonet.

tanks like the Demolisher and the Vindicator can be very valuable, as can flamers whether they are carried by infantry or mounted on Hellhounds or Immolators. Where in a normal game of Warhammer 40,000 a Vindicator with its short range might not appeal as much as a Predator, it is a different story in Cityfight where visibility is more important than maximum range. Similarly, where normally your squads might be equipped with plasma guns, in Cityfight the humble flamer becomes much more attractive.

As mentioned already, these weapons must be moved up to the objective with the assault troops and used to deliver a short burst of very heavy fire to prepare the way for the assault. If timed correctly they can be decisive and the assault force is left with nothing to do but check pockets for loose change.

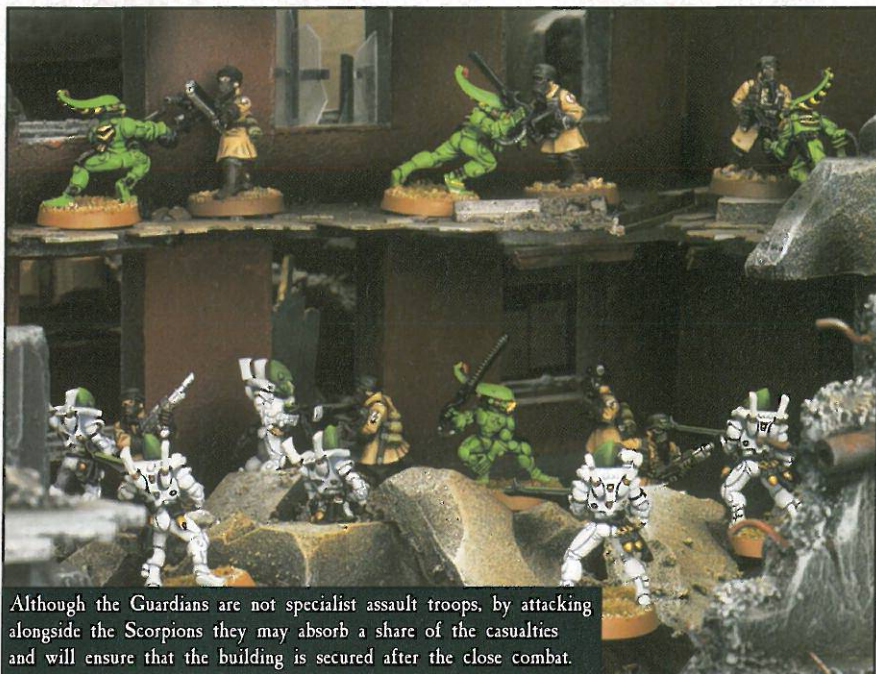
TAKE THE HIGH GROUND

The long standing military adage 'take the high ground' has a special significance to Cityfight. If you can occupy buildings that are 8" or more high you start to get considerable benefits, not least of which is the ability to be able to blast away at the top of enemy vehicles, counting it as rear armour. This should make any tank except the Land Raider very, very concerned! You will also find that enemy infantry cover saves go down by -1 too. Obviously, tall buildings are therefore tactically critical. This is doubly true if they happen to be the objective of the mission. Even if the objective lies elsewhere you should consider the location of each tall building very carefully before settling on an offensive plan.

If tall buildings are placed so that they dominate the buildings that are objectives, they will become almost as important as the objective building itself. From an attacking viewpoint they make ideal positions from which to pour fire into the objective building prior to assaulting it. And for this reason the defender will probably try to keep you out of them. This gives you two practical choices – either you plan to capture the tall building as an essential stepping-stone towards capturing the real objective, or you plan to screen the tall building and bypass it to attack the objective building.

Where tall buildings are separate from the mission objective building, it may be that they provide a vantage point from which to cover key approach roads or assembly points. If so, the building must be neutralised but without tying down the very parts of your army that will be needed to capture the real objective. Getting a small force there ahead of the enemy or assaulting the building with just enough force to be a threat are probably the best alternatives.

Only ignore high buildings if you are sure that they will not affect your plan to achieve the real objectives.



Although the Guardians are not specialist assault troops, by attacking alongside the Scorpions they may absorb a share of the casualties and will ensure that the building is secured after the close combat.

By this time a lot of action will have taken place and you may be forgetting yourself.

STICK TO THE AGENDA

You are the attacker – you will concentrate on your objectives.

Repeat this ten times every time a distraction crops up! Also watch out for spoiling attacks – this is where your best assault units are pre-emptively attacked by the defender before they can make their own attack. Don't let the defender steal the initiative in this way; this comes down to concentration, so don't leave units isolated and vulnerable, don't cross open ground under fire unless you can help it and always keep tough assault units in support so that spoiling attacks take on the appearance of suicidal attacks. If you are really cunning you may be able to hang out a unit as bait to draw a spoiling attack into a trap, but don't over complicate things too much.

Remember the mantra – you are the attacker, you will concentrate on your objectives.

Having taken the right route, achieved a concentration by the objective, secured excellent fire support positions and weakened the enemy, it's now time to go in and take that building. But what if the building is held by troops such as Khorne Berzerkers or Grey Hunters who are extremely formidable in close combat. One thing to remember is that...

...EVERYTHING COUNTS IN LARGE AMOUNTS

In Cityfight any model within 6" of an enemy gets to fight with its full number of attacks, counting special weapons such as power fists and choppos. This means that it is possible to overwhelm even the toughest troops with superior numbers, especially if you charge them and benefit

from the extra Attack. Naturally enough, this gives the attacker in a Cityfight mission the opportunity to overwhelm virtually any position simply by throwing a lot of troops at it. There is a skill in gauging when the odds are right for this because the trouble with relying on numbers is that if it doesn't go right first time, it's unlikely to get any better second time. Each time you lose an assault your numerical advantage drops a little and, even if you can get the survivors to regroup, they will need help to do better. If that help is on hand then you should slap yourself for not waiting for them before attacking in the first place.

As long as you have more troops arriving than the defender it pays to be patient. It's not like the guys waiting will get bored – they can occupy themselves shooting at the defenders to thin them out a bit.

Most armies have some assault troops for these circumstances. These might be Ogryns, squads with Commissars, Skarboyz, Wych cults, Space Marine Assault squads, Striking Scorpions, etc. These sort of troops don't really need a numeric advantage to win a close combat but it does no harm either. When you make your move, be sure that you are not only going to win but also have enough victorious troops left afterward to hold the building from counter-attacks.

There are other useful jobs that supporting troops can perform. Establishing a cordon between the objective building and any enemy outside makes sure that any counter-attack will be delayed for at least a turn. Ensuring that you have at least something to throw in next move in case an enemy counter-attack succeeds is also useful. Most often, though, the decisive factor will be...

"Da trubble wiv defendin shaks is dat dey know you're in dere. So you get tons'a stuff dropped on you before any of 'em'll come in for a scrap. An' when dey do, there's thousands of 'em."

Warlord Mhaghash Kur Kroksnik
- Deth Traks, Armageddon

...TIMING

Many Cityfight missions have variable game lengths. This means that you never know when the game will end. The one certain thing is that you have got to be prepared to make a telling attack before the dice rolling starts. Cityfight games last a basic six turns, so from turn one the clock is running. Generally, the defender will start the game controlling the objective so if you don't get a move on you will lose. Therefore think like an attacker and go for it.

Once six turns have expired, the only way to be safe is to be holding the objective from then on. This stage of the game can be hectic and desperate, so sometimes you will have to gamble. There will be times when delaying a turn and risking the dice roll ending the game will be the right thing to do. There will be other times when your next move is just going to be harder, so you might as well take the objective and hope that there is no next turn.

You can save yourself from this pressure by taking the objective in plenty of time and then pressing on past it to keep the enemy well away from it. Attacking does not necessarily stop once the objective is in your hands, and if you are doing well then you should press the attack. It's important not to get carried away

(remember the mantra: you are the attacker, you will concentrate on your objectives) and let the enemy get past you. Worse still, the momentum could shift so that your over-extended forces are defeated and you are left with inadequate troops to hang on to the objective. At the very least, pressing your attack where there are easy gains to be made will reduce the number of counter-attackers and establish a few 'speed bumps' to slow the enemy response.

So careful planning, nerve and playing the odds should see your banner flying above the objective building when the game ends. The defender will have something to say about it though, which we will discuss next.

TACTICS FOR THE DEFENDER

All the advice from this point on is angled towards helping the defenders. If you are playing a Meeting Engagement or Fire Sweep there will come a point in the first move or two where it becomes apparent one player is on the defensive, whereupon the game becomes a de facto attack/defence.

Victory in most missions is determined by controlling one or more buildings. Often the defender will have some measure of choice about which building will be the objective. When this happens just think for a second or two before picking one. If your army has the edge in shooting then pick a building with some space around it. If you have the edge in assault then pick a building in the middle of a city block.

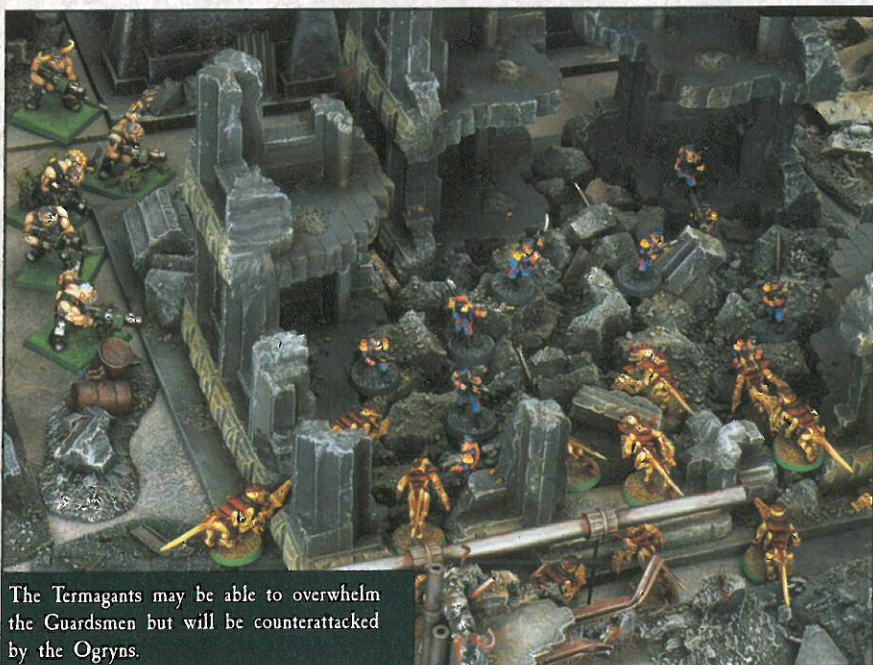
Having picked your building you have to work out where the best hope for defending it lies. Now just because you are defending doesn't mean that you have to be defensive. The attacker

begins the game with the pressure to do something firmly loaded onto his shoulders and a smart defender can exploit this to his advantage. This really is the time for Ork Warbosses to salivate a bit more than usual and start wistfully fingering their choppas. Normally your enemies stand on the table edge and shoot at you while you run toward them, but now they rush to their doom! Depending on the balance of forces at the start of the game it is perfectly reasonable to assault the attackers quickly and make the battle happen a long way from the objective. Close combat orientated armies will have to launch some assaults of their own sooner or later, and less assault fixated armies will always find opportunities for a spirited bayonet charge; it's all a case of timing it correctly. Whatever you do with your pre-emptive assaults, it is vital that you keep some forces in hand to secure the objective building. Between deep striking troops, webway portals, Space Wolf Scouts and virtually anything with a jump pack, there are a lot of ways for the attacker to get around you. Allowing them to simply walk into an undefended building is unconscionable, so be as careful as the urge to rush screaming at the enemy allows you to be.

There are few circumstances in which you should simply sit tight in the objective building and wait, but sometimes that will be the only option left to you. Heroic actions elsewhere on the tabletop won't win the game when the objectives are falling to the enemy. Don't forget the objective.

When defending a building it is useful to defend in multiple lines. Just defend the front with one unit and the back with another. This way the first unit can block the attack leaving the second unit to contest the building and counter-attack next time. If this is not possible then a counter-attacking force should be kept nearby just in case. Anything you put in the objective building will probably be subjected to intensive fire before it is assaulted and the assault will probably be in overwhelming numbers. In short, don't expect to keep the enemy at bay indefinitely and be prepared to counter-attack. The same principle can be used to mount a defence in depth in front of the objective – in this case you form multiple lines and force the enemy to hack their way through each in turn. This is an effective delaying measure but no more.

There is, as ever, a compromise approach that can sometimes be effective. This involves setting up a series of defensive positions well in advance of the main objective building and using these to subject the attacker to delay after delay. This can really work, as the attacker sees the game turns zipping by



The Termagants may be able to overwhelm the Guardsmen but will be counterattacked by the Ogryns.

while he is still trying to overwhelm the first strongpoint. If you overdo it, though, it can result in your army being divided up and beaten piece by piece. It will definitely result in first contact with the enemy long before it would otherwise occur. I have found that delaying the enemy advance by use of outposts works best when there is one absolutely clear route to the objective building that the enemy will take. Sometimes this can prevent them using a road and convince them to cut through some buildings. This is in itself a victory because moving on foot through a cityscape is hazardous.

IT'S NOT LIKE A WALK IN THE PARK

As discussed in the first part of this article, movement on foot through buildings can be very unpredictable. As defender it is to your advantage to encourage the attacker not only to move through as much difficult terrain as possible but to make sure that they go 'the long way' as well.

There are two ways of doing this:

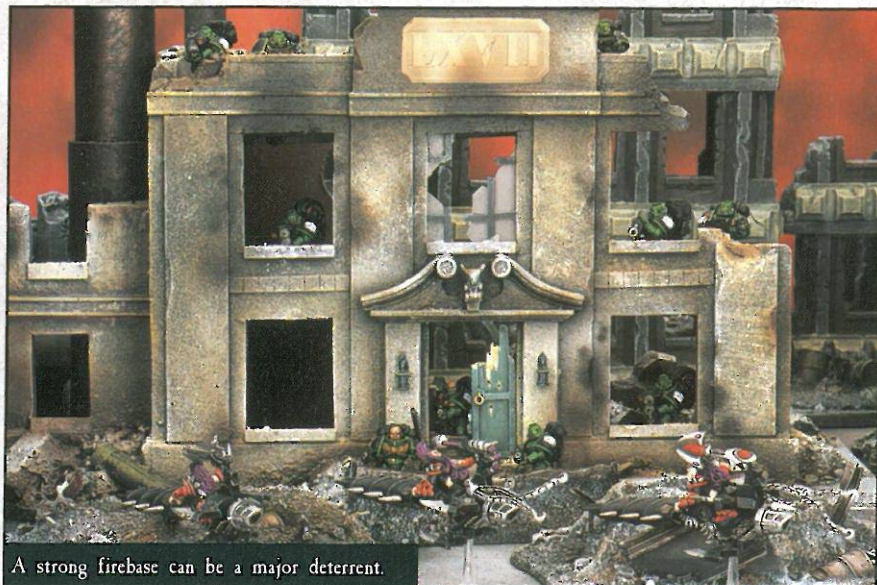
The first involves setting up so that the most direct, open routes (normally the roads) are covered by lots of guns.

Sometimes this may involve sending units out from your main defensive line to cover the approaches. Remember not to get too carried away; you are looking to discourage the easily discouraged or to provoke the easily provoked. It's possible that some players, instead of diverting around your road block, will try to bulldoze their way right through it. Either way, they may have made a mistake, depending on what you make of it. If it looks like your blockers are going to be smashed aside really easily then consider pulling them back because you will probably need them later.

The second technique is to use misdirection. In the Cityfight context this is best exemplified by picturing a mobile, powerful unit that suddenly and unexpectedly leaves the defensive position around the objective building and heads for one of the approaching attacking units. The natural reflex to this is either to suspend the advance of the threatened unit or to quickly move up other troops to support them. Immediately you have forced the opponent to make moves that he didn't want to make, which costs him time and distracts him from his primary aim.

This sort of bluff manoeuvre can be outrageously effective. It is all about finesse really, but remember with a good player, the seemingly vulnerable attacking unit might just be bait!

The bottom line, though, is that if you make the attackers' approach as tricky as possible you will give them less time to be around the objective and maximise



A strong firebase can be a major deterrent.

the chance of mistakes occurring for you to exploit.

Because the enemy will bring more to the party than simple footsloggers, you have to make them realise that...

...CROSS-TOWN TRAFFIC IS A PAIN

In Cityfight, most vehicles will stick to the road net unless they have no choice in the matter. As the defender you have to ensure that the attacker has no choice. Make sure that attacking vehicles don't have a simple commute to the battlefield. If anything gets into position without risking immobilisation at least once then you should be a little peeved with yourself.

The heavily restricted mobility of vehicles can pose a problem for you as the defender. When attempting to get reserves up to the battle quickly you may find that it takes some time to negotiate the rubble-strewn streets. This can be disastrous, with vital reserves being held up for several turns. In a recent game one of my Catachan Hellhounds found itself rushing to the rescue in a Relief Force Mission only to find itself in a dead end because I hadn't planned its route properly. As it happened, I was lucky enough to be able to bulldoze through a building but the Hellhound could easily have been lost, damaged or simply late arriving where it was needed. It is important to carefully select your route before moving reserves on. Go for a route that you can rely on without having to risk passing through buildings or over street wreckage. In Relief Force for example, your reserves might be effectively cut-off behind enemy lines. In these cases you have to make a clear decision between the arriving unit just being used as an expendable diversion, and actually trying to get it through enemy lines to rejoin your forces. It is a rare opportunity in Warhammer 40,000 to

have the enemy between two fires; the full implications of the Crossfire rule start to run through your head and you have a problem trying not to grin too smugly.

If you intend deploying holding forces out beyond your main defence line you will need to think about whether they will need an escape path or not. Even if you have nothing more sophisticated in mind than putting a speed bump in the enemies' path then an escape route is still a good idea. For example, you have deployed a scout squad to force the enemy to disembark from their transports a long way from their objective in order to assault the scouts. Then the enemy takes a completely different route leaving you with the choice of recalling the scouts or just doing without them.

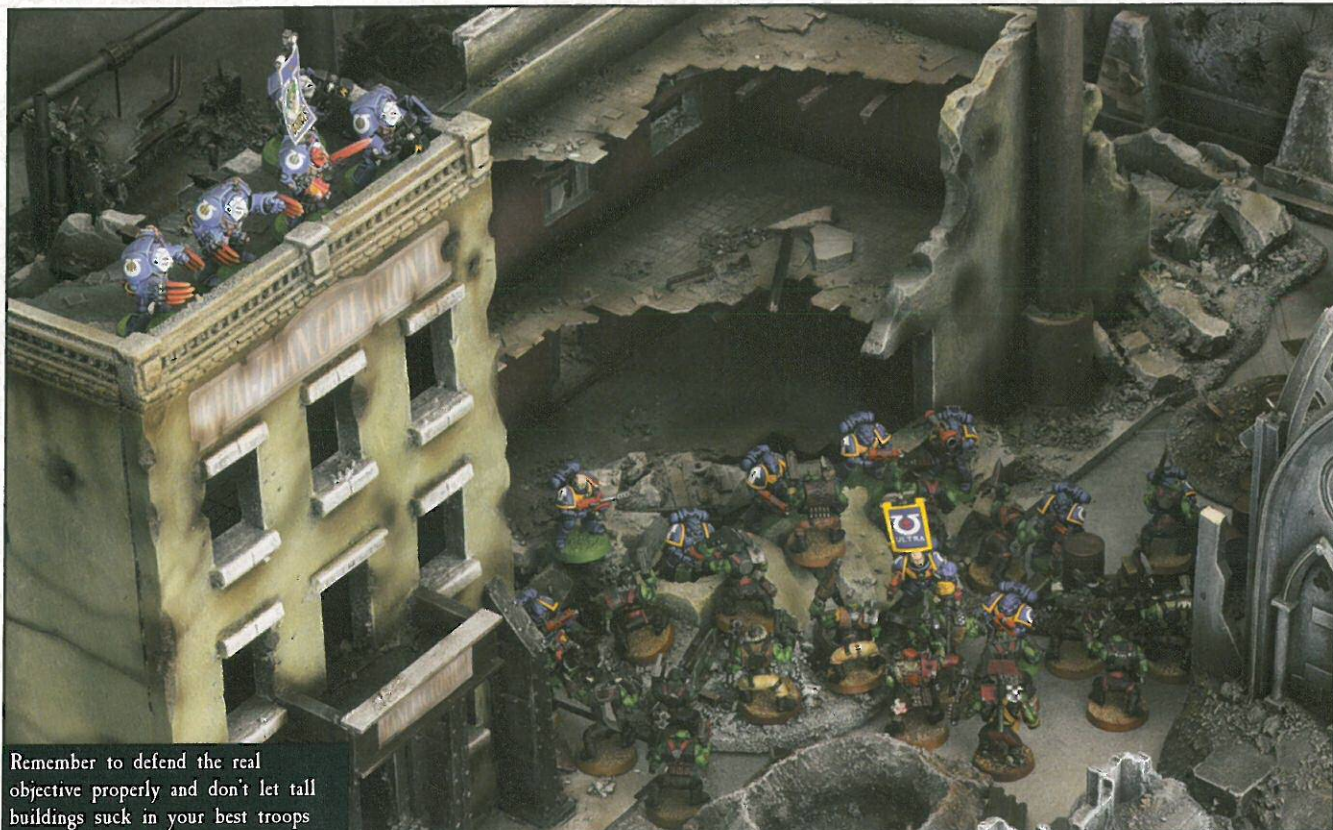
At this point you should have plans for getting your reserves into action and getting your advance guard back to the main line. You will also have come up with ways to persuade the enemy to drive across rubble and through buildings. Now you are ready for the next problem...

BUILDINGS BLOCK LINE OF SIGHT. A LOT.

As the defender, the sheer amount of terrain in Cityfight that blocks line of sight seems to be against you. No, don't cry, it's really not that bad because the enemy will have trouble seeing you as well. Also, because he will be doing most of the advancing, the chances are you will get the first shot at very close range.

I suppose you probably want bigger and better advantages than that and I can't say I blame you, as defending is so much nicer with a comfort factor. Sadly you will have to work for them though. There are a couple of options here.

Indirect fire weapons like mortars can inflict useful attrition on approaching enemy. If they start in reserve or need to



Remember to defend the real objective properly and don't let tall buildings suck in your best troops

deploy near the objective then their efficiency can be rather reduced, however. All this really means is that you shouldn't depend on them too heavily for your army's success – as is often the case, a balanced approach will yield the best results.

The rest of your heavy weapons will either need to be mobile enough to be able to get into a firing position wherever the enemy are, for example Land Speeders, or be prepared to stand their ground along with the front line troops. Let's look at these options in a little bit more detail. Mobile heavy weapons come in a wide range of forms. Whilst Land Speeders, Vypers and Deth Koptas are the most obvious examples, all vehicles can move 6" and fire one non-ordnance weapon. In the Chaos Space Marine army, a Raptor squad could have two plasma pistols and a flamer plus whatever the champion is armed with. In the context of a Cityfight they could land beside an attacking force of Space Marines, blaze away with no regard for the protection offered by power armour and then charge in to finish them off. Space Marine Assault squads have similar options, and the firepower that can be unleashed by a Terminator squad is even greater. In Cityfight all of the units which can move and shoot to a significant degree become that much more valuable.

This leads to one of the main tactical differences with Cityfight. Because of the

reduced visibility, vigorous counter-attacks are more effective than static defence.

"But," I hear you cry, "what about the poor huddled masses of the Imperial Guard armed with rapid fire lasguns and with just one special weapon per ten men?" Well, the truth is that the Imperial Guard do pretty well in Cityfight. One ploy I have been developing is the use of a three line formation. The first line is little more than a skirmish screen. Its purpose is to get enemy dismounted from vehicles about 6" further back than they otherwise would, and to encourage them not to take chances. At any given time they should be in plain sight of their supports. Behind them is the main line and it is here that most of the firepower is massed. If and when the front line is overrun, the enemy doing it will be clearly visible to the main line and it is their job to stop them. If the firepower at hand is inadequate then fall back and wait for help. The rear line tends to consist of Command squads, close enough to exert their influence whilst remaining out immediate harm's way. These squads tend to be well-populated with Commissars, Veteran Sergeants and troops with assault weapons, such as the incomparable flamer. When the main line tries to blast an enemy assault back into the Stone Age it will work better if it is combined with a counter-attack from the rear line. The key with stand and fire weapons is to be flexible enough to put yourself across the enemy line of advance, pin them with

your vanguard and pulverise them when the opportunity presents itself.

Where there are buildings which you think your opponent will use as staging points for his units' attacks, it is a good idea to cover them with ordnance weapons. As well as being able to kill D6 models per shot, they reduce the cover saving throw of the enemy, making the staging area less safe. Flamers and other template weapons are THE weapon for supporting assaults. Able to inflict up to six hits which ignore cover saves they are a major threat. As the defender you will find the ability of units with a flamer to move forward quickly and charge into a freshly flame-grilled enemy unit will break up a lot of attacks before they start.

As well as using the right weapons for the right job there are some positional factors to consider.

TAKE THE HIGH GROUND

In Cityfight if you can occupy buildings that are 8" high or more you start to get considerable benefits. You can fire into the top of enemy vehicles' counting it as rear armour, and can overlook infantry in cover, reducing their cover saves. What's more, apart from a bit of dead ground, you can overlook lower buildings as well. There is an element of mixed blessing to this because if you can see, you can also be seen. Being in prime position can attract a lot of fire, which is another reason not to hold such buildings for the sake of it.

Obviously, if you are at least 8" up the building then enemy who want to assault you will have at least one turn running up the stairs to get to you and will therefore be eligible for at least a round of shooting before they arrive.

From the defender's viewpoint tall buildings are great. They give you improved protection, improved fields of fire and improved shooting effectiveness. This means that some players will bung a squad into every tall building on the tabletop and assume they have been very clever. Not so. A canny attacker will mass his strength and not disperse it to attack every building in sight. Therefore you need to predict his likely approach and choose your strongpoints carefully.

Tall buildings close to objective buildings are excellent strong points, although be aware that when the inevitable big enemy attack goes in against the objective, all the troops overlooking the combat from the nearby skyscraper will be passive observers, unable to do more than cheer their own side and to fire petulantly at the enemy if they win. It's a horrible feeling seeing the objective being overrun while all your support is a little too far away to help, so when it comes to garrisoning tall buildings don't over do it.

STICK TO THE AGENDA

As the defender there will be times in games when you want to abandon all hope and just get stuck in. This is what the attacker wants you to do. There's a difference here between well-calculated counters and a headlong rush. No matter how grim things get, as long as you occupy the key turf, keep fighting. If you

have to reinforce then do it – there's no time for chafing down an enemy unit when the objective is in jeopardy. The moment you start playing a normal game you will probably have lost a Cityfight.

EVERYTHING COUNTS IN LARGE AMOUNTS

Assault combat can be incredibly bloody in Cityfight. All models within 6" of the enemy can fight with all their Attacks and special abilities. This makes large assault units very dangerous, especially if they have good Leadership and are led by well-equipped sergeants, champions or Nobs. Veteran-type unit commanders are worth their weight in gold as they cannot be picked out by the enemy and will almost certainly get an opportunity to justify their inclusion by swatting generous numbers of the enemy.

Elite assault units such as Death Company, Howling Banshees or Khorne Berserkers are as deadly as ever, of course but, because whole units fight, the elite boys are less likely to come out of a scrap without taking some hits themselves, and if presented with enough enemy may not come out at all. I have seen elite units gobbled up by swarms of lesser troops; they generally build an impressive body count before they go but that isn't really the point. In Cityfight the effect is that an objective is not safe just because a single unit of hard troops is sitting in it. Similarly a unit of Wolf Guard isn't going to be able to hack its way through everything in its path to reach the objective – they will lose troops all along the route, and if they get there will be vulnerable to any sort of counter-attack in numbers.

Being able to put a tough assault unit at the sharp end of your attacks is a major advantage but even the best can be beaten. No unit is so tough that it will not benefit from strong supports.

Speaking of counter-attacks...

TIMING

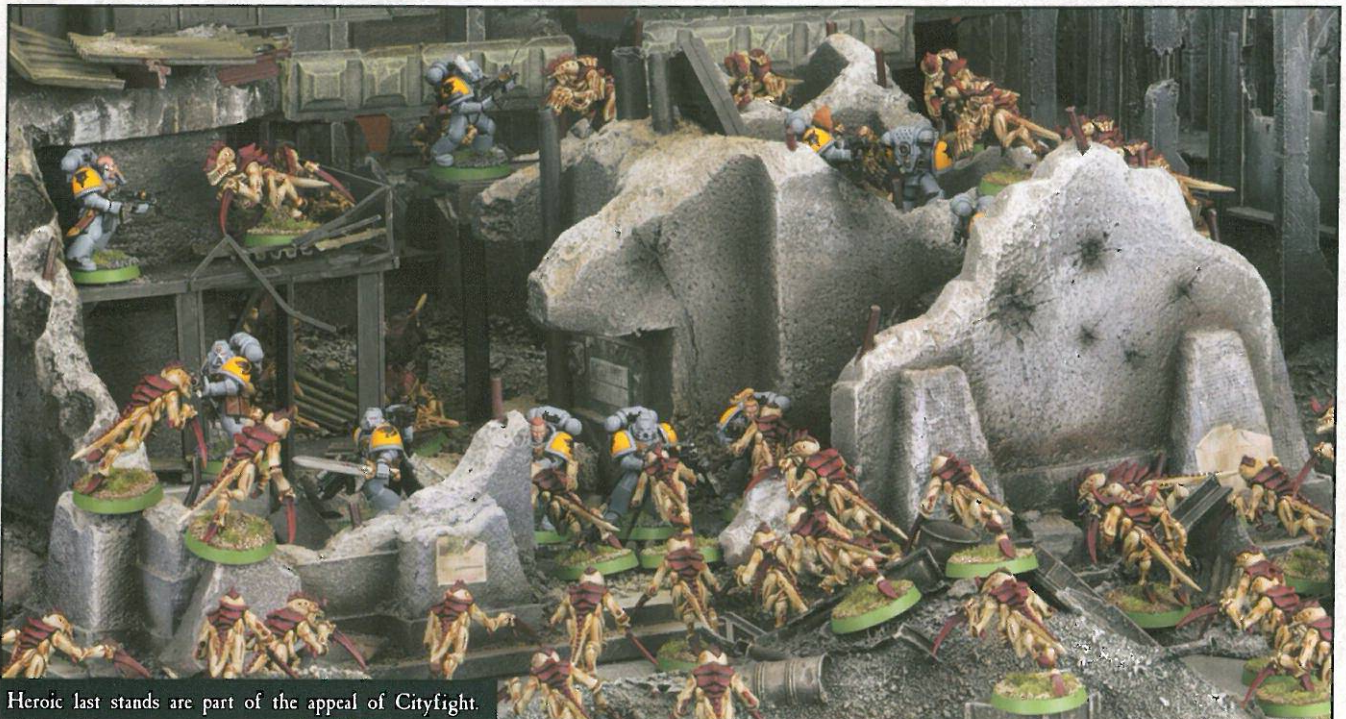
Cityfight uses the Variable Game Length rules quite a bit, so you never, ever, quite know when the game's going to be over. As control of key buildings decides most of the missions, this means that once you have reached the last regular move you have no choice but to contest all the objectives at the end of each turn.

The key word here is so obvious and important that I am going to use capitals for it, RESERVES. When a game goes the distance, the last player with reserves to commit will probably win. So when playing one of these missions (Relief Force is a great example of the type) pace your game accordingly. You will need troops on average for 8-9 game turns, so don't throw them away.

In Cityfight, getting the last move of the game is the biggest advantage the defender gets. You can get back into the key buildings and fight it out knowing that you are safe next turn and that every available man can be thrown in. Trouble is, if you have not kept a reserve you will not be able to exploit the last turn.

Well, that's about it. I hope you enjoy the different tactical problems raised by Cityfight and are getting more play from those armies you thought you had retired. Remember – last man, last bullet.

Have fun!



Heroic last stands are part of the appeal of Cityfight.



A PLACE OF YOUR OWN

Setting up a gaming club is not as hard as it seems.
By Che Webster

For many people the gaming club is the place where you can meet new opponents and fight some great battles each week. It's also a great venue for learning new skills, such as painting or modelling, and sharing ideas.

Not everyone, however, has a gaming club on their doorstep. Whilst there are over 1000 such groups across the UK, and although we discover new ones every day, it seems that there are many gamers who don't yet have the luxury of a local gaming club.

Thus is born the question of how to get involved with the Club community if you have no group nearby. The answer is deceptively simple: start your own gaming club.

Overcoming The Myths

There is a widespread view that setting up a gaming club and keeping it alive is a really tough ordeal. The people who most often propagate this opinion, however, are not those who have actually set up a group. If you speak to the people who organise Clubs you get a rather different view, one which overcomes the common myths and reveals that the path to having a great gaming club is not so hazardous as it might at first appear.

The Gaming Club Toolkit consists of:

- 30 page Gaming Club manual
- Double sided campaign map
- Five double-sided advertising posters
- Flyer design in both colour and black & white
- An assortment of hobby materials, including:
 - Paints
 - Brushes
 - Range Rulers
 - Dice
 - Reference cards
 - Card Scenery
 - Introduction to Fantasy Wargaming booklet

Help is at Hand

The Gaming Club Toolkit has, amongst its quite large contents, a host of useful notes designed to give an aspiring Club leader the knowledge and confidence to get things started. In the manual you can learn about the 'Three Hobby Skills', get answers to the questions that are important when starting a group of your own, and get your hands dirty by trying the various hobby projects.

What You Really Need

It's fair to say that a gaming club only needs three things to get it going:

- Three or more people meeting regularly.
- Somewhere to meet.
- Something to do each meeting.

If you're thinking about getting a group together the toughest challenge is finding a suitable venue. Of course, if there are only three of you to start with then various parts of the average home will do just fine –

garage, large bedroom or dining room to mention just a few. However, once a group outgrows such surroundings, or if it is a big group to begin with, larger premises might be hard to find. In truth, it all depends on where you live. The availability of schools, church halls, scout huts, and community centres varies wildly. One tip is to enquire at the local library – they usually hold a local venue list for just this kind of thing.

