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WARHAMMER DWARF

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THE LORD OF THE RINGS
THE FELLOWSHIP OF THE RING

WD270 JUNE £3.50

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THE FUTURE ISN'T BRIGHT – IT'S DARK, SPIKY AND MALICIOUS...

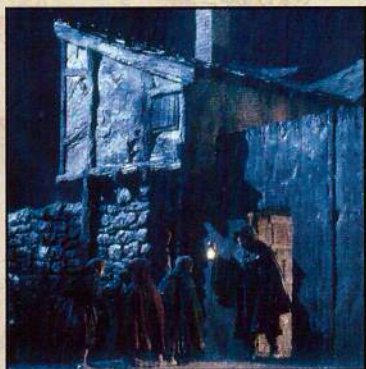


Champion of Chaos
designed by Jes Goodwin

THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

This month's The Lord of The Rings coverage starts on page 99.

We take a look at the incredible Bree gaming board as well as chatting to Alan Perry and Michael Perry, who sculpted many of the miniatures for The Lord of The Rings.



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Without a doubt, the biggest new thing this issue is the release of the new Hordes of Chaos armies book for Warhammer, and the attendant swathe of new miniatures.

Chaos is the malevolent backdrop to the world of Warhammer. Its insidious, manipulative nature permeates all across the world. Not only has it had a makeover in terms of rules but it will also have a huge impact on current events in the Warhammer world. This all kicks off in our battle report next issue as an Empire army tries to halt Archaon's army before it grows too large to stop. But this is only the beginning of a chain of events that will rock the Warhammer world as we know it.

This issue, however, we focus on Chaos Undivided, replete with Chaos Warriors, Marauders and Chaos Knights. Chaos is such a big release for the Warhammer community that we'll be devoting a month to each of the Chaos Powers, starting next issue with the Blood God, Khorne.

I've always fancied doing a Chaos force but have been distracted by other armies. Until now. The new models are, in my opinion, the best miniatures Games Workshop has ever produced. The moment I saw Brian Nelson's new Chaos Knights was the moment I sold myself to the Dark Powers. I won't even mention the sheer perfection that is the new Archaon model. I'll be chronicling how I get on with my new army over the next few issues and, will hopefully lay to rest the misconception that you need a 2,000 point army to enjoy playing Warhammer.

So, that's Warhammer – what about the other game? You know the one with guns and tanks: Warhammer 40,000.

By now you'll have noticed that this issue comes with a huge free poster. This double-sided beauty has a superb cutaway illustration of the new Space Marine Predator which is released as a plastic kit next issue. The poster is a veritable artifact and has been designed to sit well alongside the Land Raider poster we brought you in WD245. On the flipside is the awesome Hordes of Chaos armies book cover art by Adrian Smith.

The down side of this lovely poster is that it's taken a lot of resources to produce and something had to give. In this case, it's this issue's battle report. Battle reports take a vast amount of time, effort and resources to make and it has been a tough choice as to whether we do the poster or the battle report. In the end the poster was too cool an opportunity to miss, so the battle report takes a well earned rest this issue.

Fear not though! Battle reports return next issue, and believe me it's a belter as the Lord of the End Times, Archaon, takes to the battlefield and launches his invasion of the Empire. In fact WD273 has TWO battle reports for the special reason of – doh! out of space...

Paul Sawyer
Editor



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NECRON ATTACK!



The skeletal warriors of the Necron race have lain dormant in their stasis-tombs for millions of years. Now, ancient portents are realised and a horror from the darkest depths of pre-history awakes...

Don't miss next month's White Dwarf where the full extent of the Necron attack will be revealed.

As a prelude to the attack, the Necron army boxed set is out this month. This new set is brimming with new miniatures and includes a special edition Necron Lord (pictured below).

The Necron army boxed set contains:

- Codex Necrons
- 24 Necron Warriors
- 5 Necron Immortals
- 2 Necron Wraiths
- 6 Necron Scarab Swarms
- 3 Necron Destroyers
- 1 Tomb Spyder with assault weapons
- 1 Tomb Spyder with a particle projector



Necron Lord designed by Mark Harrison. This model requires assembly.

NECRON ARMY DEAL£135.00

Denmark	kr 1,500.00
Sweden	kr 1,800.00
Norway	kr 1,800.00
Euro	225.00

FRESH PASTURES

Two popular Games Workshop personalities have recently settled into new jobs here in the Studio.

Formerly part of the Warhammer games development team, Alessio Cavatore now heads up The Lord of The Rings games development department. Alessio is a huge The Lord of The Rings fan and is thrilled with his new title: Ringbearer!

The other person is designer Jes Goodwin. A longtime favourite of many hobbyists, Jes's distinctive style has a marvellous longevity – which of us doesn't have a Jes Goodwin miniature as one of our favourites? Jes is now our 3D Design Manager and is busy ensuring our plastic and metal miniatures are all equally fantastic.

We'd like to offer our hearty congratulations to them both!

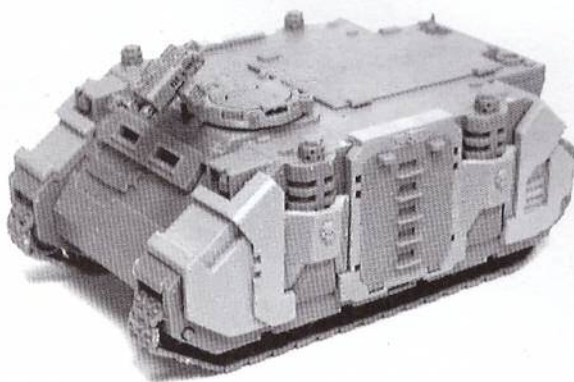


Jes Goodwin



Alessio Cavatore

FORGE WORLD

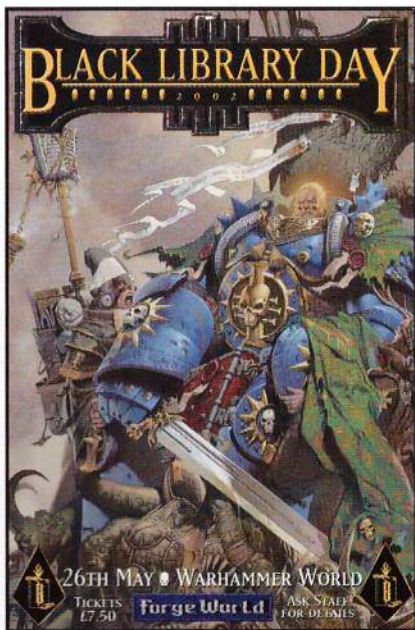


In addition to their new range of Rhino door components, Forge World have also produced new reinforced and spaced armour plates and a new dozer blade.

BLACK LIBRARY DAY: 26TH MAY

Currently the Black Library acolytes are immersed in organising Black Library Day, taking place at Warhammer World on the 26th May. It's a joint event between the Black Library and Forge World and will provide an opportunity to meet their talented writers, artists and sculptors, play a hall-full of specially-themed games and be the first to grab their latest big releases. Special guests will include Dan Abnett and Fanatic, plus Sabertooth, who are running Warhammer World's first ever official Warhammer 40,000 CCG tournament!

For more information see the Black Library Events website at blacklibrary.com/events. Tickets are priced £7.50 and are still available through Mail Order and on the Online Store.



BULLET POINTS

- The Studio's Warhammer campaign has taken to the high seas this month with the introduction of games of Man O'War. The latest game saw Matt Hutson's Dark Elf fleet pitted against the Bretonnians of Tom Hibberd, accompanied by cries of "you sank my battleship!"
- Having just finished work on Hereticus, the last novel of the Eisenhorn trilogy, Dan Abnett will be writing another Eisenhorn short story for Inferno! 31, set between the last two novels. We've also heard that he is considering penning more inquisitor novels, possibly involving a character from the Eisenhorn books...



We can reveal that Games Day and Golden Demon will be held at the National Indoor Arena, Birmingham on September 29, 2002.

GRAND TOURNAMENT ANNOUNCEMENT

We are pleased to announce that Heat 2 tickets for the Warhammer 40,000 and Warhammer Grand Tournaments will go on sale in May. Warhammer Heat 2 tickets will be available from May 4th 2002, and Warhammer 40,000 Heat 2 tickets from May 11th 2002. Tickets for both events are priced £40 each. Competitors will also have the option of purchasing a meal on the Saturday

night of each tournament for an additional £5 and one of the specially-commissioned Grand Tournament 2002-2003 season T-shirts for £8. All the tickets are available from UK Mail Order ONLY. Tickets for both events will go on sale from 8am on the above dates and are expected to sell out quickly, so call early to avoid disappointment.



THE SOUND OF BATTLE

This month sees the release of 'The Sound of Warhammer 40,000 - Chapter 1'. This is the first of three music CDs with music influenced by the Warhammer 40,000 universe. The CD features a variety of electronic music artists such as Kim Cascone, Zombie Nation and Johannes Heil amongst others. There are two further CDs in the pipeline and for more information check out their website at;

www.art-of-perception.com



SPECIALIST GAMES

The Fanatic team have been busy over the last month working on the new Dark Elf Warmaster army, including some scenery themed specifically to the race. Also, fans of Battlefleet Gothic will be pleased to hear that a new annual featuring all the best rules from the Battlefleet Gothic magazine is also in production.

Finally, for Mordheim there will be a new set of Sisters of Sigmar miniatures available soon allowing players to field a range of weapons other than just hammers and whips...

OUT THIS MONTH: TOOTHPICK MURKE £12.00

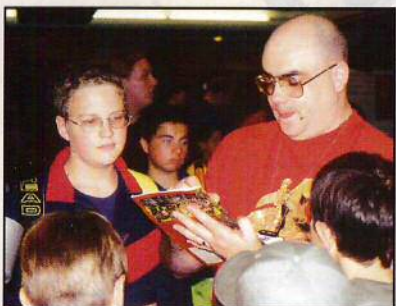
This model allows you to take a new type of character, the Pathfinder, in your games of Inquisitor. The complete rules for using Toothpick Murke are available in the Exterminatus 2 magazine.

This blister pack contains one Toothpick Murke model and is available from Mail Order or our online store.

*Designed by Alan Perry & Michael Perry.
This model requires assembly.*



GAMESDAY & GOLDEN DEMON 2002



Golden Demon – The premier miniatures painting competition

Awesome Mega Battles • Participation Games • Design Studio • White Dwarf • Forge World • Fanatic Studio • Black Library

Sunday 29th September 2002

Birmingham National Indoor Arena

TICKETS FOR THIS FANTASTIC EVENT WILL BE AVAILABLE SOON

CHAOS INCURSION



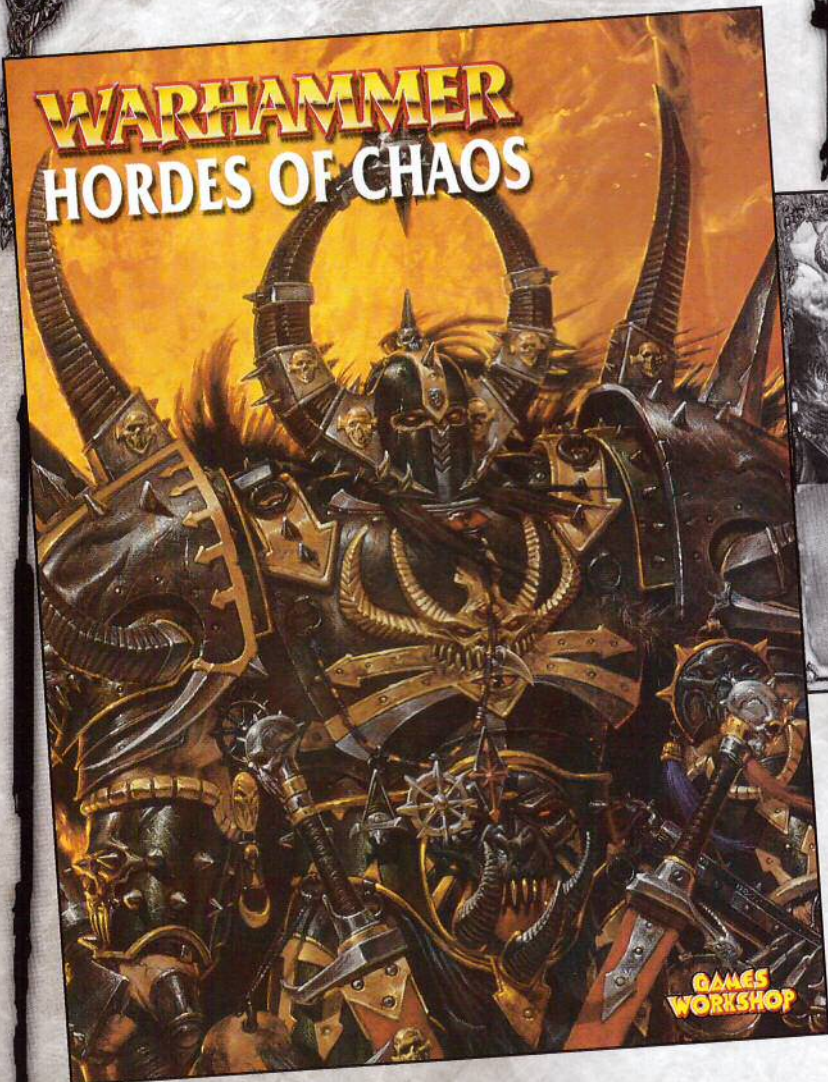
FROM THE TWISTED LANDS OF THE NORTH COME THE HORDES OF CHAOS

HORDES OF CHAOS

CHAOS NEW RELEASES

HORDES OF CHAOS ARMES BOOK

WARHAMMER HORDES OF CHAOS



SLAANESH KEEPERS OF SECRETS

These twisted and depraved creatures are known as the Keepers of Secrets. They are the most powerful of the Daemon Princes, and their power is not limited to the battlefield. They are the masters of the dark arts, and their knowledge is vast and terrible. They are the most cunning and狡诈 of the Chaos gods, and their schemes are always successful. They are the most feared and respected of the Chaos gods, and their name is spoken with reverence and awe.

TOWERS OF CHAOS

BOBS OF CHAOS

These are the most powerful of the Chaos gods, and their power is not limited to the battlefield. They are the masters of the dark arts, and their knowledge is vast and terrible. They are the most cunning and狡诈 of the Chaos gods, and their schemes are always successful. They are the most feared and respected of the Chaos gods, and their name is spoken with reverence and awe.

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Available now, this 112 page book (written by Gav Thorpe, Rick Priestley, Anthony Reynolds and Alessio Cavatore), contains complete rules and background, plus a full colour painting and modelling guide, for the servants of the Chaos gods.

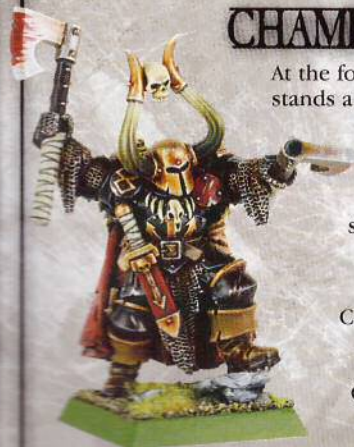
Chaos armies are extremely effective in close combat and relatively small in size, but they make up for this in potency. Chaos Lords, Greater Daemons, Marauders, Knights of Chaos, Bloodletters of Khorne, Spawn of Chaos and many of the other varied troop types available to a Chaos general all excel at smashing the enemy at close quarters.

CHAMPION OF CHAOS

At the forefront of all Chaos warbands stands a dreaded Champion of Chaos. Their high Weapon Skill, Strength and Attacks as well as access to Chaos magic items make them some of the most lethal killing machines in Warhammer.

Designed by Jes Goodwin, a Champion of Chaos is available in a blister pack and can represent an Aspiring Champion, Exalted Champion or Lord of Chaos.

This model requires assembly.

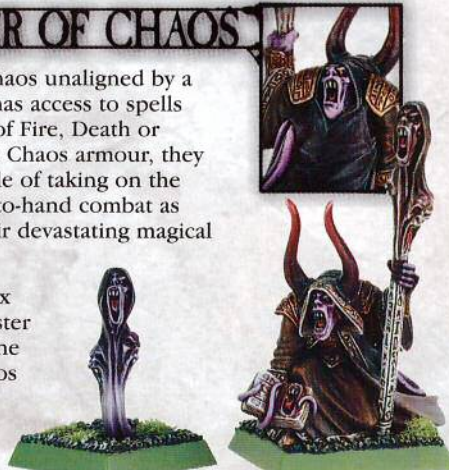


SORCERER OF CHAOS

A Sorcerer of Chaos unaligned by a Mark of Chaos has access to spells from the Lores of Fire, Death or Shadow. Clad in Chaos armour, they are easily capable of taking on the enemy in hand-to-hand combat as well as with their devastating magical attacks.

Designed by Alex Hedström, a blister pack contains one Sorcerer of Chaos and a familiar.

These models require assembly.





KNIGHTS OF CHAOS

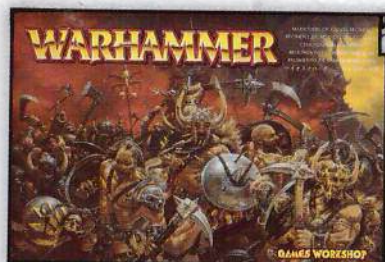
Knights of Chaos are one of the most devastating cavalry units in Warhammer, combining resilient armour and awesome close combat power. Furthermore they can be upgraded to the deadly Chosen Knights of Chaos who are encased in Chaos armour as well as having extra Attacks.

Designed by Brian Nelson, Knights of Chaos can be bought as a regiment set containing five Knights including a Champion, Standard Bearer and Musician. Knights of Chaos can also be collected singly in blister packs.

These models require assembly.



*Slaanesh
Knight of Chaos*



MARAUDERS OF CHAOS

At a basic cost of 5 points, Marauders of Chaos are the cheapest Mortal unit available, giving a Chaos general the option of fielding large expendable units. However, their low points cost doesn't mean they are weak; at Weapon Skill 4 and Initiative 4 they are still superior to many of the Core troops in other Warhammer armies.

Designed by Alex Hedström, Juan Diaz & Mark Harrison, they are available as a regiment boxed set containing 16 plastic Marauders of Chaos including enough parts to equip them with either flails or hand weapons and shields as well as a Chieftain, Standard bearer and Musician.

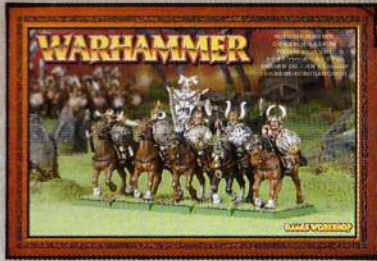
These models require assembly.