Making it so

In the end the success of a gaming club comes down to the willingness and efforts of the members to make it a great place to enjoy the hobby. The best groups have members who run campaigns, tournaments and all manner of other activities to keep things alive and fresh. The one thing to remember is to have faith – the effort you put into the Club will reap a rich reward: great games, new things to learn and new people to get to know. Go on, have a go!



Che is working hard to get a new army built and painted.

Join the Gaming Club Community!

If you are in a gaming club or are setting one up, but you haven't yet registered it with the Gaming Club Network now is your chance! With this issue of White Dwarf you'll find a Gaming Club Registration card. If you fill this in and send it back we'll add you to the growing database of groups across the UK, and (if you want) we'll publish the details on the Gaming Club website.

For more information on starting your own gaming club, simply call UK Mail Order or log onto the website and order a copy of the Gaming Club Toolkit for yourself.

www.gamingclub.org.uk

T GAMING CLUB TOURNAMENT

Wherever you go in the country, and whichever clubs you visit, one of the most talked about subjects is tournaments. Since we launched the Gaming Club Tournament programme in July, many groups have taken the plunge and started to plan their own events. In case you haven't heard about this stuff here's a quick run-down on what's going on.

Gaming Club Tournaments are all about getting more competitive gaming going all across the UK. For years gamers have been complaining that there are not enough chances to prove their worth, and this programme aims to redress the balance. Many very well known tournament organisers are registering their shows with the Gaming Club Tournament initiative.

A League of Heroes

The Gaming Club Tournament programme offers two very exciting new services to the hobby community.

Firstly, the Organiser's Toolkit offers a tried and tested system for running your own Tournament. Secondly, the Hall of Heroes offers each competitor the chance to see how well they are doing overall. Together we are working to create a national Tournament circuit and a national League of Heroes.

Organiser's Toolkit

This package is the best way to get your own show together. It contains a fully detailed step-by-step guide on how to run a Tournament, and also provides the posters, certificates, sign-up sheets, rules ideas, scoring sheets and other gubbins that you need. The main thrust of the system is that as long as the Organiser upholds the six Tournament Principles and is sensitive to the needs of the competitors, they really can't go wrong. Once registered as a Gaming Club Tournament, the show is then eligible for the Hall of Heroes.

The Hall of Heroes

If you go to the internet site below you will be able to access the Hall of Heroes. This is a league of champions which details the Valour points each competitor gains for both taking part in Tournaments and also by doing well. Here players are ranked according to merit and the most dedicated and successful are hailed as Heroes.



Tournaments are a great way to hone your skills, and meet new gamers.



The Gaming Club Tournament Organiser's Toolkit consists of:

- 24 page Gaming Club Tournament Organiser's manual
- Official registration form
- Results card
- Overall Winners certificates
- Best Army certificates
- Most Sporting Opponent certificates
- Best General certificates
- 4 advertising posters
- 4 sign-up sheets
- 4 Rules of Engagement posters
- Player tracking sheet
- Bloody Aftermath card reply envelope

How to get involved

If you want to play in a Gaming Club Tournament, you need to find out where they are. The website below details the forthcoming shows and how to get involved. Simply log on and take a look at the calendar.

If you want to organise a Gaming Club Tournament, simply call UK Mail Order or log onto the website and order a copy of the Organiser's Toolkit for yourself. Once you get it, all you need to do is read, digest, and follow the steps laid out.

For more information on Gaming Club Tournaments, log on to:

www.games-workshop.com/community/gct.htm

For more information on starting your own gaming club, or organising a Gaming Club Tournament, contact Che:

On email:
Clubguy@games-workshop.co.uk

Or write to:
UK Gaming Clubs,
Games Workshop HQ,
Willow Road,
Lenton,
Nottingham, NG7 2WS

Welcome to the final instalment of our Albion campaign, in which we unfurl the final chapter of Phil Kelly's attempts to conquer the mystical isle of Albion with his Skaven army. Having come up against everything the warring forces of the island could throw at them, all that remains is to divide the victors from the defeated at the legendary Plain of Battles.

THE FINAL CONFRONTATION

Dark Shadows gather at the Plain of Battles

Sea of Chaos

SCENARIO SIX: THE PLAIN OF BATTLES

Phil: All of the Dark Shadows scenarios offer something special, and scenario six is no exception. When I first read the scenario, the words 'leave the tabletop completely empty' and 'the last man standing is the winner' sounded like a fantastic idea. Then I thought about the implications for a minute, and hid under the sofa.

Last time I fought the fearsome Blood Dragon Vampire Counts, I pulled every dirty trick I could and still came out worse off. This

time, although I was using my own army, I had a couple of handicaps. My ideal battlefield has lots of terrain so I can use the manoeuvrability of the Skaven to my advantage, flanking my opponent. Oops, no terrain. As for the vicious weapons of Clan Skryre, such as warfire throwers and jezails, well, the constant deluge (the entire game is played in a thunderstorm) put paid to them. Furthermore, all units are at -1 to rally, not a problem for a Vampire Counts player, pain in the tail for me. And worst of all,

it's played to the last man standing. You have to kill every single one of your opponent's models... yep, you guessed it, the Undead have a nasty habit of getting back up again. And again! So, it was down to brute force, in a straight fight featuring a Blood Dragon kitted out so thoroughly that he takes a quarter of the army's points allowance. My opponent Mark Raynor really knows his army too. Yikes. But then, who ever heard of the Skaven in a straight fight...

Grey Seer Finkel was tired, worn out and resentful. The weather was getting progressively worse; no mean feat given that the last few days had been hallmarked by hailstones the size of fists. His broken spine, the legacy of an earlier battle, had fused completely, twisted and gnarled by warpstone-rich Skalm. It was only with promises of abundant power and

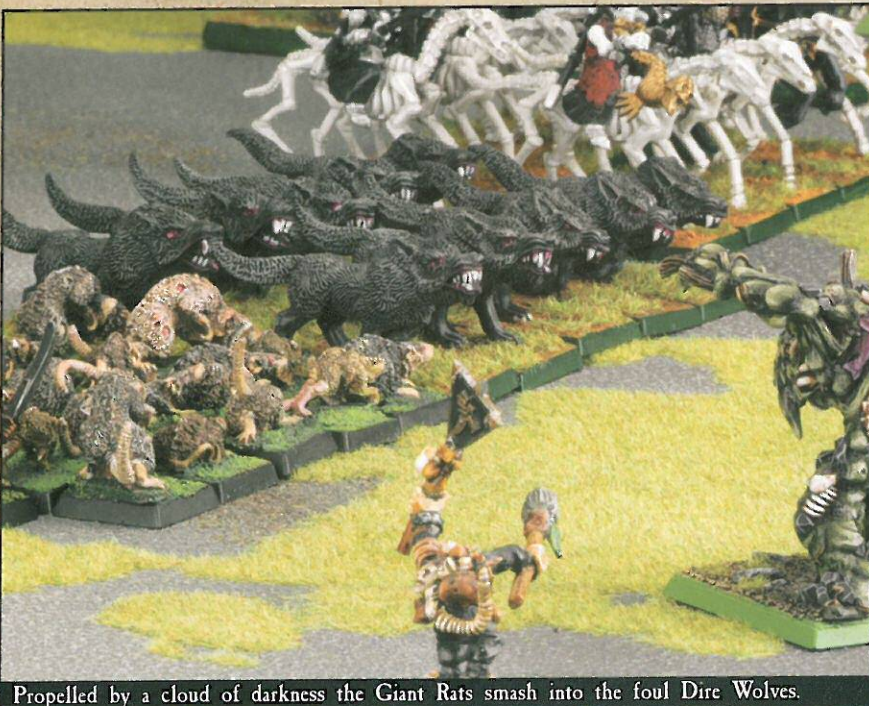
bountiful treasure that he kept the loyalty of his lieutenants, and with threats of a hellish demise that the troops marched onward.

And marched they had, through storms, swamps, fens, quagmires, morasses, sacred groves, mountains, stone circles and plains of vitrified bone and hot lead. Finally, their

guide had led them into the far north of this blighted isle, all traces of scrub and crag giving way to a featureless wasteland. Actinic lightning burst sporadically from a blistered, dark sky to flay the broken crust of the plain from the blasted earth. The air stank of ozone and death, and the unforgiving rain beat down so hard that it hurt.

The Dark Emissary, as featureless and cold as the Plain of Battles itself, pointed a crooked finger at the lands below. Arrayed before them was a host of Undead, the last line of defence that the Truthsayers had managed to summon. The skeletal remains of Albion's long-dead warriors stood ready to repel the invaders, their leader a rotting knight who had once sought to destroy the denizens of Albion but whose fate was now to serve them. Finkel doubted his Skaven could take on a Blood Dragon and his minions on their own ground, but he had come too far to give up. Gritting his teeth, he ordered the advance.

The Skaven poured down to the plains, a glorious tide of filthy vermin ready to consume those who stood before them. But the Grey Seer knew the value of patience and, despite the Dark Emissary's insistence that battle be joined, he halted the advance intending to unleash a hail of magic into the Undead ranks. The Undead had begun to move. The Truthsayer with them was shouting



Propelled by a cloud of darkness the Giant Rats smash into the foul Dire Wolves.

something, his words lost to the howling winds. Finkel cared not what he had to say. He would die, painfully, like the rest of the pitiful shamans indigenous to Albion.

On the left flank, a pack of rotting corpse-wolves were sprinting towards them, keeping pace with the Undead lord and his galloping cavalry. Finkel saw his packmasters, emboldened by the sorceries of a nearby Warlock Engineer, guiding their verminous charges toward the wolves. He incanted ancient syllables, his gestures tracing lines of shadow in the air. The spell virtually leapt from his fingers, the ascendant forces of Ulgu the Shadow-Wind augmenting his power. The giant rats streamed forward in a cloud of darkness, smashing into the lupine atrocities. Their sheer numbers overwhelmed the mange-ridden pack, and many crumbled into dust. First blood, thought Finkel.

Suddenly, the skies opened with a roar, and a thick bolt of lightning smashed into the Skavenslaves. They had been pathetically grateful when Finkel had 'gifted' them with a tall copper pole as their new company standard, and shiny metal helmets as a reward for their valour in previous engagements. Fools, thought the Grey Seer, as they squabbled over who would pick up the standard next, another bolt of lightning exploding in their midst.

The magic of the shadows was strong here, as it was all over Albion. Unrolling his warpscroll, the sigils within blistering his eyes, Finkel called his own explosion of warp-fuelled lightning into the enemy's ranks. Skeletons were blasted apart, but the



The Zombies lurch mindlessly forward, engaging the Giant Rats.

Undead advance did not slow. The Necromancers were attempting to work their own vile sorceries, crackling beams of dark energy falling just short of the Skaven line. The Grey Seer bent all his will to denying their vile summons; he had no intention of letting them reinforce their ranks from beneath the earth.

On the left flank, the Dark Emissary's summoned Fenbeast was moving to support the Gutter Runners as they charged the Ghouls, their burst of speed catching the cannibal-things by surprise. Their paired blades ripped through putrescent flesh, the craven beasts pulling down two of the Eshin-

adepts in turn. But it was not enough, and the Ghouls fled. Nearby, the shambling horde of Zombies gained momentum as the Truthsayer weaved protective magics around them. The corpses crashed into the giant rats in a storm of mud and rotting flesh. The rats held, swarming around the Zombies, sharp teeth digging into maggot-ridden flesh as more of the vile Undead clawed their way up from the ground.

Lightning slammed into the Clanrats behind Finkel as he urged his troops forward, an edge of panic in his voice. He could swear the Blood Dragon was looking directly at him through the curtain of rain. The dark horsemen had pulled to a halt, observing the flow of the battle. In response, the rat swarms surged toward the Black Knights and the sepulchral coach accompanying them whilst the Rat Ogres manoeuvred into position on the flank.

To Finkel's immense displeasure, the necromantic powers marshalled by the Undead wizards were keeping his augmented sorcerous abilities in check. Even the Dark Emissary was proving powerless against their powerful null-magics. He knew the arcane corpse-lords must be destroyed if the Skaven were to survive.

As if to confirm his suspicions, he felt the tides of magic concentrate upon the Necromancer turning his Skeletons to face the Rat Ogres on the right flank. Finkel was not prepared to see his frenzied pets wither and die under the liche-thing's gaze, countering the magic with a dispel scroll. In the centre of the field, yet more Zombies were rising from the



Ever eager for battle, the Blood Dragon Vampire charges headlong into the Rat Ogres.



The Blood Dragon seizes the opportunity to counter-charge the fetid Plague Monks.

mud to replace the mouldering corpses blasted apart by lightning. The ensuing thunderclap nearly burst the Skaven's sensitive eardrums.

On the right, the Rat Ogres charged, a thunderbolt throwing them into stark relief as they smashed into the brittle ranks of the Skeletons. The strobing light of the violent electrical storm made the scene monochrome and surreal, the rampaging monsters roaring as they broke apart the Undead warriors like children's toys. But the Undead held their ground and, behind them, the Black Coach was readied for a charge.

On the left flank, the tide of battle also seemed to be turning. The Zombies finally managed to scatter the pack of giant rats, moaning as they bore down on the fleeing vermin, clawing apart the Packmasters as they pulled them down into the black mud.

Beside them, the Fenbeast had picked up the momentum of a battering ram, unstoppable in its charge as it thundered into the spears of the Skeletons opposing it. Finkel knew it would fight on until it collapsed into a heap of rotting vegetation. To the left, the Gutter Runners sprinted toward the Truthsayer, intending to slice him to ribbons. The shaman fled, knowing the price of his death was too great. The battle hung in the balance, the screams of the dying drowned out by the constant deluge.

A thunderbolt spat fire into the ranks of the Skavenslaves once more, the smell of fear and burning fur quickly washed away by the pelting rain. The Undead hordes were pressing home their advantage, the Black Coach smashing into the ranks of the Rat

Ogres even as the shattered bones of the Skeletons knitted together once more to oppose their foe. The Coach tore one Rat Ogre apart, its frenzied rage no match for the hideous carriage. Another was knocked to the ground, the grave-steeds lashing out at it with iron-shod hooves. But alongside them, those of the monstrous beasts that fought the Skeletons were still in their battle-frenzy, ripping their foes apart before they had even fully formed from the remains of their comrades. The magic binding them collapsed, the Necromancer's shriek turning to a fluid gurgle as his form liquefied, mingling with the dark mire.

On the left flank, the Ghouls had charged the Fenbeast, clambering all over the swamp-daemon in an attempt to find the vital force within and release it to the foul air. But still it held. The Necromancer before the arboreal nightmare thrust his skull-tipped rod into its chest, attempting to destroy the soulstone at the heart of the beast. It reeled back, only to smash vast, filthy limbs into the Necromancer's frail body. The Undead wizard dropped, reduced to a withered sack of broken bones.

Closer still to the Skaven ranks, the Zombie horde was surrounded by a cloud of necromantic magic, driving them forward with the implacable will of the Vampire. The shambling mass caught the Gutter Runners by surprise, quickly engulfing them in a tide of greying, rotten flesh. Their fate sent a shiver of revulsion down Finkel's mangled spine as the lightning once more grounded in the disordered ranks of the Zombies.

Marshalling the unseen forces of magic, the Grey Seer again called forth

the shadows. The darkness enveloped the swarm of rats that were chittering, directionless and confused by the storm in the centre of the battle lines. The shade-spell carried the swarm onto the Truthsayer before he could react, rats clawing at his face and chest, his half-naked form covered in filthy, biting vermin. He opened his mouth to cry out, to cast a spell of protection, only to have a rat dart into his mouth and bite hard into his tongue. The bloodied shaman fled, but the rats caught him. They pulled him down into the muck, stripping the warm flesh from his bones in their dark, vicious feast. Finkel bared his teeth in what could pass for approval.

Nearby, the Fenbeast, spears thrust into its body at every angle, was falling apart. The rain was dissolving the creature as the blows of the Undead intensified, leaving a framework of roots, bones and aged rock. With a cry, the Dark Emissary grounded his staff, and the energy of Albion itself surged through the Fenbeast with a few syllables of power. The thing grew whole again, the wooden shafts of its assailants' spears knitting into its regenerated form. Finkel was impressed.

A thunderbolt illuminated the sky once more in perfect accord with an ear-splitting crack, impacting in the rotting ranks of the Zombies. The Grey Seer was perplexed to see the Blood Dragon ride out from the ranks of his Black Knights, lance held high, and cut around the back of the Black Coach. Then, with a surge of magic, the Vampire forced his mount forward with celerity unmatched by the finest Elven steed. The ancient knight levelled his weapon, and smashed hard into the Rat Ogres. Finkel winced as one of the beasts was lifted into the air on the end of the Blood Dragon's lance as though its weight were nothing to the Vampire. It wriggled hopelessly for a second before becoming still, its lifeblood pattering off the plate mail of the knight like the ever-present rain. The Wraith at the reins of the Black Coach, invigorated by his master's presence, cut through the neck of another of the beasts with his scythe. The Rat Ogres became confused, the frenzy beaten out of them by the lightning strike of the Blood Dragon, who dropped his lance and drew an ancient sword.

Without decisive action, the battle would be lost. The Grey Seer was relieved to see the Censer Bearers, flail-wielding maniacs one and all, charge headlong into the Black Coach. The holy warpstone gases leaking from their spiked balls dissolved even the fabric of the infernal carriage as it buzzed with unnatural energy. The coachman-wraith, grinning as

only a skull can, reached forward with his sharp scythe and neatly plucked off the heads of the two Skaven nearest him. Squealing, the remaining Censer Bearers broke and ran.

Next to him, the remaining Rat Ogres were tearing at the Black Coach, their almighty strength managing to cause damage to the seemingly indestructible machine. But the Blood Dragon had not finished with them, stabbing his sword into the nearest beast and ripping upward with such force that it split in two. His charger cantered forward, almost casually, as the Vampire confronted the cowering Beastmasters. In a flurry of blows too fast to follow, the Undead butcher sliced the remainder of the unit into hunks of bloody flesh.

Desperate now, Finkel compelled the rat swarms on the left flank to charge the Zombies, hoping to keep the flank from folding up. To his relief, the numbers of the Undead had been drastically reduced by the constant thunderbolts. The rat swarms overwhelmed the Zombies with ease, their rotting bodies collapsing to the ground even before they could strike back. The Grey Seer saw that it was not a moment too soon, as on the far left, the Fenbeast was finally succumbing to the spears of the Skeletons. The swarms charged on, directly into the Skeleton unit's flank.

Finkel concentrated on the battle ahead. The Blood Dragon met his gaze, and time stood still. He found himself walking toward the Vampire, his vision clouded. The challenge was all that mattered. Honour was all.

His reverie was ended by another thunderbolt, the lightning smashing another would-be Skavenslave banner bearer to the ground. The Grey Seer came to his senses and, angry at his momentary weakness, channelled his displeasure into the hurricane-strong winds of magic blowing around him. There were no Necromancers to oppose him now.

The shades ripped out of his mouth, screaming toward the Vampire before the spell was even complete. The creeping shadows covered the Blood Dragon for a second, wracking him in pain as they sank through the cracks in his armour. The Dark Emissary wrought a curse around the creature, weakening it and robbing it of its skill. The Warlock Engineer, Finkel's apprentice, conjured a tenebrous steed for the Dark Emissary, carrying him across the battlefield in the blink of an eye. From his new vantage point, the gnarled mage sent a bolt of pure darkness into the armoured back of the Blood Dragon. Finally, Finkel sent his Plague Monks surging

forward in a cloud of etheric shadow, the unit charging into the Black Coach and attacking it with berserk force. The Blood Dragon counter-charged, smashing hard into the front rank of the Plague Monks.

The Grey Seer's heart was in his mouth as the Blood Dragon slashed his way through the ranks. The elite warriors of Clan Pestilens, frothing in their sacred battle-frenzy, seemed oblivious to the monster unleashed in their midst, screeching and screaming as they slowly pushed him back. The Black Coach began to crumble as the Skaven brought their overwhelming numbers to bear, swarming around their foes. Without necromancy to bolster their decaying forms, the Undead slowly gave way to the inexorable press of their enemy. Fighting desperately, the Vampire Count slashed and cut, but the Skaven were long past heeding their injuries. Even as the Undead knight began to flake and rot, the magics binding him to this plane weakening, he was pulled from his steed. As the Vampire crumbled to dust, Finkel's snouted maw twisted into a cruel snarl of triumph.

He was shaken out of his gloating by a horrifying scream, punctuated by deafening thunder. The Skavenslaves were being charged by the Black Knights, the flayed banner they rode beneath emitting a hideous, banshee howl. Incredibly, the rat-thralls held their ground, and the Undead cavalry hit home with the

force of a thunderbolt, scattering slaves in all directions. The wretches ran for their lives but, in taking the bait proffered by the slaves, the Black Knights had placed themselves alongside Finkel's own unit. The rat swarms were pulling apart the Skeletons on the left flank, their forms dissolving without their general to sustain them. It was time to finish this once and for all, thought the Grey Seer, ordering the attack.

With a crack, the Dark Emissary sent a darting bolt of pure darkness into the Black Knights, wracking the back rank with arcane power. One crumbled as another was blasted apart by a thunderbolt striking the unit. Finkel channelled the galeforce winds of magic into the Knights, another two pulled into the void by creatures of pure shade. The stark, writhing shadows cast by the lightning seemed to pull the Clanrats into combat with a terrifying howl, just as the Plague Priest reached their flanks, borne by a winged servant of darkness. The boundaries between Albion and the abyss seemed to blur for a second, the Skaven fighting alongside shadow-daemons and insubstantial shade-wraiths. The Black Knights fell to the swords of Finkel's lieutenants, one even felled by a blow from the Grey Seer himself. He lashed out around himself with his ancient staff, bone splintering wherever he struck. The Knights were collapsing, their remains forming a carpet of bones beneath the Clanrat's feet. The Skaven had won.



Grey Seer Finkel and his Clanrat bodyguard gleefully finish off the Black Knights!



VICTORY IS MINE!



Phil Kelly

Phil: Excellent news! Against my expectations I managed to come out with half of my forces still pretty much intact, and no Undead left on the table.

The deployment went very nicely indeed; I started with all my fast units on the left flank, drawing away a couple of units of Undead to match them. I then deployed pretty much everything else on the right flank, and Mark answered with all his hard-hitting units. The end result was that for Mark to advance with any speed, he would leave the two units on the far left out in the cold, outside of 12" of the General and unable to march. My plan was to move all the fast units on the left over to the right in a classic refused flank. This tactic promoted so much confusion that Mark ended up responding to my moves rather than the other way around, even though he had won the roll for first turn.

Secondly, and this goes for anyone playing Undead, I did my level best to stop Mark casting the Invocation of Nehek. Nothing fouls up a battle line than a team of fifteen leering Zombies popping out of the ground right in the flank of your elite unit, and then getting slammed into combat with Van Hel's Danse Macabre. I hate that tactic. If I could grow Clanrats out of the ground in the Magic phase, I wouldn't mind at all, but as it stands I had to limit these spells unless I wanted to be fighting the same old Zombies this time next week.

The factor that really swung the game for me was magical superiority. Mark knew full well I always take two or three powerful magic users, and took very respectable steps to counter this effect. He held me to a standstill for the entire first half of the game. So, I sent my most hideous beasts in to kill those pesky Necromancers (the Fenbeast on the left flank and the Rat Ogres on the right) and soon enough they were reduced to dust. At which point things started to go my way.

Due to the cumulative effects of successful Shadow magic use across the campaign, the lore had climbed to the top of the chart, meaning that I got a +3 to any Shadow spell cast, but any roll of a double is a miscast. This means you generally only have to use two dice to cast a spell and luckily, for a change, my miscasts were fairly mild. Add to that the fact that the Dark Emissary also had +2 to cast his spells, and by the time the Necromancers were dead, I was throwing magic around like it was going out of fashion. The fact that both my Warlocks had Unseen Lurker meant for some very nasty impromptu combats, and eventually I think it was this spell that tipped the balance when the Plague Monks finally took out the Vampire Count (all hail the mighty War Banner!).

The Fenbeast was invaluable, as most Unbreakable troops tend to be. He tied up a unit of Skeletons and their Ghoul buddies for so long they played no other part in the battle, and the fact you can regenerate old vegetable

boy's wounds with a Dark Emissary spell extends his usefulness no end.

The lightning was great fun. Who it strikes evens out over the course of the game (if you lose a roll-off, you choose a unit to be struck), but it is a good thing to have a nice cheap unit to soak up those nasty Strength 5 hits. No contest for me really: the Skavenslaves took a hefty beating from lightning bolts across the course of the game. I'm just now converting a banner bearer with a very tall copper pole...

Overall, the campaign has been an absolute blast, and I thoroughly recommend playing it through from start to finish. It makes for an epic tale and you'll have some of the most varied and fun games of your Warhammer career, so if you haven't already - get stuck in.

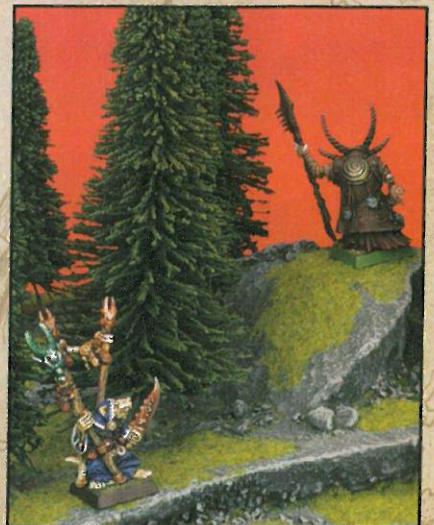
In retrospect, I didn't do that badly at all. The first game, the Mists Recoil, was lost to Paul Sawyers Dwarfs, but being as every model bought it apart from a single Dwarf, I consider that a victory just because of the sheer amount of blood spilled and the fun Paul and I had playing it. Scenario two: The Fens saw a fantastic collaboration of my battle plan and the Albion weather, complimenting each other so well that poor Graham McNeill could only fume as the virtually unmolested Skaven battered their way through his Empire battle line. Since then dead Skaven seem to be cropping up all over his models' bases! The Ogham Stones, against

Matt Hutson's Dark Elves, was another decisive victory, with more magic than I have ever seen zapping around the battlefield. I love Ogham stone circles, there is nothing quite like having 22 Power dice to play around with in the Magic phase. Besides, take on an army whose forte is missile fire in the middle of a hailstorm, and you're doing just fine already. God bless this green and unpleasant land!

Scenario four: The Giants' Causeway was manic, unpredictable and fun, kind of like Space McQuirk himself, the guy who fielded no less than five Giants against my ratboys. Having a horrifyingly huge Giant jumping up and down on my Clanrats and killing over 10 a turn is something I never want to experience again. But hey, who can take that seriously when one of the Giants was attempting to squash my Rat Ogres with a big cow. Eventually, it was hardhitting magic missiles that turned the tide, and I scraped a victory by the skin of my teeth.

The Bastion of the Old Ones, Scenario five, is a really tricky one. But hey, if you've made it this far you'll want a challenge. Taking on a full-on castle and its defenders with some rope and some hastily constructed ladders did prove to be a challenge, and I was victim to a horrific beating at the hands of Dylan Owen's Dogs of War. Thanks for not gloating!

Still, the battle I just fought made up for that and both Count Mark von Raynor and myself agree that it was



The Dark Emissary leads Grey Seer Finkel to the heart of Albion.

the tensest and most engaging game we have played yet. I know I made some sound tactical decisions and on a flat battlefield that really makes all the difference, so I was very pleased with the result. Shooting is virtually useless so it's a real test of generalship, but it certainly helps if you have the winds of magic blowing strongly in the right direction.

In fact, come to think of it, the two scenarios I lost were the ones in which wizards were not allowed. They really are invaluable on Albion. It just goes to show that on an island riddled with sorcerous power and punishing weather, it really does help to have a few magical tricks up your sleeve.

Oh yes, and lots of big sharp sticks!

Every muscle in Finkel's body ached as though it was on fire, and his leaden limbs were ready to collapse. His army had crumbled away on the climb, perishing from exhaustion or refusing outright to go any further. He hadn't the energy to bully them back into line, to make an example of some unlucky Clanrat by flaying or immolating him where he stood. Only the Dark Emissary remained with him now, making easy progress across his native land. It was all the Grey Seer could do to keep going, trudging up the winding path in the mountains beyond the Plain of Battle. Only his considerable strength of will enabled him to haul himself up the last few feet of scree onto the crest of the mountain range.

The fog seemed to have thinned considerably, and the rain had become mere drizzle. From their vantage point, Finkel could see everything from the Citadel of Lead, across the Giant's Causeway, through vast tracts of misty swampland and past the broken standing stones all the way to the cold, distant coast. Mentally plotting the bloody path his troops had carved across the face of the island, he realised that he had reached the end of his quest. It was over.

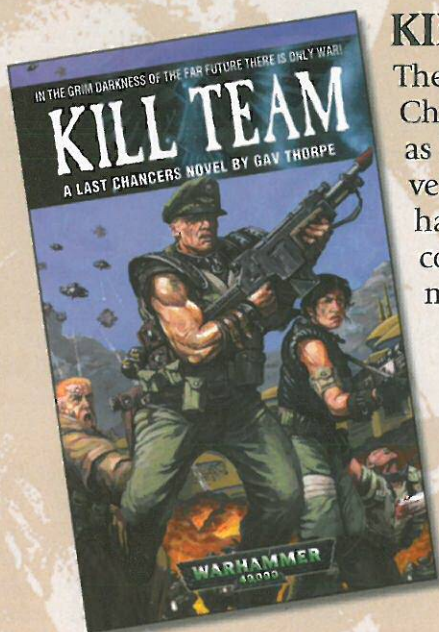
Turning to face the Dark Emissary, Finkel dragged his broken, bloodied form a few yards further, the magic in the air pulling him onward by his jagged shadow. Just yards ahead of him, a cave mouth in the mountain glowed with an amber-yellow light,

the reflected glory of purest magic. The servant of the Dark Master already stood by the entrance, beckoning with a crooked finger. "Potent magics indeed lie within. They are not to be taken lightly" he hissed.

With one last glance over his shoulder, Finkel stumbled towards him. As the Dark Emissary turned to go inside, Finkel brought the jagged black rock he had concealed in his robes down hard onto the Dark Emissary's head, caving in the back of his skull.

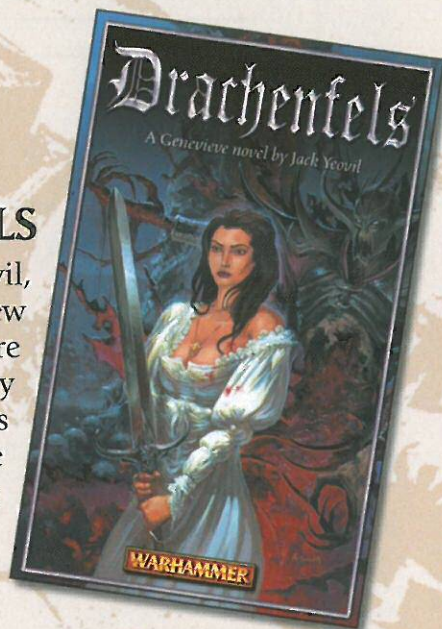
"How true" said Finkel, as he kicked the gnarled body down the side of the mountain. He entered the cave, eager to pluck the precious heart of Albion's treasure from its millennia-long rest.

The Black Library



KILL TEAM

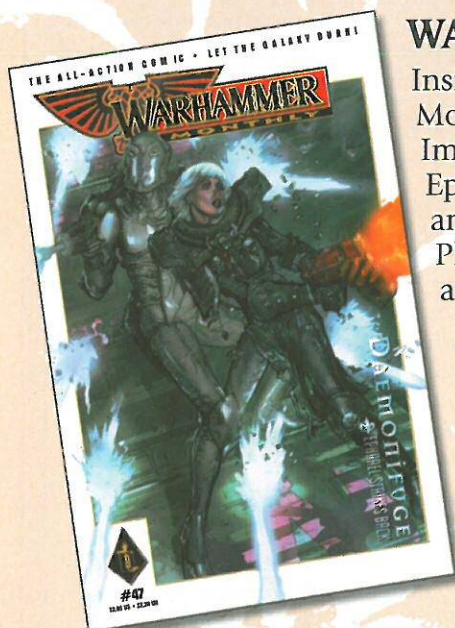
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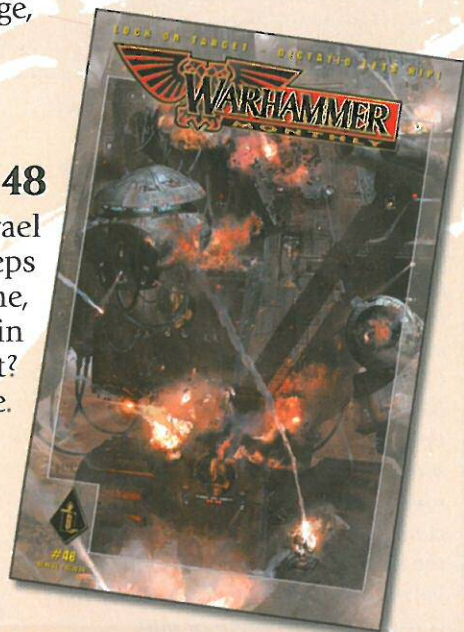


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Index Astartes

First Founding



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

HAND OF JUSTICE

The Iron Hands
Space Marine Chapter

by Anthony Reynolds

The Iron Hands have been unforgiving devotees to the Emperor's word since the time of legends, when the god-like Primarchs walked among men. Through countless centuries the Iron Hands have remained unwavering in their faith and belief. They have endured dark years of suffering and pain, where others have faltered and been forgotten by time. They look with disgust on those who lack their strength of will, and punish them without remorse. Their Primarch, Ferrus Manus, is seen as a strong and unwavering warrior-god, the saviour of his people, who will return one day to lead all of humanity from the darkness that besets it from all sides and from within.

Origins:

At the very dawn of the Imperium, a time of great deeds and mighty battles, Ferrus Manus broke the darkness of the world of Medusa and became the shining light of its people. The sky, perpetually darkened by a great calamity of the long gone ancients, was ripped asunder as Ferrus descended from the heavens amid a great inferno of light. Never before had the primitive human clans of Medusa seen such light, and they were awed and frightened by the fiery display that burned their eyes. The great star crashed into the highest mountain of Medusa, Karaashi, the Ice Pinnacle. The impact shattered the mountain top, burying Ferrus deep in the ice in a tremendous explosion of steam. The land shook under the impact which could be felt the world over. Mountains were toppled, and great chasms were formed as the world rumbled under the coming of the great Primarch.

Years later, the great warrior-god Ferrus walked unscathed and fully formed from the uninhabited mountain ranges of the far northern wastes where the Ice Pinnacle lies. The legends of the roaming clans, taught from father to son throughout the ages, revolve around the early exploits of Ferrus, tales of fantastic acts of strength and endurance. No one could match his strength of arm, try as he might to find a worthy opponent. He sought out every physical challenge that he could, always returning victorious. According to one often recounted mythic tale, he once challenged a Storm Giant to a competition of strength. The giant lifted a mountain between his hands and set it back down a mile away. The giant's laugh died as Ferrus lifted the entire mountain range onto his back, carrying it to a neighbouring island. The humbled giant was never seen again.

Ferrus travelled the length and breadth of Medusa, becoming well known by all its people, and coming to know the land itself as no one ever had. He travelled areas that any other man

would have found inaccessible. He climbed the highest mountains, he swam the deepest oceans – always pushing himself and his body, pushing his levels of endurance and strength to unfathomable levels. His strength and fury made him renowned and feared amongst the people of the clans, who valued such qualities highly, and he was uniformly adopted by them as one of their own. He never sought to end the conflicts between the clans, seeing such competition as healthy and strengthening. He always remained neutral, never participating in their feuds so as not to favour one clan over another.

The most famous heroic story of Ferrus was his titanic battle against Asirnoth, the Great Silver Wyrn. This is recounted in the Cantic of the Travels, an epic poem of unknown origin that is still taught to Clan children at their parent's knee. He had stalked the great beast for days through the legendary Land of Shadows – the fearful land of the ancients, a place of great fear and mystery. This place, long since lost, was said to be a land of metal and stone relics of giant proportions, remnants of a forgotten age. The ghost-spirits of the clans are said to roam there once they leave the world of the living. The Cantic describes the monstrous creature as having skin made of living metal that was impervious to harm. Try as he might, Ferrus could not pierce the metal hide of the beast, his fists pummelling harmlessly against it. Fighting the creature for days on end, across continents and seas, Ferrus remained undaunted, confident of his own abilities. He eventually slew the great beast by holding the writhing creature submerged in a lava flow, enduring horrific pain, but bearing it stoically. When he finally removed his arms from the lava, the Wyrn was no more. His hands however were encased in the same living metal that the creature's skin was made of, a metal that was as flexible as flesh, as strong as the hardest ceramite. It is known that myths involving Ferrus and his metal hands precede the Cantic

of Travels, but only in the Canticle is this explanation given as to how the metal came to be fused to his body.

He returned to the clans after his travels filled with new and wonderful ideas, which he taught to all who wished to learn. He created strange and powerful weapons and tools out of metal, shaping them with his living metal hands. He taught the clans such wonders that they never could have imagined possible. It was a time of greatness for the people of Medusa – the civilisation of the clans advanced at a tremendous pace, and the people became increasingly strong and proud.

When the heavens split open for the second time in history, and dark Medusa was once again filled with light, the clans were confused and

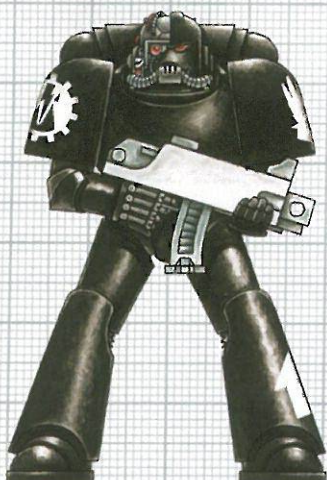
frightened. They could not understand what this might mean for them and their world. They were happy as they were, and saw whatever was coming as a threat. Ferrus did not speak, but left the clans immediately to travel to the Northern Reaches, where the light had descended. The clans grew worried as days passed with no word of their Saviour. A great council was called, the first of its type ever formed on Medusa, with representatives from each of the clans present. They argued over what should be done, but could come to no agreement. Days turned to weeks and the people grew desperate in their unease. This unease turned to terror as the land literally erupted beneath their feet. They ran out of the council great-tent in their panic, savage electrical storms ripping the skies

asunder above them. They wailed in their dread for the fury of the storm seemed far from natural, and they felt certain the end of their world drew near. The terrible storm assaulted the land for a week and a day, so it is said, after which time an unearthly silence descended. The clans returned to the great council unsure what would come of such dire portents.

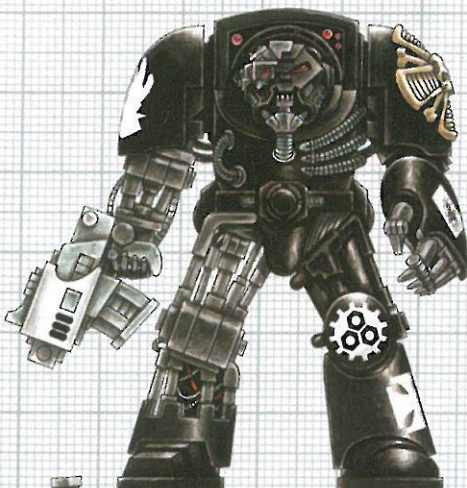
The next morning the doors to the great council were thrown wide and Ferrus strode in, resplendent in his magnificence. At his side walked a figure that stood as his equal, a radiant figure who awed the clansmen as much as Ferrus had always done. The very air was said to crackle with the combined power that exuded from the pair, and the bond between them was immediately apparent.

Chapter Approved Access Level: Ω ninety eight

Iron Hands, Progenitor Legion M.31



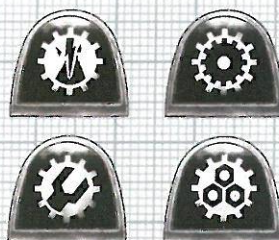
Pre-Heresy Iron Hands colour scheme



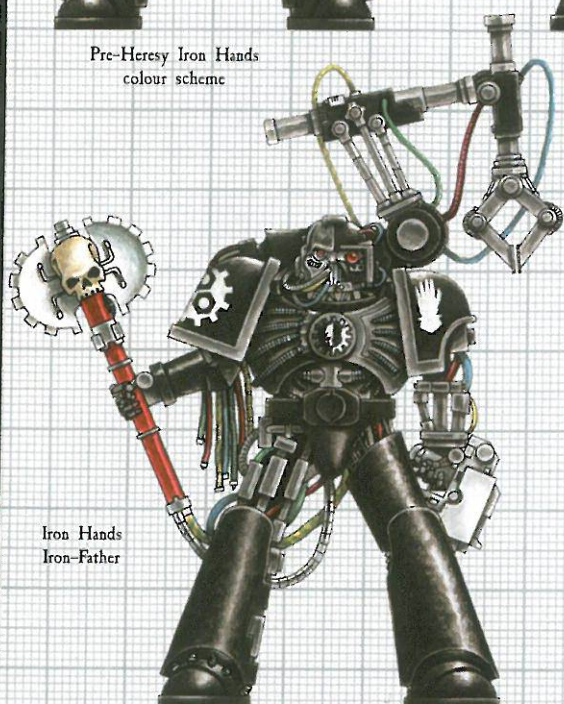
Iron Hands Terminator



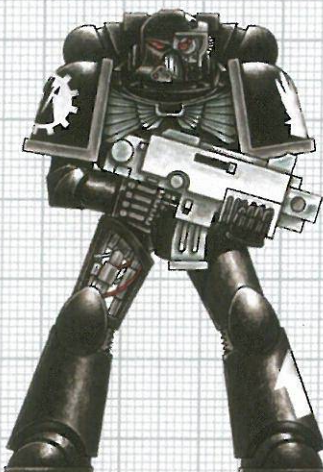
Iron Hands Chapter symbol



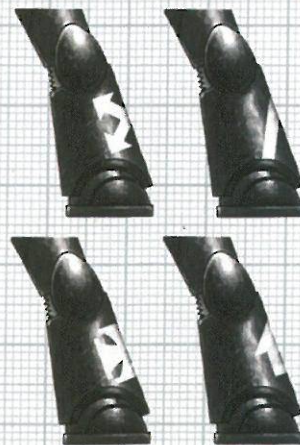
Shoulder plates showing clan markings



Iron Hands Iron-Father



Post-Heresy Iron Hands colour scheme



Iron Hands armour with squad designation markings

Thought for the day: The flesh is weak. The weak shall perish.

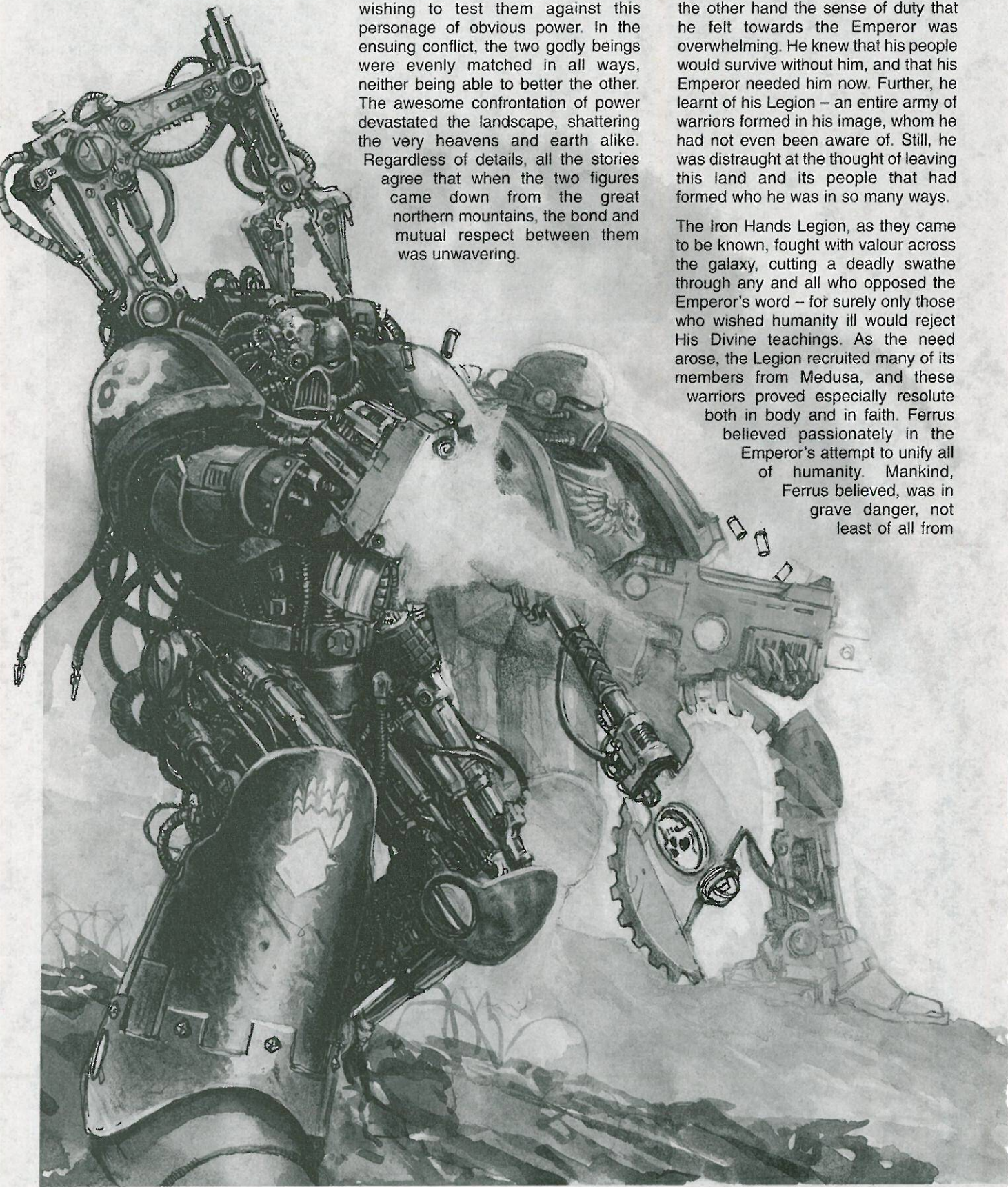
Index Astartes First Founding: The Iron Hands

What actually occurred when the two Divine beings met is unknown. The myths surrounding the meeting of these two most powerful and heroic of figures revolve around a clash of wills

and power that tore the land asunder. Many of the myths relate to how when Ferrus saw the Emperor, he recognised in him an equal. He strode up the mountains to confront him, confident of his own abilities and wishing to test them against this personage of obvious power. In the ensuing conflict, the two godly beings were evenly matched in all ways, neither being able to better the other. The awesome confrontation of power devastated the landscape, shattering the very heavens and earth alike. Regardless of details, all the stories agree that when the two figures came down from the great northern mountains, the bond and mutual respect between them was unwavering.

Ferrus left Medusa only reluctantly. He was torn between conflicting feelings of loyalty. On the one hand were his people whom he had helped to flourish, his beloved Medusa that had tempered and strengthened him. On the other hand the sense of duty that he felt towards the Emperor was overwhelming. He knew that his people would survive without him, and that his Emperor needed him now. Further, he learnt of his Legion – an entire army of warriors formed in his image, whom he had not even been aware of. Still, he was distraught at the thought of leaving this land and its people that had formed who he was in so many ways.

The Iron Hands Legion, as they came to be known, fought with valour across the galaxy, cutting a deadly swathe through any and all who opposed the Emperor's word – for surely only those who wished humanity ill would reject His Divine teachings. As the need arose, the Legion recruited many of its members from Medusa, and these warriors proved especially resolute both in body and in faith. Ferrus believed passionately in the Emperor's attempt to unify all of humanity. Mankind, Ferrus believed, was in grave danger, not least of all from



itself. Unless it stood united, it would slowly be destroyed, piece by piece.

He saw many weak people around him, and saw that infirmity as a plague. He would rather see those weak links of humanity destroyed than have them pose a threat, an unnecessary frailty that would pose a burden to the rest. On Medusa, the weak children were exposed to the elements so as not to place an unnecessary encumbrance on the rest of the community. So too, when the time came that an adult was incapable of providing for the community, that person left their clan. Those who accepted the Emperor's Divine teachings were embraced. Those who did not were cut down without pity. The ruthlessness of the Legion and its Primarch terrified those who stood in the way of their relentless approach, and many worlds turned to the Emperor out of the overwhelming fear of retribution that these callous warriors were becoming renowned for.

The Horus Heresy

It is said that Horus, the first and most trusted of the Emperor's Primarchs, was held in great esteem by Ferrus, who appreciated his martial ideals. The news of Horus' treachery was met with an outrage by the Iron Hands and their Primarch alike. They were disgusted at the weakness of those who they had previously called brothers. Their Holy Crusade had led them to a far outlying section of the galaxy, and Ferrus fumed over their remote position. Nevertheless, full of righteous anger the Iron Hands turned their ships for Istvaan V, where the traitorous Warmaster was gathering his might. Ferrus despaired for humanity, when it seemed that even the most devoted of battle brothers could be turned from their divine mission. He raged at the flaws of his fellow men, all of whom seemed susceptible to weakness except those of his own Legion. He became even more strict on himself and his brothers, training against such dangerous fragility in all its forms.

Ferrus chose the fastest of the Legion's ships, and together with his most veteran troops, sped towards Istvaan V ahead of the rest of the Legion. As they had feared, the majority of the fleet arrived too late to take part in the attack, and it was with dread and horror that they learnt of the disastrous treachery that had greeted their Primarch's attack. He and the Veterans joined with six other Legions in the planetary assault. Ferrus spearheaded the attack with two other

Legions, suffering horrendous casualties as they dropped into the planet's atmosphere. The four Legions that were backing up the initial attack turned on the unprotected flank of the loyalists in an unforeseen betrayal, sealing the doom of the Legions, who were massacred in the ensuing battle.

What became of the great Primarch Ferrus remains a mystery. It is known that when the Legions showed their true colours, he realised his impending doom and attacked the traitors with renewed fury, so desperate was he to face Horus. The number of the Iron Hands were few, however, and they alone were not enough to back up Ferrus's attack, though they died trying. The Iron Hands have never forgiven the Salamanders or the Ravenguard for failing to follow his lead. They believe that had they done so, Horus would have fallen, triggering the collapse of the forces of Chaos. The body of Ferrus was never found, however, and many believe he somehow survived. One particular story is that his wrecked body was rescued and restored, and that he took refuge on Mars where he resides still, though this is violently refuted by the Iron Hands themselves.

The Iron Hands despaired as to the fate of Mankind. Their distress and confusion grew when they learned that the God-Emperor had fallen in a titanic battle with the corrupted Horus.

'And lo, despair was compounded, for Mankind had lost not only He Who Broke the Darkness, Ferrus Manus, the Shining Light of Medusa, cut down by Foul Corruption and Betrayal: for worse was to come, and there was much anguish and horror, for the Most Holy God-Emperor was, alas, to be lost to the world of Man.'

Extract from the Scriptorium of Iron

Having lost all of its veterans in the disastrous assault on Istvaan V, the crippled Legion returned to Medusa full of anger. Their brooding fury was directed at those whose weakness had forced them into a situation where their Primarch was lost and the Crusade abandoned. Their anger grew as time passed, and even extended to a resentment towards those loyal Legions who could not protect the Emperor. They felt sure that had they been closer to Terra, then things would have worked out differently. They cursed the Warmaster Horus, who they believed had known of the Iron Hands' unyielding faith and strength, and whose subtle manipulations had surely arranged for them to be far away from

both Terra and Istvaan V at the moment he struck.

Taking refuge in their anger, the Iron Hands have used that emotion to further strengthen themselves against the dangers of frailty. This became their guiding devotion, and they use any means necessary to destroy any form of weakness that they perceive in themselves and others. They do this without remorse, for they see that they are doing humanity a blessing by removing such a dangerous failing. Only a strong and united humanity will survive, and so until the return of Ferrus when he will lead Man out of Darkness, the Iron Hands strengthen and prepare themselves, seeking to eradicate any weak links that could once more threaten the eventual unification of humanity. There were dark stories told of the Legion replacing its lost warriors with purely mechanical power armoured creations, though these rumours were never substantiated, nor were they widely believed.

Home World

The world of Medusa is a harsh realm of perpetual gloom, situated precariously close to the Eye of Terror. The sun almost never breaks through the dark and polluted sky, as it constantly churns over a land of frozen mountain ranges, interspersed with volcanoes and boiling hot geysers. The landscape is under constant flux, the shifting of tectonic plates forming new mountains and seas, and destroying them as quickly as they are created.

The people of Medusa are a hardy race that flourishes despite the hostile environment. They are in a constant battle with the elements and with each other, as each clan vies for hard to come by and jealously defended resources. The unpredictable nature of the landscape of Medusa means that the little that is built will last for very long, except in those few areas of relative calm. As such, the clans build very few permanent structures, but rather carry their possessions and livelihoods along with them as they traverse the landscape. In days gone past the clans hauled great caravans along by hand. The inhabitants of Medusa still follow this tradition, though the means of transport has changed to reflect the changing times. Great caterpillar-like mining haulers crawl across the landscape in grand processions as the clans move. These haulers constantly disgorge their raw exhausts into the atmosphere, adding

to the thickening sulphurous clouds that swirl around the planet like a shroud.

Karaashi, the Ice Pinnacle, can still be seen today, though it is said to be half the size it once was. A great gaping hole at its peak that spews ash and steam into the atmosphere is evidence of where the shining light of Ferrus crashed an age previously. Still it rumbles the anger of Medusa – a constant reminder of the need for vigilance. The clans of Medusa prepare for that day when the Ice Pinnacle ceases to rumble Medusa's unease. For that day, it is foretold, will mark the second coming of the great Primarch – with his return, Medusa will be at last content.

Combat Doctrine

The Iron Hands' particular hatred for weakness in any form or nature has a marked effect on their combat doctrine. This hatred is extended to incorporate the physical body, and they see weakness even in their own augmented physiques. These perceived frailties are ruthlessly eradicated through any possible means. This has further developed to a near worship of the mechanical that approaches the zeal and devotion of the Adeptus Mechanicus. A weak body can easily be broken or led into temptations of the flesh, so they believe, and this is what the Iron Hands hate and fear most of all. Consequently, the harder, more mechanical the body, the less room there is for physical failings and frailties.

The Iron-Fathers fuel the hatred and anger of the Iron Hands with rousing speeches and oratories, encouraging its growth and intensity. The Chapter takes this powerful emotion onto the battlefield, where it is focused against the enemy at hand, whoever that may be. The Iron Hands fight with renowned intensity and determination, certain in the knowledge that they act for the good of Mankind by crusading against the weak and corrupted. The cold fury of the Chapter as it goes to battle is fearful to witness, and deadly in its effectiveness. The bitter Space Marines advance machine-like and relentless, throwing themselves violently at the enemy in their focused, severe fervour.

The Iron Hands revere the limited number of Terminator suits and Dreadnoughts that they possess, and treat them with the utmost respect and

devotion. Entire squads of Terminators are rare, however, for the inspiration they create amongst the ranks is better served when they act as leaders of individual squads. Sergeants will often wear Terminator armour that is rumoured to be physically bonded to them, and it is not uncommon for battle forces to be led by Dreadnoughts. The inspiration which their presence causes amongst the Iron Hands proves to be of more benefit when acting within these roles.

Organisation

The organisation of the Iron Hands changed upon its return to Medusa. The Legion was split into three separate and individual Chapters. The newly formed Red Talons and the Brazen Claw left their brethren and founded their own fortress-monasteries, since becoming increasingly reclusive. One Chapter retained the name of the Legion, and based itself on Medusa, the home world of their Primarch. The organisation of the Chapter has moved away from the standard Codex form, becoming more like a reflection of the native clans of Medusa. Contact between the three Chapters deteriorated as they became increasingly insular, while contact with other Space Marine Chapters became virtually non-existent.

There are ten Clan Companies which act in much the same way as the Battle Companies of traditional Codex Chapters, being versatile and capable in any given situation. However, where traditional Codex Chapters have a distinct separation between the various Companies that form it, such as the 10th Company being formed of Scouts, the Iron Hands Chapter is made up solely of its ten Clan Companies. These generally act as completely separate entities in their own right, and it is not unknown for minor skirmishes to break out between Clan Companies. This is encouraged, so as to keep the Space Marines strong and vigilant.

Each Clan Company has its own hierarchy, and is responsible for the recruitment of new Space Marines in order to keep the Clan Company numbers at the required level. These new recruits are taken from the clans of Medusa who embrace their new Clan Company and the Chapter as a whole. The Clan Companies are nomadic, much like the clans they are recruited from. They travel the galaxy,

following their continuing crusade against weakness and corruption.

When the Iron Hands return to Medusa they travel the inhospitable Medusa landscape seeking recruits, remaining ever vigilant against weakness in any guise appearing on their home world. The Iron Hands do not maintain a fortress-monastery as such, for the shifting lands would inevitably make any such structure temporary. Rather, each individual Clan Company maintains a mobile version, great land behemoths that constantly traverse the treacherous landscape. These fully automated creations, arcane wonders made by the Adeptus Mechanicus, are serviced by great armies of mechanical servitors, keeping them in perfect order during the Chapter's absence.

As a direct result of their respect for the mechanical body, the Iron Hands differ significantly in some regards from the standard Codex organisation. On induction to the Chapter, new recruits have their left hands removed and replaced with bionics, a ritual symbolising their link with Ferrus and their refusal of the weakness of the flesh. This is the start of a slow process of mechanisation of the body for the recruits, leading towards the stage when the entire organic body can be rejected. The ultimate aim for Iron Hands Marines is to become mind-fused with the body of a hulking Dreadnought – the perfect blend of organic and mechanic.

One particularly revered and respected warrior is chosen to represent each clan within the Chapter. Together, these ten warriors form the Great Council of the Iron Hands. As such, there is no single commander of the Chapter. They see this as a strength and a precaution, so that no individual can lead the Iron Hands astray, as they saw happen to so many of their brother Marines. The Great Clan Council is often formed of ancient Dreadnoughts, warriors who have long given up the frailties of their organic bodies.

Another variation from the standard Codex form is the distinct lack of Chaplains within the Chapter. They are replaced in sorts by the Iron-Fathers, who in effect take the dual role of Techmarine and Chaplain. The reverence the Iron Hands hold for the mechanical is represented by the Iron-Father, who has ties to the Cult Mechanicus as well as acknowledging the supreme divinity of the Emperor.

Beliefs

The anger and hatred that the Iron Hands feel towards weakness grows daily. They are increasingly doubtful of the strength and worth of their brother Chapters, becoming resigned to the fact that they alone can stamp out the deficiencies that they see besetting humanity from all sides. They perceive weakness in everything around them, and prepare for the day when Ferrus will at last return to them; that time when they will stand firm with their Primarch in the final reunification of Mankind.

According to their Scriptures, the moment the Emperor fell, the psychic shockwave was felt with such intensity that it reached Ferrus, even though he had left the realm of Man. An image of Ferrus appeared before his Legion, and his anguish and despair was unimaginable. It is said that this apparition spoke of his fears for Mankind. He spoke of a great calamity, a darkness that would assail humanity at some unforeseen moment in the future, and his promise that he would

be there to lead humanity through its trials of darkness. Amongst the Iron Hands it is taught that he ascended to an unearthly paradise realm where he fights eternally, becoming ever stronger. And so it is said that Ferrus Manus left the world of Man, preparing for the time when he is required again, that Time of Darkness when his light is needed most of all.

The actions of their Primarch, so the Iron Hands believe, implicitly warned against the weakness of the flesh. His clearly superior metallic hands have long been interpreted as a direct message of this to his Legion. The Iron Hands therefore follow their Primarch's example by gradually eliminating the inherent weakness within their bodies, making them increasingly mechanised. This was

further developed to form the most important principle of the Iron Hands: the unyielding mind and the unyielding body. Under this maxim, the strongest, most incorruptible warrior is formed, so they believe. This has proved to be extremely effective, for in all their long and glorious history, there has never been any record of an Iron Hands Space Marine failing in his duty as a result of any physical frailty.

The Iron Hands have a close link with the Adeptus Mechanicus, and embrace many of the beliefs of the Machine Cult. The reverence they hold for the mechanical, the physical embodiment of knowledge, is frowned upon by the majority of more Codex Space Marine Chapters. The most talented of the Chapters Iron-



THE RETAKING OF THE CONTQUAL SUB-SECTOR

The reclamation of the heretic sub-sector of Contqual was achieved with such astonishing swiftness and fury that it stands as an example to all those who contemplate inciting the wrath of the Iron Hands. Indeed many would-be usurpers and heretics have renewed their faith in the glory of the Emperor under the threat of the Iron Hands' fearsome retribution.

Contqual contained several planetary systems, primarily conglomerations of agricultural worlds rich in resources. They had prospered in a happy isolation for centuries, and the people lived a decadent life, believing they had found an earthly paradise far removed from the turmoil and ugliness of the rest of the universe. The taint of Chaos spread quickly through the upper hierarchy of the planets, feeding off the desires and weaknesses of those in positions of power. Within a month, the entire sub-sector writhed with the corrupting essence of Chaos.

The terrible fury of the Iron Hands was overwhelming, and they stormed into the sub-sector, taking the first few planets before any form of resistance could be assembled. Entire populations were ruthlessly cut down to a man, slaughtered while their pleas for mercy went unheard. The death of every heretic and traitor only strengthened the Imperium, and the Chapter had no mercy for those who would let such corruption overtake their world.

The pivotal battle came on the hive world of Shardenus, the nucleus for the Chaotic powers that were rife in the sub-sector. A tear had appeared in the fabric of real space, opening a direct link to the warp. Foul abominations formed of pure chaos matter poured through the rift, to be welcomed and embraced by the twisted inhabitants of the planet.

Daemons whispered sweet words of corruption into the ears of the assaulting Space Marines, but true to their beliefs not a single warrior was tempted. The Iron Hands fought with such ferocity and hatred that despite horrendous losses, they eradicated the foul presence within days. The rift was closed by the combined force of will of the Chapter Librarians, and the cleansing of the sub-sector continued.

After the fall of Shardenus, the rest of the sub-sector was quickly forced into submission, returning humbly to their faith in the Emperor. One after another, the worlds turned on their perverted overlords in mass rebellions. The Iron Hands executed one in every three citizens in an intensive mass cleansing, a punishment and warning to remain ever vigilant against the inherent dangers of weakness. In what has become typical fashion, the evidence of the unforgiving fury of the Iron Hands inspired a wave of devotion that spread before them. When the Chapter left Contqual, mere weeks after its arrival, they left a sub-sector whose surviving worlds were to become amongst the most devoted of all those within the Imperium.

Fathers are sent to Mars, the ancient and mysterious home world of the Adeptus Mechanicus, where they study under the Tech-Priest Engineers. The Iron Hands often make use of weaponry and armoury that is generally unseen outside the Mars-based Cult. What the mysterious and typically insular Cult Mechanicus gains from this strange relationship is unclear.

Geneseed

The fanatically intense hatred of weakness displayed by the Iron Hands would appear to gloss over a hidden and deeply rooted fear of the physical form that is evident throughout the

Chapter. This fear seems to increase as the Space Marine matures in age, resulting in more and more extreme mechanisation of the body. Where this fear truly originates is unclear, although it is widely believed that some genetic flaw is at work. This defect seems to be somehow kept under control, or at least concealed, by the mechanical augmentations the Space Marines routinely endure.

Notably reclusive, the Iron Hands are particularly hostile to outside interference, and they tolerate the continued investigations by the Inquisition with barely concealed disdain. Uncharacteristically, the Inquisition appears relatively

unconcerned with the Chapter as a whole. They seem to have identified some aberration within the Chapter, but refrain from acting on it, for they do not see the flaw as inherently dangerous to the Imperium. Rather, the Iron Hands Chapter, with its particular devotion to the eradication of the weakness they perceive all around them, are (for now) seen as a useful form of enforcement within the Imperium, and their effectiveness is beyond question.

Great Heroes

Paullian Blantar was an inspiration to his Chapter who served the Kaargul Clan Company for many centuries. His technical abilities became apparent soon after his induction into the Iron Hands, and within decades he had become the pre-eminent Iron-Father of his Clan Company. The other Clans sent their young aspirants to study under this great master, and the entire Chapter benefited from his expertise. In the realm of bionic enhancement he was unparalleled, and his refinements of the augmentation process distinctly affected the direction of the Chapter.

It was Paullian who led the dramatic counter attack against the insidious Dark Eldar on the industrial world Kaladrone, rescuing the badly wounded warleader Bannus and carrying him to safety. Bannus had been terribly mutilated by the twisted aliens, and it was Paullian himself who performed the tech-surgery that enabled Bannus to continue to lead his Clan for centuries to come. Indeed, Bannus still leads his Clan Company as an ancient and powerful Dreadnought. Being an integral member of the Great Clan Council, his wisdom and experience continue to benefit the Chapter as a whole.

The disdain that Paullian felt for his organic body was legendary. The augmentation of his body was a constant process, and he ceaselessly sought new ways of strengthening himself. Indeed, towards the end of his long and successful life span, there was little organic left of him other than his brilliant, mechanically-oriented mind. The ritual scarring and punishment that he inflicted on the few exposed areas of his skin became synonymous with his skill as a tech. The Iron-Fathers of the Chapter as a whole routinely scar their bodies in reverence to him, and they uniformly aspire to his technical brilliance and insight.

USING AN IRON HANDS ARMY IN WARHAMMER 40,000

Iron Hands use the following units from Codex Space Marines:

HQ	Space Marine Heroes, Librarian, Iron-Father (see below), Command squad, Venerable Dreadnought (see below)
ELITES	Dreadnought, Space Marine Veteran squad
TROOPS	Space Marine Tactical squad, Scout squad
FAST ATTACK	Assault squad, Bike Squadron, Attack Bike squadron, Scout Bike squadron, Land Speeder squadron, Land Speeder Tornado, Land Speeder Typhoon
HEAVY SUPPORT	Devastator squad, Predator Annihilator, Predator Destructor, Vindicator, Land Raider, Whirlwind

A copy of Codex Space Marines is necessary to field an Iron Hands Space Marine army. The following rules and Codex changes apply. Note that the entire army must be Iron Hands, not just one or two squads.

WARGEAR

'More Machine than Man' – Bionics: The Iron Hands constantly mechanise their bodies, striving always to strengthen themselves. Iron Hands characters may purchase bionics for half the usual points cost.

5 Points for Iron Hands Characters

Terminator Armour: The highly valued suits of Iron Hands Terminator armour are worn by inspiring individuals within squads, rather than by a specific squad of Space Marines. The Iron Hands may not choose Terminator squads as Elite choices. However, Iron Hands Veteran Sergeants can be given Terminator armour chosen from the Space Marine Armoury.

Mechanicus Protectiva: The Iron-Fathers do not wear the Rosarius like the Chaplains of other Chapters. Instead they wear the Mechanicus Protectiva, a powerful arcane device often incorporated into the Iron-Father's power armour. The small energy field projected by the Mechanicus Protectiva provides the Iron-Father with an Invulnerable 4+ save. This may be taken instead of the Iron-Father's normal armour save.

Iron-Father and 0-4 Servitor Bodyguards (HQ Choice)

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Iron-Father	75	5	5	4	4	2	5	3	9	3+
Servitor	+10	3	3	4	5	1	1	1	8	5+

Weapons: Power weapon, Mechanicus Protectiva and Bionics.

Options: The Iron-Father may be given any equipment allowed from the Space Marine Armoury. This may include 'Techmarines only' items.

Servitor Bodyguards may be equipped with close combat implants (count as power weapons) at +10 pts each.