*Marauders of Chaos
armed with flails.*



*Marauders of Chaos armed
with hand weapons & shields.*





CHAOS MARAUDER HORSEMEN

Chaos Marauder Horsemen are fast cavalry, ideal for harrying the flanks of the enemy with their throwing axes and spears, or supporting the elite Knights of Chaos as they thunder into the opposing battle line.

Designed by Gary Morley, they can be bought as a regiment set containing five Chaos Marauder Horsemen including a Chieftain, Standard Bearer and Musician. Chaos Marauder Horsemen can also be bought singly in blister packs.

These models require assembly.



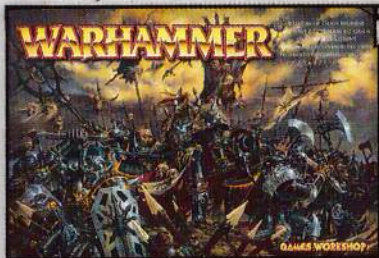
Chaos Marauder Horsemen armed with a throwing spear.



10 AM SUNDAY 14TH JULY 2002
WARHAMMER WORLD

A day of Chaos tainted activities! Play Chaos themed Warhammer, Warhammer 40,000 and specialist participation games. Develop your modelling and painting skills in one of our Chaos Masterclasses. Learn about the Chaos threat in our question and answer seminars. Plus Mail Order, Forge World, Black Library, Fanatic and special guests! The time of Chaos is upon us!

Tickets available from Instore Mail Order, direct from Mail Order on 0115 91 40000, or on the internet at www.games-workshop.com/storefront. For more information on this and other events visit www.games-workshop.com/events



WARRIORS OF CHAOS

Warriors of Chaos form the backbone of a mortal Chaos warband. However you choose to equip them they are fully capable of beating the best troops your opponent can throw at them. Furthermore they can be upgraded to deadly Chosen Warriors of Chaos, encased in Chaos armour and with extra Attacks.



Tzeentch Warrior of Chaos

Designed by Aly Morrison & Dave Andrews, these models are available as a regiment boxed set containing 12 plastic Warriors of Chaos, including enough parts to equip them with halberds and shields or hand weapons and shields as well as a Chieftain, Standard Bearer and Musician. The boxed set also contains a Chaos mutations frame giving you the option to upgrade them to Chosen.

These models require assembly.



Chosen Warriors of Chaos

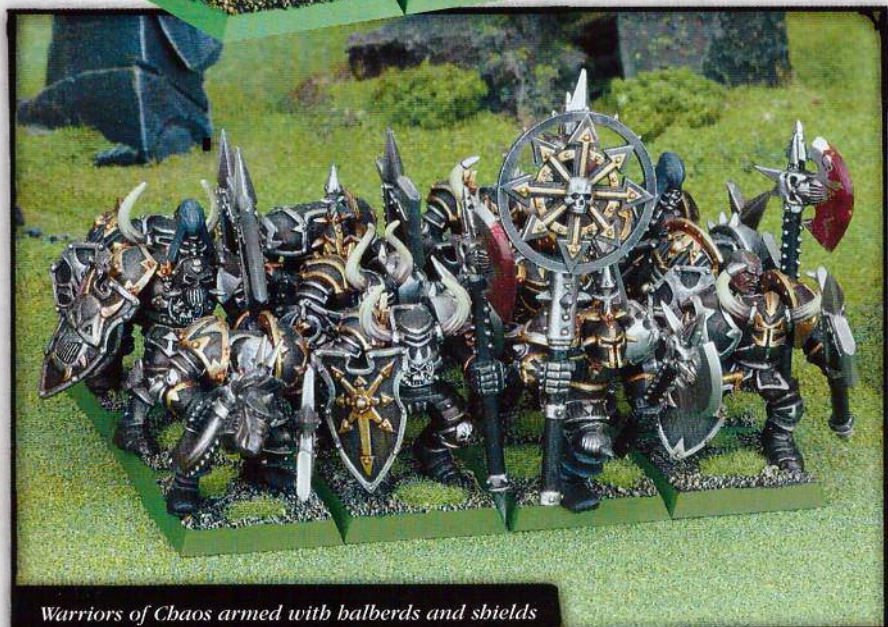
Warriors of Chaos armed with halberds



Slaanesh Chosen Warrior of Chaos

PRICE LIST

HORDES OF CHAOS ARMY BOOK		£12.00
Denmark	kr 150.00	Sweden kr 180.00
Norway	kr 180.00	Euro 20.00
CHAMPION OF CHAOS		£7.00
Denmark	kr 75.00	Sweden kr 90.00
Norway	kr 90.00	Euro 11.00
WARRIORS OF CHAOS REGIMENT		£15.00
Denmark	kr 185.00	Sweden kr 225.00
Norway	kr 225.00	Euro 25.00
KNIGHTS OF CHAOS REGIMENT		£25.00
Denmark	kr 300.00	Sweden kr 350.00
Norway	kr 350.00	Euro 40.00
KNIGHTS OF CHAOS BLISTER		£6.00
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Norway	kr 75.00	Euro 10.00
CHAOS MARAUDER HORSEMEN REGIMENT		£20.00
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Norway	kr 300.00	Euro 35.00
CHAOS MARAUDER HORSEMEN BLISTER		£5.00
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Norway	kr 65.00	Euro 8.00
MARAUDERS OF CHAOS REGIMENT		£15.00
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Norway	kr 225.00	Euro 25.00
SORCERER OF CHAOS		£5.00
Denmark	kr 185.00	Sweden kr 225.00
Norway	kr 225.00	Euro 25.00



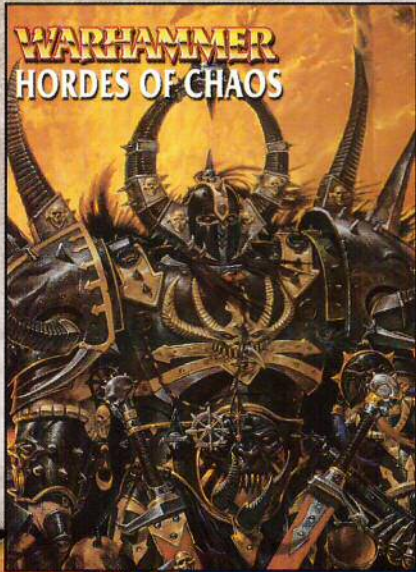
Warriors of Chaos armed with halberds and shields

WARHAMMER CHRONICLES

CHAOS DESIGNERS NOTES

by Gav Thorpe

Welcome to this month's Arcane Lore. Oops, no it's Warhammer Chronicles. Apologies to those who are confused, but following some thinking about White Dwarf, myself and Paul Sawyer realised that the lines between Arcane Lore and Warhammer Chronicles have become blurred over the months, and so we've decided to go the whole hog and put all Warhammer rules-related stuff into this one column – no more Arcane Lore I'm afraid, but you won't be missing out because it'll all be here instead! Anyway, enough explanation – you want to know everything about Warhammer Armies: Hordes of Chaos.



THE BRIEF

Chaos; it's the root of Warhammer. It is a defining part of the background and a cornerstone of the Warhammer world. The pedigree of Chaos dates back to the founding of the game as we know it, way back in the first edition of Warhammer (more on this later). So pretty important then, you'll agree. Over successive editions of Warhammer, there have been numerous attempts to codify and clarify and otherwise tame the eclectic and unruly forces of Chaos into army lists. Some have succeeded more than others, and there has always been a compromise between allowing the flexibility that a Chaos army deserves, and the necessities of game balance.

THE SOLUTION

It was decided from the outset that this army book would focus on Warrior armies and Hosts of Daemons. The Beastmen would get their own list in the fullness of time, and there are other concerns with them that need sorting out first. So, I went away, briefed up the Warhammer team, and between us we created Warhammer Armies: Chaos. We had two army lists, one for warriors and one for Daemons. However, rather than being completely separate from each other, elements of these armies appeared in both lists, allowing players to have Bloodletters in their Warriors army, for example, or Knights of Chaos in their Daemonic force.

We came up with some rules for the different Marks of the Gods and Daemonic Gifts for the Daemon Princes,



A mighty horde of Chaos

HORDES OF CHAOS





we began work on the magic spell lists for the different powers, started playtesting in earnest and it was all coming together quite nicely. Or so it seemed, though I had some niggling doubts. Then I went on holiday...

ENTER THE LORD OF CHANGE

After a relaxing and refreshing week in the south of France, having recovered from the stresses and strains of such a gargantuan project, I returned to work looking forward to some more playtesting and putting the final touches to the army lists and magic items. Unbeknownst to me, in my absence Rick Priestley and Gordon Davidson, along with other senior members of the Design Studio, had quite rightly been looking at what we were doing. In several long conversations and lots of soul-searching (as opposed to soul-stealing, which is a Dark Elf thing), we looked at what we had opted to do and where we were going, and in the end decided that we had taken a wrong turn somewhere. Basically, the rules were serviceable enough; we had managed to cover all the bases in background terms, and the project was on schedule. But all in all, it wasn't really as exciting and special as a Chaos book should be.

It was hard to put our collective finger on the problem, but it basically boiled down to a simple factor – there was too much stuff in the book! The Bestiary descriptions were too brief and there wasn't enough space for art. The army lists repeated a lot of information needlessly, and all of this took up space from background on the Chaos gods, details of the Dark Tongue and lots of other cool information and stories. In short, although functional, the army book was, to be quite frank, a bit dull and uninformative because we had tried to cover too many things at once. The lists themselves, although more flexible than those in *Ravenging Hordes*, were also still too restrictive in choices.

What, for example, if a player wanted a really big army with both a Chaos Lord and a Greater Daemon? Well, it couldn't be done with the rules that were in place. There were other concerns too for, in our quest to fit stuff in, certain creatures (particularly types of Daemons) had been sacrificed, with a view to reintroducing them in a second volume. This was felt to be a bad idea, as many of these were actually iconic images of Chaos, so they had to be put back in. But where?

In the end, we made a bold decision. We not only scrapped the two army lists we had already been working on, but went

back to the drawing board regarding our whole approach to Chaos. As we'd realised earlier, one book would never be enough for everything, but we looked again at where to draw the lines and split the Chaos project down into more manageable chunks. The time already spent wasn't wasted – after all most of the rules were still perfectly okay – but it did mean some serious 'nose to the grindstone' time for all involved.

ONE ISN'T TWO BOOKS

Warhammer Armies: Hordes of Chaos is the first volume in that new approach. Rather than trying to be a main Chaos list which would then get added to, we decided to pretty much chop Chaos down the middle. In one half we have what we termed mortals (Warriors, Marauders, Chaos Lords and the like) and Daemons. In the other half we have the Beastmen and monsters (Chaos Trolls, Minotaurs, Dragon Ogres, Chimeras and so forth). I devised a system which allows any of these units to be taken in an army, but the rules and army list entries themselves would be split over two books – this one and its companion volume, due out in another year or so, Beasts of Chaos. This is how it all works:

THE ARMY LIST

The Chaos army list works pretty much like any other Warhammer army, with two quirks which make it possible to have such variety whilst maintaining game balance. The list has Lord and Heroes just like other lists, and here you'll find Chaos Lords, Daemon Princes, Aspiring Champions, Exalted Sorcerers and all the other character

WHAT IS CHAOS?

For those of you new to Warhammer who might be a bit baffled by all this excitement, here is a (very) brief explanation of Chaos.

In the dim prehistory of the Warhammer world, the Old Ones ruled. They created the races and shifted the continents, wielding incredible power. But disaster befell them, and the great Gates they had constructed at the poles of the world to travel from star to star imploded, releasing the energy stored inside. This energy now pours into the world, in the form of the Winds of Magic, and it corrupts and twists everything it comes in contact with. In essence, it pollutes the whole world, slowly and irrevocably changing it. In a distant age, the High Elves of Ulthuan managed to bind most of this energy to the Northern pole, and the Realm of Chaos was created, a region of seething energy that defies nature and the laws of time and space. Here dwell the Daemons of Chaos, and their masters, the Great Gods of Chaos. On occasion, this Chaos energy surges forth and the Daemons can manifest themselves over a wider and wider area, bringing havoc and mayhem.

Around the Realm of Chaos lie the Chaos Wastes. Here there live many tribes and barbaric people, usually referred to as Marauders. Many are nomadic tribes, who live by raiding the richer and more civilised lands to the south. Amongst their number are those said to be chosen by the gods – who evidence remarkable skills and gifts brought about by their contact with the Chaos energy spilling from the North. These Chosen aspire to great glory and honour, and pray to the Dark Gods through conquest and plunder. They are the rulers of the Marauder tribes, and battle amongst themselves for the favour of the gods.

If a Warrior is great enough, he will rise to a position of power and become a Champion of Chaos, taking the first steps on the path to eternal life and everlasting power. Such fierce warriors lead armies of their followers in the great incursions, summon Daemons to their aid and make pacts with their gods, in return for even more power and esteem.

types. However, the way the Core and Special choices work is resolved differently. The list in Hordes of Chaos contains Mortals and Daemons. If your general is a mortal, then Mortal units count as Core and Daemonic units count as Special. If your general is Daemonic, it's the other way around. On top of this we have Rare units as normal, which in this volume draws in Spawn of Chaos and Dogs of War (for non-

Daemonic armies, at least). There are of course a few other restrictions, such as Warhounds of Chaos not counting towards your minimum number of Core units and such, but that's pretty much it.

This means that whether your general is Mortal or Daemonic shapes the rest of the army, but in theory you have access to every type of unit available to a Chaos general. Now this may seem open to



Empire villagers flee from a warband of Marauders.

horrible abuse, but in practice it has worked out to be remarkably well balanced, and actually I'm much more pleased with this uber-list than the two separate lists we had started out with. Not only is it shorter, allowing more space for the background information players crave these days, but it is also more characterful of how a Chaos army works. And, oddly enough, it just feels right – my Games Developer gut instinct tells me that it hangs together a lot more nicely.

It also makes Beasts of Chaos a relatively straightforward task when we get to it – we simply have the Beasts category, which works the same way as the Mortals and Daemons, so if you have a Beastman general these two become Special, whilst Beasts are Core, and so on. Put some more monsters into the Rare choices and the whole thing's a done deal!

THE MARKS OF THE DARK GODS

Another way the army list is restricted is by the use of the Chaos Marks, and these also reinforce the point that a Chaos army is held together more by the personality and domination of the character leading it than by anything else. If your general has the Mark of Khorne, for example, then all the units in your army must either have the Mark of Khorne or the Mark of Chaos

Undivided – this means no Tzeentch Champions in your army, or Slaanesh Daemonettes.

This came about for several reasons. Firstly, as a measure for limiting some of the immense flexibility of the list, and as an indicator of the rivalries between the different Chaos followers. Also, it gave us an opportunity to make Chaos Undivided a genuine choice for players.

In the past, Chaos Undivided has usually been held in low regard by players. The advantages were not very obvious at all – such characters were cheaper because they didn't pay for a Mark, but that was it. Such an advantage isn't very appealing at all, because paying the points to get *frenzy* or a magic level isn't really a penalty, is it? So how could we make Chaos Undivided a viable option. Well, firstly we gave it a special rule, just like the rest of the Marks – in this case it is the ability to re-roll failed Psychology tests, which is pretty useful for units which have a Leadership of 8 or 9! Secondly, through the army list, we allow generals with the Mark of Chaos Undivided to have any mix of Marks in their army; their strength of will allows them to overcome the animosity between the different powers and ally together followers of Nurgle with Khorne Daemons, and so forth. All in all, I think that puts them on an even playing field with Champions of specific gods.

And it's not just characters that get Marks of the Dark Gods anymore. Regiments of Warriors and Knights, as well as chariots, can be given Marks too. This gives players an even wider choice of troop types; who can resist a unit of Khorne Chaos Knights with *frenzy* and generating an extra Dispel dice, or a large regiment of Nurgle Warriors which causes *fear*!

CHAOS MAGIC

I doubt it comes as a surprise to most players that we've devised three new spell lores for Chaos; one each for Tzeentch, Nurgle and Slaanesh. Like all spell lists, we tried to make sure that each had a distinctive feel to it, and that started with the names. Such Nurgle delights as Effulgent Boils and Glistening Scabs, or the Slaanesh glamour Enrapturing Spasms, all help to evoke the right feel. But more than this, each spell list performs a slightly different role on the battlefield. As might be expected, Tzeentch magic is the most offensive in general, with spells such as Indigo Fire of Change which can turn the enemy into more Horrors for your army, and Blue Fire of Metamorphosis which blasts the foe with a random number of random Strength magic missile attacks! Nurgle is more directed towards hampering the enemy's capabilities, with spells such as Glorious Afflictions that halves an enemy unit's Movement, while Slaanesh is less outright in its destruction, but with spells such as Titillating Delusions, which lures an enemy across the battlefield out of control of your opponent, and Luxurious Torment, that allows you to make a unit frenzied but at the cost of suffering hits, encourages more considered use of your spellcasters' abilities.

There are also a whole bagful of different magic items for Chaos characters to choose from. With the magic weapons in particular, we ran into a bit of a problem – just what would you want to give to a WS 9, Strength 5 Chaos Lord that compared favourably with a simple great weapon or flail? Well, we managed to come up with a fair few; my favourites include the *Berserker Sword* which grants additional Attacks depending on the Unit Strength of the foe the character is fighting, and the *Sword of Change* that potentially turns slain enemy characters and monsters into Chaos Spawn! But it's not just hacky weapons though; there's some cool enchanted items like the *Bindings of Slaanesh* which enable you to drag an enemy character into a challenge with the Champion, and the *Chalice of Chaos* which turns the character Daemonic, as well as entertaining talismans such as the regenerating *Crown of Everlasting Conquest*.





A Warband of Chaos battles its way through the Undead to reach the Vampire master.

DAEMONIC GIFTS

With all these magical toys for the mortal characters to play with, it would have been churlish of us to deny such fun to players with Daemon Princes, and so we revised and expanded the list of Daemonic Gifts first previewed in the *Warhammer Annual 2002*. One of the simplest but most characterful is *Master of Mortals*, which for a mere 5 points allows your Daemon Prince to lead a mortal army. This nicely represents him remaining with his warband after his ascension rather than flitting off to the Realm of Chaos to join the Daemonic hosts. Other examples are the Tzeentch gift *Power Vortex*, which allows a Daemon Prince to sacrifice Wounds to generate more Magic dice, and *Might of Khorne* which adds +1 to the Daemon's already considerable Strength.

THE BACKGROUND

While Alessio, Anthony and I beavered away at successive versions of the rules, Mr Priestley was turning his hand to the portrayal of Chaos in background terms. Chaos has always suffered slightly from its amorphous nature, and trying to give Chaos armies, and the unnumbered worshippers of the Dark Gods, more of an identity was the challenge that Mr P faced. In the end, I think he's managed

to convey a good sense of what it means to be a barbaric warrior living in the north of the world under the shadow of Chaos. He explains why it is that such men must by necessity worship such gods, for they live on the very edges of survival, and the Chaos gods are the strongest patrons any would-be conqueror could hope for. We've also focussed more on the enmity that exists between the Northmen and the southern lands such as the Empire and Cathay, which has lasted for untold generations. All-in-all, it gives Chaos a much greater sense of depth than just being the bad guys in spiky armour – after all, they all have goals and ambitions, a society to live in, and dreams of honour and glory just like a High Elf Prince or a Bretonnian Duke.

We've also updated a few things, bringing Archaon's story up to the present (with his discovery of the final gift he was looking for – the fabled Crown of Domination), and filling in details about the mysterious Dark Master and why he tried to conquer the island of Albion.

MORE THAN JUST A BOOK

So, Hordes of Chaos is not the finish of Chaos but merely the start of a massive, ongoing project. Of course, we have

Warhammer Armies: Beasts of Chaos to do (which we hope to preview in this column in about half a year's time), but even then our task will not be done.

For a start, there are still troop types that we couldn't fit into the punishing design schedule we set ourselves when redesigning pretty much all of the Chaos range; there'll be a plastic Beastmen regiment some time in the future, perhaps the return of mounted Daemonettes and some of the other missing creatures we had to leave out simply because we would have never got the book finished. There will be more special characters, such as Be'Lakor – the accursed Dark Master, and Crom the Conqueror – Herald of Archaon, and of course, over the coming months and years we will be following the most recent incursion of Chaos as the might of Archaon's horde sweeps down upon the world.

So, in a nutshell, Chaos has been lots of hard work, but with an end result that more than merits the amount of effort that has gone in to it. The Warhammer world is about to quail once more before the might of the Dark Gods, and never has there been a more exciting time to be involved in the Warhammer hobby. Watch this space!

THE COMING OF CHAOS

Let us take you on a journey into the Realm of Chaos, where space and time do not exist and we can go to places and look at things that were, that are and that might well be (insert your own wibbly special effect here if you like...).

The origins of Chaos are rooted in the origins of the Warhammer game itself. Many years ago, there was a man called Bryan Ansell. He was the owner of Citadel Miniatures and he had a vision.



John Blanche's artwork for the original Realm of Chaos cover, that didn't quite make it into 1st edition Warhammer.

He wanted a set of wargames rules for all of the wonderful soldiers his company made. Enter the brilliant, handsome, young Rick Priestley, debonair games designer and part-time experimental wig manufacturer. Along with his comrades, amongst them the equally flawed genius Richard Halliwell, Rick designed Warhammer, a battle game for fantasy toy soldiers.

But Bryan wanted more, he wanted a whole world populated by Orcs, Goblins, heroic Elves and spiky warriors with lots of armour and mutations. Inspired by 70s fiction and art, notably the Elric books of Michael Moorcock, Brian wanted Chaos in his Warhammer world. It was to be a world very much of its time, overshadowed by apocalypse, riddled with noisome mutants (not that there were many mutants around in the early 80s, just bad hair!), verging on imminent destruction and embroiled by constant war. He wanted a world that was strange and abominable, distinctive from much of the high fantasy that was growing in popularity at the time. And at the heart of this grim world sat Chaos.

First edition Warhammer was barely out the door when Bryan passed on his brief for Realm of Chaos to the rising star Priestley in the form of a hefty manuscript hand-written in green felt pen... Undaunted, Mr P set about realising the goal of a game that allowed players to set their rampaging warbands against each other, gaining Uncontrollable Flatulence and Brightly Patterned Skin into the bargain (your



1st edition Warhammer featured a Chaos Warrior on the front cover.

Chaos Champion, not Rick, well, maybe not the skin anyway...). And it had to include tables. Lots of D100 tables. Or, even better, D1000 tables. As well as pages upon pages of random tables to roll on, Rick tried to meld the eclectic and sometimes contradictory influences into a single cosmology and background, effectively creating the gods of Chaos as we now know and love them, and the whole chaos-magic-thingy that binds the Warhammer world together.

Realm of Chaos, despite being frequently referred to in the army lists supplement Forces of Fantasy, never appeared for 1st edition Warhammer. The project meandered on in



The many faces of Chaos down the ages.

Realms of Chaos: Slaves to Darkness and
The Lost and the Damned really brought
across the chaotic nature of the Chaos
Wastes.





A Khornate warband gathered together using Realm of Chaos: Slaves to Darkness.

'development hell' for a while, including a sojourn beneath someone's bed (yes, really!). Citadel moved from Newark to Nottingham and 2nd edition Warhammer came out. The phantom of Realm of Chaos reappeared, tweaking needed to be done for the new rules, and small snippets were stolen for the new army lists in Ravening Hordes (the original army list book, not the soft cover version now available). Work continued apace on Realm of Chaos. Oops, that should have been, work continued at a slow pace on Realm of Chaos, but was nearing completion when 3rd edition Warhammer was released, as well as the new, improved Warhammer Armies supplement (and attendant Chaos army list).

By this time, the Realm of Chaos project had expanded considerably, and had gone from an ambitious supplement to something of truly monumental (and some might say, insane) proportions. For

a start, there were two new games for it to cater for, which Brian duly added to the brief – Warhammer Fantasy Roleplay and some new-fangled science fiction game called Warhammer 40,000. In the end, work was handed over to the WFRP team, who actually managed to complete the first volume – Slaves to Darkness. There was much celebration, the Warhammer gaming world was in awe, and anticipation grew for volume two. But such a monstrous and all-encompassing vision is not easily satisfied, nor quickly fulfilled, and several more years passed by before The Lost and the Damned finally hit the shelves.

But that was it, a new era of Chaos was finally born, and fondly remembered by all who were fortunate to be playing Warhammer in those times. Chaos warbands sprouted out of the woodwork, and battle raged, Champions achieved daemonhood or fell to spawndom, and many D1000 rolls were

made on those magnificently long random tables.

But as it had taken three editions of Warhammer for Realm of Chaos to finally arrive, it was another edition of the game that signalled the end to those heady days. Fourth edition Warhammer was far more mass battle-orientated than ever before, and the intricacies of a skirmish warband system were left behind (but not forgotten, watch White Dwarf soon!). The series of shiny new Warhammer Armies books started to roll out of the Design Studio, and in time Warhammer Armies – Chaos appeared on the shelves.

Like the Realm of Chaos books before it, the 4th edition Chaos supplement was more than just an army list. For a start, it was in a box! That's because back then, for those of you relatively new to the hobby, everything was on cards and miniatures were made of wood (only joking) – magic items, spells and all sorts of bizarre yet strangely interesting templates. And for Chaos players, there was enough cards to sink a battleship – Chaos rewards, gifts of the gods and all manner of spell effect templates.

And time marches on (segue to seasons whizzing past, or pages of a calendar whipping away if you prefer) and 4th edition Warhammer gives way to 5th edition. Another update, a new box with lots of cards in, and a new twist, with the split between Warriors, Beastmen and Daemons made very prominent. Plastic Chaos Warriors birth the whole idea of regiment sets, and a chap called Archaon is surreptitiously inserted into the background.

And now... Well, now the forces of Chaos are back; bigger, badder and, quite frankly, cooler than ever before. Some of you, ten years hence, may be there supping your pint and regaling young 'uns with tales of how you felt when you first saw Brian Nelson's Archaon miniature, or the thrill of creating your first army list with the 6th edition rules, or your great victory back before the Empire suffered... Oops, I may have said too much, – best stop now.



Realm of Chaos: Slaves to Darkness artwork.



The original Champions of Chaos, from a couple of years BS (before Slottabase).



Warhammer 3rd Edition Chaos Warriors came with plastic shields.



Warriors of Chaos from the 4th Edition range, during the 'Red Period'.



The Chaos Warrior multi-part plastics were the first of the new Warhammer Regiment sets.



Now Warriors of Chaos come with poseable mutations.

WARRIORS OF CHAOS

PREPARING PLASTIC CHAOS WARRIORS FOR BATTLE

In this article we will show you a variety of easy to learn techniques and provide tips to help you collect and paint your Chaos army. At first, it can seem like a daunting task to paint an entire army, but you'll be surprised how quickly it will come together. A fully painted Chaos army arrayed for battle is an awesome sight.

Before you begin to paint your models, you should consider how you want your army to look once it is complete. Followers of Chaos are evil-hearted and a colour scheme incorporating black, other dark colours and metallics really captures this spirit.

A few well chosen colours will have more impact than lots of different ones, so a good start is to select a limited palette of paints to use. If you use the same basic colour scheme across the whole army, it will look particularly effective on the battlefield, and look like

a unified force. As your army will incorporate a lot of dark colours it is a good idea to undercoat your models with Chaos Black spray.

If you are new to the Warhammer hobby, don't worry too much at first about the quality of your painting. Remember that there is no right or wrong way to paint your army. For more information, keep reading your White Dwarfs as we regularly have painting and modelling advice. Our website (www.games-workshop.com) also has many a plenty of top tips.



ASSEMBLING A CHAOS REGIMENT

ASSEMBLING A WARRIOR OF CHAOS

1 First we glued a pair of legs to a base using plastic glue. Next, the torso was glued onto the legs. By varying the position of the legs and torso you can get a variety of different poses.



2 Then the arms and head were glued into place. We kept the weapon arm fairly close to the body; otherwise another model might not be able to stand next to our completed Warrior.



3 For the command group of our regiment, we glued some of the extra pieces from the Chaos Warrior frame, such as the cloak, spikes or the dagger to our models.



REGIMENT BASES

Gluing some of our models onto regimental bases was an easy way of making sure that the unit fitted neatly together. This also makes large blocks of troops easy to move around the battlefield.



Assemble one model completely before starting the next to make sure that they all fit onto the base.



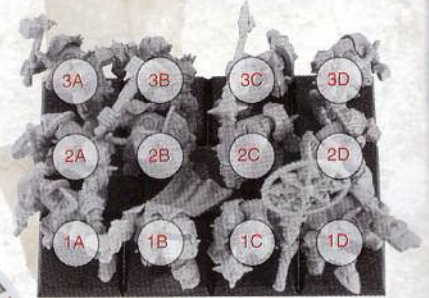
RANKING YOUR MODELS

It is important to spend some extra time ensuring that models fit together in their unit. We found it easiest to start from the front rank and work our way backwards, finishing one model before assembling the next.

When assembling the next model we made sure to leave enough room to attach shields to our models' arms. We used Blu-tack™ to attach the shields temporarily to ensure that they fitted, as

it is generally easier to paint models and shields separately.

Once we had assembled our regiment and made it fit together neatly, we then decided to number the bottom of our bases so that we'd know where each model stands within the unit.

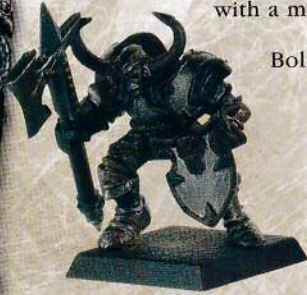


PAINTING WARRIORS OF CHAOS

Here are some simple methods you might consider using when painting your regiments of Chaos Warriors

STAGE BY STAGE

1 Over a Chaos Black spray, we painted our model with a mix of Chaos Black and Boltgun Metal.



2 Then we painted the edges of the armour of our Warrior. We used Chainmail and Shining Gold for the banding, shield and helmet crest.



3 Next we lightly brushed Chainmail across the head of the axe. The horns of our model were painted Bleached Bone.



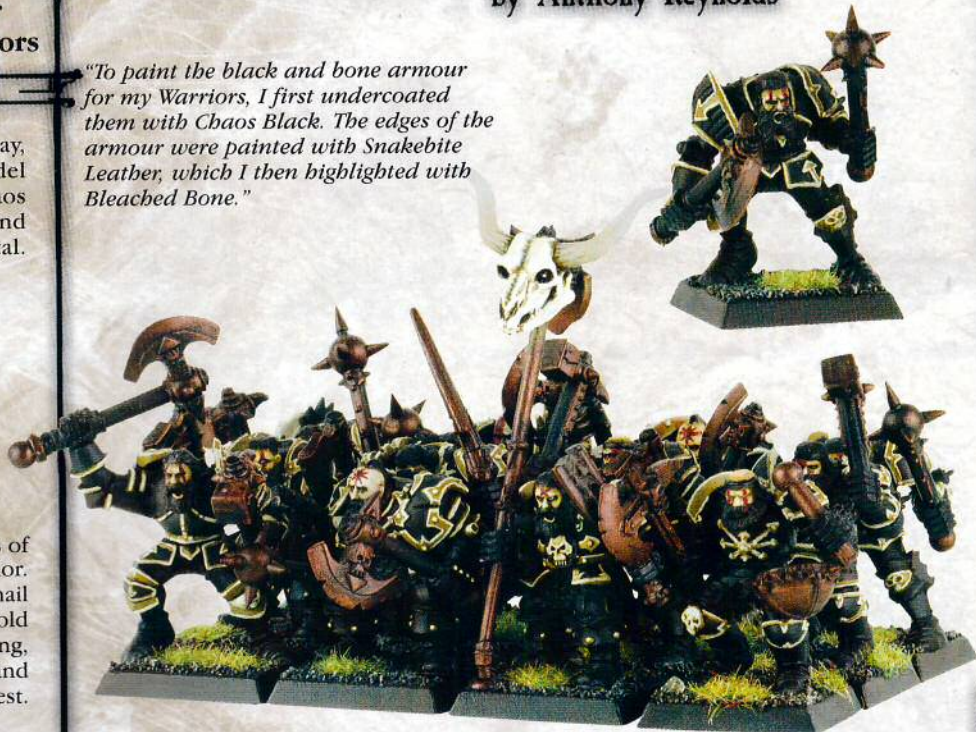
4 We then applied a wash of Brown Ink to the gold areas. Once again we lightly brushed the head of the axe, this time using Mithril Silver. Next, using Scorched Brown, we carefully added some detail to the base of the horns.



DESPOILERS OF THE NORTH

by Anthony Reynolds

"To paint the black and bone armour for my Warriors, I first undercoated them with Chaos Black. The edges of the armour were painted with Snakebite Leather, which I then highlighted with Bleached Bone."



Jim Butler painted his Warriors in a Nurgle colour scheme. *"I painted Snot Green over a white undercoat. Over this I applied three successive washes of Green Ink mixed with a little Black Ink and thinned with water."*



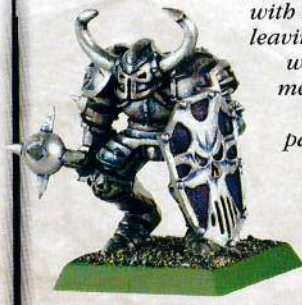
Mark Raynor painted his Warriors of Chaos as Slaanesh troops. *"I undercoated the model black and applied a coat of gloss varnish. Next, I picked out details with Mithril Silver. The skull details were painted with Red Gore which was gradually mixed with Pallid Flesh for highlights."*



Dylan Owen first undercoated his model with Chaos Black. *"I drybrushed this with Codex Grey and the metal areas with Chainmail. The shoulder pads I painted Red Gore and the shafts of the weapons Bestial Brown. Finally, some details were highlighted with Dwarf Bronze."*

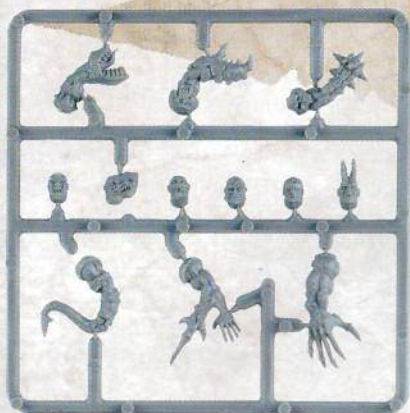


Matt Hutson decided to paint his Warriors as Tzeentch troops. *"After undercoating the model Chaos Black, I painted the armour with Boltgun Metal, leaving a black line where the plates met. A blue wash was then painted over the top before the armour was highlighted with Mithril Silver."*



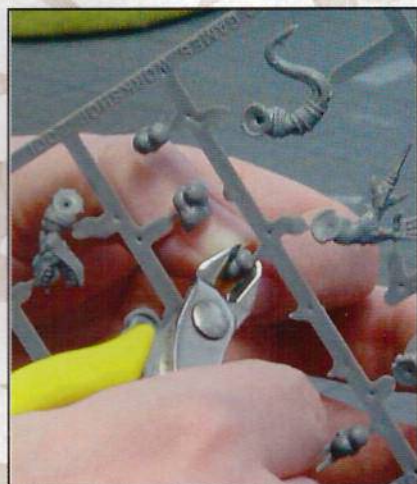
CHAOS MUTATIONS

The Warriors of Chaos regiment box comes with a special Mutations frame which you can use to add extra variety to your models. Using the frame is an easy way to make your models look different and does not require any advanced modelling expertise.



These mutations can be used on any models in your Chaos army, and are particularly easy to use with plastic regiments. The different arms on the Mutations frame are easy to use on your plastic models by simply gluing the arm onto the plastic model instead of its normal arm.

To make the heads from the mutations frame fit neatly onto the Chaos Warrior bodies, you will need to cut the necks slightly. It is best to do this while the head is still on the frame, as this makes it easier to hold and get a straight cut.



PAINTING FLESH



1 Over a black undercoat, we started by painting the mutated arm of the Chaos Warrior with Dwarf Flesh.



2 When dry, to bring out the detail of the arm, it was painted over with watered down Flesh Wash.



3 When the ink was dry we painted the raised parts of the arm with Elf Flesh. Finally, the tips of the claws were painted with Chaos Black.



THE GREAT WAR

Over the ages, the Old World has known many wars and endured innumerable perils. The fragile kingdoms of Humanity have met and defeated each threat, yet every new danger that emerges is greater than the last, and every battle is won at an ever increasing cost. Of all these wars, one alone is known as the Great War Against Chaos.

Throughout the summer of the Imperial year 2301, dire portents of disaster were observed all across the lands of the Empire. Wells that had previously served towns for generations filled with noxious slime. Cattle succumbed to a virulent pox and died. Crops shrivelled in the unending heat or were eaten by plagues of insects. Few doubted that the Empire

lay under a curse, for who but the Lord of Plagues, the foulest of Chaos gods: Nurgle himself, could be responsible for such woe.