SPECIAL RULES

Independent Character: The Iron-Father is an Independent Character and follows all the special rules as detailed in the Warhammer 40,000 rulebook unless he is accompanied in battle by a Servitor Bodyguard.

Servitor Bodyguard: Servitors are gifts bestowed upon

the Iron-Father by the Adeptus Mechanicus. They are half-human, half-machine creations that carrying out menial tasks for the Iron-Father and serve him as a bodyguard.

To represent this, an Iron-Father may be accompanied by a bodyguard of between 1-4 Servitor Bodyguards. The Servitors and the Iron-Father form a single unit. If the Iron-Father is killed then his Servitors will deactivate and are removed also.

0-1 Venerable Dreadnought (HQ Choice)

Points/Model	WS	BS	S	FRONT	SIDE	REAR	I	A
125	5	5	6(10)	12	12	10	4	3

Type: Walker **Crew:** One Space Marine

Weapons: The Dreadnought's left arm is equipped with a Dreadnought close combat weapon that has a built in storm bolter. The Dreadnought's right arm is equipped with one weapon from the following list: assault cannon at +30 pts; twin-linked lascannon at +50 pts; twin-linked heavy bolter at +30 pts; multi-melta at +40 pts; plasma cannon at +40 pts; twin-linked autocannon at +35 pts.

Options: The Venerable Dreadnought may be equipped with any of the following vehicle upgrades for the cost listed in the Space Marine Armoury: extra armour, searchlight or smoke launchers. No upgrade may be chosen more than once per Venerable Dreadnought.

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 pts.

The close combat weapon can be upgraded to a missile launcher at an additional cost of +10 pts.

The Venerable Dreadnought may be equipped with a Sacred Standard from the Space Marine Wargear list at an additional cost of +20 pts.

SPECIAL RULES

Old & Wise: Venerable Dreadnoughts are revered, ancient warriors who are extremely wise in the ways of war. If an Iron Hands army includes one then it may re-roll the dice if the mission being played has a dice roll to see who gets the first turn.

Hard to Kill: Venerable Dreadnoughts are extraordinarily tenacious. To represent this, when the Venerable Dreadnought takes a glancing or penetrating hit, you may force your opponent to re-roll the resulting damage. You must accept the result of the second roll.

This month 'Eavy Metal brings you some of the finest Space Marines in the known galaxy. Some of the selection that follow are past Golden Demon winners, whilst others have been painted by the 'Eavy Metal team.

'EAVY METAL SHOWCASE

Grey Hunters, painted by Jonathan Taylor-Yorke, won silver in the Warhammer 40,000 squad category at Golden Demon 2000.



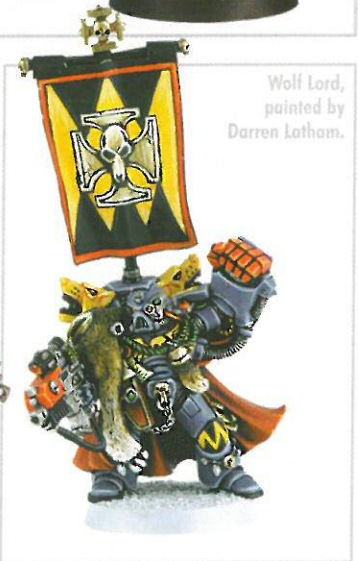
Forge World's Captain Invictus, painted by Stuart Witter.



Salamanders Standard Bearer



Wolf Lord, painted by Darren Latham.



Dark Angels Captain



Iron Hands combat squad



Emperor's Champion, painted by Darren Latham.



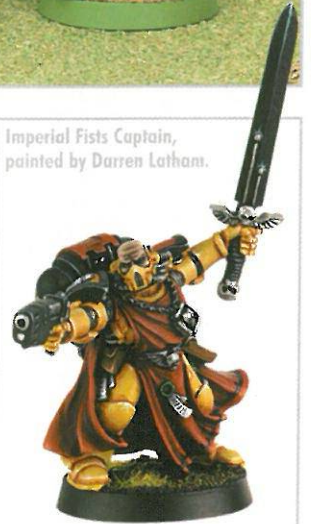
Imperial Fists Scout



Salamanders Chaplain



Imperial Fists Captain, painted by Darren Latham.



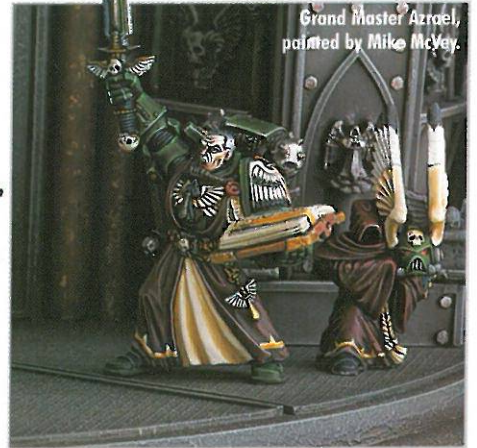
Ravenwing Techmarine



Black Templars Marshal



Grand Master Azrael, painted by Mike McVey.



The Sons of Sparta Space Marines, painted by Anthony Warrington, won the Warhammer 40,000 squad category at Golden Demon 1999.



"The world is divided into those who have read *The Hobbit* and *The Lord of the Rings* and those who are going to read them."

The Sunday Times

The above quote perfectly sums up the impact *The Lord of the Rings* has had on the world. Second only to the Bible as the best selling book of all time, the trilogy has captivated all who have read it.

This winter sees the first *Lord of the Rings* film hit the silver screen and trust us – it's going to be massive. John Rhys Davies, who plays Gimli the Dwarf in the films, is quoted at this year's Cannes film festival as saying "I know I sound insufferable, but *this* is going to be bigger than *Star Wars*."

The film is expected to be the highest grossing film of all time and, in conjunction with New Line Cinema, Games Workshop is proud to be releasing the first of its battle games for these awesome films.

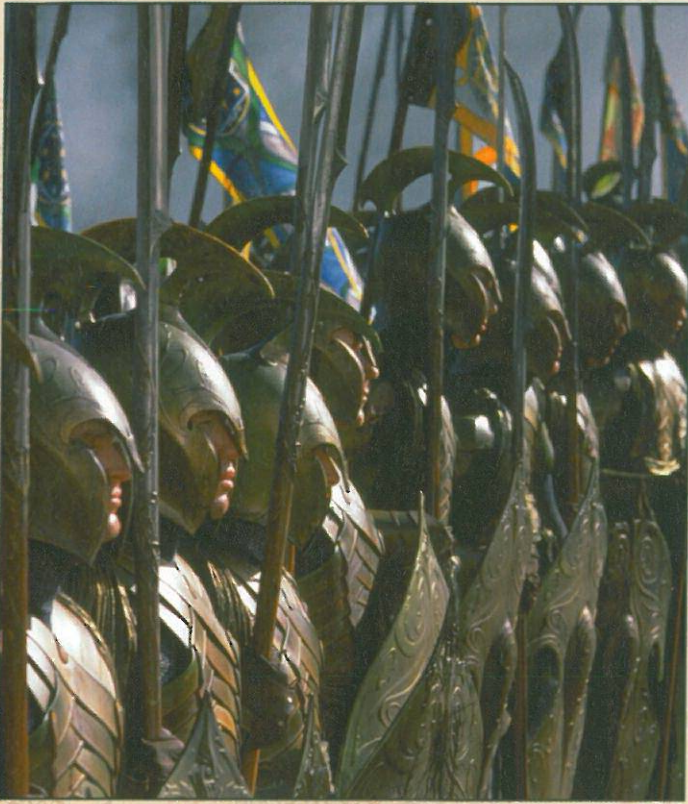
Right: Mordor Orcs and Moria Goblins ambush a High Elf patrol at a crossroads.

Below: Ringwraiths mass for the attack.

THE LORD OF THE RINGS

A preview of our forthcoming battle game





Left: The resplendent Elves with their intricately detailed wargear are faithfully reproduced from the film by the plastic soldiers that you get in the boxed game.



Above: Men of Gondor.



An exciting game of Lord of the Rings played over beautifully modelled scenery.

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

The release of our new Lord of the Rings battle game is imminent. It's a tabletop strategy game that lets you relive the battles and adventures of the film.

The model design has been carried out by a sculpting team consisting of Brian Nelson, Gary Morley and the Perry twins. These world renowned designers have pulled out all the stops on these miniatures and each model accurately reproduces the appearance of the characters in the film. Even the tiniest models of Frodo and Sam bear a remarkable likeness to their screen counterparts.

Our plan for the Lord of the Rings project is to produce three editions of the game to coincide with the release of the three films in 2001, 2002 and 2003. Each game will build upon the last by adding even more models and gaming rules, to expand the scope of the battlefield action as it unfolds from film to film.



The Hobbits prepare to face unknown danger at Weathertop.



Warriors of Middle-earth: the forces of good and evil.



From the left: Gandalf, Boromir and Frodo.

Some boxed sets will contain allied characters, like the Fellowship of the Ring above. Others will have all the miniatures you need to enact a particular battle from the movie.

LAUNCH WEEKEND: 3rd & 4th NOVEMBER 2001

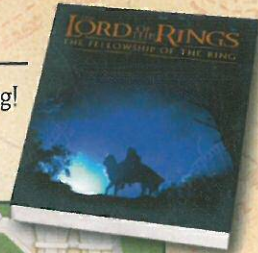
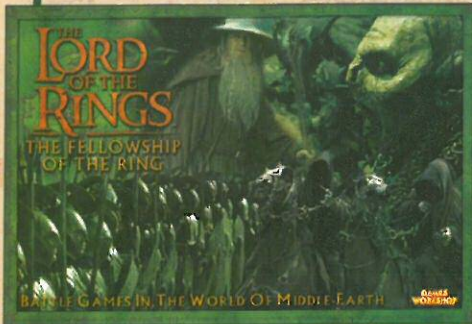
On the 3rd of November 2001, we are delighted to be launching our new Lord of the Rings range. We expect demand to be very high and, as our most valued customers, we're giving you the chance to guarantee your copies of the new Lord of the Rings game and miniatures by pre-ordering them.

On these pages you can see the fantastic Lord of the Rings game, the Fellowship of the Ring boxed set, the Warriors of Middle-earth boxed set, The Lord of the Rings Paint Set and examples of our range of Uruk-Hai models. On the page opposite we have included a pre-order form that lists the entire Fellowship of the Ring range, with release dates and details of how you can take advantage of this service.

Pre-orders for The Lord of the Rings begin on Monday 1st October 2001. To find out more, visit your local Games Workshop store, phone 0115 91 40000, or visit our website at www.games-workshop.com.

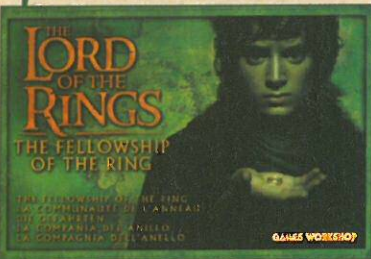
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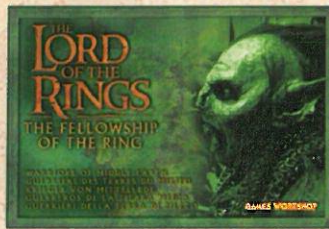
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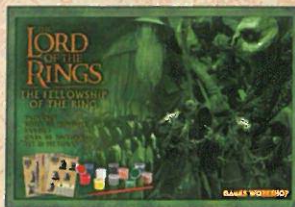


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To celebrate the launch of our Lord of the Rings – The Fellowship of the Ring battle game, we are hosting a special 'Bilbo's Birthday Weekend'. Visit your local Games Workshop store and selected independent retailers on the 3rd & 4th of November to participate in the celebrations and see our new game in action.



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On a world that has been devastated by war, one name is notorious for the bloodiest conflicts of all – Hive Tempestora! Our intrepid warzone reporter Graham McNeill recalls the early days of the third invasion of Armageddon and then brings us bang up to date with the latest news.

The world of Armageddon has borne the brunt of some of the most deadly invasions in the Imperium's war-torn history. In centuries past, the Daemon Primarch Angron led his damned legions of Chaos across its polluted ash wastes and, fifty years ago, the Ork warlord Ghazghkull Mag Uruk Thraka led one of the largest Waaaghs ever recorded against Armageddon. Both invasions were repulsed, but at terrible cost. The rebuilding of Armageddon's shattered hives was still under way when Ghazghkull once again led his Orks back to Armageddon in 999.M41.

THE THIRD INVASION

This new invasion smashed through the Imperial defences, and dozens of massively armed asteroid fortresses, known as Rokks, landed across the surface of Armageddon, some crashing down within the arid deserts of the northern Fire Wastes. At first it was assumed that these Rokks had simply missed their targets, but soon the Orks' true intent became clear

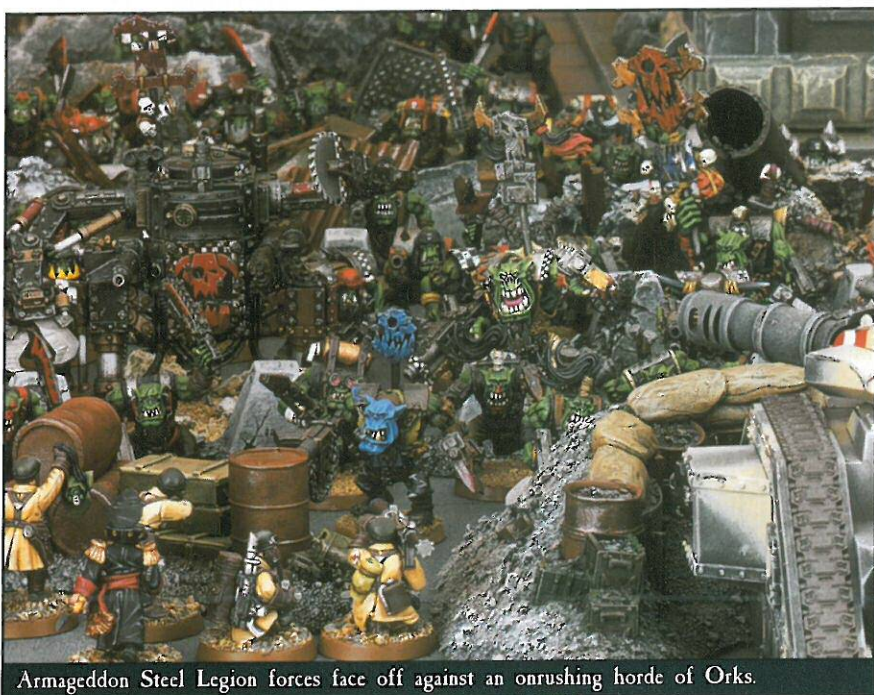
when a fleet of crude, iron submersibles constructed in the desolate wastelands rose from the polluted waters of Hive Tempestora's docks. Surprise was total as thousands of Orks poured from the undersea transports. The docks fell within hours before a defence could be mustered and the seaward fortifications were captured soon afterwards. The hive defence militia could not stand against the Orks and were swept aside, Tempestora itself falling in a single night of violence. Only the heroic sacrifice of two entire PDF regiments held the Orks within the hive long enough for troops from the Armageddon Steel Legion and Space Marines from the Storm Giants and Marines Malevolent Chapters to prevent the Orks swarming from the captured hive. More troops were rapidly diverted to Tempestora and after frantic days of carnage, the breakout of the Orks was prevented. Imperial engineers rapidly constructed the Morpheon Line, a ring of firepower to enclose

Tempestora, and the hive became a city under siege. Each day the Orks attempted to break through the Imperial lines, and each time were thrown back within the hive. More Imperial reinforcements began arriving, and soon the Emperor's armies began moving onto the offensive, shelling the outer lines of Tempestora's fortifications from afar while sappers began digging trenches towards the hive. This state of affairs continued for several weeks until the Imperial forces were close enough to assault the walls. Initial attacks were repulsed with horrific casualties; entire regiments destroyed by lethal Ork weaponry.

THE FORLORN HOPE

Eventually, Imperial artillery batteries were able to blow a practicable breach in the outer wall. Captain Tycho of the Blood Angels, succumbing to the Black Rage, led the Forlorn Hope, the first men into the breach. They would hopefully keep the defending Orks occupied while the remainder of the army closed with Tempestora. The battle in the Tempestora breach was one that none present on that day will ever forget, and though Captain Tycho was slain, his heroic actions held the wall long enough for the following forces to take the outer ring of fortifications and bunkers. Imperial artillery was brought up and now the hive itself came under direct fire. Thousands of shells rained down on Tempestora every day, the raging fires of their detonations visible far to the south from Hive Volcanus.

A combined force of Salamanders, Steel Legion and Blood Angels attempted to wrest control of the Tempestora East tank factory from the Orks, and although the timely arrival of the White Scars helped to push the Orks back for a time, their resistance was eventually to prove too great. The 'Old Man' himself, Commissar Yarrick, fought to deny the Orks the manufacturing capability of the factory,



Armageddon Steel Legion forces face off against an onrushing horde of Orks.



but even his inspiring presence could not galvanise the troops to absolute victory. The factory returned to Ork hands, though its production facilities were denied them and the Greenskin attack through the complex was stalled. Every day the Imperial forces pushed further and further into the ruins of the hive. Each step was paid for in blood, the Orks holding every forge, manufacturing hangar and cathedral factory to the last. Troops spent days fighting within the nightmare urban sprawl of the hive, cut off from daylight and all hope of a respite from the horror. Ork Kommandos planted booby traps, sprang ambushes and rigged buildings for demolition at every turn. Nowhere was safe.

DISSENT IN THE RANKS

The Imperial advance slowed to a crawl as troops became fearful of moving through the city and the number of sanctioned executions performed by the Commissariat grew to ridiculous proportions. At the Battle of Zephyr Gate, troops from the Zouvan Skirmishers mutinied and refused to advance towards the heavily defended gate. The brigade's political officer, Commissar Eurbayn, executed every single officer of command rank before being attacked by the guardsmen himself. He was able to vox the Commissariat of the Zouvans' cowardice before a sergeant shot and killed him. As the Zouvans fell back towards Imperial positions,

Captain Vinyard of the Marines Malevolent opened fire on them and wiped the brigade out. The Captain then led his warriors in a full assault on the gate, capturing it after three hours of bloody fighting.

ORK REINFORCEMENTS ARRIVE

Despite such successes, the Orks were continually reinforced by fresh troops from the Fire Wastes, travelling across the Boiling Sea on more of the giant submersibles. Soon, Tempest Dock was choked with iron monsters that belched black smoke and disgorged thousands upon thousands of bloodthirsty Orks. Aircraft from Victorinius airfield on Phoenix Island launched a series of devastating bombing runs and transformed the docks into a burning pyre of twisted metal and Ork corpses, but it was too little too late. The Orks now had overwhelming superiority of numbers and launched a fresh counterattack. The Imperial forces were hurled back, unable to defend against this apparently limitless tide of chanting Greenskins, Killer Kans and Battlewagons. Heedless of their casualties, the streets were soon blocked with Ork corpses, but still they came on, clambering over the bodies of the fallen in their frenzy to reach the foe. No threat of execution could prevent the rout of the Imperial Guard and only the iron resolve of the Adeptus Astartes prevented the utter annihilation of the Emperor's armies. The bloodied and blackened

troops fell back to the Morpheon line, shell shocked and haunted by the battles they had fought. Every regiment involved in the fighting had been badly mauled, many suffering close to eighty percent casualties or more. There was to be no respite however, as Orks from the Black Slayers tribe pursued the Imperial troops and smashed into the Imperial defence line. More Orks began following their example and soon the fighting was no longer in the hive, but had spilled out into Imperial positions. Never was the fighting fiercer than at this moment, and for a long time the battle hung in the balance. Again, the courage and strength of the Space Marines steadied the troops and the defences held firm.

AN ONGOING CONFLICT

The Morpheon line is now compromised and the Orks have free reign over whole sections of the defence position, which have since been sealed and mined with high explosives. Yet more troops have been despatched to Tempestora and the battle has settled into a long-range artillery duel, with Imperial officers reluctant to order a full advance, remembering the horror of their previous attacks. The Orks continue to hold the majority of the Tempestora warzone and unless even more reinforcements arrive, it is likely that the Orks will soon overrun the defenders and spill into Armageddon Primus.

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, send waves of Tau Drones against deadly Chaos Space Marines, or command your Tau Fire Warriors and Kroot Carnivore squads against the invading Imperial Guard.

The battlefield is yours to command!

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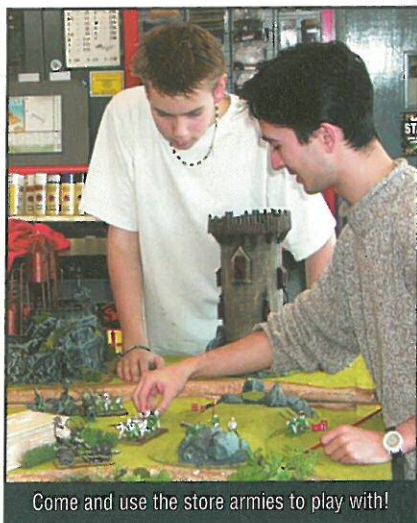
for your chosen force, making them invaluable guides for the budding general.

Collecting and painting your army are key points of the hobby. While you can play with an unfinished army, there is nothing to compare with 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 or Codexes, 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.
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- 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!

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 want 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

GAMES WORKSHOP STORES – OPENING TIMES!

If you want to know where your nearest Games Workshop store is then check the list below (stores marked with a green dot stock the full range of 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 40000 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.

Some Games Workshop stores have different opening times, or don't open on Sunday – please contact your local store for details.

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Every Games Workshop store is a centre for gaming, painting and modelling. No matter what your level of experience, from complete newcomer to experienced 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 suit you best.

This month, our stores are featuring the release of a brand new race for Warhammer 40,000. The technologically advanced Tau have arrived, and are the centre point of the Battle for the Eastern Rim on October 6th.

Some stores are unable to stay open late or open on Sundays.

Please contact your local store for details.



GAMES WORKSHOP STORES

What's going on at your local store?

BEGINNERS ALL DAY SUNDAY

Our Sundays are especially devoted to helping those new to the hobby. 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! To help those just starting, we run our special Beginners' programme, where we can help you take your first steps into the Games Workshop hobby.

You can learn everything you need to know to get started in the Games Workshop hobby, from learning the basic rules and controlling units, to painting miniatures and forming battle plans for your army.

If you're already a hobbyist, why not ask a friend to come along on a Sunday to introduce them to your hobby.

WARLORDS SATURDAY

Every Saturday our stores play a massive Warlords game. 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 gaming schedule. 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, bringing along whatever models you can, to join in the fun!

Saturday is also the day when new products are released, so make sure you're there to check out the latest new miniatures!

GAMES NIGHT THURSDAY EVENING

Most Games Workshop stores stay open late on Thursday's so that you can play your favourite games. Thursday's games feature team participation battles for you to take part in, painting workshops for those who know the basic principles and want to develop their painting skills, and a forum for gamers to talk about the hobby. Come down to your local store on Thursday to join in, particularly if you've just graduated from our Sunday Beginners' program.

VETERANS TUESDAY EVENING

Some Games Workshop stores run Veteran's Nights. They are aimed at older gamers with plenty of experience on the battlefield. You can play games against equally experienced Warhammer and Warhammer 40,000 opponents, share ideas about all aspects of your hobby and also play Games Workshop's more specialised gaming systems.

To play a specific game, check with the store to see if they have the space that evening and what scenery and boards they may be able to provide. Then just bring an army, and an opponent, and play!

THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

COME AND PLAY OUR NEW GAME!



With the imminent release of our new Lord of the Rings strategy battle game, we're offering you the chance to see the game of the film in action at a store near you.

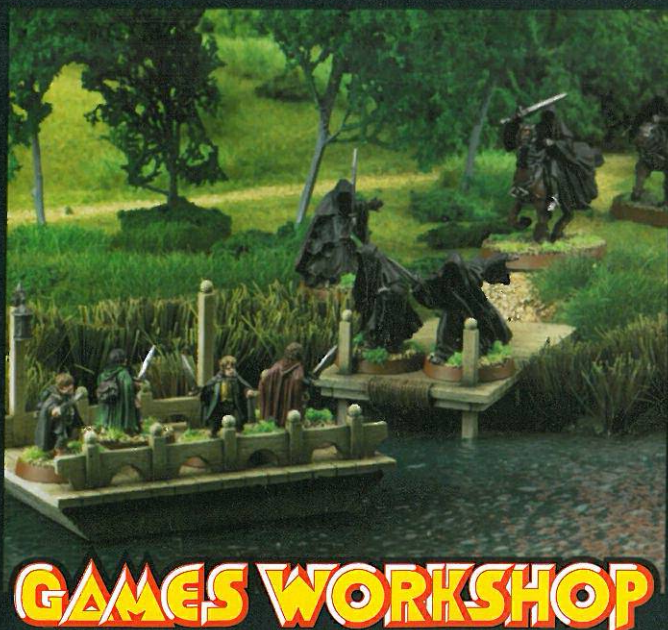
Every store is running a special preview evening on 17th October, showcasing the game that allows you to recreate the action in the forthcoming film.

Places are limited at this event, so please contact your local store early.

For those that miss this event, the good news is that from the 20th October our stores will be running introductory games for everyone to try out the new game.

Contact your local store for more details.

NEW LINE CINEMA
An AOL Time Warner Company



GAMES WORKSHOP

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*

Any rules queries, etc, will be shredded for Skaven bedding, so send them to the Roolzboyz at Games Workshop Mail Order, and not to Warhammer Chronicles.



Warhammer Chronicles

By Gav Thorpe

Welcome, fellow engineers! The hour of our greatest triumph is here, for this month Alessio Cavatore has returned from Altdorf, bringing with him news of the most powerful of the Empire's war engines, the mighty Steam Tank.

The Steam Tank Returns!

By Alessio Cavatore

One notable exception from the new Empire army book was the Steam Tank. Despite all the concerns of players wanting to field their beloved engines we always had a plan for this metal behemoth. The Steam Tank is the second in a range of extra models that will be released exclusively through White Dwarf. There are more to come in coming issues too so make sure you don't miss an issue!

Writing the rules for the new Steam Tank has been really quite difficult. The model is absolutely monstrous, huge! And it's so weird and different from anything else I have written rules for.

Well, such a great model certainly was screaming for special rules. It would have been a bit dull to simply make it into a very tough chariot and so I've embarked on this crusade to achieve something special and unique without going too wacky.

I have to admit that I wanted to make the Tank powerful; in my opinion it deserved to be something the enemy pays attention to. The risk, of course, was to make it too powerful and indestructible, therefore ruining game balance.

The machine you are going to read about on the following pages is the result of much work and play.

I'm confident that Empire players will like the Steam Tank, but I hope that their opponents will agree that this thing is about right for its points cost and that there are ways to neutralise it. Sure the Tank is scary, but it can be dealt with and it's very good against certain kinds of armies and not too brilliant against others.

But what are you waiting for? Delve in and have fun!



Protected within the armoured turret, the Engineer orders his Steam Tank forward.

BUILDING UP STEAM POINTS

At the start of each of his turns, before doing anything else, the controlling player must declare how many Steam Points (SP) his Steam Tank is trying to build up (ie, how much pressure he's going to create in the boiler). You can declare anything between 0 and 5 SP.

Roll a dice for each Steam Point you are building up and total up the results of the dice rolled. If the total is equal to or less than the Steam Tank's current Hull Points, all is fine and you generate the SP you wanted. If you roll above the current Hull Points, the SP are generated but something has gone wrong and you have to roll a dice on the Malfunction chart and apply any result immediately.

It is a good idea to place a dice on top or near the Tank to record how many SP it has available. As you use them throughout the turn, deduct the number of SP available by turning the dice so that it shows the SP remaining.

MALFUNCTION CHART

Dice Roll	Damage	SP
6	None	+1
4-5	-D6 Hull Pts	-1
2-3	-2D6 Hull Pts	-2
1	-4D6 Hull Pts	-4

USING STEAM POINTS

Steam Points can be used during the Movement phase to move the Tank or during the Shooting phase to fire the Tank's gun (or guns!). All unused SP are lost at the end of the turn in which they are generated, so use them all if you can!

Each action has a cost in Steam Points, as shown on the chart below.

Action	SP
Move forward (up to 3")	1
Move backward (up to 2")	1
Pivot on the spot (up to 90°)	1
Grinding (once per turn)	1
Fire hull weapon (once per turn)	2
Fire turret weapon (once per turn)	1

MOVING THE STEAM TANK

For each SP used 'moving forward' the Steam Tank can move 3" straight ahead. For each SP used 'pivoting', the Steam Tank can rotate on its centre up to 90° left or right. The Steam Tank can also move 2" straight back for each SP spent 'moving backward'. You can freely decide how to spend your SP,

RARE UNIT

EMPIRE CONQUEROR STEAM TANK..... 300 points

Profile	M	WS	BS	S	T	W	I	A	Ld
Steam Tank	-	1	4	6	-	-	0	0	10

Note that you may only include one Empire Steam Tank for every full 2,000 points in your army.

Equipment: The *Conqueror* version of the Steam Tank mounts a main cannon in the hull and a steam gun in the turret. It has 25 Hull Points. The Tank commander is armed with a repeater pistol.

Special Rules: Steam Tanks are Large Targets, Unbreakable and cause *terror*. Steam Tanks have a Unit Strength of 10. Steam Tanks count as neither chariots nor war machines and are therefore not deployed at the same time as the army's war machines.

mixing forward and backward movement and pivots however you like, as long as you have enough SP left. Remember though to save some SP for the Shooting phase if you want to fire any of the Steam Tank's guns.

All kinds of difficult terrain count as being impassable for the Steam Tank. On the other hand, Steam Tanks get to move through obstacles as if they weren't there (low walls, fences and hedges are no obstacles to the armoured might of the Empire!). In addition, after the Tank has moved through the obstacle, remove it from the table or, in the case of a very long obstacle (more than 6"), consider that a breach has been opened in it, wide enough for a unit (up to 6" wide) to move through.

SHOOTING

Once per turn, the Steam Tank can fire its hull-mounted weapon against targets in its 45° frontal arc (see diagram 1). This costs 2 SP and can be done even if the Tank has moved, as long as there are enough SP left.

Once per turn, the Steam Tank can also fire its turret-mounted weapon against targets all around. This costs 1 SP and can be done even if the Tank has moved, as long as there is 1 SP left.

Rotate the turret so that its gun is pointing towards the intended target. This is important if you are firing a gun that makes use of the Flame template, because it will determine the point where the template is positioned. If the turret is glued in place, just measure the distance of the barrel away from the turret in the intended direction and place the template there (basically, imagine that the turret has turned towards the target). The Steam Tank can fire both guns in the same turn, as long as there are enough SP left.

The Steam Tank can fire its hull-mounted gun and turret gun even when engaged in close combat. It can even fire them against the units engaged in combat with the Tank, provided that there are no chances of hitting friendly models, or enemy models that are in base contact with friendly models other than the tank.

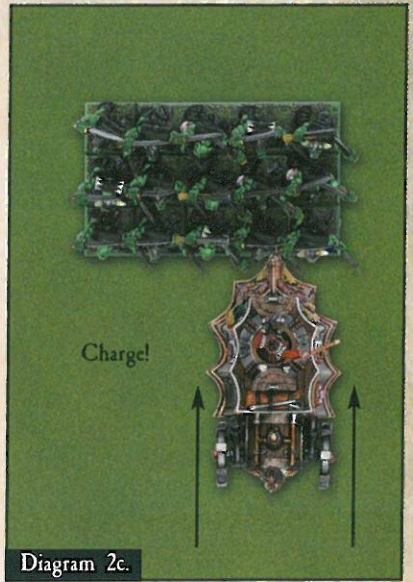
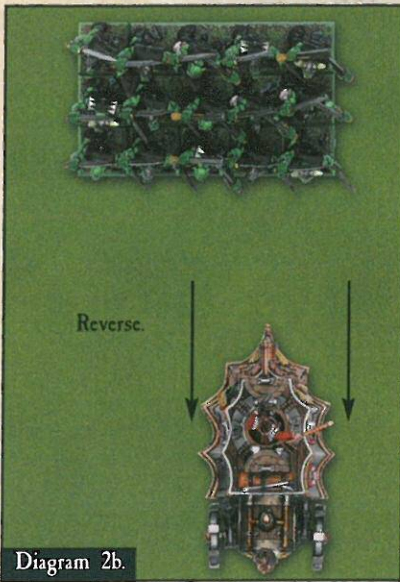
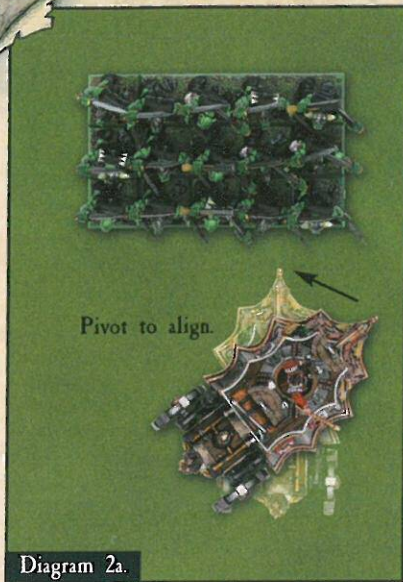
Remember that the Tank is a large target, so it can see over enemy troops and target enemies far away even when it is engaged in close combat.

If the Steam Tank is not engaged in close combat, the Tank commander can pop up from his hatch and fire his repeater pistol at the enemy (he has a 360° arc of sight and can see over intervening troops). When the Tank is in close combat the commander will not risk coming out and therefore cannot shoot, but he is allowed to stand & shoot with his pistol when charged. This is the only kind of charge reaction allowed to the Steam Tank other than holding its ground.



Diagram 1

The Steam Tank may only fire its hull-mounted weapon against targets within its 45° degree frontal arc.