It seemed as if the four great gods of Chaos had, for once, put aside their timeless rivalry and united in common purpose. The power of Chaos had grown over the last few years, that much was certain. In the north, Beastmen had multiplied and become bolder, emerging from the forests to repossess the lands that men called Ostland and Ostermark. There was no centralised authority to oppose them for the line of Emperors had long since ended and the lands of the Empire were divided between the ruling Elector Counts. Chaos Warrior bands roamed as far as the Howling Hills to the north of Altdorf. Fierce hordes of Orcs, driven from their refuges by the growing power of Chaos, plundered the land unchecked.

In the far north, the gateways that divided the worlds swelled with power. The dark shadow of Chaos spilled southwards, engulfing the wastelands and absorbing them into the Realm of Chaos. Before this irresistible tide the minions of Chaos advanced, and as the shadow moved south so the forces of Chaos grew. Monsters from the Northern Wastes were joined by bands of Chaos Warriors from the borders of the Troll Country. In the deep forests of the Empire, Beastmen assembled and readied themselves for war. Between the Middle Mountains and the High Pass to the north of Praag, there emerged an unholy horde ready to do the bidding of the Chaos gods.

As autumn came, the lands of the Empire fell into anarchy. Many thousands died of hunger. Thousands more sought refuge in the crowded cities. Farms, villages and small towns were abandoned to marauding bands of Beastmen, Chaos Warriors and common bandits. Even in the prosperous Reikland region around Nuln and Altdorf, things were not well. Beastmen roamed the Reikwald forest and many boats were attacked and burned as they travelled along the River Reik. In the streets of the cities, fanatics and prophets of doom preached their strange brand of redemption. Many desperate citizens listened and, believing the world to be at an end, joined the bands of flagellants and world-weary apocalypsts. Witchcraft and the foul gods of Chaos were blamed for the sorry state of affairs. As a result, many innocents were burned at the stake or drowned, but doubtless many secret worshippers and other agents of Chaos were rooted out and slain by the zealots.

The Chaos horde continued to gather from the lands around the Troll Country. It was said to be the largest army ever to have marched to war in the Old World. Some numbered it a hundred thousand strong whilst others put the figure two or three times higher. In Kislev, the most northerly of the Human realms, the Tzar sent southwards for help, foreseeing the moment when the horde would move upon him. The message reached Wolfenburg where the Count of Ostland still held out, though the lands around had long since been ravaged by Beastmen. The Count held the gods of Chaos amongst his most bitter foes and responded immediately. Inside a week he led his army northwards to join that of the Tzar.

ASAVAR KUL

In the decade leading up to the Great War against Chaos, the Kul tribe of the Kurgan people of the northern steppes grew considerably in size and power, under the leadership of the warlord Asavar. He was a mighty warrior and expert horseman, and when the chieftain of the tribe died in a raid, Asavar claimed the leadership for himself. To prove who should succeed as chieftain, Asavar and three others who vied to be warlord headed out into the Wastes with their warriors and when they returned they would battle between themselves for rulership.

For seven years, Asavar and his warband wandered the Chaos Wastes, reputedly entering the Realm of Chaos itself. None can truly say what battles they fought and what hardships they faced, but when the contender returned he was changed. It is said that the light of the gods shone in his eyes, and that he could lift a full grown horse above his head. His armour was fashioned from a metal that glowed a dull red, smouldering with the fires of Chaos. His mighty sword screamed for blood when unsheathed, and could cleave through a stone wall with a single blow.

When all four were returned, they met atop the Hill of Destiny, a prominent fell in the territory of the Kul, and watched by all the tribe, the warbands hurled themselves at each other. The battle was swift and bloody, and three score warriors breathed their last on that day. The tales of the tribe claim that the last of Kul's opponents flung down his axe and craved mercy, but Kul tore his head from his shoulders with his bare hands for the affront done to the Dark Gods.

Having proven his worth, Asavar Kul led his people on a series of conquests against the neighbouring tribes, slaying each of their leaders in turn and forming a coalition under his fearsome presence. As news of his greatness spread, Kul's empire was swelled by warbands from distant tribes, some from as far as the north of Cathay and others from tribes that lived near the Watch Towers of Naggaroth. At the head of this mighty host, the Kul turned south, passing through the Great Skull Land. Here, they sold many slaves to the Chaos Dwarfs in return for arcane war machines, fine steel weapons and armour. Moving along the High Pass, Asavar's army was swollen by hordes of Beastmen and other creatures that live in the wilds. Dragon Ogres came down from the mountaintops, and Trolls with strange mutations were called to his host by the pull of Chaos.

Like a storm they fell upon Kislev, while Norscan marauders sacked Erengard and then stole ships from the harbour to sail home. First Praag fell, then came the siege of the capital itself.

AGAINST CHAOS





Under their foul banners, the forces of Chaos march upon Kislev.

Meanwhile the Empire continued to devolve into anarchy. Chaos sorcerers emerged from hiding and led bands of deluded followers in attempts to take over the local government. Some men, those driven to the edge of madness by starvation and bloodshed, openly recognised the might of Chaos and swore allegiance to the Dark Gods. Witch hunters and preachers rallied the people against the followers of Chaos and there was open warfare in the streets. In Nuln, the preacher Magnus drew a great following, and with his mixture of zeal and common sense, the city was finally purged of the worshippers of the Dark Gods.

As winter settled on the northlands, the army of Chaos began its long march south. The Count of Ostland and the entire Kislevite army moved northwards to meet them. The two gigantic forces clashed somewhere between the Kislevite towns of Murmagrad and Chazask. Few survived the battle to report the defeat to Ostland and Kislev. The Chaos horde laid waste to the northern part of the Tzar's territory before moving southwards along the foothills of the Worlds Edge Mountains. The massive army crossed the frozen Lynsk in the spring. The very last of the Kislevite regular troops were caught from front and rear and destroyed as they defended the bridges. Beyond the Lynsk lay the heartlands of Kislev and the great city of Praag.

In Praag the people prepared for attack. Thousands flooded into the city from the surrounding countryside, bringing with them what livestock they could salvage. It was not enough, for soon the brave citizens were starving and in their weakened condition many succumbed to the heinous visitations of Nurgle. The brave Kislevites planted what crops they could within the city walls.

Outside the city's defences the Chaos horde made camp. From here the attackers launched occasional forays, but made no attempt to seize the city until the pestilence had done its work. The people of Praag survived attack after attack, hoping beyond hope that a relieving force would be sent. Rumour of a heroic new leader from the south reached the defenders, a man called Magnus who was bringing an army north to their salvation.

Indeed, the flock of Magnus of Nuln grew ever stronger. He gathered an army of all kinds of men: loyal devotees of Sigmar, weird mad-eyed zealots, ordinary citizens who hated Chaos, and professional soldiers from the armies of the provinces. Recognising in Magnus a leader they could all follow, the Elector Counts of the Empire pledged their support and led their troops to join him. Soon a vast army marched north. But their progress was slow, and with every

passing day the people of Praag grew weaker and hope faded in their hearts.

Eventually, after a bitter battle within the streets of the city, Praag fell in the winter of 2302. The power of Chaos swept over the land. Magnus was too late. An advance force of cavalry lay but a day's march from the city, but it was all to no avail. Chaos had triumphed.

With the fall of Praag a great black wind blew from the Realm of Chaos. Out of the Chaos gateway it roared, over the Troll Country and into northern Kislev. Through the streets of Praag it howled and screamed. Where the wind blew the Realm of Chaos followed, absorbing the lands of Men. The streets of Praag bowed before its blast. Men and stone twisted and became as one. Living things melted and reformed within the very fabric of the city. Souls in imprisoned torment cried out from the twisted stones of the city. Distorted faces peered from walls. Agonised limbs writhed from the pavements. Pillars groaned with voices that once belonged to living flesh. Praag had become a nightmare incarnate, a taste of what lay ahead for the Old World under the rule of the Chaos gods.

A few managed to escape the ruin of Praag, slipping through the siege lines as the Chaos armies mounted their final assault. They brought the news of Praag's fall to Kislev where the Tzar was



hastily training his new army. When Magnus of Nuln heard of the defeat it was said he wept tears of blood and swore before Sigmar to avenge the horrors done that day.

After the fall of Praag the Chaos horde moved southwards, passing Magnus's advance force without realising they had done so. These cavalry soon reached the stricken city of Praag where the warriors, many of them Kislevites themselves, witnessed the horror that had overtaken its people. They did not stay but moved quickly south in pursuit of the Chaos horde. They soon encountered and destroyed the rearguard of the Chaos army, stragglers and slackers for the most part; Beastmen who had squabbled with their rivals and had been left behind.

The human warriors fell upon the evil force with ferocity spawned of outrage. It was a minor victory, but a victory nonetheless. Meanwhile the main body of the Chaos horde continued its advance towards Kislev, knowing nothing of the human army that was now behind it.

At the same time as Magnus's cavalry headed for Praag, the main Empire army and Magnus himself made for Kislev. Though this force still hoped to reach Praag it sorely needed provisions in order to continue. Magnus hoped to acquire these together with fresh

troops before moving northwards. As it happened, he arrived at Kislev just in time to see the Chaos horde surround the city.

The army arrayed around the walls of Kislev, its black banners fluttering from the hills around. The standards of all four Chaos gods could be seen where their champions were encamped. Chaos Warriors and Knights of Chaos stood in serried ranks waiting to advance. Sorcerers stood behind them or rode amongst the troops upon beasts of indescribably foul appearance. Beastmen massed noisily around the banners of their own lords, braying and bellowing in their excitement. Above the reeking crowd towered massive things with broad ugly heads, but whether these were mortal creatures or daemons it was impossible to say.

The battle was ever afterwards called the Battle at the Gates of Kislev. Within the city, the Tzar ordered the defences and took command of his new army. Hastily trained and ill-equipped, yet with a courage born of desperation, the Kislevites prepared to meet the Chaos assault. With them were many Dwarfs from the great seat of Everpeak, the Dwarf city of Karaz-a-Karak. Despite continuous unrest in the Dwarfs' own mountain realm, a contingent of Dwarfs had come to the Tzar's aid. These doughty warriors were to bear the brunt of the fighting during the initial

assault, and without doubt it was their stolid determination which saved the city from ruin.

In the first Chaos attack the Dark Gods committed the Beastmen. Following a furious assault, the foul creatures drove the Kislevites from their hastily constructed outer defences. The Kislevites withdrew behind the city walls. The last to reach the safety of the city were the Dwarfs, whose valiant rearguard action had held the Beastmen at bay.

As the Chaos Lords prepared to lead the second assault upon the city, Magnus's army reached the outskirts of the Chaos encampment. The Empire troops immediately set about the few Chaos followers there, and the main Chaos force quickly learned of this new threat to its rear. With great haste the Chaos army divided into two, one part of the horde continuing to assault the city whilst the other turned to attack Magnus.

Magnus's blow fell like a righteous hammer. Before the Chaos army could properly regroup he attacked, routing a large contingent of Beastmen who had only just retired from the front. The creatures despaired when they saw the human army, and put up little resistance before they turned and fled. Magnus's army pushed deep into the Chaos army. Thousands of Chaos



troops were slaughtered and the Chaos force could do nothing to halt the pace of Magnus's furious advance.

But the forces of Chaos were still great. Though Magnus had driven off many thousands of troops, many more thousands remained. Caught off guard by the sudden attack from its rear, the Chaos army took time to redeploy, but eventually its greater numbers began to tell. The advance of the Empire army was halted and Magnus found himself

surrounded. The Empire army fell back into a defensive circle.

All this was observed from the city walls. At first the Kislevites sent up a great cheer as they saw the Chaos troops fleeing in all directions. Later the cheering turned to silence as the Empire army seemed to stumble. Fearing their saviours would be destroyed before their eyes, the Dwarfs attempted to break out and help Magnus. Three hundred Dwarfs sped

from the south gate and hurled themselves upon their tormentors. But the Chaos troops surrounding Kislev were too many and too well led, and the Dwarfs were beaten back with heavy losses. Of the gallant three hundred who left Kislev, barely half that number returned.

With the threat from Magnus contained, the Chaos forces turned their attention towards Kislev once more. As the Chaos forces massed, it became apparent to the defenders that the next assault was intended to carry into the city. The best Chaos troops were arrayed against them: Daemons, Chaos Warriors, sorcerers upon huge monsters, and Dragon Ogres – huge and powerful creatures woken by the storm of Chaos. The Kislevites and Dwarfs prepared for the final assault with little hope, but great courage.

It was as the Chaos army prepared to attack that the fortunes of the allies took a sudden and dramatic turn. Magnus's advance force of cavalry, the same force which had reached Praag too late to save the city, arrived upon the northern flank of the Chaos army. The cavalry were mainly drawn from the Empire, but there were also many native Kislevites, and the memory of what they had seen in Praag was still fresh in their minds. With tremendous ferocity the cavalry plunged into the Chaos army, which began to crumble before their implacable anger.

Magnus and his main army had drawn up onto a low hill where it endured the



Empire cavalry smash into the Chaos army.

constant attack of Beastmen and Chaos Warriors. From his position he saw the sudden confusion in the rear ranks of the Chaos horde, and realised that his own cavalry had returned from the north. The Chaos troops heard the confusion behind them and began to waver. Summoning the last of his strength, Magnus spurred his troops to the attack.

Meanwhile, in the city, the defenders witnessed the cavalry attack upon the assembled hordes of Chaos, and saw the dark forces begin to turn. The city gates were flung open and the Kislevites rushed out and attacked their besiegers. The Dwarfs swore a great oath of vengeance and launched themselves upon the Chaos army, hewing with their great axes as they yelled their Khazalid battle-cries.

Caught from three sides, the Chaos horde fell into confusion. Beastmen milled about, running hither and thither, and were impossible to draw into order. Chaos Warriors fought on regardless, but their numbers were too few to fight on all fronts. Slowly the Chaos army disintegrated. Warbands fled before the fury of the Human army, and many were caught and destroyed as they did so. By the day's end the Chaos horde was broken and scattered. Many thousands lay dead.

Following the Battle at the Gates of Kislev, the power of Chaos ebbed away. The Daemons melted back into the Realm of Chaos. Darkness withdrew from the land once more. The city of Praag was levelled and rebuilt, though ever afterwards it has remained a haunted city where the dead sleep uneasily.

Magnus the Pious, as he was known from then on, became Emperor and united the Empire again. The forests were cleared of Beastmen and the last of Ostland and Ostermark was freed from their grip. The forces of Chaos were confined to the Troll Country and beyond. The Great War of Chaos was at an end.

The alliance of the Chaos gods ended too. Their rivalries drove them apart once more. Perhaps the Dark Gods were content to test the defences of Mankind, for their true plans are hard to fathom. For two hundred years since that time the forces of Chaos have been gathering strength in the wastelands. Within the Empire the followers of Chaos have begun again their secret work of infiltration and destruction.

Everywhere, Chaos prepares for the next attempt to wrest control of the Old World from its mortal lords...

All around was the din of bloody war; the clash of weapons on armour, the screams of the dying and the wounded, the bellowing of war cries and the screeches of inhuman foes. Magnus looked about him and all was in disarray, with no pattern nor plan. The hordes of Chaos mingled with the fierce Humans and Dwarfs in swirling combat, the battle lines long since merged by the confusion of war.

Finding himself in a pause in the fighting, Magnus looked about, gripping his blood-slicked sword tightly. The battle swayed in the balance, he could feel it in his bones. He could also feel the spirit of Sigmar within himself, guiding his hand as he smote the enemies of the Empire, fuelling his sinews with the strength of faith. He started to turn to his men, to rally them for another charge, when a voice, the voice he had heard for months now, told him to wait a moment. Looking back at the Chaos horde he saw why, and for the briefest moment his heart quailed at the sight.

A massive knot of armoured horsemen was thundering across the divide that had opened up on this part of the battlefield, and at the front rumbled a gigantic chariot pulled by three immense beasts sprouting tusks and horns from their coal-black hide. Magnus found it difficult to look at the chariot itself, strange runes and symbols hanging from half a dozen iron banner poles twisted the air and made his eyes water.

This is the one who leads them, the voice told him. This is the beast in human form named Asavar Kul.

Steadying himself, Magnus looked on as the chariot turned towards him, its spiked wheels crushing the bodies of the slain and throwing up plumes of snow and blood. The Knights of Chaos reined in their mounts at a signal from the creature that stood atop the chariot, slowing down and allowing their warlord to approach alone. The snow melted under the fiery tread of the unnatural horses pulling the chariot, which thundered towards Magnus at a terrifying pace. Magnus held his ground calmly as the war engine hurtled towards him, and at the last moment it turned aside, slewing to a stop.

"The gods tell me that you alone stand in my path to greatness!" the warrior bellowed from the back of the chariot. "I shall carve your heart out and then burn the city to the ground."

As Kul stepped down from the chariot, Magnus realised how huge the warrior was, fully half as tall again as the Sigmarite Priest. But Magnus felt no fear. He felt calm and ordered, as if he were simply kneeling at prayer rather than in the middle of a blood-soaked battlefield. It seemed as if silence descended as Magnus focussed on the Champion of Chaos, broken only when Kul drew a massive writhing sword from the scabbard across his back, at which a deafening keening filled the air. His armour burst into flames, wreathing the warrior in smoke as he advanced, and the sword seemed to grow in his hand. Magnus remained impassive as the ogre-sized warlord stomped towards him, his shadow engulfing the priest.

With a war cry in a tongue that Magnus could not comprehend, Kul launched himself at the priest, the daemonsword in his hand scything towards the faithful servant of Sigmar with a screech. Magnus took two swift steps to the left, without thinking, and brought up his own sword, which now glowed from within with a blue light. The chaos runeblade struck sparks from Magnus's weapon as he parried the blow, swiftly riposting with a thrust to the armoured gut of Kul. The priest's sword rang harmlessly off the hell-forged armour and numbed Magnus's hand, who threw himself backwards with more urgency than before when Asavar Kul delivered an overhead chop that would have cleaved him from head to groin.

For what seemed like an eternity the two exchanged blows, their swords ringing relentlessly together, one occasionally, scoring a light wound on the other, until both were streaming with blood from a dozen cuts each. Magnus felt no tiredness in his limbs, and it was obvious that Kul had barely even started. The battle would last an eternity more if all remained equal.

But then Kul made his fatal mistake, a plunging thrust with his sword buried the blade two feet into the ground and pulled him off balance. Striking with every ounce of strength, Magnus hacked off the Champion's right arm, the power of the blow sending Kul reeling back. Asavar looked down at the stump and then, as if he had suffered nothing more than a scratch, pulled an axe from where it hung at his belt with his left hand. But now the advantage belonged to Magnus, and he pressed it home, constantly attacking from the beast's right with backhanded cuts until finally his double-handed blows knocked the axe from Kul's hand. Defenceless the warrior stood there and looked down at Magnus, his dark eyes gleaming within his helm.