CHARGING

The Steam Tank commander can see all around and over friendly troops, so he can declare a charge against any enemy unit in sight within a 360° degree arc at the beginning of its move. A charge is a move towards the intended target, and the Tank must charge the side of the enemy it mostly starts the charge in (see the normal rules for charges on page 46 of the Warhammer rulebook). The tank can charge by pivoting on the spot or even by reversing into an enemy unit if needed. Before moving towards its intended target, the Tank can pivot on the spot to line up with the target and

can even move backward before surging forward for the charge to gain more momentum and deal more damage (see diagram 2a, b and c).

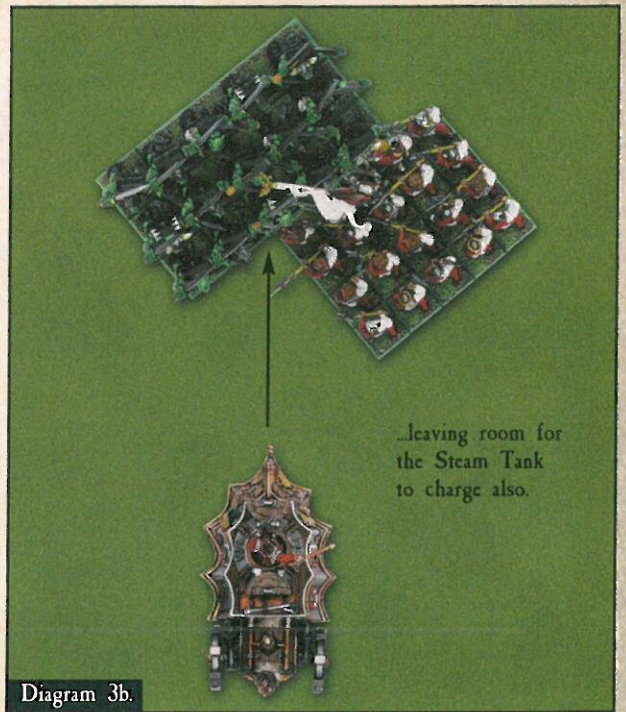
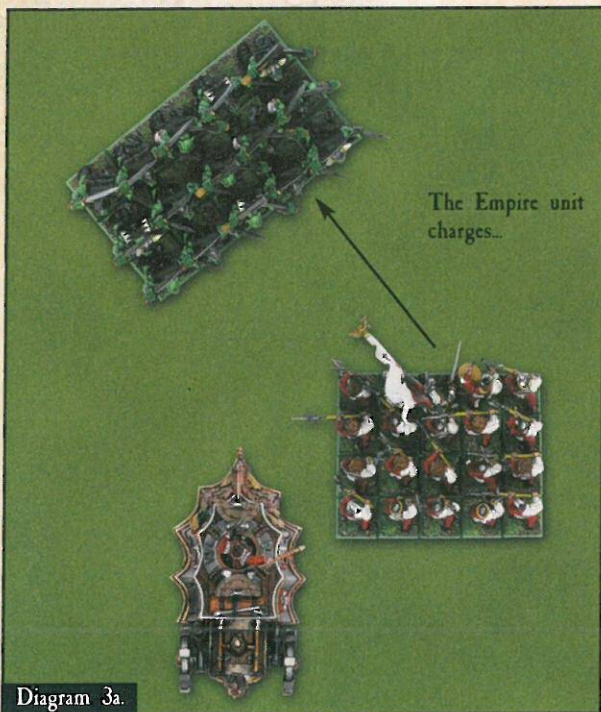
Eg, the Tank charges a unit 2" away on its left flank. It spends one SP to turn towards it, one SP to move backwards and then two SPs to charge 4" forward.

The Steam Tank causes D3 impact hits (same as a chariot's), plus D3 for each full 3" moved straight towards its intended target during its charge move.

The Steam Tank can freely move out of close combat. It can do this in order to charge another unit or even the very same unit it was engaged with (a classic

being spending 3 SP to move backwards 6" and then charging 6" forwards with the 2 remaining SP!).

A Steam Tank that is already engaged in combat from a previous turn can also declare that its only movement in that turn will be to make a Grind action against one of the units it's in contact with. This costs one Steam Point. The tank is not moved but the nominated enemy unit suffers D3 impact hits as normal. This simulates the tank moving around inside the unit, squashing enemies as it does so. Note that you can only spend one Steam Point to Grind and that you cannot execute any



other movement in the turn you Grind. Other Steam Points can be spent normally in that turn's Shooting phase.

Enemies who are lapping round a Steam Tank that moves out of combat or Grinds any unit are immediately moved back into their ranks.

If the Tank has declared a charge and then fails to reach its intended target, it must still move its entire movement towards the intended target. Its movement is not halved.

Normally a charging unit is aligned to the charged enemy after it has made contact, however the Steam Tank does not line up to the unit it has charged (see Diagram 3a, b and c).

Units of skirmishers and characters with a unit Strength of 1 or 2 cannot be charged by the Steam Tank, as they simply step out of the way of such a lumbering machine. If the Tank moves through one such unit/character, move the models aside the minimum distance necessary to let the Tank through. A unit of skirmishers that is split in two parts as a result of this must go back in a legal formation in its next Movement phase.

DAMAGING THE STEAM TANK

A Steam Tank starts the game with a number of Hull Points. When its Hull points are brought down to 0, the Tank has been knocked out and counts as a casualty. The model is removed from the table and the enemy scores an amount of Victory points equal to its full points value. If at the end of the game the Tank has less than half of its original Hull Points, the enemy scores an amount of Victory points equal to half of its points value.

SHOOTING AGAINST THE STEAM TANK

When shooting at the Tank, roll to hit normally (the Steam Tank is a Large Target), then determine if you have hit a 'Soft' part (the boiler, an open hatch...) or a 'Hard' part (armour plating).

To do this, roll a dice for each hit on the following table:

Location	Hard hit	Soft hit
Front	1-5	6
Flank	1-4	5-6
Rear	1-2	3-6

The Steam Tank has a front, flanks and rear as shown on the Diagram 4.

Note: The top of the Steam Tank is considerably less armoured, so all attacks, including magical attacks, that hit from above will automatically hit Soft. If the central hole of a template weapon is entirely on the tank it will also automatically hit Soft. Otherwise, they will cause a normal hit that has to be rolled on the Location table. The direction of the hit is the facing closest to the centre of the template.

Determine the damage (ie, Hull Points loss) caused by the hit by adding the following set of factors:

- the score of a D6
- the Strength of the hit
- the result of the dice for any multiple wounds it causes (if the attack does not cause multiple wounds, nothing is added)
- If you have hit Soft, subtract 8 from the total you obtained.
- If you have hit Hard, subtract 10 from the total you obtained.

That is:

$$\text{Soft hit damage} = D6 + S + * - 8$$

$$\text{Hard hit damage} = D6 + S + * - 10$$

Eg. An arrow shot by a bow hits Soft. It will cause $D6 + 3 + 0 - 8$ points of damage (the 0 is because the arrow does not cause multiple wounds). You will need to roll a 6 to score a single point of damage on the Tank.

A cannon ball shot by a Great Cannon hits Hard and causes $D6 + 10 + D6 - 10$ points of damage. It can cause from 2 to 12 points of damage on the Tank.

Note that Steam Tanks are immune to the effects of poison, so treat poisoned attacks as normal attacks.

MAGIC AGAINST THE STEAM TANK

The Steam Tank's huge metal mass is enough to scramble and block most magical energies. However, less subtle spells, those that deal physical attacks to their target, have a chance of inflicting damage to it.

No spells, friend's or enemy's, have any effect against the Steam Tank, except those that cause hits with a known Strength (all *magic missiles* and a few others such as the Comet of Casandra or the Foot of Gork). These spells are treated as normal shooting, with the ones hitting from above automatically hitting Soft, like stone throwers. Spells that deliver a hit with a known Strength and have a secondary effect as well (such as the Pit of Shades) work partially on the tank. Apply only the hits caused and disregard the secondary effects.

SPECIAL ATTACKS AGAINST THE STEAM TANK

Attacks that hit automatically must still roll to determine if they hit Soft or Hard. Hits that wound automatically must still roll to damage the tank as normal using the Strength of the creature delivering the hits.

For example, let's consider the 'Thump with club' attack of a Giant. The attack hits automatically (the tank failing its Initiative test automatically), but the Giant still has to roll to see if it hits Soft or Hard. Let's imagine it hits Soft. The Giant's club will therefore cause: $D6 + 6$ (his Strength) + $2D6$ (the multiple wounds it causes) - 8 points of structural damage against the Tank. An 'Eadbutt' attack (one automatic wound) hitting Hard on the other hand would cause $D6 + 6 - 10$ points of structural damage. No secondary effects, such as the 'Eadbutt's stunning, apply against the tank.

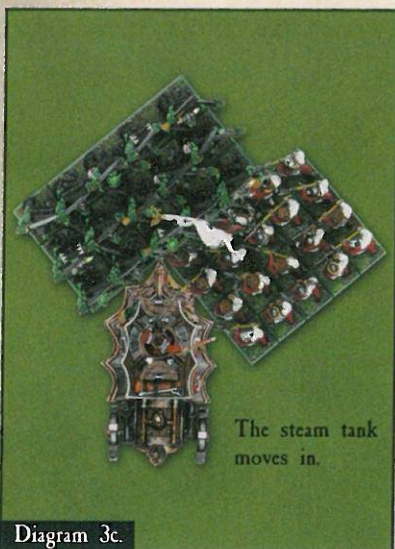


Diagram 3c.

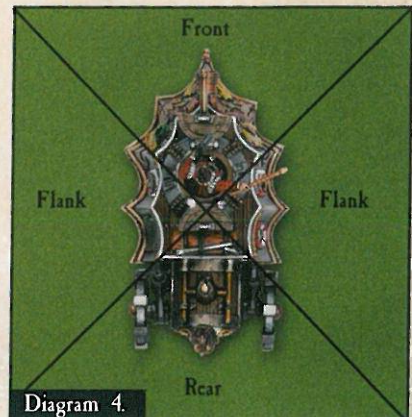


Diagram 4.



Diagram 5.
Models A and B are the only Orcs that cannot fight against the Steam Tank, because the projection of their base does not touch the Steam Tank.

CLOSE COMBAT AGAINST THE STEAM TANK

In close combat, enemies have the chance to concentrate their attacks on vulnerable parts of the Tank. The Steam Tank is considered to have a Weapon Skill of 1. All enemy models that are in base contact with the Steam Tank, or would be in contact by

projecting their bases forward as shown on diagram 5, can roll to hit against the Tank as normal. Remember to deduct the attacks of the models that have been killed by its impact hits if the Tank has charged in. If the enemies roll a hit, they hit Soft. If they miss, they hit Hard instead. Work out the damage they cause as per shooting hits.

Combat resolution is worked out as normal, counting each point of damage caused on the Steam Tank as a wound.

If the Tank loses the combat, enemies can lap around it as normal. Steam Tanks cannot make pursue moves, nor can they capture banners.

CHARACTERISTIC TESTS AND THE STEAM TANK

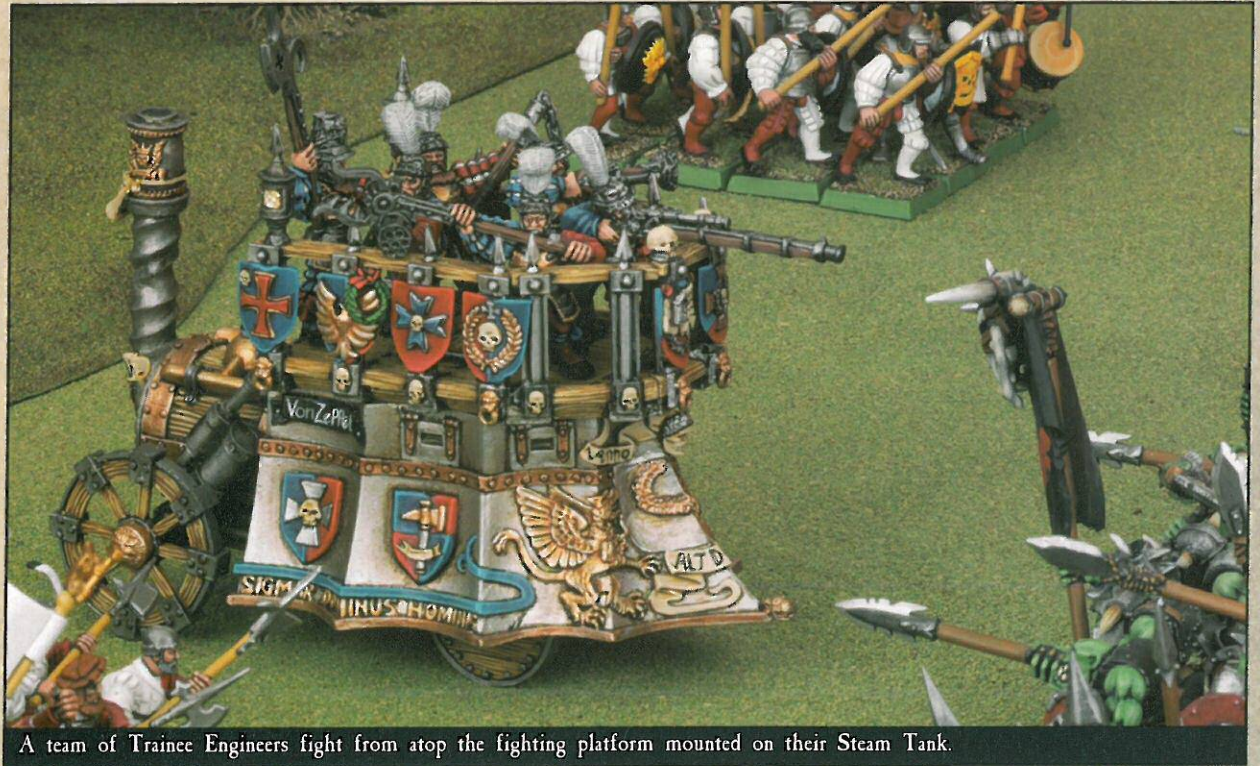
The Steam Tank automatically passes all characteristic tests it has to take, with the exception of Initiative tests, which it always fails (not being too good at dodging).

IMPACT HITS AGAINST THE STEAM TANK

Impact hits against the Steam Tank are randomised using the Shooting chart. Models causing impact hits against the Steam Tank suffer D6 S6 hits themselves.

NIGHT GOBLIN FANATICS AGAINST THE STEAM TANK

The Steam Tank does not stop moving when Fanatics are released. Move the Fanatics and then finish the Tank's movement as normal. If the Fanatics and the Tank come into contact, resolve the hits against the Tank as per shooting hits and then remove the Fanatic (squash!).



A team of Trainee Engineers fight from atop the fighting platform mounted on their Steam Tank.

The Steam Tank Tinker Chart

The *Conqueror* version of the Steam Tank mounts a main cannon in the hull and a steam gun turret (for a cost of 300 points and a total of 25 Hull Points), but many other variants are possible. The chart below offers players the possibility of mixing the different options to create their favourite variant.

You begin by buying the basic version, which is the 'ram' version, and then you may add one hull upgrade and/or one turret upgrade to your tank. Each upgrade has a cost in points and affects the amount of Hull Points the tank has.

Steam Tank	Pts cost	Hull Pts
Basic (no weapons)	250	29
Hull upgrades	Pts cost	Hull Pts
Main Cannon	+25	-2
Volley Gun	+50	-2
Mortar (no turret)	-50	-10
Turret upgrades	Pts cost	Hull Pts
Steam Gun	+25	-2
Fighting Platform	+120	0

STEAM GUN (TURRET)

This gun releases a cloud of steam on the enemy, searing flesh and boiling warriors alive in their suits of armour. The steam gun uses the Flame template and has the following profile:

Range	Strength	Damage	Saves
Template	3	1	-3

MAIN CANNON (HULL)

This works as a normal cannon, with the following exceptions.

Range	Strength	Damage	Saves
16"	8	D3	no save

If you roll a Misfire on the first Artillery dice, the cannon does not fire and you must roll on the Steam Tank Malfunction chart. Apply any result immediately. In addition to the effects listed, if you roll a 1 on the chart the cannon is destroyed, and if you roll a 2-3 on the chart, the cannon cannot shoot in the following turn.

The Steam Tank's main guns cannot fire grapeshot, but any enemy unit in base contact with the front of the steam tank when the main cannon is fired (ie, standing in front of the muzzle!) suffers D6 Strength 3 hits with a -3 armour save modifier from the overheated steam released.

ENGINEERS' FIGHTING PLATFORM (TURRET)

Profile	M	WS	BS	S	T	W	I	A	Ld
Trainee Engineer	4	3	4	3	3	1	3	1	7

Equipment: Light armour and hand weapon

The platform has six Trainee Engineers fighting on it. In addition, the Engineers are equipped with a series of different experimental weapons:

- A Hochland long rifle (see page 19 of the Empire book).
- A repeater handgun (see page 19 of the Empire book).
- A blunderbuss (move or fire, Flame template, S3, armour piercing).
- A hook halberd (requires two hands, +1 Strength, +2 Strength against cavalry models).
- A man catcher (requires two hands, confers the Killing Blow ability to the wielder).
- A ball and chain (requires two hands, +3 Strength on the first turn of any combat).

Special Rules: The Engineers ride in the Steam Tank in the same way as a character would ride in a chariot. Follow the rules on page 127 for Characters in Chariots, summarised below:

- The Engineers have a +2 bonus to their armour save, giving them a 4+ armour save.
- When shooting at the Tank, roll a dice for each successful hit: a 6 hits the Engineers, otherwise continue with the normal procedure for a hit against the Steam Tank.
- In close combat the enemy can choose to attack either the Engineers or the Tank.

The Engineers can fight normally against enemies in base contact with the Tank's front and flanks, but they cannot fight against enemies at the Tank's rear: Engineers armed with missile weapons must use their hand weapons when in base contact with the enemy, they cannot shoot in close combat. As long as the Steam Tank is operative, they count as Unbreakable, but if the Tank is destroyed, they scatter and flee (remove them). They always count as stationary and can therefore fire move-or-fire weapons even if the tank has moved. Every time an Engineer is killed, the Empire player decides which one to remove as a casualty.

VOLLEY GUN (HULL)

This works as a normal volley gun (see page 15 of the Empire book), with the following exceptions.

Hits from the gun are:

Strength 3, -1 save at long range;
Strength 4, -2 save at short range.

If you roll a Misfire on any Artillery dice, roll a dice on the Helblaster Misfire chart and one dice on the Steam Tank Malfunction chart. Apply all results immediately. Note that if you get a 'Destroyed!' result on the Helblaster chart, it applies only to the gun itself, not to the entire tank.

MORTAR (HULL)

This works as a normal mortar (see page 13 of the Empire book), except that the Steam Tank's Mortar has a range of 6"-24".

If you roll a Misfire on the Artillery dice, the mortar does not fire and you must roll on the Steam Tank

Malfunction chart. Apply all results immediately. In addition to the effects listed, if you roll a 1 on the chart the mortar is destroyed and if you roll a 2-3 on the chart the mortar cannot shoot in the following turn.

In addition, the Tank is equipped with two swivel guns. When the Tank is not engaged in close combat, the crew can decide not to fire the mortar and fire the two swivel guns instead (this does not cost any Steam Points). Treat the guns as handguns with a Strength of 6 that always count as stationary, even if the Tank has moved. They can be fired at targets in the Tank's flank and front arcs. Remember that the crew has a Ballistic Skill of 4.

Alexis Caratoa

BLOOD BOWL



"Hey Jim, have you heard what the Fanatic crew have been doing for our little old game of mayhem and destruction?"

"You don't mean the Lowdown Rats have hired more of those crazy ball & chain guys, do you Bob? Boy, I love it when those little guys go whirling round and round, knocking everyone for six!"

"No, Bob, I mean the guys in Games Workshop's Fanatic bunker. It seems that they've convinced the Mail Order Trolls to keep Blood Bowl available all year round, forever!"

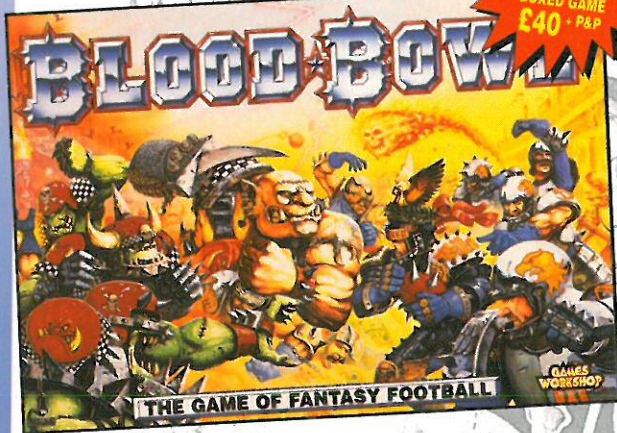
"Hey Jim, that's awesome news!"

"It sure is Bob, but it gets even better! You see, the Fanatic crew are going to be bringing out a magazine, expansions and miniatures and all kinds of other cool stuff for this crazy game of ours."

"Wow! I think I've died and gone to heaven, Jim. Come on, tell me more..."

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

FANATIC



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NEW TEAMS AND MINIATURES

One of the ways Fanatic supports Blood Bowl is by producing new teams and players, like our old friend Thrud pictured above. Details of the latest releases can be found at the Fanatic website, and the entire range can be found in the Blood Bowl section of the Games Workshop website.

Blood Bowl is Games Workshop's hugely popular game of fantasy football. If you've never played Blood Bowl and want to know what all the fuss is about, now is the perfect time to find out. As well as the main game, Fanatic produces a small but growing range of expansion sets for Blood Bowl. Phone Mail Order to order your copy of this great game.



BLOOD BOWL MINIATURES

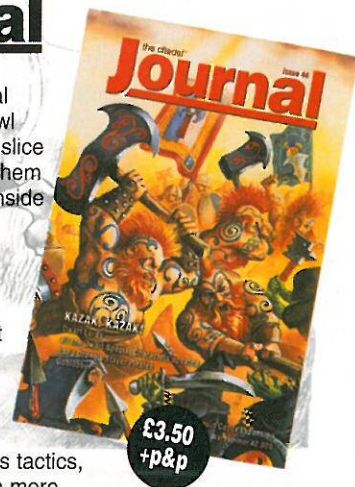
There is an extensive range of Blood Bowl miniatures available from Games Workshop Mail Order. These include all the teams and Star Players included in the Blood Bowl game, and much more besides! Phone Mail Order or check out the Blood Bowl section of the Games Workshop website for details.

the citadel Journal

The Citadel Journal contains Blood Bowl Magazine; a small slice of Blood Bowl mayhem cunningly hidden inside the pages of the Journal.

The Blood Bowl magazine will continue to support Blood Bowl by providing rules for players and teams when they become available, as well as tactics, previews and much more.

Fans of Blood Bowl magazine in a stand alone format need not worry as we will be doing a Blood Bowl annual, that will contain all the material found in the Journal as well as some brand new stuff.



LIZARDMEN

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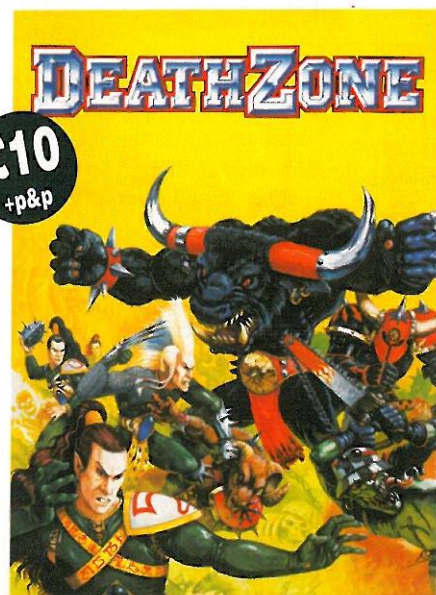
FBBM018



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Skinks £2 each (+p&p)

DEATH ZONE'S BACK!



£10
+p&p

This book contains **New Teams** – team lists, background information and special rules. **Blood Bowl Leagues** – training players, team management, organising and running tournaments. **Special Rules** – these allow coaches to add Apothecaries and Wizards to their teams.

The Death Zone rule book was originally published as part of the Death Zone box set. The box set contained Star Player cards, Special Event cards, Dirty Trick cards and magic spell templates. These are not included in the book. The rules for the cards have been replaced by new rules to be found in Blood Bowl Magazines issues 1 and 2. These can be found as free downloadable files in the Blood Bowl section of our website.

MORE TEAMS!

Blood Bowl teams are all still available from Mail Order. Below are the main race teams but Mail Order stock the entire range including Star Players and even second edition models!

Ring for details and prices or go on-line at
www.games-workshop.com

- Chaos All-Stars (Chaos)
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HOW TO ORDER

The Blood Bowl range is available direct from Games Workshop Mail Order, the on-line store or from our in-store Mail Order service.

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- Phone 0115 91 40000
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- Order on-line at: www.games-workshop.com/fanatic/
- Fax your order to: 0115 916 8002
- Post your order to:

Games Workshop Mail Order, Willow Road, Lenton, Nottingham, NG7 2SW
Enquiries: If you have any trouble getting what you want, 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.



Also for Inquisitor this issue: two new models and the rules for using them in your games, plus the concluding part of Creating Worlds, Gav's guide to running a campaign. Look out for more terrain making too.

EXTERMINATUS

Expanded Rules for Inquisitor
Exterminatus is our regular Inquisitor column, featuring new rules, wargear, special abilities, etc. This month is a bit different, as Gav explains about the forthcoming Exterminatus magazine and the exterminatus.com website.

THE FUTURE...

Well, Inquisitor has been around for a while now and appears to be settling in nicely. But what happens next? Lots of cool stuff is the short answer.

No doubt you will have already noticed the new characters and conversion pieces available from Mail Order. There'll be plenty of these to come, and Fanatic will be taking Inquisitor under their protective wing full time, producing more characters, conversion pieces, weapons sprues and bits box fillers. Enough to keep the most enthused modeller happy until their old age.

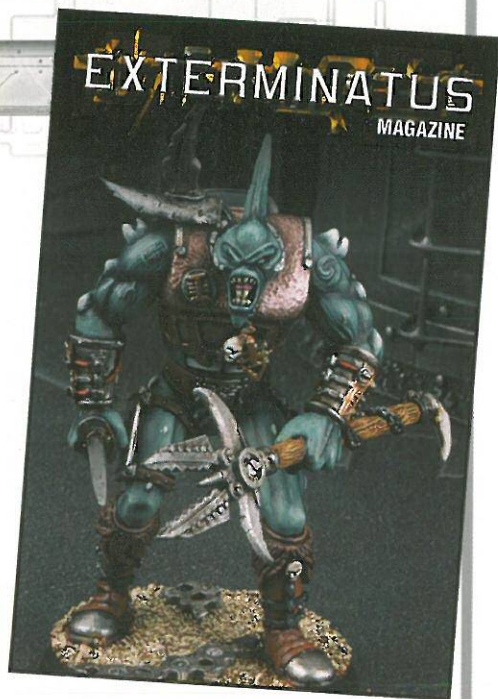
Also, the Fanatic presses will start rolling out the first Inquisitor-related magazine. That's right, Exterminatus will become a publication in its own right. Exterminatus the magazine will contain all the rules for the Fanatic

characters being released (the first being an Alien Bounty Hunter!), as well as additional skills, wargear and all manner of other rules that you've come to expect from Exterminatus. Also, there'll be painting guides (Exterminatus will include extra colour pages) for all the new characters, plus modelling workshops and terrain articles too.

But don't think that just because Jervis and his crew have jumped on board you'll stop seeing Inquisitor in these pages. We plan to bring you more excellently converted and painted Inquisitor characters, plus another battle report or two in the next few months. Quite simply, the Inquisitor hobby is taking on a life of its own and as such deserves its own magazine.

And that's not all. The more digitally-minded Inquisitor fans will be aware of www.exterminatus.com, the Inquisitor website, which is only just starting to realise its full potential, but will get there with your help. While White Dwarf and Exterminatus magazine will concentrate on the modelling and rules aspects of Inquisitor, exterminatus.com will focus on the scenario and campaign aspects of the game. We hope to build up the website into a valuable resource for GMs across the world.

This resource is split into two categories for ease of navigation and to maintain everyone's sanity. Firstly, there is the Archives section containing background material. This is from a Warhammer 40,000 point of view rather than from a perspective in our world, and so comprises reports, stories, maps and so forth. This is the stuff your Inquisitor characters might come across and know. The second part is the GM-only Forbidden Zone. This contains 'real world' material such as scenario notes, campaign plots, player



briefings and so on. As you'll see from the spoiler warning at the front of the Forbidden Zone, this information is for GMs only (although some of it may well be passed on to players).

The rather fun way we've decided we can do this is by building up distinct 'settings' – by star system really. So you'll find that both types of information are categorised by where the action takes place, with the GM material further broken down by the campaign name that it pertains to.

All in all then, the future of Inquisitor is looking rosy. Ultimately, it'll be up to us players to make sure that it continues to thrive as a hobby – the website and Fanatic need input from you lot, so if you have a great character you want to show off, or are running a campaign you think the rest of the galaxy should know about, then don't be shy!

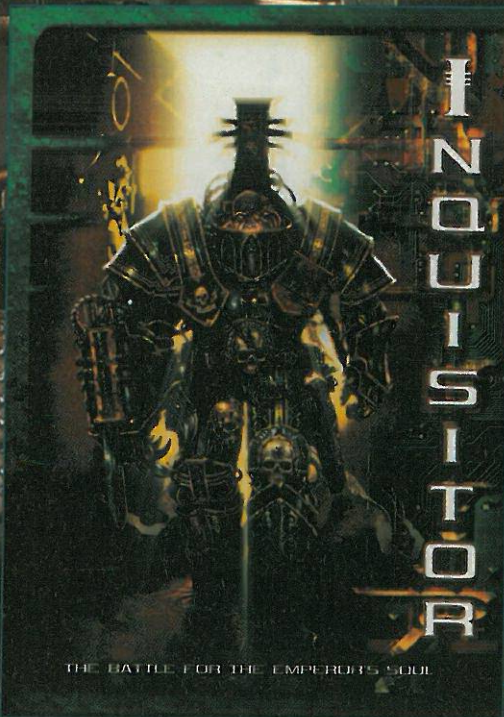
Well, on with this issue...



Screen shots from the exterminatus.com website.

THE BATTLE FOR THE EMPEROR'S SOUL

Across a thousand worlds, the unseen Inquisitors of the Imperium stalk the deep shadows of reality. With utmost authority, the Inquisitors walk unhindered in the darkness, purging their enemies, destroying aliens and furthering their own insidious schemes. A single word from an Inquisitor can doom an entire world. But with that power comes horrific danger...



THE BATTLE FOR THE EMPEROR'S SOUL

Inquisitor is a large scale narrative skirmish game set in the dark world of the Imperium's most covert and mysterious agents. Using beautifully crafted 54mm models, each player takes the role of an Inquisitor and his warband as they clash with the enemies of humanity, alien forces and frequently other Inquisitors!

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- Rules for Inquisitor, a large scale narrative skirmish game.
- Comprehensive armoury and details of many special talents, abilities and psychic powers.
- Extensive guidance for gamesmasters and players.
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A vicious killer from the mean streets of Hive Primus on Necromunda, Damian Bloodhound fell from being one of the Emperor's loyal servants to a fugitive from Imperial justice...

The Schola Progenium is a vast, galactic-wide organisation that schools the offspring of loyal Imperial servants in preparation for the day that they will take their place in serving the Emperor. Many of these children grow to become officers in the Imperial Navy or Commissariat, while others rise to become the Princesps of the mighty god-machines in the Titan Legions. But others have talents that would best serve the Emperor by enforcing His laws upon its citizens, and join the ranks of the Adeptus Arbites, the Judges.

The Judges are the ultimate enforcers of the Emperor's law, faceless, incorruptible and utterly without mercy. They are the first line of defence against rebellious planetary governors and their very presence is often enough to quell any disloyal thoughts among a truculent population. Members of the Adeptus Arbites never serve on their home world or even worlds within a dozen light years of their home. Such detachment from the citizens they police is an integral part of their

authority. None dare flaunt their power, and only the strongest, most dedicated and ruthless individuals will survive the training to become fully-fledged Arbitrators.

The son of a colonel in the 96th Connacht Rangers, Damian was placed at an early age in the Schola Progenium to be trained in the ways of an Imperial officer. His tutors quickly discovered that the boy had a natural flair for firearms and excelled in all matters martial. He seemed an ideal candidate for the Adeptus Arbites, though few amongst his childhood tutors could have guessed the path his life would ultimately take. A leader in all his classes and regularly the most proficient in every area of training, Damian was in all respects a model student. Eventually he was to take his place amongst the ranks of the Adeptus Arbites on the hive world of Necromunda, displaying a talent for the hunting of criminals that bordered on the uncanny. From the scene of a crime, Damian could divine things about the perpetrator that other investigators could not, getting inside their mindset and predicting their behavioural patterns. This talent did not go unnoticed and he soon earned himself the nickname 'Bloodhound' when he achieved a hunt and capture rate of 93%. That most cases were closed by the

perpetrator's death was seen as a necessary adjunct to the Arbitrator's duty and though some said that Damian's methods were too heavy handed, they were ignored.

As the years passed, Damian became a feared man in the Badzones, though his constant immersion in the stinking underbelly of the hive was taking its toll on his physical and mental health. He became addicted to an illegal drug known locally as Crash, a cocktail of Spur, 'Slaught and dozens of other impurities. For a while this remained undetected, until his growing dependence on the drug forced him into an ill-advised pact with an underhive gang leader named Jerzek Fallon. Damian would secretly hunt down criminals with a bounty on their head and allow Fallon to claim the reward in return for a regular supply of Crash. Fallon ruthlessly exploited Damian's addiction to further the growth of his burgeoning drugs empire, forcing the Enforcer to turn a blind eye to Fallon's illegal activities.