"The gods promised me glory and conquest if I could defeat you," Kul said, pulling his helmet free and revealing a face criss-crossed with scars and branding marks. "I have failed them, and the victory is yours."

Without hesitation, Magnus swung his sword, and Kul's head flew from his shoulders to land in the snow a dozen feet away.

"It was your gods who failed you," Magnus whispered to himself as he looked up from the corpse of the Chaos Champion. "My god is always with me."

PAINTING WORKSHOP

MATT HUTSON'S TZEENTCH CHAOS MARAUDERS

Matt Hutson always seems to have a number of armies on the go at any one time. With the release of the amazing new Chaos Marauders he couldn't resist turning his paint brush towards the hordes of Chaos.



GETTING STARTED

The models were stuck together using Citadel Plastic Glue. All the Marauders were then undercoated with Chaos Black undercoat spray. They were painted four models at a time, finishing each model's basecoat before moving on to the highlights, and so on.

COLOUR PALETTE

 <i>Chaos Black</i>	 <i>Ultramarines Blue</i>
 <i>Vermin Fur</i>	 <i>Codex Grey</i>
 <i>Bronzed Flesh</i>	 <i>Boltgun Metal</i>
 <i>Bleached Bone</i>	 <i>Mithril Silver</i>
 <i>Skull White</i>	 <i>Goblin Green</i>
 <i>Scorched Brown</i>	 <i>Brown Ink</i>
 <i>Snakebite Leather</i>	 <i>Flesh Wash</i>
 <i>Vomit Brown</i>	 <i>Blue Ink</i>
 <i>Regal Blue</i>	 <i>Black Ink</i>

PAINTING THE MODEL

The model was painted starting with the lowest layer. This allows you to get to difficult areas with the paint brush without worrying about getting paint onto areas that have already been finished.



The lowest area on the Marauder is his skin so this was painted first with a basecoat of Vermin Fur. All the flesh areas were then given a wash of Brown Ink to create shading. Once dried, the skin was then highlighted by using Vermin Fur again, then Bronzed Flesh, followed by Bleached Bone. A final highlight of Skull White was used to add definition to the muscles.



Leather areas such as the breeches, straps, boots and wrist bands were painted with a basecoat of Scorched Brown. These areas were then given a watered down wash of Black Ink. The wash was watered down so that it didn't settle on any areas that didn't need shading. Any areas where the wash had overlapped were touched up with Scorched Brown. A highlight of Snakebite Leather was then applied onto the edges and creases.



To mark the models as followers of Tzeentch, the tabards were given a basecoat of Regal Blue. The edges were then highlighted using Ultramarines Blue.



All of the different metallic areas were given a basecoat of Boltgun Metal. Areas such as rivets or recesses were given a wash of thinned down Black Ink. These areas were then touched up with Boltgun Metal where the Black Ink had overlapped. To give the armour a blue tinge and to further mark them out as followers of Tzeentch, Blue Ink was carefully painted into all the recesses on the shoulder plate, helmet, skulls and leg plates. All of the metal areas were then given a final highlight of Mithril Silver.



PAINTING EYES



The eyes on the Chieftain were painted Chaos Black. Using a Fine Detail brush they were then painted Skull White, carefully leaving a black outline. A small dot of Chaos Black was then applied to the centre.



The fur on the back of the legs was drybrushed with Vomit Brown.



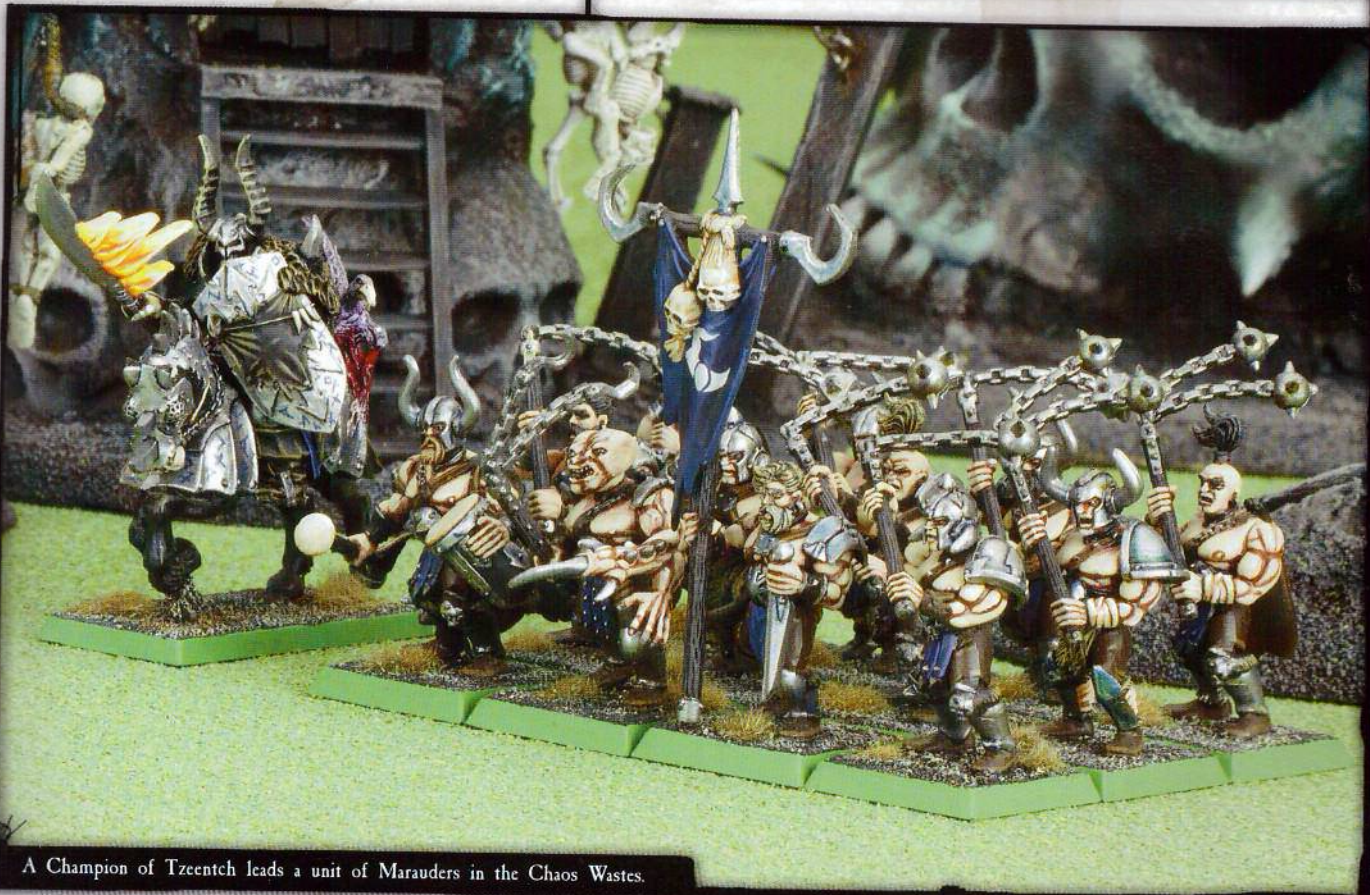
Codex Grey was drybrushed onto the haft of the flail to bring out the woodgrain. At this stage any black areas were highlighted with Codex Grey.

PAINTING THE BASE



The top of the base was given a generous coat of Chaos Black. Whilst the paint was still wet, the base was dipped into fine sand, then immediately flooded with a wash of Black Ink. When fully dried, the sand was drybrushed with Codex Grey, followed by Bleached

Bone. The side of the base was then painted Goblin Green. To finish the base off, small clumps of static grass were stuck on using superglue.



A Champion of Tzeentch leads a unit of Marauders in the Chaos Wastes.

SWORDS OF CHAOS

A LOOK AT THE STUDIO CHAOS ARMY

This month we start with the first in a series of features that will lend some insight into each of the separate forces in the Studio's huge Chaos army. To start the ball rolling we take a look at the infamous Swords of Chaos, Archaon's personal warband.

OVERALL THEMES

The 'Eavy Metal team had a few things to bear in mind when setting out on this project. They knew that they would have to paint four separate

armies for each of the Chaos Powers, plus one force to be led by Archaon himself. Archaon's force would not only be used in its own right but also as a unifying force for the other Chaos power specific armies, thus forming a huge Chaos horde.

The premise behind the colour scheme chosen to paint Archaon's Swords of Chaos army turned out to be very simple – bad guys wear black! In reality there was much more to the decision than just that bold statement – each of the other forces would have their own distinctive scheme but Archaon's force would have to be painted in colours that would complement each of the other four powers' colour schemes. Black is a very neutral colour, whilst

still retaining the dark feel of the Chaos army. By painting the miniatures with a limited palette an army looks far more cohesive and individual regiments would be tied together as a whole force. The best looking armies follow this stricture – creating an army that has a uniform theme but with characteristic details. The chosen scheme was black, gold and silver. Gold works very well with black adding a certain depth and richness, whilst the silver acts as a striking contrast colour.

WARRIORS OF CHAOS

The first units to be painted were the Warriors of Chaos. Two of the units were painted using the same colour scheme but have different weapon



combinations (one with halberds and shields, and the other with hand weapons and shields). The units were painted with black armour, gold trim and silver weapons. Red was used to paint the blood on the weapons. This gave the units a grimmer, battle-worn feel. The blood also allowed red to be utilised as a common colour throughout the army.

The models in the unit armed with halberds had their weapons placed so the haft was on the base. This was to give the models a sense of realism; halberds are unwieldy and heavy weapons and they would not be carried freely in one hand. The same icon was used on both regiments but the way in which the gold and silver colour scheme was applied was varied to differentiate them. Banners are a great method to identify and

individualise a specific unit, especially within an army that has a very similar colour scheme throughout.

The third unit of Warriors of Chaos were to be upgraded to Chosen, the elite warriors in the Chaos army. Because of this the 'Eavy Metal team wanted to make them stand out from the other units. In each Warriors of

Chaos regiment set there is a separate frame with head and arm mutations allowing the modeller to create variants on his Warriors. As they had not used any Mutation frames yet on the other Warriors of Chaos, it was decided that they could make the third Warrior unit stand out by modelling them with the appropriate mutations.

Chosen Chaos Warriors.



A marauding warband of Chaos attacks Bugman's Brewery.



Kurgan Marauders of Chaos



MARAUDERS OF CHAOS

With the exception of the bloodstained axes, the Warriors of Chaos units were very cleanly painted. For the Marauders the 'Eavy Metal team decided that they wanted to use a more weathered and worn feel. This was to represent the fact that the Marauders were constantly at war with each other's tribes, whereas the Chaos Warriors emerge mysteriously from the Chaos Wastes. They kept the black theme running through the units, again using silver and gold as contrast colours. The first regiment was given hand weapons and shields whilst the second unit was assembled with flails. The shields were all painted with the same scheme that had been used on the Chaos Warriors, to show more unity to the complete force and identify them as part of the Swords of Chaos army."

The Marauder horsemen were painted in a similar manner to the Marauder foot units. The horses were painted with a dark brown tone, differentiating them from the black steeds of the Chaos Knights to represent that these are not the pure bred steeds of Chaos but more common horses perhaps plundered from previous raids.

Mounted Chaos Marauders



SEARCHING DOOM

The Knights were the next models to be painted. The team again stuck to the same colour schemes that they had used for the Warriors, painting the armour black and using the gold banding on the barding to tie the unit in with the rest of the army. The Chaos Knight models also have a great deal of fur sculpted onto them so the same colour schemes that had been used to paint the fur on the Marauders was also carried onto these models. The Champions in the Chaos Warrior units had been given a grey skin tone and this was also applied to the Knight's skin and banners.

The chariot was painted in a colour scheme very similar to that of the Knights, carrying through the same schemes that had been used for the horses through to the barding. The crew were also painted with the same black, gold and silver theme as the rest of the Warriors.

The Chaos Hounds were painted using the same palette as the rest of the army, and to help unify them with the force further, the same blood red scheme that had been used on the weaponry of the Warriors, Knights and Marauders was applied to the teeth and claws of the Hounds.

Knights of Chaos



ADDING CHARACTER

With the main units of the army completed, the 'Eavy Metal team could now concentrate on finishing off the army with some character models.

The Champion on foot was painted using the same basic schemes of Chaos Black, Gold and Silver, except that a hint of blue was applied to the mix for his armour, adding more richness. This could imply that the model might be wearing Chaos armour or some special magical armour as befitting a mighty Chaos hero. More time and attention to detail was spent on painting this single model. Many of the same characteristics that apply to the rest of the force, such as the bloodied axes were still carried through but by adding extra highlight stages or subtle changes in colour, the figure automatically identifies itself as something special.



Chaos Champion



Chaos Sorcerer and Familiar



The Sorcerer on foot was painted with a black cloak and his horns were painted red. As he wore no armour this was the only method in which he could really be painted to match the colour schemes. Some extra thought was put into his skin tones. It was decided that rather than painting him with the same greyish tone, the 'Eavy Metal team

would make him stand out as unworldly by painting him with a purple tone.

The standard bearers were painted last. The first was painted with the black, gold and silver armour that had been used throughout. The deep blood red that had now become commonplace



A horde of Chaos attacks a Dark Elf force on the barren wastes of Naggaroth.

throughout the army was then applied to his banner. Some time was spent painting a detailed image on the banner. With the rest of the army complete, the 'Eavy Metal painters found they were able to spend extra time on the models which can really demonstrate the high levels of detail they are capable of painting – in particular the standard bearers.

The second standard bearer was modelled using parts from the Marauder kit. This model was painted as an alternative to the special Battle Standard Bearer that you can buy with the army deal. It shows what can be achieved with just a small amount of conversion and some attention to detail when painting the standard. The same grey tone was used to paint the skin and the same armour scheme was used, but the model really stands out because of the detail that has been applied to the banner.



CHAOS WASTES

A DETAILED LOOK AT THE FANTASTIC NEW CHAOS TERRAIN

In this issue we get our first look at the fantastic new hordes of Chaos as they march to war. 'Eavy Metal have been working their fingers to the bone painting this vast new Chaos army.

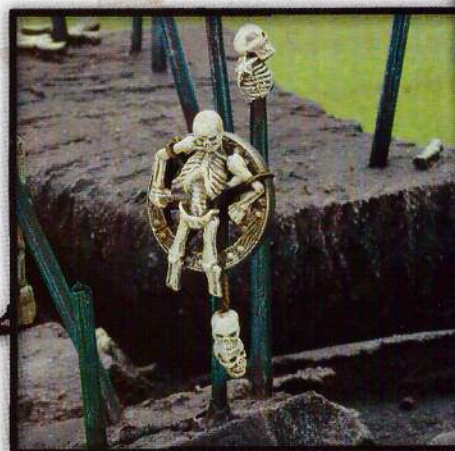
Studio model makers Dave Andrews and Mark Jones have also been busy creating a set of themed terrain to sit alongside the new armies. They used very simple shapes and dark colours, and as I'm sure you can see, the results instantly capture the cold and forbidding nature of Chaos.



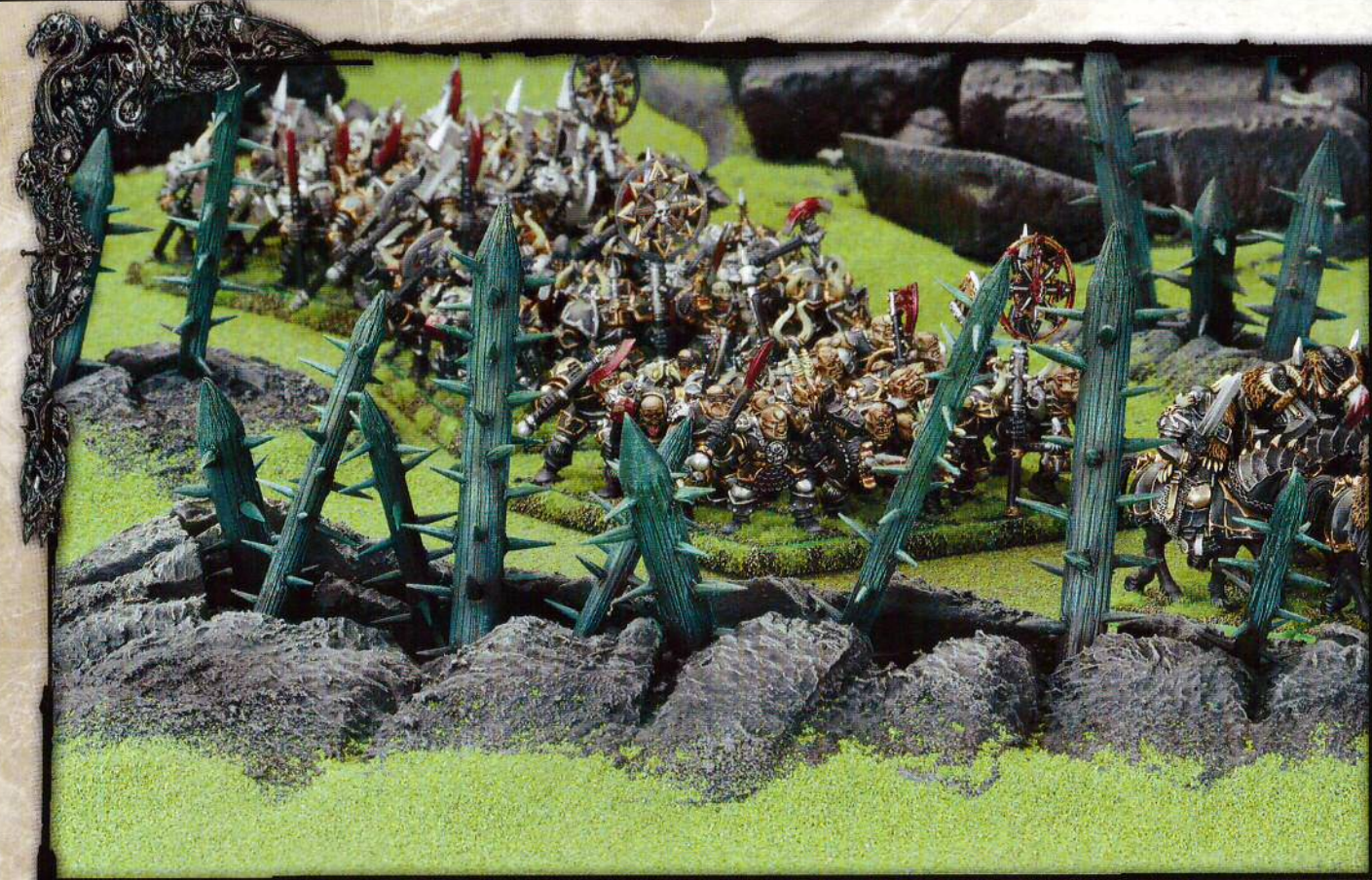
Dave Andrews created this very impressive piece of terrain from a life size plastic skull (available at most novelty stores). It towers high above normal troops and makes you

wonder as to what kind of creature it once belonged to. The stakes holding it in place (made from simple barbecue skewers) help to create a sense of immense weight.





Rising from the ground these large, dark rocky outcrops really help to create a vast bleak Chaos wasteland, a perfect setting for our new hordes of Chaos. Made simply from roughly shaped polystyrene off-cuts, which would normally have been thrown away, decorated using barbecue skewers, skulls and bones from the plastic Skeleton Regiment and painted in dark colours, what could be simpler!



Above: These rather nasty looking spikes thrusting out of the rocks are actually as sharp as they look.

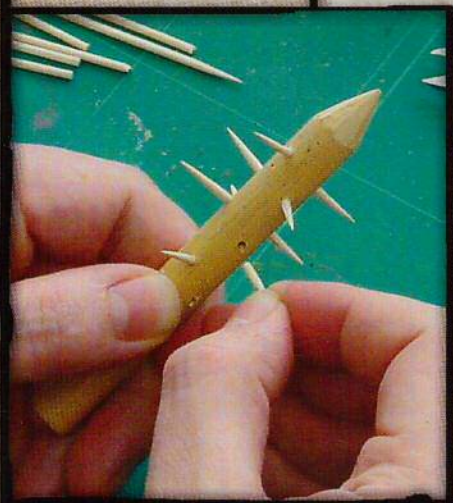
Left: They're also surprisingly simple to create as the rock base was again made from polystyrene off-cuts, which were then glued to a card base. The textured effect was created by roughly scraping the surface of the polystyrene with a knife.

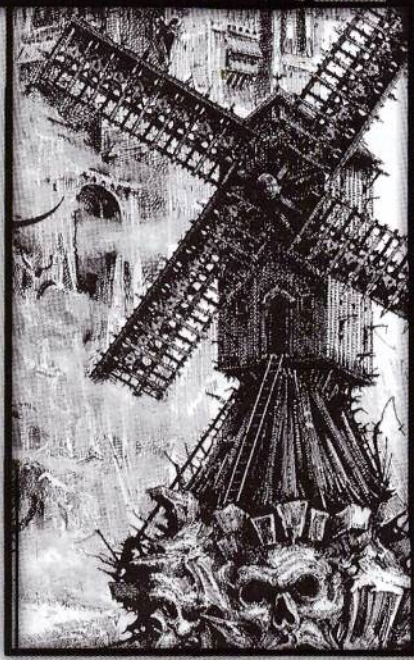
Bottom left: The main column of each spike was cut from a piece of dowel rod. After one end was sharpened to a point, holes were then drilled into the rod, into which cocktail sticks were

then glued. They were then drybrushed with a mix of Scaly Green, Rotting Flesh and Chaos Black.

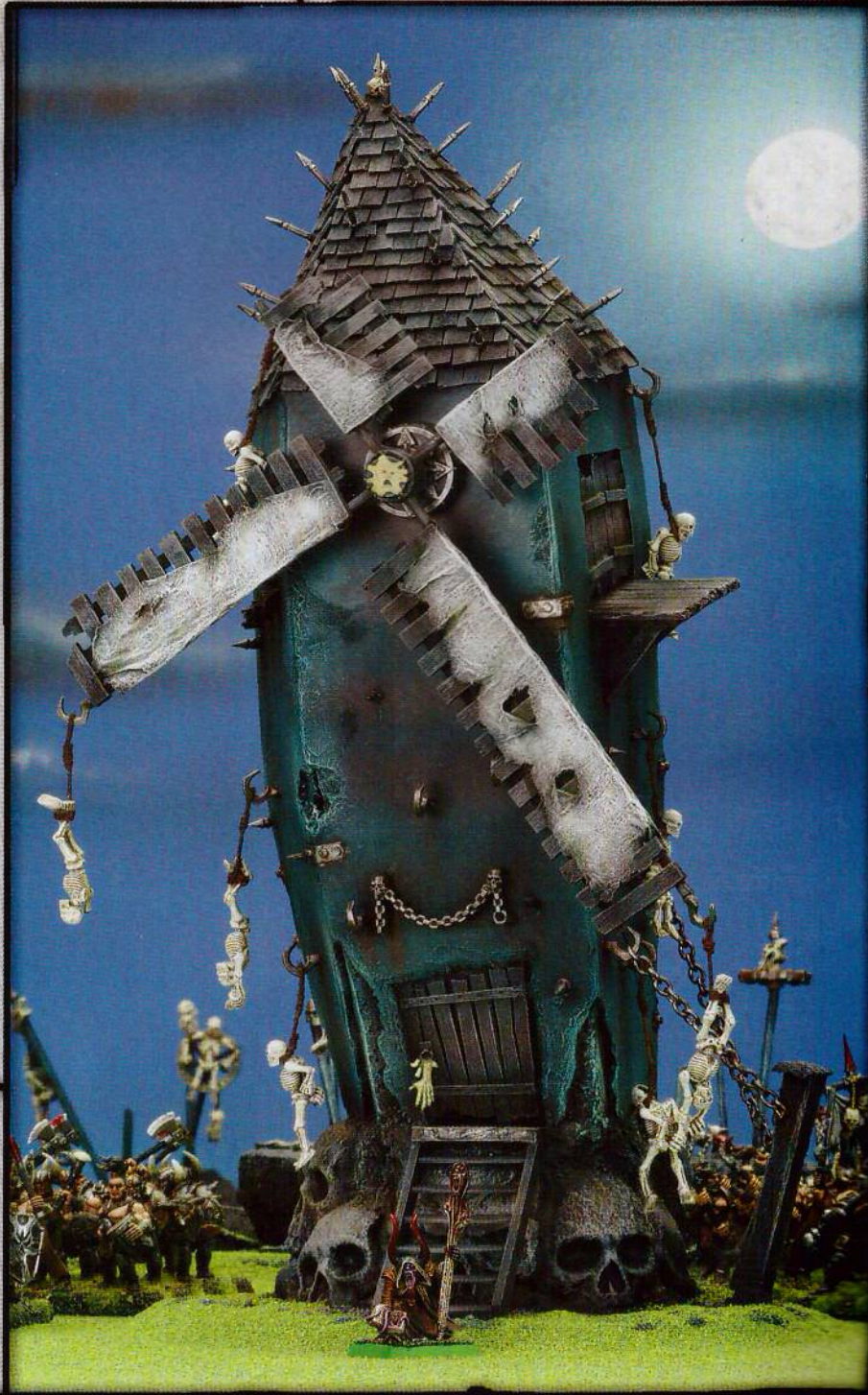
'Deep within the Chaos wastes the plains are covered with the bleached bones of countless generations of fallen warriors.'

Below: Using the plastic Skeleton regiment again and another life size plastic skull, Mark covered a 2' x 2' board in skulls and bones. Not really big enough for a battlefield, but perfect for capturing the true apocalyptic nature of Chaos and a perfect home for the servants of Khorne.





Mark Jones was inspired by the above detail from a classic piece of art by Ian Miller (featured in its full glory elsewhere in this issue) for this sinister looking mill. To create the strange and angular feel, Mark used only a rough plan and some foamcard off-cuts to build the basic structure. The sails of the windmill were made from simple strips of balsa wood over which a roughly torn paper towel soaked in PVA glue was draped and left to dry. Hanging skeletons, the odd body part, chains and metal spikes all help to give this terrain piece a very sinister feel.



PAINTING MASTERCLASS

This is the first in a series of Painting Masterclasses looking at the incredible new Chaos miniatures. We start with Chaos Undivided.

ASSEMBLING THE MODELS

The models were first assembled before being given an undercoat spray of Chaos Black. Any areas where the spray had failed to catch were then touched up with thinned down Chaos Black paint.



Painted by Darren Latham

PAINTING THE MODEL

The armour was first painted with a basecoat mix of two parts Chaos Black to one part Regal Blue. Small amounts of Fortress Grey were then added to this for the highlight stages.



A basecoat of Brazen Brass was used to paint the trim and helmet. This was first highlighted with Shining Gold. Next Mithril Silver was mixed with Shining Gold. These sections were then given a wash with Chestnut Ink followed by a second wash with thinned Brown Ink. Once this had dried a fine highlight line of Mithril Silver was then applied.



The horns and skulls were painted with a basecoat mix of equal parts Snakebite Leather and Chaos Black. Snakebite Leather was then used on its own for

the first highlight stage. Bubonic Brown was the next highlight stage followed by Bleached Bone. Skull White was then applied for the final highlight stage.



The fur cloak was painted with a basecoat of Snakebite Leather. Skull White was added to this and the mix was then applied towards the outer edges of the cloak.



Thinned Brown Ink was then painted in the centre of the cloak, followed by Black Ink at the very centre.



To paint the cloak and the scabbard a basecoat of Scab Red was highlighted with Red Gore. The next highlight



was Blood Red, this was then mixed in equal parts with Fiery Orange.

A small amount of Skull White was added to this for the final highlight before the whole cloak was given a wash with thinned Chestnut Ink.



A basecoat of Bestial Brown was used to paint the flayed skin and pouches. An equal quantity of Dwarf Flesh was then added to this for the first highlight stage, followed by a highlight of Dwarf Flesh on its own. For the final highlight stages small amounts of Bleached Bone were then added.



The silver sections were painted with a basecoat of Boltgun Metal. This was first highlighted with Chainmail and then Mithril

Silver. The shading was applied with a wash of thinned down Brown Ink.



The cloth on the axe was painted with a basecoat of Scorched Brown. Equal quantities of Rotting Flesh were then added to this, followed by adding more Rotting Flesh for each highlight stage.



An equal parts mix of Bestial Brown and Chaos Black was used for the basecoat of the boots. Bestial Brown on its own was then applied for the

first highlights, followed by adding Bleached Bone. For the top section of the boots further highlight stages using Bleached Bone were used in order to give it a lighter tone.

FINISHING TOUCHES

To paint the blood, an equal parts mix of Red Gore and Red Ink was used. This was given a gloss varnish once the model was finished.



Texture was added to the base of the model by gluing on sand with PVA glue. This was then washed down with Black Ink and drybrushed with Bubonic Brown. It was given a final drybrush with Bleached Bone and lastly static grass was applied.



SORCERER OF CHAOS



Painted by Neil Green

PAINTING THE MODEL

A basecoat mix of equal parts Chaos Black and Warlock Purple was used to paint the skin and tentacles of the Sorcerer. (This mix was also used as a basecoat on the body of the familiar, and

as the only highlight on the familiar's hood.) This was then highlighted by adding a small amount of Bleached Bone to the mix for each successive highlight stage. The skin was then given a highlight of Bleached Bone on its own, followed by a wash with thinned Purple Ink. To finish these sections Bleached Bone was then applied once more as the final highlight.



The robes were painted with a basecoat mix of Scorched Brown and Chaos Black. This was then highlighted with

Scorched Brown on its own, followed by adding an equal amount of Bestial Brown to Scorched Brown. Bestial Brown on its own was used for the next highlight stage which was in turn mixed with an equal quantity of Bronzed Flesh. To finish the robes an equal parts wash of thinned Brown and Black Inks was applied.

The inside of the cloak was painted with a basecoat of Scorched Brown. This was highlighted by using a mix of Scorched

Brown and Bleached Bone. For the final highlights, more Bleached Bone was added to the mix and applied.

The outside of the cloak was painted with a basecoat of Chaos Black. This was then highlighted with a mix of Chaos Black and Bubonic Brown.



To paint the staff a basecoat of Tin Bitz was used. This was highlighted with a mix of Dwarf Bronze, to which a small amount of Bleached Bone had been added. Starting at the top of the staff and painting downwards more Bleached Bone was added for each successive highlight stage. Towards the bottom of the staff a small amount of Skull White was added to the mix. The staff was then given a wash with a mix of Brown and Black inks. The top of the staff was given a number of these washes to create the darker appearance, gradually blending it down the length of the staff.

The shoulder pads were painted with a basecoat of Tin Bitz. This was highlighted with Dwarf Bronze. A wash



of Brown and Black inks was then applied before a second highlight of Dwarf Bronze was painted on. To finish the highlights on the shoulder pads a small amount of Mithril Silver was added to Dwarf Bronze.

FINISHING TOUCHES

To paint the banding at the edges of the robes a basecoat of Tin Bitz was highlighted with Bleached Bone. A wash of Brown and Black Inks was then applied before a second coat of Bleached Bone was highlighted over this.



The horns were painted with a basecoat of Red Gore. This was then highlighted by adding small amounts of Bronzed Flesh for each successive stage. To finish the highlights Bleached Bone was added to the mix.

Thinned washes of Red Ink were then repeatedly applied until the desired effect was achieved. The horns were finished with gloss varnish.



KNIGHTS OF CHAOS

Painted by Tammy Hays



ASSEMBLING THE MODELS

The Chaos Knights, shields and the horses were assembled separately, gluing each Knight to a flying stand for easier access whilst painting.

PAINTING THE MODELS

For the basecoat on the horses' flesh an equal parts mix of Codex Grey and



Chaos Black was applied. More Codex Grey was then added to this for each of the highlight stages, finishing with a light drybrush of Codex Grey on its own for the fetlock and on the tip of the tail. The boots were painted in exactly the same manner except that the tops of the boots had more highlight stages applied.





The plate armour and barding was painted with a basecoat mix of equal parts Chaos Black and Boltgun Metal. The edges of these sections were then highlighted with Boltgun Metal on its own.



The gold trim and spikes were painted with a



basecoat of Dwarf Bronze. This was then given a wash with Chestnut Ink followed by a highlight with Shining Gold. The final highlight was made with an equal parts mix of Shining Gold and Mithril Silver.

A basecoat of Mithril Silver was used to paint the chainmail and sword. These sections were then given a glaze with a thinned Black Ink. The

blood on the sword was painted in the same way as the blood on the axe of the champion of chaos



The fur was painted with a basecoat of Scorched Brown. This was highlighted with Bestial Brown and then given a final highlight of Bronzed Flesh.



To paint the flesh, skins and the banner, Scorched Brown was mixed in equal parts with Chaos Black. Bleached Bone was then added to this for the next two highlight stages. After this Skull White was then added to the mix, with an extra highlight stage used to paint the face of the Champion.



The skulls and bone were painted with a basecoat of Bestial Brown.

Bubonic Brown was used for the first highlight stage followed by Bleached Bone. The final highlights were made using an equal parts mix of Bleached Bone and Skull White.

FINISHING TOUCHES

The symbols on the models were painted with Chaos Black. To paint the design on the banner it was first drawn in with Chaos Black. Blood Red was then painted over this, with Fiery Orange being used for the



highlights. Blood Red was then used to deepen the highlighting slightly.



The Games Workshop hobby takes many forms – playing great games of Warhammer, Warhammer 40,000, The Lord of The Rings or one of our other games systems, converting and painting miniatures or collecting and refining a powerful army.

Your local Games Workshop store is the perfect place to try all these things, as well as getting expert advice from our staff. Here's a look at all the different things your local store can offer you...

THE GAMES WORKSHOP RANGE

Each of our stores stocks a full range of Warhammer, Warhammer 40,000 and The Lord of The Rings games and models, as well as all the hobby materials needed to collect, build and paint your armies.

In addition to this, you can also use the instore order service to get your hands on an even greater range of extras. This way, you can order any of the Specialist Game systems and models, including Blood Bowl, Inquisitor, Warmaster, Battlefleet Gothic, Epic, Necromunda and Mordheim, using the Specialist Games Range catalogues in the stores. You can also order individual components and older models from the Warhammer Fantasy and

WHAT'S IN STORE FOR YOU?

Games Workshop stores are more than just a shop...

Warhammer 40,000 race and range catalogues, and even place an advance order for models that haven't been released yet!

ORDER SERVICE

The order service is available in every Games Workshop store, but can also be found on the Games Workshop website, at www.games-workshop.com/storefront. You can also phone in an order direct on 0115 91 40000, where we have experienced hobbyists ready to answer any questions you may have and offer the most expert advice available.

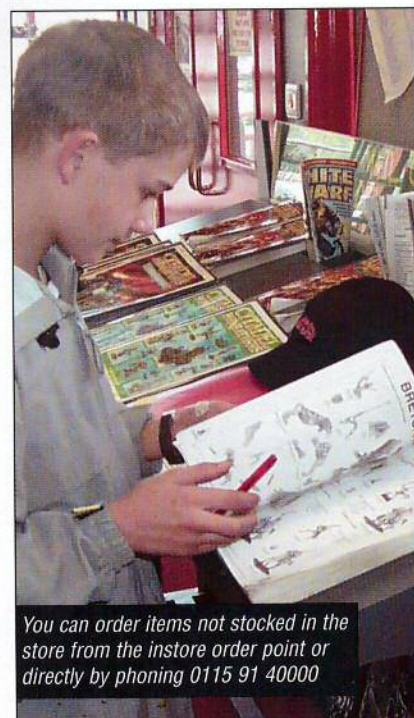
MORE THAN JUST A STORE

Games Workshop stores are much

more than just places to buy the latest Games Workshop games and miniatures. Our staff are all veterans in the hobby and can offer sound advice on any aspect you want to know about. They can give you advice on collecting and building your armies, provide excellent painting and modelling advice, offer tips and tactics for getting the most out of your army on the battlefield, and also offer general advice on starting and maintaining your involvement in the hobby. Each store also has gaming and painting tables, so you can arrange to play games against your friends in the store, or even bring in some models and get expert help with your painting.



Our stores stock a full range of current Games Workshop products and are staffed by avid hobbyists always on hand to give you friendly advice.