This state of affairs could not continue for long and, thanks to Fallon, Damian's superiors soon discovered his addiction and lawbreaking. There is nobody the Arbites hate more than one of their own who falls from grace and there would be no mercy for Damian. A



Damian Bloodhound

combat team came for him, but he fought his way clear of the trap, killing three of his former comrades in a bloody gunfight. There was no going back for Damian and he was forced to flee into the depths of the hive, taking only his combat shotgun and auto pistols. The Precinct Judge despatched execution squads to hunt down and kill the rogue Arbitrator, but Damian evaded them all, hunting the hunters, and only a handful returned to the Court House alive. Time was running out for Damian. He knew he could not remain on Necromunda much longer, so he secured passage on a smuggling ship leaving the system. Before he left the hive world, he had one last task to take care of and, next morning, the beaten corpse of Jerzek Fallon was discovered outside Damian's former precinct house, a dozen Crash injectors stabbed through his neck.

Damian found refuge in the wilderness zones between Imperial worlds, earning his passage by working as a bodyguard to various unscrupulous mercenary traders and

smugglers. His skill as a hunter became a valuable commodity on the frontier worlds, where those with guns and the will to use them were a law unto themselves. With an Imperial death warrant issued on his head, Damian knew he was walking a fine line himself. How long would it be before someone came looking for him?

His reputation for brutality and always bringing in his prey spread amongst the lawless worlds of the Imperium and soon his talents were much in demand. He brought in the notorious renegade Monglor Ogryns, shot 'Mad' Kelman Bauer of Shannon's Reach in a gunfight and successfully captured the seductive Barbaris twins. His methods were brutal and uncompromising. The ruthlessness and skill at hunting fugitives, once used to serve the Emperor, was now employed to line Damian's pockets. Unwilling to relinquish his Arbites shotgun, he was forced to manufacture specially designed 'hand loads', ammunition so lethal it was outlawed on many

civilised worlds; hydraulic shock shells, expanders and amputators.

It was certainly true that where a criminal was wanted dead or alive, Damian would nearly always bring in his prey dead, but that didn't seem to matter to any of his employers. The news that Damian had been given the job of hunting them has caused more than one miscreant to give himself up rather than suffer at the hands of the renegade Enforcer. His reputation soon became as much of a hindrance as a help, and many times in the following years, Damian has fought off bounty hunters tasked with bringing him in. Despite this, Damian has continued to live the life of the bounty hunter, never staying in one system too long, always on the move and always sought by employers and killers alike. On several occasions, Inquisitors have employed his hunting skills, but Damian never remains with one employer for long, as it is only a matter of time until his true identity would be revealed.

Damian Bloodhound

Equipment: Two auto pistols with 3 reloads each (these weapons have been extensively tooled by Damian, giving them an accuracy modifier of +10%); flak armour on all locations except head; 3 stun grenades; Inhaler with 5 doses of Crash (see below); Arbites pump action combat shotgun with laser sight – as well as ordinary ammunition, Damian has the following ammunition types for his shotgun:

12 Scatter shells

6 Expanders – these shells are manufactured from a highly compacted alloy that expands rapidly upon impact, blasting huge exit wounds in the target (Expanders do 2d6+2 points of damage and combine the effects of dum-dums and man stoppers);

3 Hydraulic Shock shells – these bullets are fired at far higher speeds than normal and are designed to cause hydraulic shock to the target, dragging the blood from the heart (as well as normal damage, any location hit by a Hydraulic Shock shell will immediately start bleeding, but at the increased rate of D6 damage points per turn);

2 Amputators – designed to explode on impact, these shells are lethal when used against unarmoured targets (if an Amputator hits an unarmoured limb or head location and causes maximum damage on the dice roll, that limb or head is destroyed, causing an instant Crippled result to the location hit: increase the character's injury total to the minimum amount of damage to achieve this).

Special Abilities: Ambidextrous, Fearsome, Force of Will, Gunfighter, Quickload, Subdue.

Hunter: Damian's preternatural skill in hunting down lawbreakers gives him a +20% to his Initiative when taking any checks for Awareness.

Crash: A cocktail of 'Slaughter and Spur', this drug produces a short-lived burst of energy, combining the beneficial effects of both, but with correspondingly nasty results if over-used. Each dose only lasts for the turn it was activated. In the Recovery phase, Damian must pass a Toughness test or suffer D6 damage points. In addition, if Damian fails the test by 40% or more, he must cross off an injury box on his chest location. Every time Damian uses Crash after the first time, his Toughness is reduced by 10% for the purpose of this test.

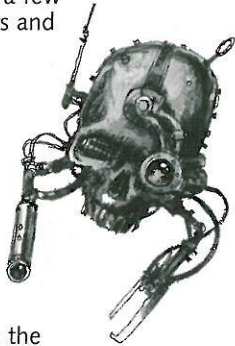


	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Damian Bloodhound	52	71	56	59	66	74	62	76	70

Inquisitor author Gav Thorpe concludes his look at creating your own campaign settings this month, looking at the overview and structure of campaigns...

In this final part of the series, I will round off by talking about one of the most vital parts of any campaign settings – the campaign plots.

I've touched on a few ideas about plots and coming up with scenarios and campaigns both in Inquisitor itself and in the earlier articles of this series. This month I'll be finishing off by examining how to combine the various elements of characters, NPCs and locations into a workable campaign plot. To do this, I like to use the idea of the TV season and the plot tree.



TV INSPIRATION

Graham, Phil and Rowland, who run our Studio campaigns, came up with an interesting way of plotting a campaign or series of campaigns. They took their model from TV series such as Babylon 5 or Buffy the Vampire Slayer. Each episode is a stand-alone story in its own right, but contains threads which tie into a greater plot. In Inquisitor terms these are divided into seasons (campaigns) and episodes (scenarios). As there is continuity from season to season, you also create continuity from campaign to campaign. This also means that you can bring in extra players for the one-off scenarios if you like, without them having to participate in the entire campaign.

WHERE TO BEGIN?

Oddly enough, the best place to start plotting a campaign is at the end. It is much better to know where you want to end up, and then work your way there, then it is to have a starting point which could lead anywhere. This also helps to ensure that your campaign has a suitably satisfying and climactic ending, rather than dribbling away into obscurity. Once you have the ending, you can work your way backwards from there, working out each stage in turn so that you'll know what is required to move the campaign along.

CREATING WORLDS

INQUISITOR CAMPAIGN SETTINGS PART 4

As this is Inquisitor, your ending will probably revolve around some kind of showdown between the various interested Warrior bands, and possibly involving some NPCs. You need to decide where this will be set and who will be involved. Most importantly, decide in advance what will be the different results depending on who wins. If you think about this beforehand, you can tell the player the 'results' of the campaign and the aftermath of the final battle as soon as possible, rather than having them hanging around to see what happens. Also, when it comes to actually playing the final scenario, make sure that the players, through their briefings, are fully aware that this is it, the 'end-of-season' finale!

MAKING A PLOT TREE

So, what you have to do is:

1. Decide on where the campaign will end up
2. Work out the various stages which the players will have to go through in order for this to happen.
3. Work out the details of the scenarios to allow the players to get through the build-up stages.

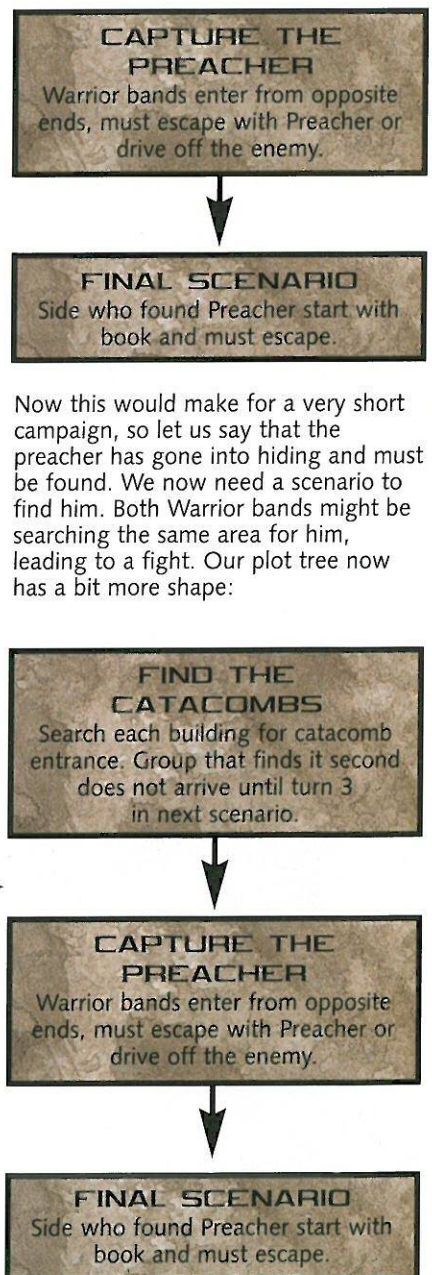
Now this is where your plot tree comes in handy. Those of you who have played tree campaigns in Warhammer or Warhammer 40,000 will sort of know what I mean here. A plot tree is simply a kind of flow chart which shows how the various scenarios will affect the overall outcome of the campaign. Each scenario is listed in order, and from each of these you determine the relevant results. For example, if a certain player wins the first scenario, this will determine what is done in the second scenario. A sample plot tree is probably the easiest way to show this.



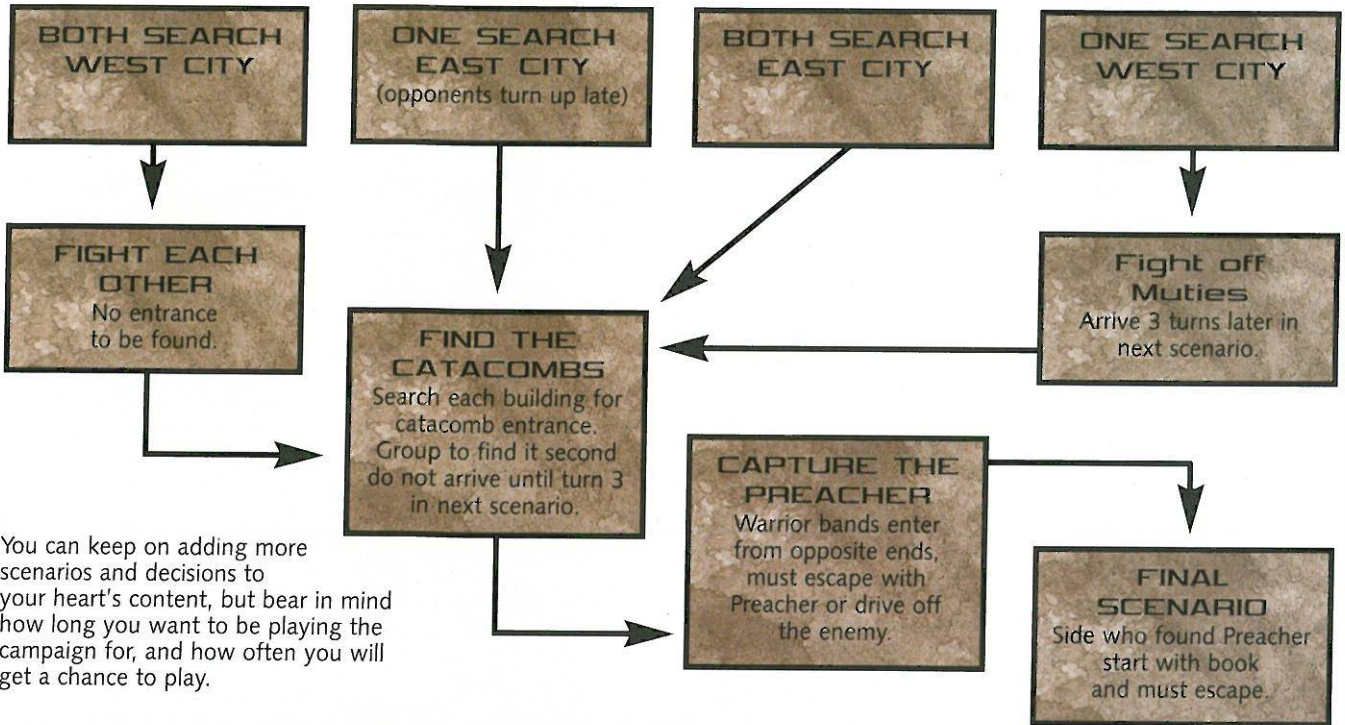
Let's take a very simple plot. Two warrior bands are fighting over possession of a book of ancient secrets. Working backwards from here, we can

see that to get to this point, they will need to find where the book is. Let's say that an old preacher on the world knows the location of the book. Okay, so we have a scenario revolving around the preacher. Whoever gets the preacher gets the inside track to finding the book.

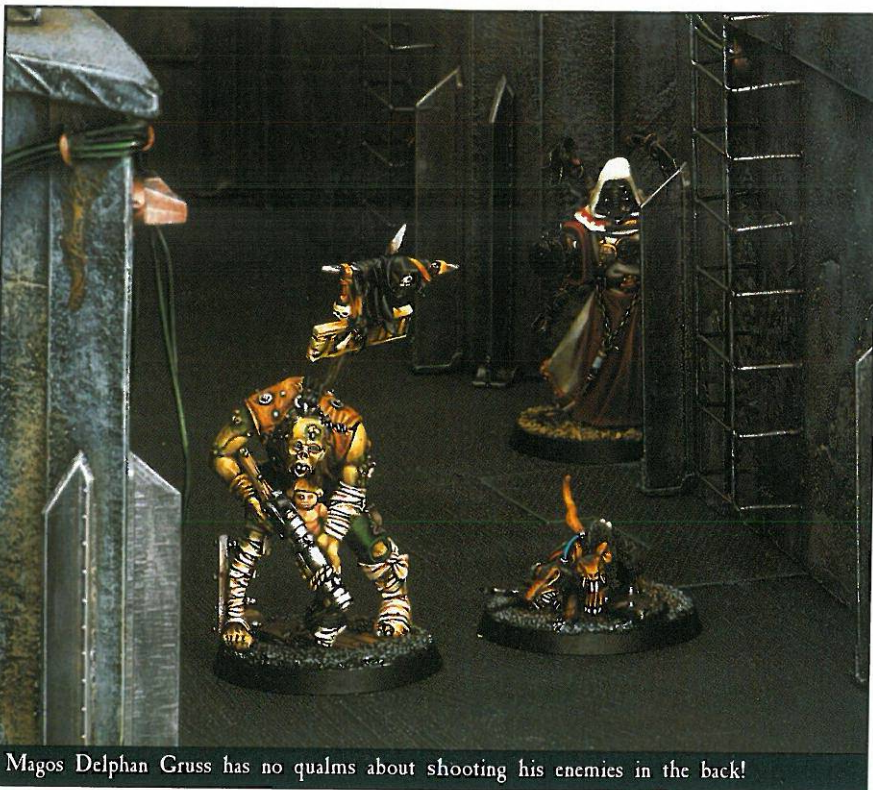
Our plot tree looks like this:



To add a bit more interaction you can introduce decisions within the plot tree which will lead it down one path or the other. In our campaign, we might ask the players to make a choice of two areas they want to search for the preacher. If they both search the same area, you get a fight between them. If they search a different area you should put them up against an NPC force. Our campaign is looking more complex and interesting now.



You can keep on adding more scenarios and decisions to your heart's content, but bear in mind how long you want to be playing the campaign for, and how often you will get a chance to play.



Magos Delphan Gruss has no qualms about shooting his enemies in the back!

ONLY A FRAMEWORK

Your plot tree only provides the bare bones of the campaign, you'll need to flesh it out, both at the start and during the course of the campaign. For a start, what written material, in the form of briefings and updates, will you need to provide the players with? How are you going to present them with any decisions that need to be made and what information do you give them regarding which might be a better course of action? You should also think about how much time will pass between scenarios, for the purposes of injury recovery, training, etc.

The other good thing about a plot tree is that rather than stifling spontaneity, it allows you to fit good ideas within a wider framework. You might decide to drop some clues in regarding possible future scenarios, which you may or may not add in later. In the example above, the players may not even know they are looking for the book at the start of the campaign, but will find out over the course of the first couple of scenarios...

From humble beginnings on the world of Chiros, Jan van Yastobaal was to become one of the most famous men in the Segmentum Pacificus until boredom and political forces forced him to become a Rogue Trader.

Born during the turbulent times of the Plague of Unbelief, when Cardinal Bucharis attempted to carve out his own domain to the galactic west of Terra, Jan van Yastobaal made his name by famously resisting the Apostate Cardinal's forces when they first landed on Chiros and attempted to seize his family's lands. From this one act, his reputation would grow until it was known across the entire Segmentum. Chiros itself was a wealthy world, covered in lush forests, continent-sized lakes and its beauty was famed across the sector. Its populace numbered only a few million, most of whom were involved in the production of rejuvenating elixirs, fine furs and rare narcotics created from its natural flora and fauna.

Bucharis expected the planet to quickly capitulate to his armies, believing that the pampered inhabitants would surrender rather than see their world destroyed. Troops from the Cardinal's army landed at the height of the Chirosan summer and quickly seized control of communication centres and the planet's only spaceport. Detachments of troops spread throughout the surrounding countryside, seizing the estates of the wealthy families to swell the Cardinal's coffers. One such detachment arrived at the gates of the Yastobaal clan's estates and demanded entry. Jan van Yastobaal was well known as an impetuous young man, full of the fires of youth and had only recently taken up the family greatsword to assume the role of clan

patriarch. Together with his bodyguards and armed family retainers, Jan met the detachment's commander at the gates and declared that he would only open the gates to a man of the Emperor, not the lackey of some upstart cardinal with no more sense than a bull grox.

Outraged, the commander reached for his pistol, but before the weapon had even cleared the holster, Jan swept up the Yastobaal greatsword and beheaded the man. A bloody battle erupted over the Yastobaal lands, which saw Jan and his men killing every one of Bucharis' troops. But Jan's victory was not without cost: the estate was in ruins and the Yastobaal mansion in flames. Salvaging what weapons and supplies he could from the blazing mansion, Jan led his ragtag force into the forests and mountains of Chiros. Word of the battle at the Yastobaal estates spread to the other clans and within days every family was resisting the Cardinal's troops. Jan led his army in hit and run attacks, wreaking havoc in the invaders' rear. Supply trains had to be guarded with triple the amount of troops and every enemy camp was kept in a state of exhaustion by deadly accurate sniper fire. Inspired by Jan's acts of reckless bravery, more and more of Chiros' populace flocked to join his growing guerrilla army. Armed with deadly hunting rifles and an intimate knowledge of every hunting trail and secret lodge, the people of Chiros became an invisible army that could not be decisively engaged.

The morale of the invaders plummeted and reports came daily to the Cardinal of the Chirosans' continued resistance. The name of Jan van Yastobaal became a rallying cry to the people of Chiros, a living symbol of

their defiance of tyranny. Anxious to nip this troublesome rebellion in the bud, Cardinal Bucharis despatched teams of hired killers to murder Jan, but none could discover the lair of the charismatic leader and none were ever seen again. Bucharis then sent three companies of soldiers to reinforce the army on Chiros, firmly believing that he would soon be hunting the game that ran freely in its forests. The reinforcements fared no better than those troops who had fought on Chiros for the last seven months, and when a suicide bomber charged into their camp and killed the army commanders, morale collapsed completely. Jan accepted the surrender of Bucharis' troops on the last day of summer and personally supervised their withdrawal from Chiros.

Jan was hailed as a hero and offered the role of planetary governor, but he refused, saying that so long as other worlds suffered under the heel of Bucharis, he could not accept such a position. Jan then went on to fight on worlds such as Guryan, Dolsia and Methalor, each time employing the skills he had honed on Chiros to deadly effect. His reputation as a freedom fighter and hero of the people spread far and wide, the tales of his bravery and nobility growing wilder and more exaggerated the further they travelled. When Bucharis was eventually cast down, a wave of popular acclaim united behind Jan van Yastobaal and swept across the worlds he had helped to free. With the Emperor's peace restored to the Segmentum, members of the Administratum travelled through the liberated systems, each time hearing more tales of this remarkable man. Eventually, senior members of the Administratum



Jan van Yastobaal

journeyed to Chiros and met Jan, finding a man now restless at the prospect of peace, brutalised by the long years of war against Bucharis. His life was now grey and colourless, and only the prospect of battle and exploration lifted his foul moods.

The Adepts quickly realised that Jan van Yastobaal was a loose cannon and that, in time, he could potentially be very dangerous to the continued stability of the region. True, he was a hero of the people, but how long would it be before he began suspecting loyal servants of the Emperor of the same treachery as Bucharis? Clearly Jan could not be allowed to remain in such a position but he could not simply be executed as his fame and popularity had spread too far for such a crude solution. To placate the swelling desire of the masses to see Jan rewarded, the Adepts hurriedly bestowed the title of Honourary High Lord of Terra upon him. It was also decided that Jan van Yastobaal would be granted a trade licence and offered a small fleet of starships with which to explore the stars on the Eastern Fringe. To the Adepts' relief, Jan eagerly accepted the commission as a rogue trader and within a month left

Chiros for the last time, taking an entourage of his faithful retainers who had fought alongside him during the Plague of Unbelief.

Jan took to the life of a rogue trader with relish, the danger and thrill of venturing into the unknown the only thing that could now lift him from the debilitating depressions that would plague him in the long periods of travel between worlds. Centuries passed in realspace as the fleet journeyed through the warp, Jan and his followers becoming fabulously wealthy as they discovered and plundered alien worlds and ancient civilisations that had remained undisturbed for millennia. Jan's methods became more and more at odds with his reputation as a man of the people and soon his followers began deserting in droves, alarmed by his violent mood swings and cavalier attitude to danger. Soon all that was left of Jan's original fleet was his flagship, the Veritas, and a small cadre of his most loyal supporters. These people were not Jan's friends, they were united only in their greed and belief that Jan could make them even wealthier than they were already.

Cut-throats, renegades and desperadoes; rogues who would kill a man for the laces in his boots were all that remained of Jan's once proud contingent, and their mission had become one of simple plunder rather than exploration in the Emperor's name.

Physically, Jan was also a shadow of his former self. On Mercia, his lungs became afflicted with a cancerous blight that left him coughing blood, and a lost bet with slavers from the Perdur Rift cost him his right eye. He eventually became heavily dependent on life-prolonging drugs obtained from the Hrud, and his mood swings became more violent than ever. In a bar on the lawless world of Shannon's Reach, he was only saved from losing the family greatsword in a rigged game of Preacher's Virtue by blasting his opponent with his digital needler under the table and fighting a path to his shuttle. A wanted man in a dozen systems, Jan was forced to venture further and further into the Eastern Fringe, passing beyond the reach of the Astronomican and Imperial sight. His current whereabouts, or even if he is still alive, are a mystery, though wherever he is it is certain he is causing trouble.

Jan van Yastobaal

Equipment: Flak armour to abdomen, chest and arms; refractor field; one haywire grenade; advanced bionic eye with motion predictor; autopistol with 2 reloads; digital needler with hallucinogen toxin; digital laspistol; master-crafted plasma pistol; the Yastobaal greatsword.

Master-crafted plasma pistol: This functions as a normal plasma pistol with the exception that firing it is not a risky action and it only takes two turns to recharge.

The Yastobaal greatsword: This weapon has been in the Yastobaal clan for generations and the young scions of the clan are taught to wield it from an early age. The Yastobaal greatsword follows the rules for great axes although it has a reach of 3 and Jan does not suffer any penalties for having a Strength of less than 75. If he uses the greatsword one-handed, he suffers the half-strength penalty as normal.

Special Abilities: Deadeye Shot, First Strike, Heroic, Leader, Nerves of Steel.

Lung blight: In the Recovery phase of any turn where Jan either runs or sprints he must take a Toughness test. If he fails the test he counts as Stunned for the next turn as he is wracked by burning pain in his lungs and coughs up blood (note that Jan is not knocked prone by this). He may act as normal after this, though if he runs or sprints in subsequent turns, he will have to test again in the Recovery phase.

Hrud panacea: Once per game Jan can spend one action administering a dose of the Hrud panacea. This elixir's effects last for D3+1 turns and during this period it renders him immune to the effects of the Lung Blight and increases his Strength and Toughness by +30%. It also has the effect of reducing his Damage points total by D10 and one injured location (chosen at random) is healed back one Injury level.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Jan van Yastobaal	71	70	55	58	68	66	77	89	95



SKULZ

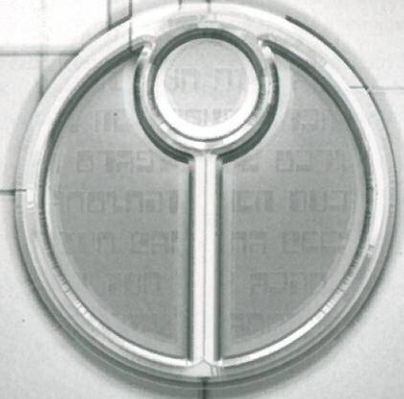
DOUBLE SKULZ 30TH SEPTEMBER

The current SKULZ scheme is coming to a close at the end of September. To give everyone the opportunity to collect as many stickers as possible before the closing date, double SKULZ will be available all day on Sunday 30th September 2001. So each £10 spent will get you two SKULZ instead of one! If you are going to be at Games Day on Sunday 30th don't worry, double SKULZ will also be available on all purchases there. All offers subject to availability.

SKULZ REDEMPTION EXTENSION

The SKULZ redemption deadline has been extended to 30th November 2001. So you now have extra time to choose what you want and send in for your SKULZ gift. All prizes subject to availability.

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WARHAMMER

ARMOURED MIGHT

Anthony Reynolds reports on a bloody battle as the forces of the Empire, augmented by the fearsome Cursed Company and the indomitable new Steam Tank, fight against the noble knights of Bretonnia.

With all the new rules, army lists and models that have come out recently for Warhammer, the main dilemma we had for this month's battle report was deciding which new stuff was going to be used. The suggestion "Use 'em all!" was shouted, and we thought why not? With the newly updated Bretonnians, the eternally doomed Cursed Company and the colossal, brand spanking new Steam Tank, we had the makings of an unusual battle report.

Commanding the noble Bretonnians is Warhammer über-tactician Alessio Cavatore. The veteran Games Designer was heard before the battle imploring the Lady of the Lake for her divine aid – some say that Alessio has been spending a little too much time with his beloved Bretonnians of late...

Opposite him is Anthony Reynolds, Games Development's resident Australian, who is taking charge of the forces of the Empire. Backed up with

the might of the new Steam Tank and Richter Kreugar and his fearsome Cursed Company, the Empire ranks look even scarier than usual!

With such a range of unusual troops and special rules it was decided to play a standard Pitched Battle – there was no need for more complications than necessary. Knights, guns, skeletons and a tank – this was certainly set to be a very interesting game indeed.

Dropping down through the clouds, Duke Montforte surveyed the battlefield below him. Powerful wings beating slowly, his faithful Hippogriff mount screeched, its harsh cry echoing across the skies. The Duke's eyes were drawn to the large armoured shape in the centre of the Empire battle line. He had heard rumours of such creations, but never before had he seen one.

It matters not, he thought. We shall see how it fares against the might of Bretonnia. That ignorant Empire noble has slighted my honour for the last time.

As he got closer, his eyes widened. Surely this was too much, even for the Elector Count? Undead? Standing side by side with humans?

His face reddening in fury, Duke Montforte swept down over the battlefield to land amongst his troops.

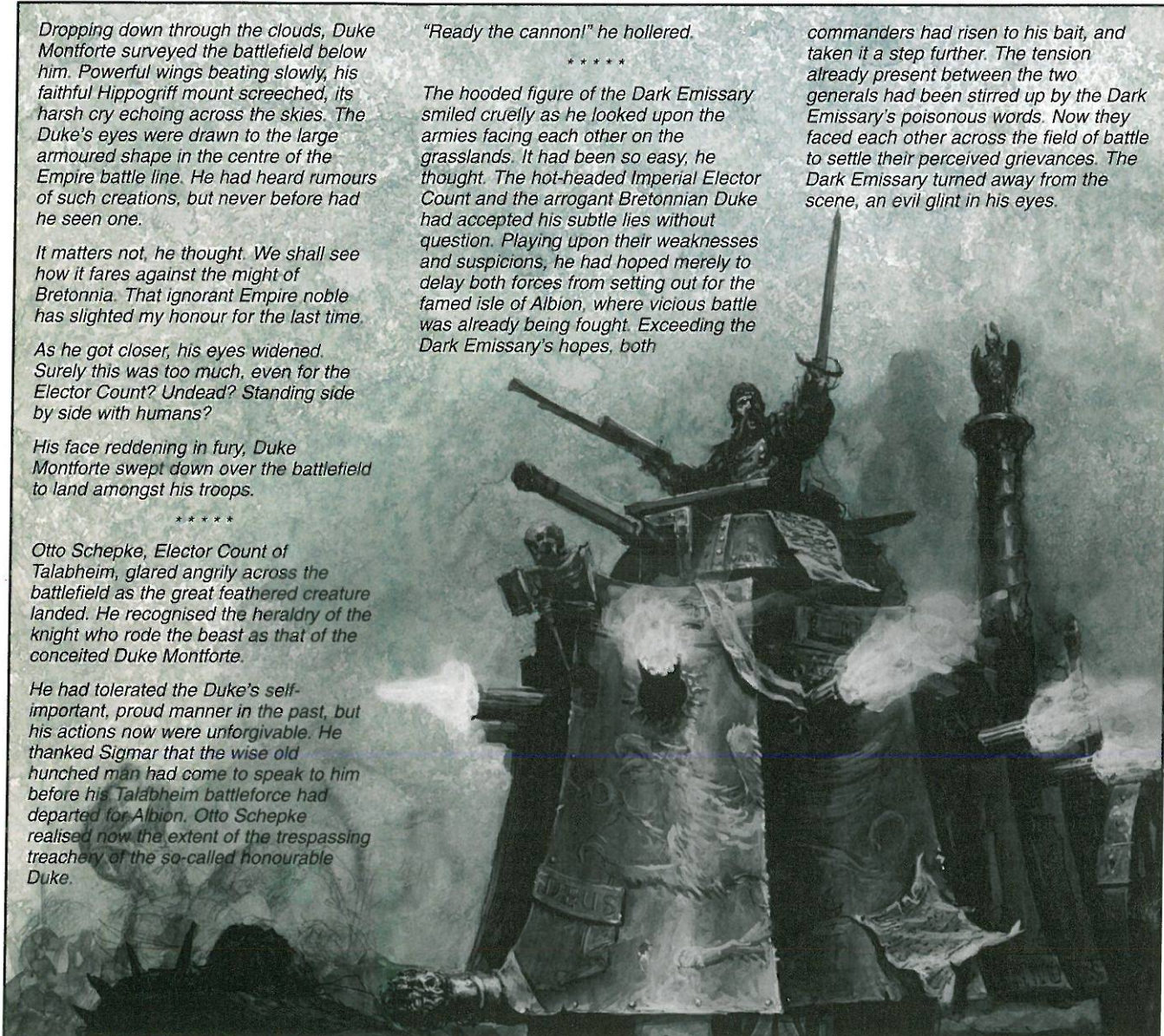
Otto Schepke, Elector Count of Talabheim, glared angrily across the battlefield as the great feathered creature landed. He recognised the heraldry of the knight who rode the beast as that of the conceited Duke Montforte.

He had tolerated the Duke's self-important, proud manner in the past, but his actions now were unforgivable. He thanked Sigmar that the wise old hunched man had come to speak to him before his Talabheim battleforce had departed for Albion. Otto Schepke realised now the extent of the trespassing treachery of the so-called honourable Duke.

"Ready the cannon!" he hollered.

The hooded figure of the Dark Emissary smiled cruelly as he looked upon the armies facing each other on the grasslands. It had been so easy, he thought. The hot-headed Imperial Elector Count and the arrogant Bretonnian Duke had accepted his subtle lies without question. Playing upon their weaknesses and suspicions, he had hoped merely to delay both forces from setting out for the famed isle of Albion, where vicious battle was already being fought. Exceeding the Dark Emissary's hopes, both

commanders had risen to his bait, and taken it a step further. The tension already present between the two generals had been stirred up by the Dark Emissary's poisonous words. Now they faced each other across the field of battle to settle their perceived grievances. The Dark Emissary turned away from the scene, an evil glint in his eyes.





TALABHEIM BATTLE FORCE

CHARACTERS

LORD: Elector Count Otto Schepke (80),
Sword of Sigismund (50) *Dawn Armour* (40),
Enchanted Shield (10). **180 pts**

*Commands the unit of Halberdiers

HERO: Captain Battle Standard Bearer
 Eberhard (75), hand weapon, full plate (8),
Banner of Sigismund (60). **143 pts**

*Assigned to the unit of Halberdiers

HERO: Warrior Priest Duthor (95), great
 hammer (4), heavy armour (4),
Rod of Command (50). **153 pts**

*Commands the unit of Spearmen

HERO: Battle Wizard Gustav (60), hand
 weapon, extra level (35), *Dispel Scroll* (25),
Dispel Scroll (25). **145 pts**

*Commands the unit of Handgunners

CORE

20 Spearmen (120), Shields (+20),
 Standard Bearer (10), Sergeant (10)
 Musician (5). **165 pts**

Detachment - 10 Free Company **50 pts**

13 Handgunners (104) Standard Bearer
 (10), Marksman (5), Hochland long rifle (20).
139 pts



20 Halberdiers (120), Standard Bearer (10),
 Sergeant (10), Musician (5),
Griffon Standard (50). **195 pts**



Detachment - 10 Free Company **50 pts**



5 Huntsmen (50), longbow & hand
 weapons, Marksman (6). **56 pts**

SPECIAL



8 Inner Circle Knights of the White Wolf
 (224), cavalry hammer, full plate armour,
 barded warhorses, Standard Bearer (16), First
 Knight (16) Musician (8)
Banner of Ulric (50). **314 pts**



5 Pistoliers (95), Marksman (7), repeater
 handgun (15). **117 pts**



1 Great Cannon **100 pts**

RARE



Conqueror Steam Tank **300 pts**



Cursed Company Richter and 19 Skeletons.
395 pts

TOTAL **2,502 pts**

DUC DE MONTFORTE'S KNIGHTS

CHARACTERS



LORD: Duke Monforte (100), hand weapon, heavy armour (6), Hippogriff (200), *Grail virtue* (20), *Lance of the Quest* (20), *Grail shield* (50), *Mantle of Blood* (30). **426 pts**

HERO: Paladin Battle Standard Bearer

Lapin (60), hand weapon, heavy armour (4), barded steed (14) *Grail virtue* (20), *Banner of the Lady* (100). **198 pts**
*Commands the unit of Realm Knights.