You can order items not stocked in the store from the instore order point or directly by phoning 0115 91 40000

HOBBY ACTIVITIES

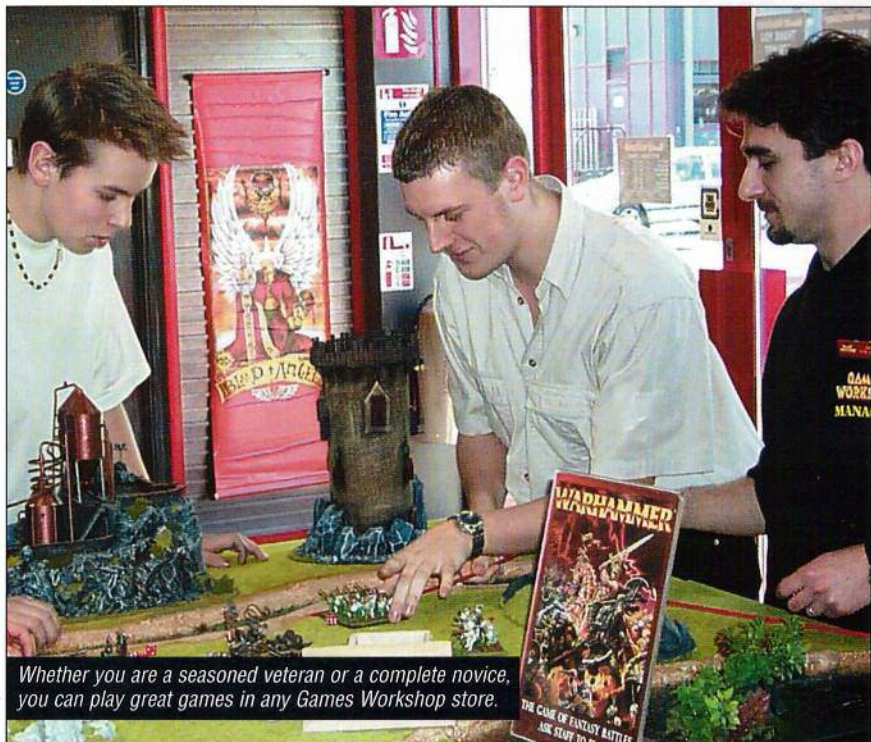
Each store also runs activities and events from week to week, so there's always plenty going on in the store. During the holidays, Games Workshop stores become hives of gaming activity, as the campaigns go into overdrive, and epic conflicts take place to decide the fate of worlds. All of this goes towards making the Games Workshop stores centres for local hobby activity and an essential resource for the expansion and enjoyment of your hobby.

To assist in this process Games Workshop stores devote certain days to particular aspects of the hobby. This doesn't mean that you can't get help and advice if you come in on a different day, as we do cater for everyone, whenever you come into the stores. It does mean that particular days have a definite focus, and are designed to give the most help and enjoyment to each level of the hobby individually.

BEGINNERS' SUNDAYS

Sundays are especially devoted to helping those new to the hobby. Whether you want to learn how to charge your Knights into your opponents battleline 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 teach you how to play and help you take your first steps into the Games Workshop hobby.



Whether you are a seasoned veteran or a complete novice, you can play great games in any Games Workshop store.

THURSDAYS GAMES NIGHT

Most Games Workshop stores stay open late on Thursdays 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 want to develop their painting skills, and a forum for gamers to talk about the hobby, particularly for those who have just graduated from the Beginners' Programmes.

VETERANS' NIGHTS

Many Games Workshop stores run days for Veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can play games against equally experienced opponents, share ideas about all aspects of your hobby and also play Games Workshop's more specialised gaming systems. Most of these stores stay open late to enable Veterans to play well into the evening.

PREPARE FOR CHAOS

The time of Chaos approaches. Great warbands are coming together in the Northern Wastes. The winds of magic are blowing strongly across the lands of men. In the dark corners of the Warhammer world cursed creatures stir from their long sleep, and set their evil gaze on the civilised lands. Chaos is coming. You can get the Chaos Army boxed set from the 8th June in your local Games Workshop store, or advance order it right now on the internet at www.games-workshop.com/storefront, or by phone on 0115 916 40000.



SUMMER CAMPAIGNS

Summer is approaching and we have some amazing campaigns planned for the Summer holidays. For Warhammer we have the Swords of Chaos campaign, featuring the new Warhammer Chaos army. For Warhammer 40,000 we have the Necron Awakening, featuring the return of the deadly Necrons. And finally we have The Lord of The Rings Challenge, an instore tournament.

These events are starting as soon as June in some regions, so contact your local store for more details.



Games Workshops Store Clubs are an excellent way to hone your battlefield skills against experienced generals.

For the newcomer to our hobby, all Games Workshop stores offer a special introductory service for beginners. As well as offering advice on all aspects of the hobby, you can try out a game in the store (it's totally free to play!). In addition, we devote every Sunday to teaching newcomers the various aspects of the hobby. From painting advice and modelling tips, to tutorials and scenarios designed to teach various aspects of playing the games, the beginner is fully catered for.

STORE CLUBS

A development of Veterans' evenings run by some stores (marked with a red dot on the store list opposite), are special Store Clubs.

These are evenings where the store closes to the public, and only club members (16+ only) are allowed to come in and play. They are a great way to meet new people and expand your knowledge of the hobby. You can exchange painting and modelling advice, hints and tips on collecting and building your armies, learn interesting new tactics to aid your armies on the field of battle, and also play great games against like-minded individuals.

ARE YOU THE GREATEST
LEADER OF YOUR REGION?

CONFLICT

BRISTOL

Regional Tournament

Saturday 22nd June 2002

The University of Bristol Union (UBU)
Queens Road, Clifton, Central Bristol

Register your army for your regional tournament and prove your worth! The Conflict Tournament will also feature participation games, Mail Order, Forge World, the chance to meet the Fanatic team, and special guests.

To get your ticket, talk to your local Store staff now!
Full Tournament rules will be sent with your ticket.

Warhammer 40,000 Tournament - 1,500pts
Warhammer Tournament - 2,000pts

£25 in advance for each tournament.
£10 in advance for spectators.

Tournament tickets only available in advance.
Don't miss out, get your ticket today!

Check out www.games-workshop.com/ukevents for more details about this tournament and other events.

GAMES WORKSHOP STORES IN THE UK

The stores marked with dots have Store Clubs. To find out what events are happening in the stores just give them a call. We also have Games Workshop stores in 16 different countries across the world (and independent stockists in even more). Call 0115 91 40000 to find out where they are. Most Games Workshop stores are open seven days a week and open late for gaming evenings, but please contact your local store for more details.

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- BIRMINGHAM:** 116 Corporation Street. Tel: 0121 236 7880
- BLACKPOOL:** 8 Birley Street. Tel: 01253 752 056
- BLUEWATER:** Unit 052B, Upper Thames Walk, Bluewater, Greenhithe, Kent. Tel: 01322 427 880
- BOLTON:** Unit 13, The Gate Centre. Tel: 01204 362 131
- BOURNEMOUTH:** 24 Post Office Road. Tel: 01202 319 292
- BRADFORD:** 4 Piccadilly, Bradford, BD1 3LW. Tel: 01274 739 430
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- CHELtenham:** 16 Pittville Street. Tel: 01242 228 419
- CHESTER:** 112 Foregate Street. Tel: 01244 311 967
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- MILTON KEYNES:** Unit 2, West End Extension, 504 Silbury Boulevard, Milton Keynes Shopping Centre. Tel: 01908 690 477
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- NEWCASTLE (METRO CENTRE):** Unit B14, First Floor (near the Mediterranean Village). Tel: 0191 461 0950
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- NORWICH:** 12-14 Exchange Street. Tel: 01603 767 656
- NOTTINGHAM (CENTRAL):** 34a Friar Lane. Tel: 0115 948 0651
- OXFORD:** 1A Bush House, New Inn, Hall Street. Tel: 01865 242 182
- PETERBOROUGH:** 3 Wentworth Street. Tel: 01733 890 052
- PLYMOUTH:** 84 Cornwall Street. Tel: 01752 254 121
- POOLE:** Unit 12 Towngate Centre, High Street. Tel: 01202 685 634
- PORTSMOUTH:** 34 Arundel Street. Tel: 02392 876 266
- PRESTON:** 15 Miller Arcade. Tel: 01772 821 855
- READING:** 111 Broad Street Mall, Tel: 0118 959 8693
- RICHMOND:** Unit 8, Westminster House, Kew Road. Tel: 0208 948 6122
- ROMFORD:** 12 Quadrant Arcade. Tel: 01708 742 140
- ST ALBANS:** 18 Heritage Close, off High Street. Tel: 01727 861 193
- SALISBURY:** 1B Winchester Street. Tel: 01722 330 955
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- SOLIHULL:** 690 Warwick Road. Tel: 0121 705 7997
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EIRE

- BLANCHARDSTOWN:** Unit 249a, Blanchardstown Shopping Centre, Dublin. Tel: 01822 3868
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Index Astartes

First Founding



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

DARK APOSTLES

The Word Bearers
Space Marine Legion

by Graham McNeill
& Jeffrey Arp

While the vast majority of Chaos Space Marines are known for their unyielding bitterness towards the Imperium of Man, there are few who could match the depths of hatred of the Word Bearers. Armed with zealous faith in Chaos in all its myriad forms, the Word Bearers waged an unholy war against Man even before the Horus Heresy erupted.

Lorgar, Primarch of the Word Bearers Legion of Space Marines, was known as one of the most scrupulous and dedicated followers of the Imperial Cult. His zeal in persecuting the enemies of the Emperor was almost unmatched by any of his brother Primarchs and many were those who felt him to be the most devoted of the Primarchs. It was on the world of Colchis that his character was to be formed, one of the first worlds settled in Mankind's exploration of the stars. Its continental masses were dotted with strange, crumbling edifices, and no amount of exploration and research could fathom their purpose. Explorators at the time of the Great Crusade put the date of its first settlements somewhere around the 16th Millennium, though it is impossible to be certain. Imperial scholars and historians believe that the world of Colchis was once highly advanced technologically, but fell into anarchy during the turbulent time known as the Age of Strife and that its population regressed to the level of a feudal society.

Few records remain of the society that arose from the ashes of the Age of Strife, save those penned by Lorgar himself, and these are sealed in the deepest vaults of the Library Sanctus on Terra. Various fragments of these records are reproduced in the *Speculum Historiale*, the exhaustive history of the Great Crusade penned by the historian Carpinus. In his description of Colchis, Carpinus tells of a caste of priests calling themselves the Covenant who rebuilt the shattered society of Colchis on the promise that a great leader would one day come to deliver them from the darkness their world had descended into. With harsh religious observance, the Covenant's strict dogma became a gigantic, monolithic belief structure that permeated every facet of daily life on Colchis. Of Lorgar's coming, Carpinus speaks of a fiery comet smashing into the foremost temple of the Covenant bearing the infant Primarch, while Lorgar himself often made oblique references to his 'pilgrimage' to Colchis. Another tale tells of the arrival of a strange, golden-

skinned child at the doors of the Covenant's largest temple, asking to be schooled in their ways. The child was taken into the temple and given the name Lorgar, growing to manhood within its walls and quickly mastering the many tenets and codes of faith imposed by the Covenant. The truth of the matter will, in all likelihood, never be known, and though the answers may lie in the blasted words of the *Liber Malum*, its pages must never again be opened.

However it came to pass, Lorgar became a devout member of the Covenant, taking fiery words of faith to every corner of the globe, where the power of his oratory and charisma won him many supporters. He rose rapidly through the ranks and though the people of Colchis loved him, he had enemies within the Covenant who grew jealous of his popularity and challenge to their power. The *Speculum Historiale* speaks of a tale told by Lorgar to Konrad Curze, Primarch of the Night Lords, during the victory celebrations on Boraint following the defeat of the Arch-Heretic of Dulorth. Lorgar spoke of strange dreams and visions that afflicted him in his early years. In them he saw a mighty warrior in gleaming armour with a helm of bronze and a shining sword. A giant in blue robes with but a single, unblinking eye stood behind him, speaking of his lord's coming to Colchis and that Lorgar must be ready for him. Lorgar was convinced that this mighty warrior was the divine leader the Canticles of the Covenant had promised and, at the urging of Kor Phaeron, his closest friend, began spreading the word that their god would soon be amongst them. People flocked to hear his words and waves of popular support followed Lorgar wherever he preached. This was the opportunity Lorgar's enemies within the Covenant had been waiting for and they denounced him as a heretic, fearing the threat to the status quo and their power.

Lorgar's supporters rallied round him, fighting and killing the soldiers of the Covenant who came to arrest him. Lorgar himself fought with strength and passion for his cause, and each

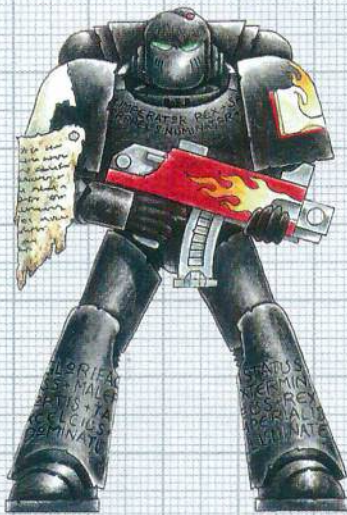
time the Covenant's warriors came for him, he slew them. His enemies had vastly underestimated the depth of belief in Lorgar's words and the Covenant split into two factions, each deeply opposed to the other's belief, and each believing that only they could save their people. A holy war of horrific proportions erupted, with more and more of the population forced to choose sides as the battles grew larger and spread across the planet. For six years the fighting raged across Colchis and many were the atrocities

carried out in the name of holy righteousness. Lorgar's supporters were outnumbered, but they were led by a Primarch, and his strength and power were beyond compare. Lorgar fought many battles, learning the ways of war with astounding rapidity. His inspired words roused his armies to undreamed of heights of courage and devotion, binding them to the promise of their saviour's coming, and the priests of the Covenant could do nothing to stop him. Eventually, Lorgar led his people to victory, storming the

temple he had trained in and killing all the priests within. With the end of the war, the people awaited the arrival of the divine being promised by Lorgar, and less than a year after the final battle, a mighty, sky-borne vessel descended to the temple on a trail of fire. The Apocrypha of Skaros tells that the Emperor and Magnus the Red descended to Colchis with two squads of Thousand Sons Space Marines, to meet its mighty war leader. Lorgar dropped to one knee, immediately recognising the Emperor from his

Inquisition Access Level: 8 nine hundred and ninety-one

Word Bearers, Progenitor Legion M31



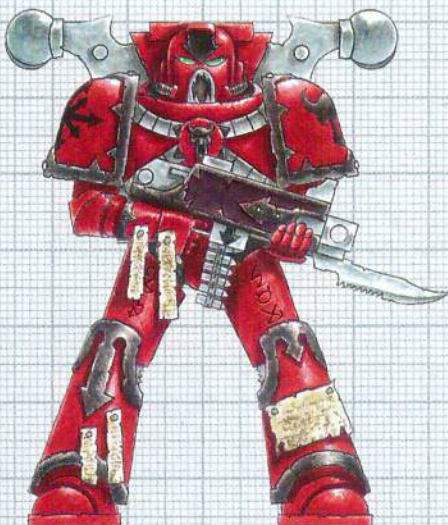
Pre-Heresy Word Bearers colour scheme



Traitor Word Bearers symbol



Auto reactive shoulder plates incorporating legion symbols



Word Bearers colour scheme



Word Bearers Chaplain ['Dark Apostle']



Word Bearers helmet variants



Power fist featuring blasphemous iconography

Thought for the day: Only death is a true test of faith.



visions, and swore his undying fealty to him. Under Lorgar's rule, every facet of the Covenant's belief structure was devoted to the worship of the Emperor and the population of Colchis rejoiced, united behind their new and wondrous god.

The elaborate celebrations and pious displays of devotion lasted for many months, and recent translations of some of the more obscure passages within the *Speculum Historiale* infer that the delays enforced on the Great Crusade by the lengthy shows of fealty Lorgar offered chafed at the Emperor, who wished to resume the conquest of the galaxy as swiftly as possible. These same scholars cite later events in the Great Crusade as further proof of this, though others point out Carpinus's revisionist tendencies and claim that such interpretations are based on the venerable historian's hindsight. At the conclusion of the celebrations the Emperor offered Lorgar command of the Word Bearers and bade him take his best and bravest warriors to become Space Marines for his praetorian guard. Lorgar accepted the honour the Emperor offered him and decreed that he would leave Colchis and take his place at the Emperor's side. He appointed faithful followers to minister to his people in his absence, garbed himself in his battle gear and departed with the Emperor and Magnus.

Lorgar led his Legion throughout the glory years of the Great Crusade, setting out to eradicate and destroy all forms of blasphemy and heresy that threatened the Emperor's realm. All manner of ancient scrolls, books, artworks and icons were burned and smashed before the advancing ranks of the Legion. In their place, vast monuments and cathedrals, all dedicated to the Emperor, were erected upon the mounds of dead of those who had resisted conversion. The greatest Chaplains of the Legions produced enormous works on the divinity and righteousness of the Emperor, and Lorgar himself delivered countless speeches and sermons, converting millions to the Emperor with his words alone.

The progress of the Word Bearers was slow, but complete. None escaped the crozius or the bolter. Entire worlds were scoured of the living for their refusal to submit to the will of the Emperor. When the Emperor took note of Lorgar's slow advance across the stars, he personally reproached his

THE PURGING OF FORTREA QUINTUS

The world of Fortrea Quintus had been isolated from Imperial rule for several centuries, and when the leading edges of the Great Crusade reached the frontier of their system, the planet's monarchy was unwilling to submit itself to Imperial rule and had the Emperor's representatives executed. The Word Bearers were the nearest Legion, though were already heavily engaged in fighting Orks in the Chairak Nebula. Lorgar despatched two thousand warriors to Fortrea Quintus with orders that the planet be pacified within three months. The Word Bearers quickly established positions on the planet and found the populace to be living in abject poverty, while the corrupt and ruthless monarchy grew fat off their labours. A well-trained and disciplined army defended the planet's rulers, equipped with advanced weaponry and war-machines. Under the command of Captain Jarulek, the Word Bearers steadily pushed their enemies back, their captain rousing the populace with stirring speeches and fiery oratory. In ever-increasing numbers, the people of Fortrea Quintus joined Jarulek's march until his army numbered more than a million.

A month after the Word Bearers had landed, Captain Jarulek, together with his millions of new followers, launched his attack on the planetary ruler's last bastion, the Palace of Light. The casualties amongst the populace were horrendous, thousands dying every minute as they charged the defended walls, armoured bastions and labyrinthine trench systems of the main gates armed with little more than pistols and spears. As the carnage continued at the main palace gates, the Word Bearers attacked on another front, catching the defenders off guard and striking for the heart of the palace. Nothing could stand before them and Jarulek himself captured the planet's ruler, throwing him to the blood-maddened survivors of the battle at the gates. Fully 90% of the people who had joined Jarulek's march were dead, while barely a handful of Word Bearers had been killed. Following the victory, Jarulek began indoctrinal teachings among the populace and when Adepts of the Ministorum arrived to bring the word of the Emperor to Fortrea Quintus, they were horrified by the Word Bearers' careless use of the populace, but found the people as well versed in the faith of the Imperium as any loyal world could be.