HERO: Paladin Michel (60), hand weapon, Lance (4), heavy armour (4), barded steed (14), *Questing virtue* (10), *Lady's champion Sword* (40), *Enchanted Shield* (10). **142 pts**
*Commands the unit of Knights Errant.



HERO: Damsel Isabella (60) Hand weapon, barded steed (14), extra level (35), *Dispel scroll* (25), *Chalice of Malfeur* (25). **159 pts**

HERO: Damsel Abigail (60), hand weapon, steed (10), extra level (35), *Dispel Scroll* (25), *Potion Sacré* (10). **140 pts**
*Assigned to the unit of Knights Errant.

CORE



10 Knights Errant (210), hand weapon, lance, heavy armour, shield, barded warhorses, Standard Bearer, Musician (8), Champion (16) *Errantry Banner* (25). **259 pts**



18 Men-at-Arms (72), halberds (36), light armour, Standard Bearer (10), Musician (5), Sergeant (10). **133 pts**



11 Knights of the Realm (275), hand weapon, lance, heavy armour, shield, barded warhorses, Standard Bearer, Musician (9), Champion (18). **302 pts**



SPECIAL

5 Foresters (50), longbow & hand weapons. **50 pts**



6 Mounted Squires (96), hand weapon, spear, bow, warhorses, shields (12) Musician (7). **115 pts**

RARE



10 Questing Knights (290), hand weapon, lance, heavy armour, shield, barded warhorses, Standard Bearer, Musician (9), Champion (18), *Banner of Chalon* (10). **327 pts**



6 Grail Knights (192), hand weapon, lance, heavy armour, shield, barded warhorses, Standard Bearer, Musician (10), Champion (20), *War Banner* (25). **247 pts**

TOTAL **2,498 pts**



FOR THE GLORY OF THE EMPIRE



Anthony: You mean I get to use the awesome new Steam Tank? And the Cursed Company? Could it get any better?

Playing Alessio is always going to be difficult, and with him using his new Bretonnians it was definitely going to be a challenge. I just hoped that I wouldn't get too much of a kicking!

The first thing that jumps to mind when facing the prospect of numerous lance formations of Bretonnian Knights is cannons. Lots of cannons. Then I remembered the Bretonnians' Prayer, which Alessio was sure to take advantage of, which would allow the cannons to fire only half of the time. Hmm. It would seem that I would not be able to rely on missile fire to take down those Knights.

With this in mind, I set about creating a force that would be able to receive the inevitable Bretonnian charge without breaking, and then hopefully hit back with enough

force to send those proud Knights fleeing the field of battle.

The first two choices were my required ones: the Steam Tank and the Cursed Company. Two rock-hard units that could take lots of damage and deal out plenty in return. These took up my two Rare Unit choices, so no volley guns for me!

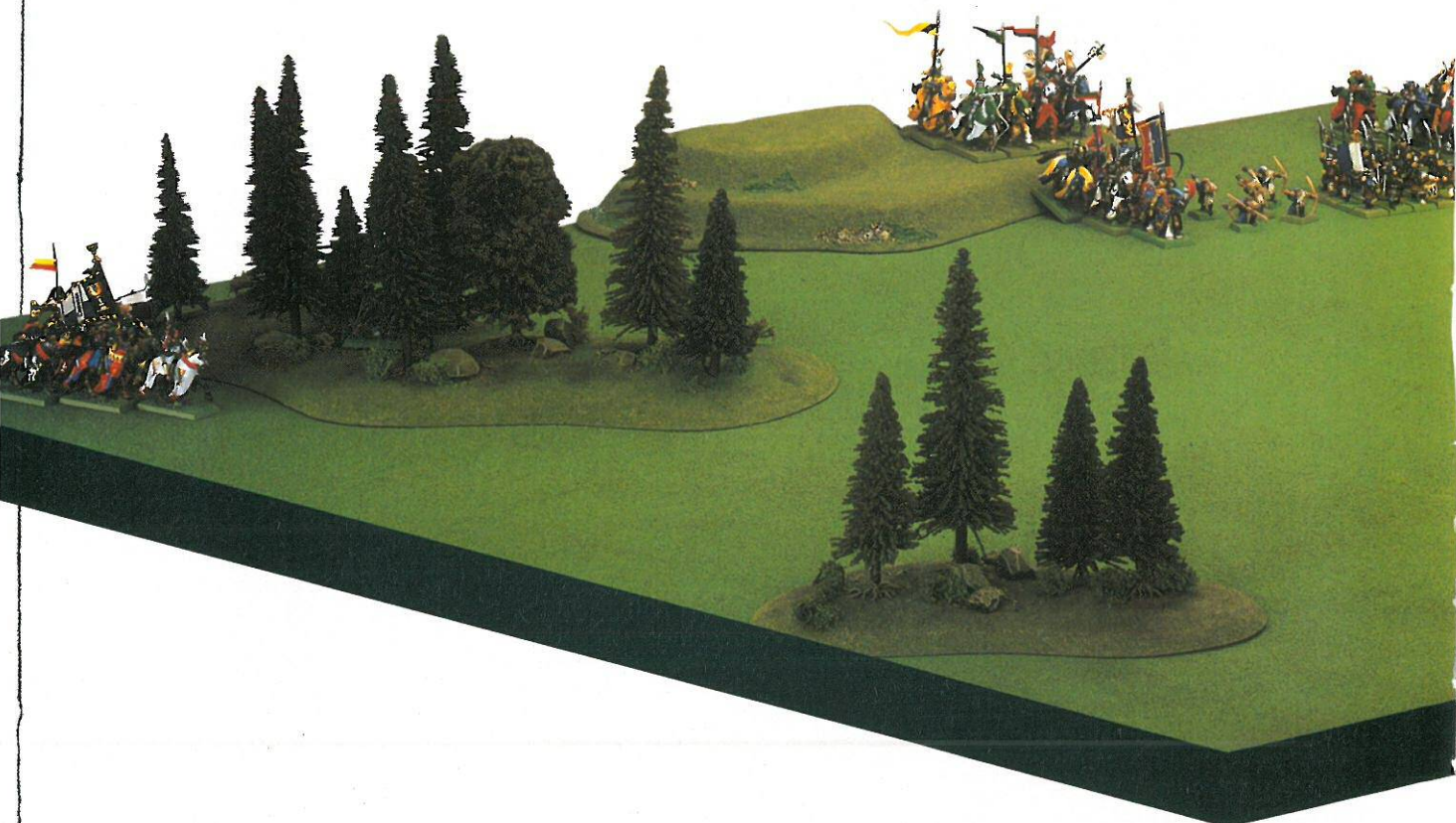
A regiment of Halberdiers with the *Griffon Standard* wouldn't be going anywhere in a hurry. A solid unit of Spearmen with the *Banner of Sigismund* (making them *stubborn*) would stand firm under the most extreme pressure. I gave both units a detachment of Free Company, whose counter-charge might just make all the difference in a closely fought combat. These two units would hopefully be able to hold up the enemy charge long enough for support to arrive.

I didn't want to spend too many points on artillery due to the Bretonnian's Blessing; a single cannon however would be deadly to

the Bretonnian lance formations if it got to shoot, and a single regiment of Handgunners would be useful to target non-Knight units.

Some Inner Circle Knights of the White Wolf would give me a unit that has the strength to do some serious damage, while a small unit of Pistoliers would be a general nuisance. A small unit of Huntsmen to slow down the Bretonnians rounded out my Troops choices.

On to characters; an Elector Count, arming him with a nice shiny magical *Sword of Sigismund* (allowing him to strike before those nasty Bretonnian lances hit home) and some protection – the *Dawn Armour* and an *Enchanted Shield* should do it. A Warrior Priest equipped with the *Rod of Command* will mean that the unit he was with would be even less likely to run. Finally, I took a Battle Wizard to counter Alessio's magic, and a Battle Standard Bearer, and with that I was done.



CHARGE!



Alessio: This battle report is going to be strange. It's a complete mixture of many different rules, featuring the Empire army, the new

Bretonnian list, the new Steam Tank and the Cursed Company, a new Regiment of Renown made up of Undead.

With so many new rules interacting I have to admit I'm a bit concerned about potential loopholes that may arise during the game. The reason for my concern is that I have written all the rules in question, with the exception of the Cursed Company which was written up by Anthony. The responsibility for any rule problems will then be mine and mine alone – there will be nobody else to blame! I really hope that everything turns out fine...

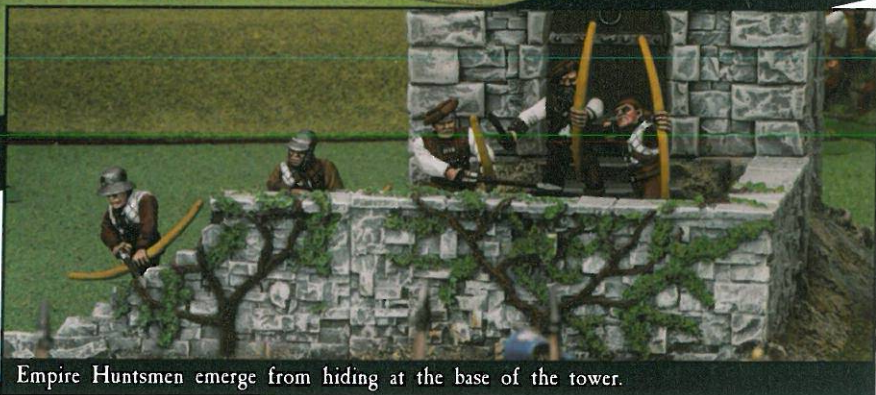
I have been chosen to play the Bretonnians and, since I wanted to show as much as possible of the new list, I've selected a bit of everything. The choices I've made have been conditioned in part by the painted models available in the Studio's Bretonnian army, but I was quite happy with the finished list. A lance of each of the four main knightly units (even if I'd rather have fielded 10 Grail Knights), two expendable units of peasants on foot (Halberdiers and Squires) and a fast and flexible unit of Mounted Squires: not too bad a selection of troops. As for characters, I gave the powerful *Banner of the Lady*, which negates enemy rank bonus, to the mandatory Battle Standard Bearer and bought another Paladin to bolster the fighting ability of my Knights Errant. Two Damsels would give me a reasonably offensive

Magic phase and provided me with a good defence as well. Finally I decided to put my Duke on a Hippogriff, because I knew that I needed high Strength attacks to have a chance of damaging the Steam Tank.

I was pretty sure that against the mighty shooting of the Empire I would need to invoke the Blessing of the Lady and so my army marched to battle stopping at every chapel and holy spring to pray for the Lady's protection.

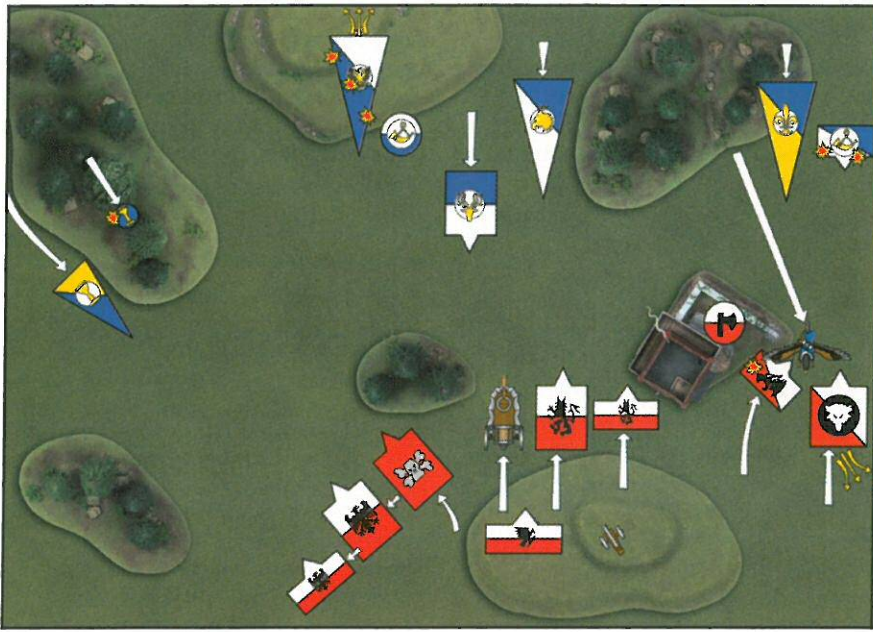
With our unquenchable faith in the Lady as our mightiest weapon, we were sure to triumph over an enemy that relied on weird contraptions and blasphemous black powder to fight their battles for them!

And so to battle...



Empire Huntsmen emerge from hiding at the base of the tower.

EMPIRE TURN 1



Engineer Commander Fritz shouted, pointing towards the enemy, whose heads were bowed in prayer. Pistons pumping, the Conqueror steam tank lurched into motion, hissing and spouting super-heated vapour. He glanced uneasily at the otherworldly mist that appeared to seep from the ground around the Empire soldiers. What foul sorcery was this?

From his position within the steam tank's turret, Fritz saw the Empire line in the centre of the battlefield move up in support of the Conqueror, battle standard waving proudly in the gentle breeze. Further down the line, the

ferocious Knights of the White Wolf cantered forwards on their heavily armoured steeds, their steely eyes locking onto the figures of the Bretonnian knights opposite them. A group of young pistoliers rode up in support of the wolf skin clad knights.

Turning, Engineer Commander Fritz shivered as he saw long-dead figures marching to support the left flank. They had marched onto the battlefield unannounced, taking up position alongside the Empire ranks in deathly silence. Warrior Priest Duthor had eased the panicking Empire soldiers by announcing that the Undead were here

to fight the Bretonnians. "It is a sign from Sigmar!" he had announced. "Even the dead support our cause!"

The halberdiers and free company rabble shifted uneasily to the side as the skeletons approached, giving them a wide berth. On the steps of the watchtower, a group of stealthy huntsmen rose from their hiding places, smoothly launching a volley of bow-fire towards the lightly armoured mounted squires, knocking one of them from his mount.

Fritz' attention was interrupted as the cannon behind the Empire ranks fired, booming loudly over the battlefield. He followed the trajectory of the cannon ball as it soared across the mist-covered field, bouncing in front of a large unit of Bretonnian knights before ploughing through their ranks. Heads still bowed in some final pre-battle prayers, the cannon ball smashed knights from their saddles, gore spraying across the Bretonnians' colourful tabards and shining armour. A great cheer went up from the Empire soldiers as horses reared in panic, and the rest of the unit of knights fled the battlefield, carrying the heavily embroidered battle standard with them.

Grinning, Engineer Commander Fritz dropped inside the Conqueror, sighting the steam-powered cannon on the approaching Knights Errant in front of the Steam Tank. The unearthly mist rose up before him however, obscuring his vision. He blinked, peering forwards, but could now see nothing before him through the swirling haze.



A cheer erupts from the Empire line as the cannon crew's opening shot finds its target.

BRETONNIAN TURN 1



The White Wolves flee the battle after the Hippogriff descends upon their position.

Outrage coursed through Duke Montforte's entire being. The foul black powder weapons of the Empire had sent his proud Knights of the Realm fleeing from battle, and he felt shamed at their cowardice.

The rest of the army raised their heads, finishing their devotions to their divine protector, the Lady of the Lake, and moved forwards, drawing nearer the Empire battle line. At his command, a large unit of the Duke's men-at-arms marched forwards towards the steam tank. The Duke shook his head. Trust the Empire to hide its men within the belly of a steel beast, refusing honourable combat.

On his far right, he saw the noble Grail Knights galloping around the forest, armour shining and heraldry worn proudly. Sunshine spilled through the clouds onto their resplendent forms, making them appear almost divine, mist swirling around their proud steeds' hooves.

At the Duke's command, his Hippogriff leapt into the air, soaring around the watchtower, ignoring the huntsmen

cowering below. Swooping low, the Hippogriff screamed over the heads of the Knights of the White Wolf, panicking their horses. The bearded knights tried to calm their terrified steeds which bucked and snorted in fear. Unable to settle the panicked beasts, the knights were carried away from the battle. With an ear-piercing cry, the great beast landed in front of a unit of young Pistoliers, ripping up the ground with its wicked claws.

Deep in the forest, the Damsel Isabella picked her way around the twisted branches, her delicate form slipping silently through the trees. In her hand she held a chalice of exquisite beauty, the potion within it shimmering like liquid silver. Raising her eyes to the heavens, she sought the Lady's guidance. As she reached out with her power, Isabella felt the presence of another magically attuned mind disrupting her casting. Raising the gleaming chalice to her lips Isabella drank deeply, silently requesting aid from the Lady of the Lake. Her chest tightened, and she convulsed violently; the liquid of the chalice felt like acid running through her veins. Clutching

her stomach tightly, she raised her arms above her head and began another incantation. As pain wracked her slender frame, she stumbled over her words, her magic slipping out of her grasp like water. Her eyes widened in horror, a feeling of dread filling her. Could the Lady have deserted her?

Swinging in his saddle, Duke Montforte motioned towards the mounted squires behind him. In response, they steadied themselves, drawing their bowstrings back carefully. Their arrows soared into the air, descending on the black-armoured pistoliers. One of the young nobles fell to the ground, an arrow protruding from his neck.

Further along the Bretonnian battle line, the foresters launched a volley of arrows towards the steam tank that was chugging across the grass. The Empire engineer's eyes widened, and he quickly dropped within the tank, closing the hatch tightly above him. The arrows were deflected harmlessly off the armoured hull of the steaming machine without so much as scratching its thick metal hide.

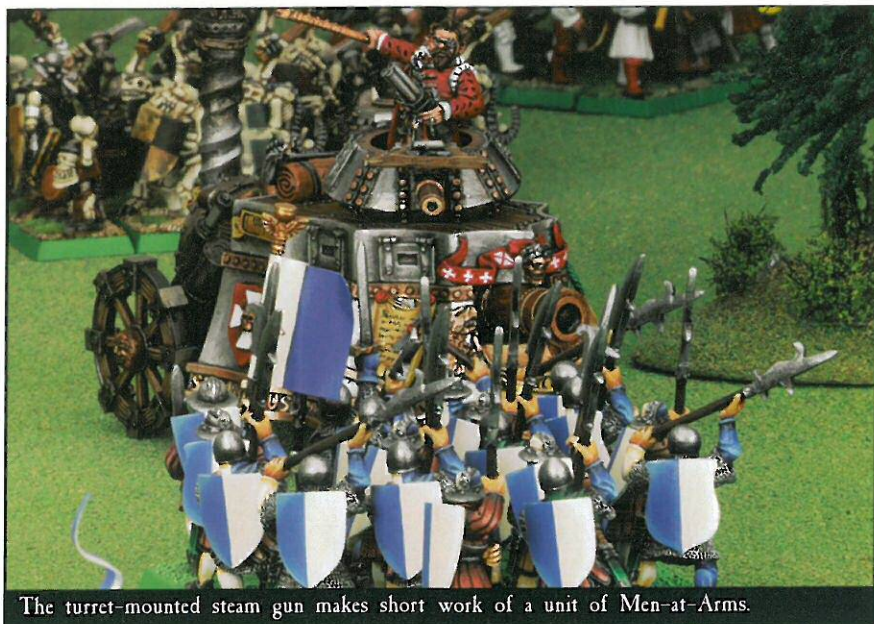
EMPIRE TURN 2

“Two points to port! Onwards!”
 T shouted Engineer Commander Fritz exuberantly. The lumbering steam tank swung haltingly to the left. With an outburst of steam, cams and cogs began to revolve steadily and the Conqueror powered towards the frightened-looking Bretonnian men-at-arms.

On the hill behind the Empire battle line, Pieter struggled under the weight of the cannon ball, hefting it into the blackened barrel. He still felt exuberant over the last shot, his heart fairly bursting with pride. Turning to look over the battlefield, his eyes were drawn to his lord the Elector Count, marching undaunted towards the enemy, his halberdiers advancing at his side. The battle banner waved defiantly at the approaching Bretonnians, and Pieter felt a sense of awe flow over him as he gazed at the brave regiment. The mercenary free company advanced alongside the halberdiers.

Glancing to his left, Pieter felt suddenly cold as he saw the terrifying visage of the living dead moving in perfect unison, as if controlled by a single will. The skeletons turned on their heels and began to march back behind the Empire battle line.

“Let’s do one better than the last, lads,” came the gruff voice of the master gunner. Pieter grinned, and helped swing the cannon towards the terrifying winged beast on the right flank. He saw the pistoliers, young nobles all, guiding their horses masterfully around the flashing claws of the great beast



The turret-mounted steam gun makes short work of a unit of Men-at-Arms.

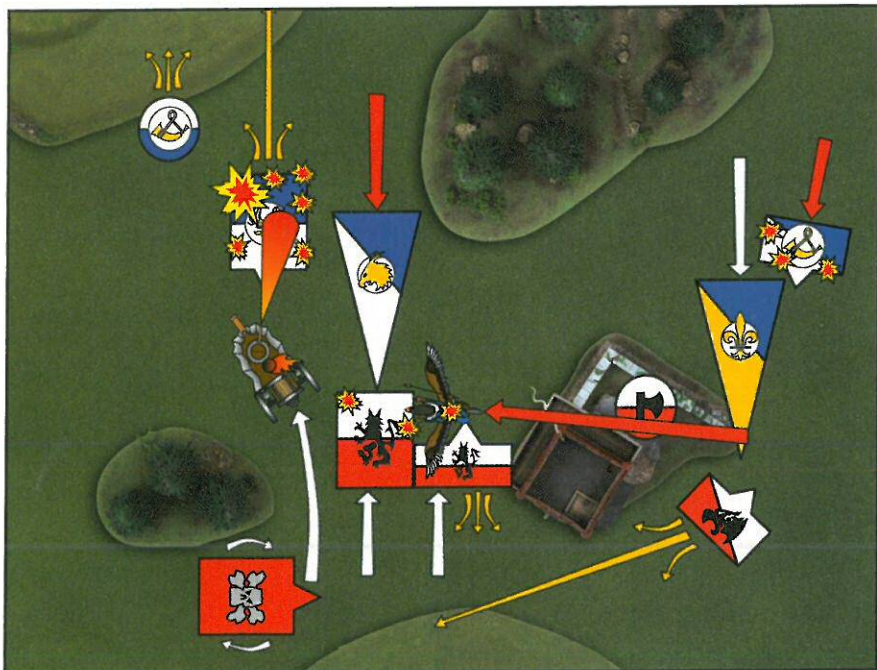
towards its flank, the watchtower at their backs.

Engineer Commander Fritz smiled grimly at the look of fear etched upon the enemy’s faces as the Conqueror bore down on them. He swung the turret-mounted steam gun in their direction, aiming in the centre of the mass of tightly bunched footmen. Fritz pulled the heavy trigger, releasing the pressurised, super-heated vapour in an explosive gust. Steam engulfed the men-at-arms, obscuring them from view. Shrieks of pain erupted from the billowing clouds as the scalding hot steam burnt exposed skin. Men dropped to the ground in agony,

hideously burnt. As the steam cleared, Fritz saw a score of the men-at-arms writhing on the ground, while the remainder turned to flee. Even as they ran, the handgunners on the hill opened fire, their shots punching the fleeing soldiers from their feet one after another until only a handful remained. They fled past the small group of foresters, who turned with them to flee from the great mechanical behemoth that seemed immune to their bowfire.

The huntsmen kneeling upon the tower steps loosed another volley towards the mounted squires, peppering them with their accurate fire. All but one of the squires was knocked from their saddles by the force of the longbows.

Standing behind the cannon, Pieter saw the pistoliers fire a hail of lead shot towards the Duke on the Hippogriff. The Duke reeled in his saddle as a shot struck through his ornate armour. Pieter put his hands over his ears as the master gunner lit the fuse. It flared brightly, until without warning the flame went out. Swearing, he re-lit it. Once again it went out. Pieter felt a shiver run up his spine, for the slight breeze was not enough to blow out the heavy wick. The cannon crew looked at each other in alarm, a flicker of fear touching their hearts.



Bretonnian Knights are protected by the Lady’s Blessing, and enemies wishing to shoot at them must first roll a 4+ on a D6. However, the blessing only applies to Bretonnian Knights, and does not extend to Men-at-Arms.

BRETONNIAN TURN 2

With a wild shout, Paladin Michel the Just kicked his warhorse into a charge towards the halberdier regiment aligned opposite, eyes fixed on the enemy battle standard bearer. The young knights arrayed behind him spurred their steeds into a gallop, and they hurtled across the grassland towards the enemy, lances lowering as they drew near.

As he charged, Michel saw his Duke speeding towards the same unit, the Hippogriff's powerful wings raising a cloud of dust as it launched into the air. Michel smiled beneath his visor. The lowly Empire troops would be taught not to mock Bretonnia this day!

Steadying herself against a tree, Isabella breathed deeply, focusing her mind and trying to ignore the lingering pain that wracked her body. Raising her arms, she began to chant, her voice otherworldly and filled with power. Her eyes rolled back into her head, energy jumping from her fingertips. Overhead, the sky darkened, thunder booming ominously. She could feel her magical nemesis on the other side of the battlefield attempting to divert the attack, but her power knocked aside the Empire wizard's feeble defence. In a flash of light, followed an instant later with a tremendous thunderclap, a single great bolt of lightning arced

down, striking the roof of the steam tank. It shook under the impact, sparks dancing over its metal form, blacking its hull. Smoke rose from the steam tank, and steam began to hiss from its damaged boiler.

Isabella gazed across the battlefield in satisfaction. She had been foolish to even think that the Lady had abandoned her. The Damsel could see the proud Questing Knights in the distance as they galloped around the tower. The solitary figure of the last of the mounted squires, his spear lowered and holding a horn to his lips could be seen charging bravely across the battlefield. She glimpsed the shapes of the mounted figures the brave squire was charging towards, and raised her eyebrows in surprise when they turned away from the solitary figure, drawing him on. 'Empire cowards,' she muttered under her breath.

Michel thundered onwards, aiming his lance towards the Empire battle standard bearer's chest. A moment before impact, the Empire general stepped forwards with inhuman quickness, his shimmering sword lashing out towards Michel. He leaned to the side at the unexpected speed of the attack, only barely fending it off with his shield. Distracted, his lance just clipped the battle standard bearer

Anything striking the top of the Steam Tank, such as catapults and mortars, will always count as hitting a Soft part of the tank. So, when Alessio cast *Uranon's Thunderbolt* on the Steam Tank, it struck the Soft area automatically.

on the shoulder, knocking him off balance. Michel swore. His steed lashed out with its hooves, knocking the Empire hero to the ground. The knights around him hammered into the halberdiers, impaling several of them on the points of their lances.

Dropping his lance and drawing his sword in one smooth movement, Michel risked a glance to see how his lord, the Duke, was faring. A group of unsavoury looking men had counter-charged into his flank. The foolish Empire champion raised his halberd defiantly before the majestic Duke, even as he was run through by the glimmering lance of the Bretonnian. Hefting the impaled figure into the air, the Duke's Hippogriff tore it to pieces. Dismayed at the ease with which the champion was dispatched, the free company turned and fled from the terrifying creature, though the halberdiers themselves held fast.



A unit of Empire Halberdiers stand their ground as both the Bretonnian Duke and a unit of Knights Errant charge.

EMPIRE TURN 3

Engineer Commander Fritz popped open the hatch, sticking his head gingerly out of the steam tank to survey the external damage. His hair was sticking straight up, his face blackened from the sorcerous lightning. Poking carefully at the flaking, black metal, he was satisfied that the Conqueror had not suffered too badly. He shouted down at the driver, and the steam tank spun to face the combat involving the halberdiers and the Knights Errant. Steam seeping from cracks in the boiler, the Conqueror backed away from the combat. "Now forwards!" Fritz shouted, and the steam tank reversed its motion, powering towards the Knights Errant.

Fritz dropped back within the steam tank as it bore down on the knights. The smell of burnt hair filled the interior of the Conqueror, but both Fritz and the young apprentice controlling the driving mechanism ignored the smell as they stared forwards in excitement. With tremendous force the steam tank thundered into the knights, their armour crumpling like paper beneath its immense bulk. Horses screamed and men cried out in fear as the Conqueror crushed the knights, knocking them aside and brutally grinding over them.

Pieter, still shaken-up by the sorcery that the Bretonnians were invoking, looked across the battleground, attempting to gauge how the flow of battle was turning. Before him, the young pistoliers continued to flee, running past the silent ranks of skeletons, who continued to march along behind the Empire lines. On the left flank, Pieter could hear a warrior priest exhorting the spearmen, and with the free company at their sides, they marched towards the flamboyant regiment of Grail Knights that had appeared from behind the trees.

In front of the cannon crew, the regiment of handgunners, accompanied by the Elector Count's court wizard, stepped forwards down the hill, glancing uneasily to the right. Puzzled, Pieter followed their gaze, seeing a large wedge of Questing Knights galloping around the watchtower unopposed. Under the gunner master's instruction, Fritz helped swing the cannon around to face this new threat. As the wick was lit, he prayed to Sigmar that it would stay alight.

With a tremendous explosion of sound and smoke, the cannon ball soared through the air, bouncing through the knight's ranks, cutting their horses down from beneath them. The knights

fell heavily, their companions vowing to avenge them as they continued to bear down on the weakened Empire flank.

Out of the corner of his eyes, Pieter saw the court wizard raise his staff above his head. It began to glow faintly, but his magic seemed to fade away, suppressed before he had even finished mouthing his spell. A look of increasing frustration passed over the wizard's face.

Meanwhile, the battle raging in the centre of the battlefield increased in intensity. Stepping in front of his faithful battle standard bearer, the Elector Count swung his flashing blade in a series of deadly arcs, slicing through the armour of the Paladin Michel with little effort. The Paladin fell heavily from his horse, shock written in his eyes. The remaining Knights Errant cut down several of the halberdiers, striking furiously from atop their snorting warhorses.

Pieter looked on with concern as the enemy general laid waste to the halberdiers. The Bretonnian's ferocious mount grasped another halberdier in its wicked claws before rending the unfortunate soldier in two with its massive hooked beak.



The Knights Errant are crushed beneath the bulk of the Steam Tank.

EMPIRE TURN 4



The Empire unit holds fast as the Grail Knights flee.

Pieter glanced over the battlefield as he struggled to load another of the lethal cannon balls into the smoking chamber. Inexperienced as he was, he knew that victory or defeat hung in the balance. On the left flank he saw the spearmen accompanied by Duthor the warrior priest break into a swift run, intercepting the Grail Knights as they charged across the battlefield. The surprised knights turned in their saddles to face the unexpected attack.

As mist swirled around his feet, Pieter bent to turn the cannon to face the Questing Knights once more. He

pushed with all his might, but the cannon wouldn't budge. All three of the crew heaved at the cannon, but it wouldn't move an inch. "Sorcery!" spoke the master gunner in disgust. Even as he spoke, Pieter saw the huntsmen draw their bows to fire upon the Questing Knights. Several of the bow strings snapped abruptly, the huntsmen looking at their weapons in shock. The few arrows that were loosed ricocheted harmlessly off the knights' armour.

In the middle of the battleground Pieter watched as the steam tank,

belching smoke, chugged backwards, pulling free of the knights it had rammed earlier. With a shrill whistle, the steam tank reversed its momentum, slamming back into the tightly packed ranks of knights, crushing more of them beneath its bulk. He watched as the free company overcame their fear, charging towards the enemy general mounted on the Hippogriff once more.

In the centre, the halberdiers struggled against their mounted opponents, inspired by the tremendous courage displayed by the Empire hero, who knocked another knight to the ground with a swinging blow from his banner.

"Sigmar guide me!" shouted Duthor as he sprinted towards the Grail Knights, his heavy warhammer held tightly in his hands. He hefted the hammer into the air as he drew nearer, bringing it slamming down towards one of the flamboyant knights. The knight barely deflected the powerful blow, his shield buckling under its force. The spearmen slammed into the side of the knights, knocking them off balance. Horses reared at the unexpected assault, and the knights were forced to give ground before their opponents. The Grail Knights swung their horses away from the combat. The spearmen stood their ground, jeering at the knights as they rode away.

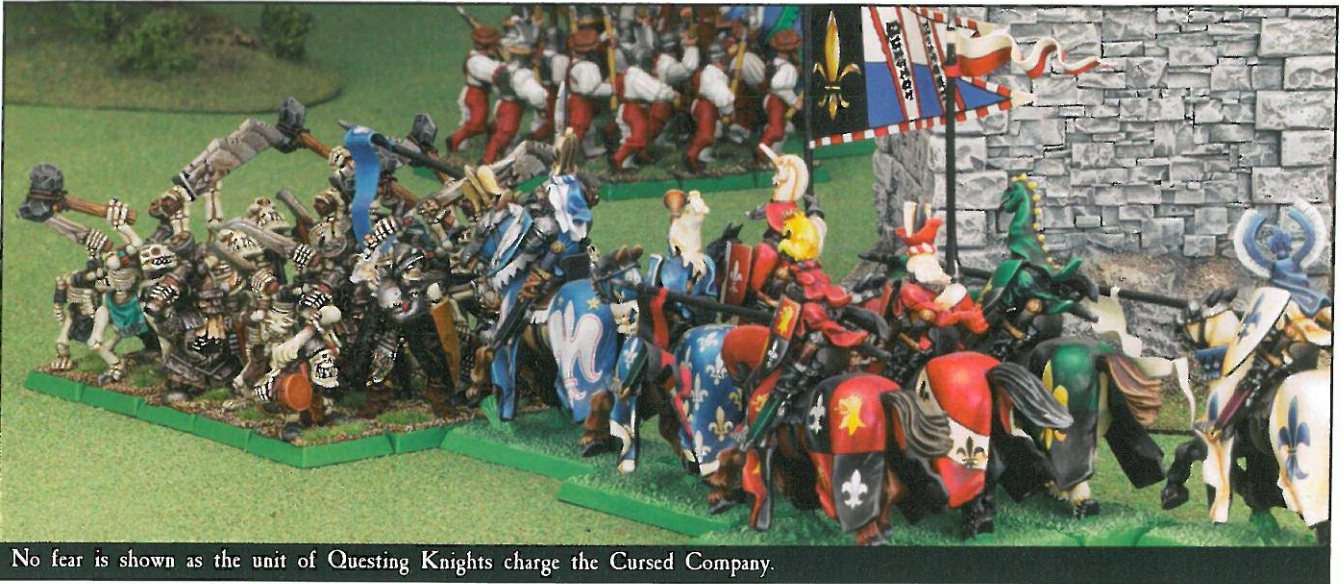
Pieter held his breath as his lord, the Elector Count, ducked beneath the claws of the Hippogriff. Even from this distance, Pieter could see him wince, his wounded shoulder a bloodied mess. Nevertheless, he attacked with inhuman speed, his sword lancing out towards the Duke. At the last moment a bright light flashed, and his sword rebounded off some hidden protective shield. Again the Elector Count lashed out, and once more his blow was rebounded in a flash of light. The Duke slapped away the Elector Count's sword with the flat of his blade, and thrust out in a deadly attack. His sword pierced the ornate armour of the Elector Count. Pieter gasped as he witnessed the blow. Before the Elector Count could fall, the Hippogriff lurched downwards, grasping the Empire general in its immense beak. With a vicious twist, the Elector Count was hurled through the air like a rag doll, landing heavily.

In a fury, the halberdiers pushed forwards, determined not to let their fallen lord's body be defiled. Under the pressing weight of numbers, the Hippogriff dropped its gory trophy and leapt away from the combat with a shrill cry. The free company lunged after the great beast with a shout.



With a savage twist, the Hippogriff throws the Elector Count's body to the ground.

BRETONNIAN TURN 4



No fear is shown as the unit of Questing Knights charge the Cursed Company.

The Duke Montforte guided his Hippogriff around in a tight circle to face the rabble that pursued him. They slowed their approach as the great beast glared at them. Sheathing his bloodied sword, the Duke readied his lance once more. He felt a tingling of power through his metal gauntlet as his fingers closed around the haft of the potent weapon. Looking across the battlefield, he saw the Grail Knights swing their horses around, readying themselves for a charge. In the trees behind the knights, he could just make out the form of the Damsel Isabella, mist coiling around her.

The sky once more began to thunder ominously. Duke Montforte looked up to the sky as a great rent appeared in the heavens, lightning once again spearing downwards. Electricity arced towards the cannon positioned atop the hill. Just as it was about to strike, a shimmering blue sphere appeared around the infernal machine and its crew. The lightning hit the top of the unearthly glowing ball of light, and electricity played over its surface, sparking madly before earthing harmlessly into the hill. The shimmering sphere faded out of existence, leaving the cannon crew to glance around them in shock.

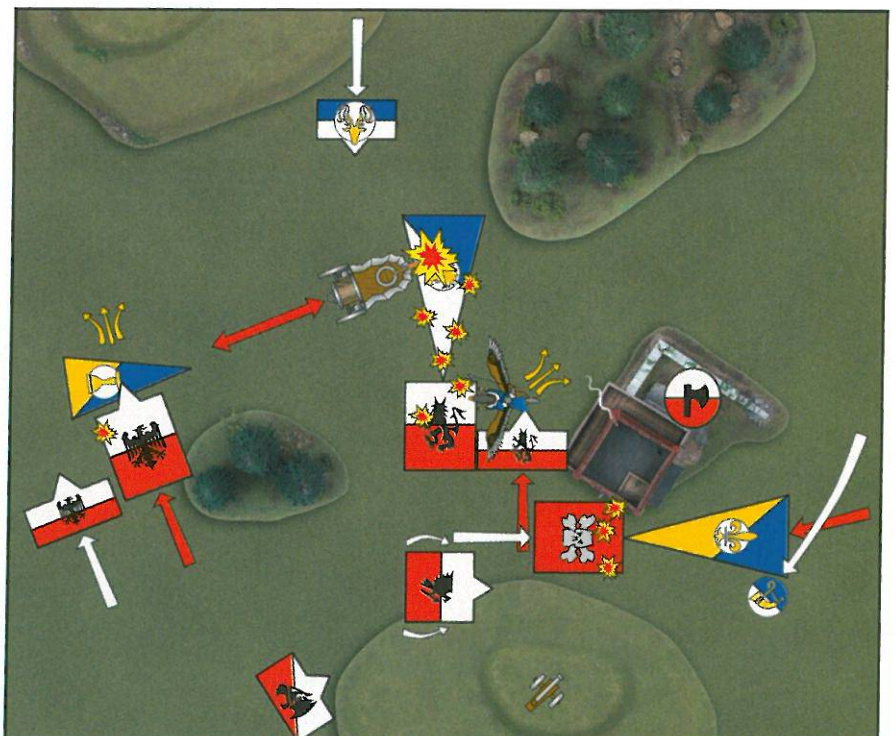
In the centre of the battlefield, the Duke watched as the last few of the valiant Knights Errant struggled against the overwhelming numbers of halberdiers, trying to protect the Lady Abigail. Many of their number lay sprawled and broken upon the ground, crushed under the weight of the hellish machine of the Empire. Montforte cried out in outrage as he saw the last of the knights cut down and the bloodthirsty Empire soldiers turning their attention

to the Damsel. Though she fought bravely, the Damsel Abigail fell beneath a rain of blows.

Sighting the loathsome Undead before them, the Questing Knights lowered their lances and charged forwards. As they drew near, they could see that the skeletons were of all shapes and sizes, only a few clearly human. The Questing Knights' lances smashed through the Undead ranks, splintering bone with their lances and crushing skulls beneath the flailing hooves of their steeds. One figure attacked back, his eyes glowing hatefully from within his ancient helmet. His dark blade lashed

out, hacking one of the knights from his horse. In horror, his companions watched as his flesh withered from his body until he stood merely a skeleton. The lifeless corpse turned upon his former comrades, who recoiled away from the Undead creature in fear.

Whenever Richter Kreugar or any of his Cursed Company kills an enemy with one Wound, an extra Skeleton model is added to the Cursed Company unit. So, the more enemies they kill, the larger the Cursed Company grows!



EMPIRE TURN 5

The blackened face of Engineer Commander Fritz appeared out of the top of the Conqueror once more, proudly surveying the devastation his steam tank had wreaked upon the enemy knights. Glancing around the battlefield, he was pleased to see that the Bretonnians seemed to be faring badly. To his left he saw several Bretonnian men-at-arms running towards his steam tank. He dismissed them without a second thought. Sighting the enemy general before him, Fritz knew that vengeance for the death of the Elector Count should be exacted. He dropped within the steam tank, readying its cannon.

On the left flank, warrior priest Duthor urged his soldiers forwards, marching resolutely towards the Grail Knights that were even now readying themselves for a charge. "Fear not," the warrior priest cried out. "Sigmar shall protect us!" Duthor's lips moved quickly as he recited a short chant. A dull glow began to emanate from the amulet worn around his neck.

Pieter heaved against the side of the cannon, which now turned easily. He felt decidedly uneasy at the arcane powers he had witnessed this day. A ring of blackened grass surrounded the cannon and its crew, a reminder of the sorcerous energies he had just witnessed. Shaking his head, he helped manoeuvre the cannon to face the enemy general on the back of the screeching beast.

The young pistoliers galloped past the cannon crew, the champion amongst them readying his repeater handgun. Below the cannon, the handgunners, having reformed their ranks, joined the pistoliers in aiming towards the lone



A volley of lead plucks the last Squire from his saddle.

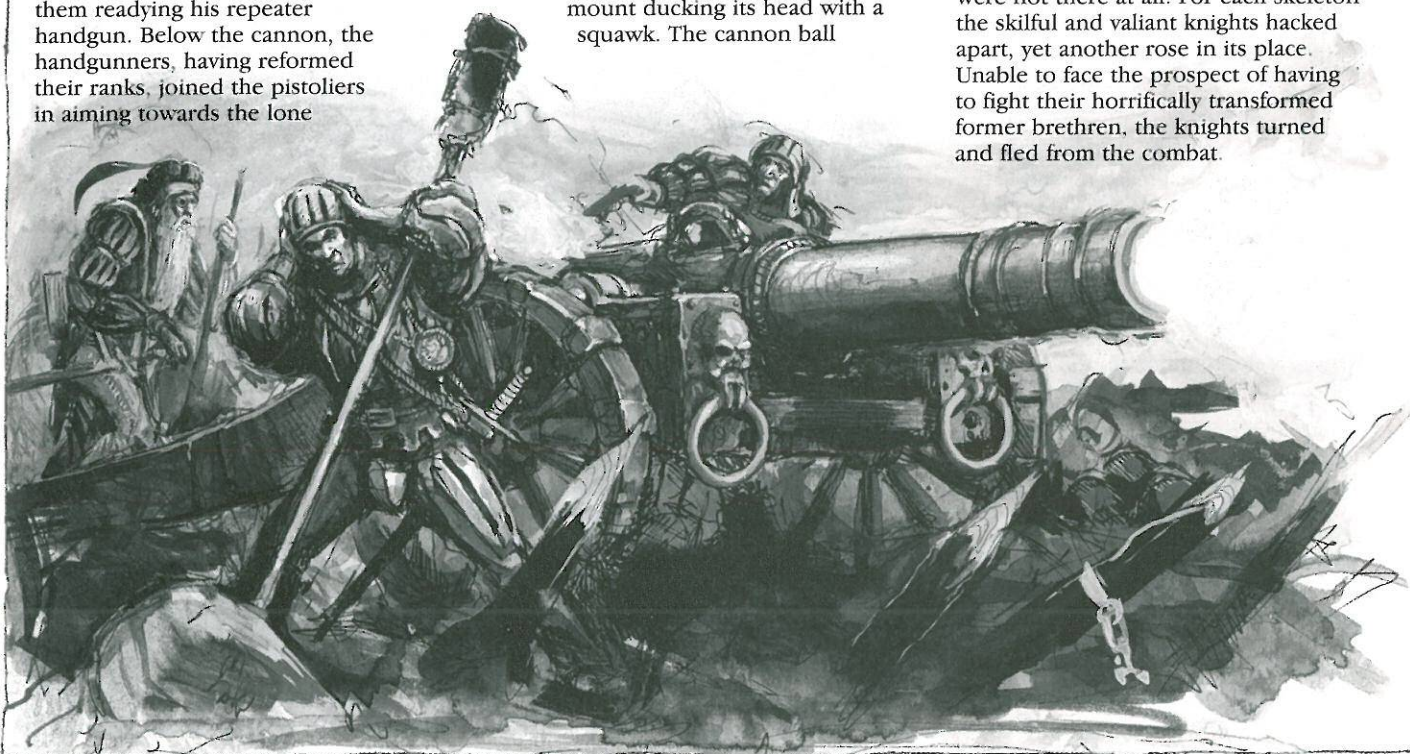
squire galloping behind the Questing Knights. With the sharp crack of gunfire, the squire fell from his horse; countless lead shots struck his lightly armoured torso.

Pieter held his breath as the fuse on the cannon was lit, just waiting for some sorcerous power to cause some mishap. Hands held over his ears, Pieter let his breath out slowly as the cannon fired in a great explosion of smoke. The cannon ball screamed through the air, overshooting the Bretonnian Duke, his Hippogriff mount ducking its head with a squawk. The cannon ball

ploughed into the trees, crashing through the branches noisily.

Engineer Commander Fritz cursed. Once again the mists had risen up around the steam tank and he could not see a thing. The fog curled around the Conqueror, reaching in through the vision slits like a living creature. Fritz shivered.

Pieter looked at the Undead legion in fascinated horror. The figure leading them cut a swathe through the knights, chopping through their armour as if it were not there at all. For each skeleton the skilful and valiant knights hacked apart, yet another rose in its place. Unable to face the prospect of having to fight their horrifically transformed former brethren, the knights turned and fled from the combat.



BRETONNIAN TURN 5

Regaining some of their famed composure, the Questing Knights swung their warhorses in a tight circle to face the Undead who were bearing down on them relentlessly.

In the forest on the Bretonnian right flank, the Grail Damsel Isabella watched with wide eyes as the Grail Knights thundered into the packed ranks of spearmen. The rabble alongside the spearmen counter-charged, slamming into the knights from the side and dragging one proud noble from his saddle. The knights impaled the hapless spearmen on their lances, several of them falling to the expertly wielded weapons and flashing hooves of their warhorses. Concentrating her mind, Isabella held a hand to her temple. The glow that shimmered around the warrior priest's amulet faded, and he looked down at it in surprise. An instant later, a lance slammed through his chest, and he was dead before his body hit the ground.

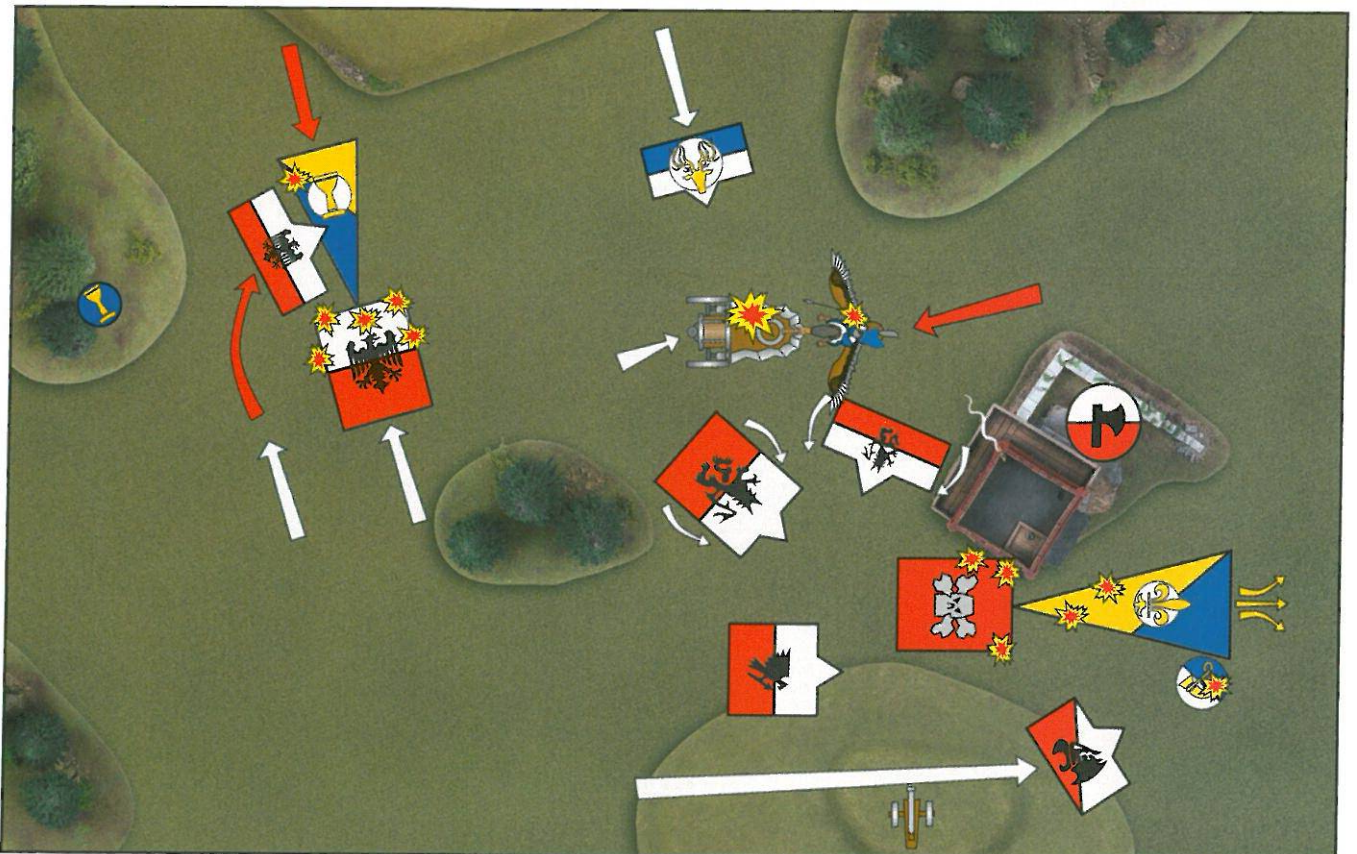
Bellowing his warcry, the Duke Montforte encouraged his Hippogriff forwards. The terrifying beast leapt into the air in a great bound, soaring down towards the steam tank, partially obscured through the Lady's mist. As the huge creature landed on the front of the mechanical land-ship, the Duke's shimmering lance struck the metal prow with mighty force, wrenching the

metal out of shape with its unnatural power. The powerful forelimbs of the Hippogriff tore at the steam tank, ripping great plates off the machine

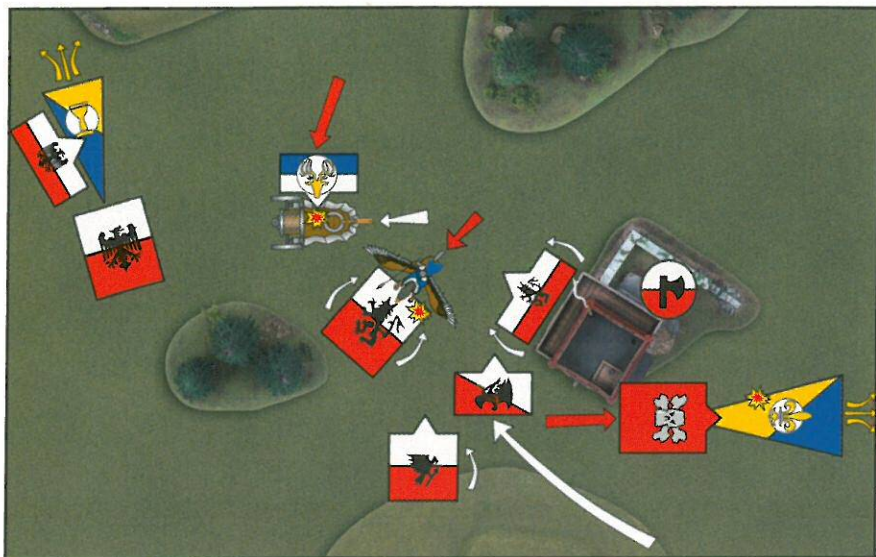
with a hideous screeching of metal. Its claws pierced several vital pipes, and steam began to pour from the near-crippled machine.



In an attempt to stop the Steam Tank, the Bretonnian General charges.



EMPIRE TURN 6



Hissing steam filled the cabin of the Conqueror, and warning whistles sounded shrilly in the enclosed space. Climbing into the turret, Fritz ripped hatch open, his eyes watering. Gulping in the fresh air, he came face to face with the cruel beak of the Hippogriff, which eyed him hungrily.

"Back it away, man!" Fritz shouted, and the steam tank finally pulled away from the beast, lurching erratically. Raising his repeater pistol, Fritz pointed it towards the huge winged creature. Before he could pull the trigger, a tendril of mist reached up from the ground, coiling around the pistol's barrels. Fritz pulled the trigger. Click! Nothing happened. Frantically, he pulled the trigger a few more times;

still nothing. Shaking the weapon free from the spiralling mist, Fritz clambered back down into the steamy interior of the Conqueror, his heart beating wildly.

The pistoliers galloped towards the enemy general in the battlefield's centre, pulling pistols from their braces as they rode. The young pistoliers fired their weapons towards the Duke in the same instant that arrows streaked towards the Bretonnian lord from the huntsmen's longbows. The Hippogriff spun its head in irritation, as if bothered by a swarm of flies.

The regiment of halberdiers in the centre of the battlefield positioned themselves to face the enemy general, as did the free company.

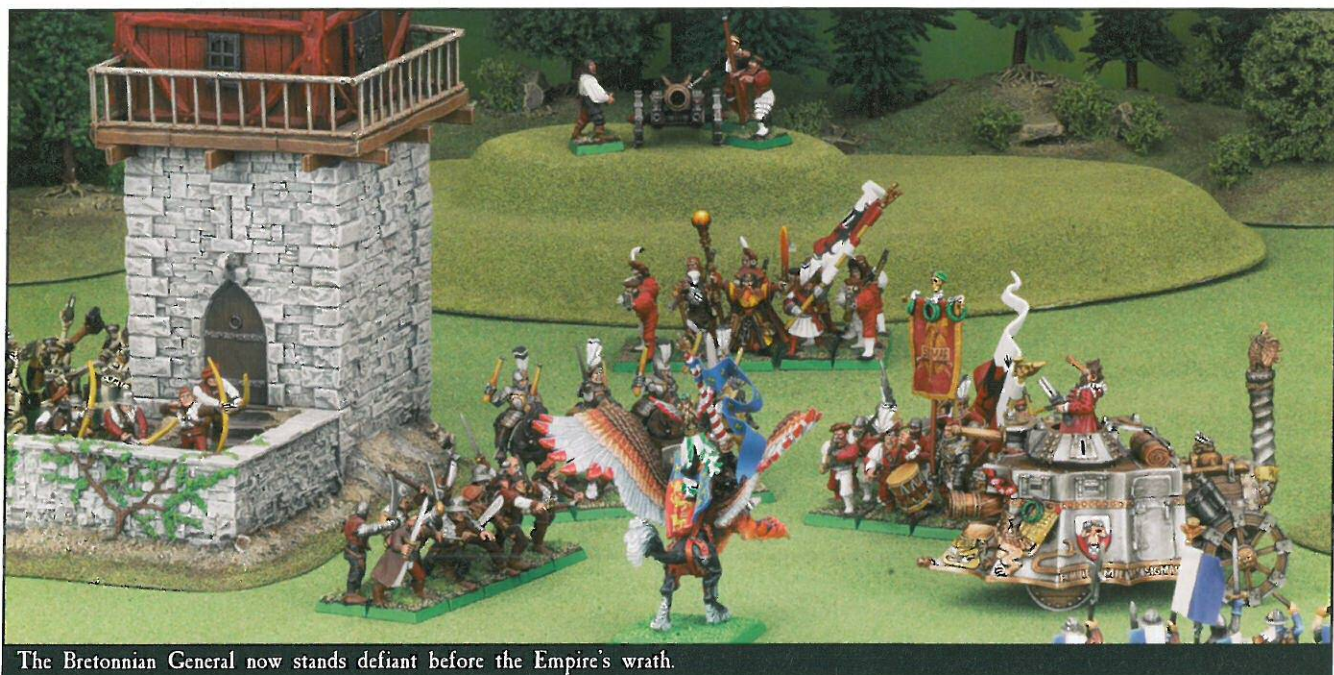
The master gunner lit the fuse of the cannon, and Pieter placed his hands over his ears once again. The wick burnt down, but nothing happened. Eventually he dropped his hands. Looking at the master gunner, he shrugged his shoulders.

A strange greenish light erupted from the wizard's staff, his magic finally managing to get past the Bretonnian arcane defences. It snaked its way across the battle field towards the beleaguered Questing Knights, flowing around the skeletons to swirl around the warhorses' legs. The horses flattened their ears, eyes darting around wildly.

Pieter looked across the right flank where the skeletal legion charged into the Questing Knights, their fleshless jaws mouthing many silent, ancient battle-cries. He whispered thanks that the long-dead legion was fighting on the Empire's side.

Pieter watched in awe as the skeletons carved into the knights, chopping them down one after another. Unable to withstand the undead attack, the knights turned once more and fled from the battlefield.

The more Hull Points that the Steam Tank loses, the less dice can be risked when rolling for Steam Points. As such, the more damage it suffers, the less actions the Steam Tank can perform, as well as being more likely to malfunction.



The Bretonnian General now stands defiant before the Empire's wrath.

BRETONNIAN TURN 6



The proud Grail Knights are ripped from their saddles and butchered as they turn to flee.

Isabella looked across the battlefield, despair blighting her. All appeared lost for Bretonnia this day, and her dear sister the Damsel Abigail had been cut down by the scum of the Empire. Tears welling in her eyes, she raised a glittering chalice to her lips, drinking deeply of the gleaming liquid. Magical energy coursed through her body as the sorcerous liquid was ingested.

Isabella gazed towards the fighting that still raged on. Close by, she watched in despair as several of the brave Grail Knights were struck by the spearmen, falling from their steeds, their armour pierced. Shouting a retreat, the knights began to turn their horses away from their foe. In horror, Isabella watched as the mercenary free company leaped upon the proud and dignified knights. The ragged, uncouth Empire troops ripped them from their saddles and set upon them in overwhelming numbers, butchering them to a man.

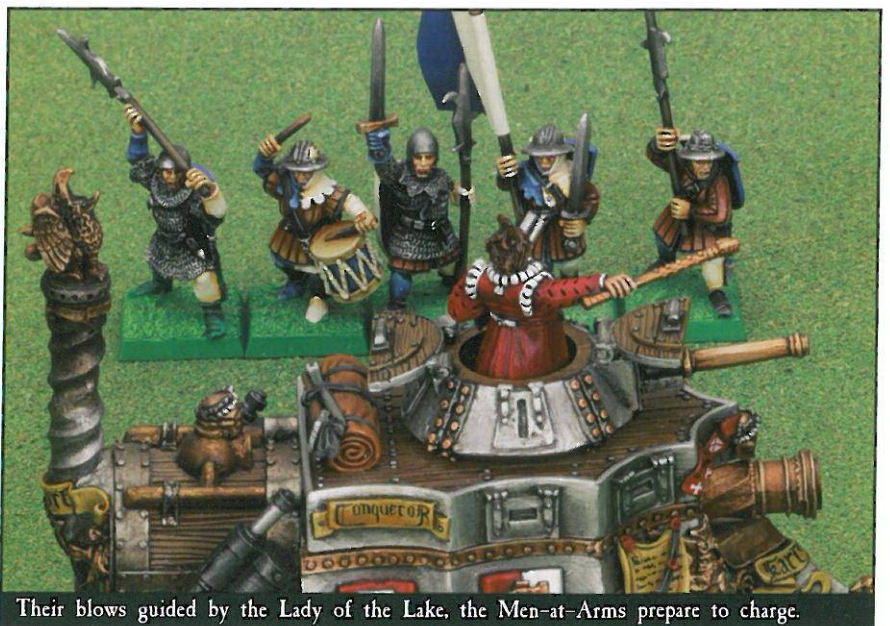
Further along the line, the men-at-arms charged into the side of the crippled steam tank, their halberds raised high in the air. Isabella focused her mind, aided by the power of the chalice. She guided the blows of the men-at-arms, helping them to strike true. As she returned to her body and opened her eyes, she saw the steam tank leaning to one side, a hole torn through the boiler

at the back of the machine. Steam poured from the critically damaged machine.

The Duke swung the Hippogriff away from the steam tank, and the creature bounded towards the halberdiers once again. Smashing into the tightly packed ranks, Duke Montforte drove his lance straight through the body of the battle standard bearer once and for all. The

Hippogriff slashed at the halberdiers, severing limbs and smashing men to the ground.

The Duke knew in his heart though that the day had been lost. He had defeated his enemy, the Elector Count of Talabheim, but his own army, the proud Knights of Bretonnia, had been scattered or lay dying upon the battlefield.



Their blows guided by the Lady of the Lake, the Men-at-Arms prepare to charge.

CRUSH THEM ALL!



Anthony: Well then. That was a bit unexpected...

I must say I was impressed with the way the Empire army held out against the Bretonnians' charge – it worked just how I

had wanted it to. I was even more impressed with Alessio's seriously tragic dice rolls!

The game was a lot closer than the Victory points would indicate. There were several moments in the game where it could have gone either way. Things were looking grim for the

Empire when the White Wolves legged it, leaving the right flank wide open, and, had the Cursed Company not marched over to plug the gap, the Questing Knights could easily have romped along my flank.

Alessio's inability to kill my Battle Standard Bearer was another point that swung the battle in my favour. If he had died, the Bretonnians would probably have smashed through my centre, and the Empire forces would have entered a whole world of pain. Alessio took great pleasure in finally killing the persistent hero with his Duke in the final turn.

The Steam Tank is an absolute menace of a war machine; able to steamroller

enemy units into the ground and blow them off the face of the Warhammer world with equal ease. However, it certainly isn't invulnerable, and as it takes damage its effectiveness is quickly hampered. Surviving the game with one Hull Point left was a bonus.

The Cursed Company, once they got into combat, proved to be seriously dangerous foes, and they managed to end the game with almost the same number of models as they had at the start thanks to their special rules. Ouch!

On the whole, a spectacular looking game with loads of entertaining moments (well ok, maybe frustrating moments for Alessio)...

THE LADY HAS ABANDONED US!



Alessio: Ouch! That was painful... but the worst thing is having taken the Steam Tank down to only one Hull Point left. One more point of damage and the tank would have gone

down... oh well, it wasn't to be.

My game began very badly, with Anthony's first well-aimed cannon ball killing three Knights out of a unit of 12, just enough for a Panic test – which I promptly failed. There went my largest unit of Knights, together with my Battle Standard Bearer and the Banner of the Lady. A 500 points blow that made me start the game without a fifth of my army. Some blessing!

After that it was a series of not so happy tactical decisions (like the Grail Knights' failed charge against the Steam Tank) paired with the worst luck I've seen in a long time. There was only one moment when I could have turned the game: when my Errants and Duke charged the enemy unit containing the enemy General and Battle Standard. If I had killed the Battle Standard, the enemy would not have been *stubborn*, and routing that unit would have meant a lot of Victory points. On top of that, breaking through the enemy line into the softer handgunners and cannon crew would have been a considerable blow to the Empire forces. To achieve all that I only needed to kill the Battle Standard. I wounded him with my Paladin's horse (naturally,

everyone knows that the steeds are always better than the riders) and when the Paladin's lance hit him with Strength 6, I would have killed him if I could just roll a two or more. My mistake was to say aloud: "Anything but a one!" Really naive, I should have learnt by now never to say that...

VICTORY POINTS

Empire:	1,947
Bretonnians:	832
Difference of	1,115:
SOLID VICTORY	

The Dark Emissary looked over the battlefield in satisfaction, knowing that he had served his Dark Master well this day. He watched, intrigued, as the strange Undead known as the Cursed Company marched off the battlefield as soon as the battle was over. The Dark Emissary thought that he had seen their leader slump his skeletal shoulders in disappointment when the Bretonnians had finally run before him. Interesting, he thought.

The Bretonnian battle force had been severely weakened from the encounter, so much so that they would clearly not be able to journey to Albion. To top this off, the Empire general would take months to recover from his near fatal wounds, if he did actually recover, at all...

Turning away from the scene of devastation below, the Dark Emissary walked into the growing darkness, an evil smile playing over his lips, hidden deep within the shadows of his hood.



Grinding his teeth, Alessio still manages to smile for the camera.

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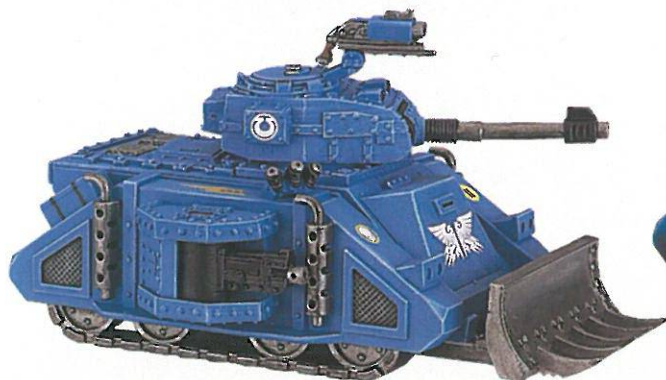


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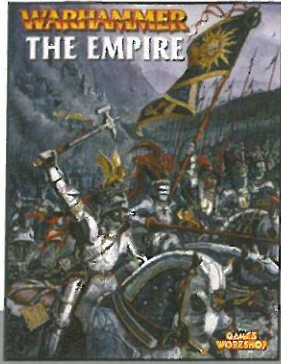
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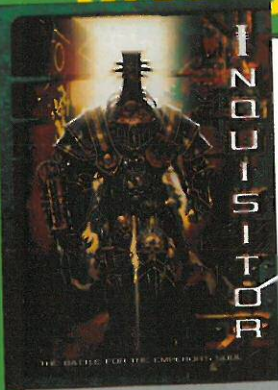
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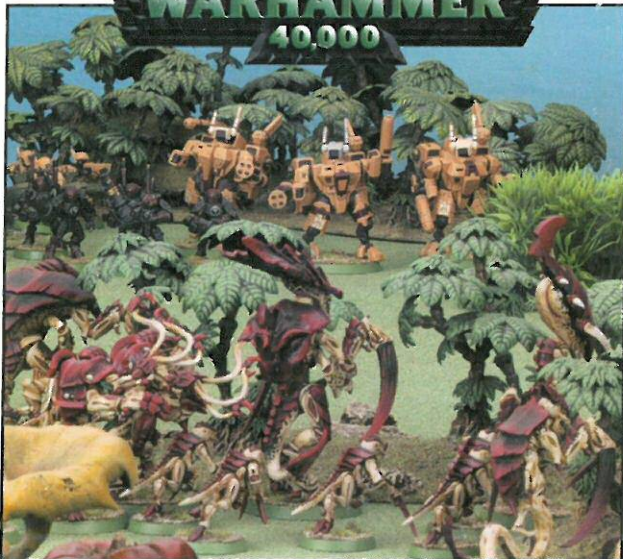
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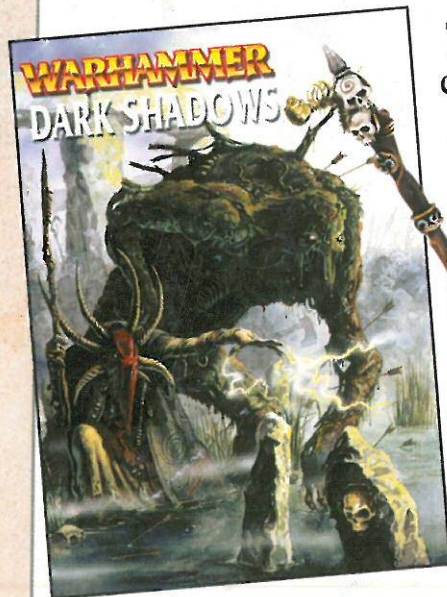
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