[Historical note: Fortrea Quintus was later cleansed by the Blood Angels after the planet sided with Horus during the Heresy and the citizenry rose up to slaughter their Imperial leaders. It is widely believed that the Word Bearers corrupted the populace on the planet's initial capture.]

Primarch. He informed Lorgar that his purpose was not for faith, but for battle. The true mission of the Space Marines was to re-conquer and unify the galaxy under the banner of Imperium, not to waste precious time and resources in vast displays of fealty and piety.

Lorgar was stunned. Upon returning to his personal battleship, the *Fidelitas Lex*, the Primarch refused to speak to any of his lieutenants or chaplains. He removed his power armour and wore nothing but sackcloth, his golden skin greased with ash, his hair torn and dishevelled. He mourned the Emperor's command for a month, and the Legion of the Word Bearers stood idle and silent within the depths of space, waiting for a command, any command, to be issued by their Primarch.

The Master of Mankind did not remain ignorant of Lorgar's reaction. The Emperor was on the verge of once again reprimanding his tardy Primarch when news came that the Legion had suddenly renewed its campaign. Worlds now fell before the Word Bearers like ripe grain. The assaults were quick and devastating; no longer did Lorgar offer redemption or salvation to those he set his Legion against. The embittered Primarch offered only the sword, and in his wrath the holocausts were unnumbered. Pleased with what he saw as progress, the Emperor turned his eyes towards other matters. What he could not know is that he had already been betrayed.

The Word Bearers were the first Legion to be fully corrupted by Chaos. While it is true that Horus was the first of the Primarchs to be tainted, and his

KOR PHAERON - MASTER OF THE FAITH

Kor Phaeron was Lorgar's spiritual advisor on Colchis and the Primarch valued his counsel above all others. When the visions of the Emperor's arrival on Colchis plagued the young Primarch, it was Kor Phaeron who pressed him to take his prophecies to the people. First amongst Lorgar's followers, Kor Phaeron followed the Primarch through all his battles against the Covenant, lending him spiritual strength when it seemed there was no end in sight to the wars. Upon his elevation to a Space Marine, Kor Phaeron became Lorgar's second in command, leading the First Company of the Word Bearers. Even in a legion of zealots, Kor Phaeron stood out, and it was inevitable the Legion's chaplains would pick him for further devotional training. Immersed in religious study, Kor Phaeron's zeal rose to new heights and the warriors he led fought with ferocity unmatched by any of their brethren. Kor Phaeron advanced quickly through the Chaplaincy, the speed of his assimilation of holy texts beyond all mortal comprehension.

But a man such as Kor Phaeron should never have become a Space Marine. His ambition for power had led him as a child to the Covenant, and thence to Lorgar. As the Word Bearers sat becalmed in deep space, following the Emperor's rebuke of Lorgar's slow advance, it was Kor Phaeron who first gave voice to the idea that if the Emperor would not accept their worship, there were other beings in the galaxy who would. Kor Phaeron understood Lorgar's need for acceptance and he knew that the powers of Chaos turned no-one away. Kor Phaeron's quest for power had now led him to Chaos and as Lorgar brooded over the Emperor's reproach, Kor Phaeron worked subtle manipulations and whispered appeals to Lorgar's pride, slowly poisoning the Primarch against his former master.

Kor Phaeron became Master of the Faith and began the process of corrupting the entire Legion. With Lorgar embracing Chaos with gusto, it was not long before the Word Bearers were wholly dedicated to the Ruinous Powers. As before, Kor Phaeron was Lorgar's spiritual advisor and led contingents of the Word Bearers in some of their most devastating battles of the Horus Heresy. He was eventually defeated by the Ultramarines on Calth and forced to flee to the Maelstrom. The Ultramarines claim to have destroyed his battle barge in an engagement on the fringes of the Maelstrom, but such a claim is impossible to verify in this volatile region of space. However, the number of cults and uprisings believed to have been instigated by the Word Bearers in regions surrounding the Maelstrom makes it increasingly likely that Kor Phaeron survived and continues his evil calling to this day.

Sons of Horus were the first Legion to openly rebel, in truth it was the Word Bearers who were the first to fully embrace Chaos as an entire Legion. When the Emperor rebuked Lorgar's shows of devotion, the Primarch turned his gaze towards gods who would be more worthy of his dedication. In Chaos, Lorgar found what he was searching for. Beyond all mortal comprehension, the gods of Chaos welcomed, even demanded, worship. As such, they were initially generous with Lorgar, as his devotion to gods that accepted his worship unquestioningly was second to none. Lorgar's ego, however, would not allow him to become any single god's champion, instead preferring to worship Chaos in its myriad, infinite forms. The Word Bearers came to worship Chaos as a pantheon of countless gods and goddesses, dark

princes and ethereal powers that writhed and seethed in the haunted depths of the Immaterium.

Lorgar would later say that as he turned his faith to Chaos, a veil lifted from his eyes and he was able to see the Emperor for what he was; not his god at all, but an irreverent man who had failed to grasp that what Humanity needed above all else was religious domination, that could only be provided by godlike beings such as himself. The resultant submission and fealty to Chaos would allow Mankind to stave off the countless alien hordes that sought to overwhelm and destroy the young Imperium. At first, the Legion kept their new faith secret, unaware that Chaos had already tainted many of their brethren. Once Horus openly defied the Emperor, and his Legion renounced all ties to

Imperial authority, the Word Bearers openly cast their lot with the side of Chaos. The second Legion to spit on their oaths of loyalty, the Word Bearers, soon set upon the Legion they had come to despise the most, the Legion of Roboute Guilliman, the Ultramarines.

While the Emperor had chastised the Word Bearers, they watched with jealous hearts as he championed the Ultramarines as his finest warriors. When the Heresy erupted and the shackles of loyalty were cast off, the Word Bearers set upon the Sons of Ultramar with unbridled hatred. The Ultramarines were initially stunned, and Lorgar was able to push them back to Ultramar, the region of space that the Ultramarines govern and defend. It was upon the world of Calth that the final battle would take place. Famed for its orbital shipyards, Calth was a typical world of Ultramar. Its inhabitants were wealthy and generous, knowing little in the ways of want or fear. In many ways, theirs was a paradise, and as such it was not to last.

When the Word Bearers launched their attack against the Ultramarines, the strike against Calth was led by one of Lorgar's greatest champions, the former Master of the Faith, Kor Phaeron. This mighty champion swore to utterly destroy the planet, and was very nearly successful. From his personal battle barge, now renamed *Infidus Imperator*, Kor Phaeron directed a full-scale invasion of the Calth System. Calth's three sister planets were all destroyed, massive geo-nuclear strikes ripping them apart at the core. Its once gentle sun was laced with deadly metals and substances that increased the star's radiation output tenfold. Within a century after the Heresy's end, the final elements of Calth's atmosphere were burned off, the world left airless, its populace now dwelling in gigantic underground caverns. Upon its surface, the Word Bearers fought the Ultramarines to a standstill. The traitors held superiority in numbers, weaponry and brutality, but the Ultramarines would never give in. As driven as the warriors of Lord Kor Phaeron were, they could not dislodge the Ultramarines, many of whom had once called the planet home.

The war upon Calth was devastating and horrific. Ancient codes of warfare and martial conduct were broken and set aside by the Word Bearers as all

manner of death and destruction was unleashed. The Ultramarines were stunned by the millions of cultists the Word Bearers used as human shields and disgusted by the hordes of daemons unleashed as shock troops. The Word Bearers, in turn, had underestimated the tenacity and resolve of their hated foe. In the end, Lord Kor Phaeron was defeated when reinforcements from Macragge drove the Word Bearers from the surface of Calth. Kor Phaeron retreated all the way to the Maelstrom, a turbulent region of the galaxy where the Immaterial of Chaos seeps through into the material realm of the universe. The Ultramarines were victorious, and their leader, Brother Captain Ventanus, would one day set foot upon a broken Colchis, symbolically capturing the abandoned home world of the Legion that had once threatened to enslave Ultramar.

While Kor Phaeron set his men upon Calth, Lorgar was leading the rest of the Legion against Terra. The horrors of the battles there were beyond the comprehension of mortal beings and fill many vaults of the Library Sanctus. Lorgar helped smash down the realm of the master he had once served with the fanaticism of a zealot. Suffice to say, Horus was defeated, and the legions of Chaos were forced to flee. The Word Bearers were also forced to retreat to the Eye of Terror, and there they have remained, returning to the Imperium to raid, pillage, and destroy, awaiting the chance to reclaim what was once theirs.

As time passed and the atrocities carried out in the name of Lorgar rose to new heights, he was rewarded by his patrons with the gift of daemonhood. Now he truly was the equal of a god, and the birth scream of this newest daemon of Chaos was said by Astropaths to have echoed through the warp with triumphant vindication. From the Daemon-world of Sicarus, Lorgar watches over his Legion, directing its myriad wars and engagements, orchestrating the vast corruption from within that the Imperium suffers at the hands of his innumerable cults and covens. Unlike many of the other Traitor Legions, the Word Bearers have remained a unified, if loosely organised, Legion. Each of Lorgar's champions have become an amalgamation of brutal war leader and divinely inspired preacher of Chaos known as a Dark Apostle. Each is gifted an army

roughly equivalent to a Space Marine Chapter, known as a Host, and these armies have proven to be deadly raiding forces against the Imperium.

From the two primary bases of the Legion, the daemon world Sicarus and the factory-world of Ghalmek, located within the Maelstrom, the Word Bearers launch twisted wars of faith against the Imperium. On each world they attack, they plant the seeds of future corruption and an ever-expanding web of cults. Fortunately for the Imperium, the cults of the Word Bearers compete heavily with those of the Alpha Legion, a rivalry that has spread to the Legions themselves. Though the Alpha Legion and the Word Bearers have united several times to take part in the Black Crusades of Abaddon, they are more usually in states of bitter division and rivalry.

On the worlds they attack, the Word Bearers build huge monuments dedicated to their dark gods, and vast cathedrals are erected where the chants and prayers of the faithful intermingle with the screams of those being sacrificed in the name of Lorgar. The Word Bearers are the only Traitor Legion to still observe codes of religion in the form of their Dark Apostles, and under them have retained a strict regimen of blasphemous prayer and evil devotion that fills much of their time. All Word Bearers are expected to be thoroughly knowledgeable in ritual sacrifice, occult study, and decadent worship. In battle the Word Bearers are zealous in the extreme, marching forward under huge banners dedicated to Chaos in its myriad forms, reciting catechisms as they fight, and slaying the enemy for failing to follow the one true path to righteousness. Their war against the Imperium of Man is total, and it will not end until every icon of the Emperor who betrayed them lies shattered at their feet.

"We killed thousands, yet still they came. A living tide of traitors, herded by armoured giants in red armour like so much cattle into the teeth of our guns, chanting that damnable litany that infests my head still. They waded, knee deep in blood, yet still they came. All to the horrid cadence of pounding drums, a driving beat that stretched the nerves of my men to breaking point, and a droning mindless chant. Yet for all the cruel disregard their masters showed, every traitor died with a beatific smile upon his face..."

After action report 3445/rf/9
Filed by Colonel Johann Adronia

"Speak the words of Lorgar and you shall live forever in the glory of Chaos. Speak them not and every one of you shall die today."

Ultimatum made at the gates of Moergh IV prior to its destruction
by Kor Phaeron

Home World

Colchis was once a technologically advanced world that regressed to a feudal state during the Age of Strife. The arrival of Lorgar brought with it both a blessing and a curse. A blessing because it brought the world into the fold of the Imperium, a curse because his arrival signed the planet's death warrant many hundreds of years later. Under Lorgar's brief rule the planet prospered, but when the Emperor came to Colchis and put Lorgar in command of the Word Bearers, those he left behind allowed the world to fall into decline. When the Ultramarines took the fight to Colchis, they found a devastated world, its industry in ruins and its people clinging desperately to civilisation. Given Lorgar's treachery, the Inquisition ordered the planet to be cleansed and the Ultramarines battle barge, *Octavius*, bombarded Colchis with cyclonic torpedoes. The geological structure of Colchis was highly unstable and the resultant seismic activity split the planet apart. Nothing now remains of Colchis and where it once existed is still a closely guarded secret.

Combat Doctrine

The Word Bearers follow the words of their Dark Apostles with utter loyalty and faith in battle, and they in turn interpret the will of Lorgar by many and varied means. The means to win a battle may be contained within the entrails of a particular captive, a particular alignment of the stars or the

pattern of cast bones. The Dark Apostles decree how the battle is to be fought and the warriors of the Host obey unquestioningly. Before battle, the Word Bearers gather in ritual prayer, chanting blasphemous hymns and forbidden doctrine to affirm their faith in the power of Chaos. Often these chants will be answered and it is common for the Word Bearers to fight alongside hideous daemonic entities that have made diabolical pacts with the Dark Apostles.

The Word Bearers then raise their damned standards high and march into battle beneath cursed icons, bellowing catechisms and canticles of hatred at their foe as hideous drums beat out a dolorous thunder. The relentless advance of the Word Bearers is a terrifying sight, as the monotonous chant and beat of drums can break even the strongest will. The night before battle, the enemy can hear dark mutterings emanating from all around, echoed in the pounding drums, stretching the nerve and

instilling every man with fear. The unshakeable belief of the Word Bearers that they alone can save the galaxy has seen them marching towards certain death, yet unwilling to take a single step backwards. Any victory won over the Word Bearers is only won at a terrible cost, as their attacks will only ever end when all are dead.

Organisation

Alone amongst the Legions of Chaos, the Word Bearers maintain a facsimile of their former discipline and faith. That faith has been corrupted beyond all recognition and their discipline now serves darker masters, but their organisation bears a twisted resemblance to their former glory. The various warbands of the Word Bearers, known as Hosts, are scattered throughout the Eye of Terror and the Maelstrom, each led by a mighty champion known as a Dark Apostle. These terrifying warriors fulfil the dual role of chaplain and commander. Veterans of a thousand times a thousand battles, these mighty champions of Chaos are the epitome of a warrior of Chaos. These blood-soaked killers make unspeakable pacts with the entities of the warp, ritually debasing the Crozius Arcanum that was once their symbol of office by binding a daemonic creature within its accursed form. They are a potent reminder that even the most revered champions of the Emperor can fall from grace.

Each Host varies enormously in size, ranging from the equivalent of a Space Marine Battle Company to a rare few that almost equal a Chapter in size. The organisational make-up of each Host differs wildly as well, and can change depending on the whims of the Dark Apostle that leads it. Often they will suddenly alter the hierarchy of their Host for reasons known only to themselves. The reason for these changes has continued to baffle Imperial tacticians, as they often result in unwieldy or tactically inflexible formations that appear to have no battlefield precedent. The Word Bearers themselves accept these changes without question and none dare question the Dark Apostle's methods. The most commonly occurring structure discovered is that roughly equating to a Space Marine company, with the Host broken down into units of about twelve warriors. Each is commanded by a champion of



the Word Bearers who strives to become as devout a war leader as the Dark Apostle in the hope of one day being chosen to succeed him on the occasion of his death.

Beliefs

Rooted in the beliefs of Lorgar himself, the Word Bearers are the heralds of a terrible new age of religious servitude. Only united behind the teachings of a god and offering the obeisance that such a god requires can the masses of Humanity be saved from the perils of alien menace and internal schism. There is only one power in the galaxy worthy of such submission, and that is the dark majesty of Chaos. Each warrior of the Word Bearers is a missionary bringing the darkness of Chaos with them, preaching the one true faith to those that will hear it and exterminating those who will not. Their belief is simple, tread the path of Chaos or die.

Gene-seed

The gene-seed of the Word Bearers was originally thought to be pure, but

events subsequent to the Horus Heresy revealed the weaknesses inherent in their genetic make-up. The Space Marines of the Word Bearers have a marked tendency towards dogged, unquestioning belief and stubbornness that verges on insanity. Since the Heresy, their gene-seed has become corrupted beyond redemption and those negative traits have been magnified to hideous proportions. The Word Bearers do not display a particular tendency towards mutation, though those who are gifted with such blessings of Chaos are much favoured amongst their Host.

Battle Cry

The Word Bearers do not seem to evince any one particular battle cry, favouring instead to march into battle chanting passages from their damned texts over and over. The Host's Dark Apostle chooses the exact passage before the battle, and each warrior chants in time with the beating of great drums, either carried into battle by the Word Bearers themselves, or channelled through the amplifiers on their suits of power armour.

From the fires of betrayal
Unto the blood of revenge
We bring the word of Lorgar
The Bearer of the Word
The Favoured Son of Chaos
All praise be given unto him
For those that would
not heed
We offer praise to those
who do
That they might turn their
gaze our way
And gift us with the
boon of pain
To turn the galaxy
red with blood
And feed the hunger
of the gods

Excerpted from the three hundred
and forty first Book of the
Epistles of Lorgar

USING A WORD BEARERS ARMY IN WARHAMMER 40,000

The following rules and Codex changes apply when using a Word Bearers Chaos Space Marine army. The entire army must be Word Bearers, not just one or two squads.

The only Mark that may be assigned to models in a Word Bearer army is the Mark of Chaos Undivided. They are allowed to use any type of Daemon however.

FORCE ORGANISATION

Because of the large numbers of Daemon packs that the Word Bearers can call upon, they may always include additional Troops choices on the Force Organisation chart to replace one each of the Elite, Fast Attack and Heavy Support choices. Effectively, this means they could have nine Troops selections in the same army although they would then only have two each of Elite, Fast Attack and Heavy Support.

Amongst the Word Bearers the most distinctive leaders are their Dark Apostles. Only the Word Bearers include Dark Apostles in their ranks and they are the zealots that drive the Legion onward. Word Bearers Dark Apostles are always recognisable by the Accursed Crozius they carry as testament to their origins. Any Word Bearers Mighty or Exalted Champion can be given an Accursed Crozius to make them Dark Apostles.

Dark Apostles will often have the Demagogue skill (see opposite) to better motivate their followers, but it is not compulsory.

NEW WARGEAR

Accursed Crozius – Daemon Weapon (40 pts)

During the Horus Heresy most of the Chaplains of the Traitor Legions resisted the taint of Chaos and were murdered by their brethren. The Chaplains of the Word Bearers Legion embraced Chaos willingly though and as an act of faith ritually desecrated their once sacred weapons. These Accursed Crozius have a powerful effect as talismans of Chaos, proving that even the most pious of the Emperor's followers can be turned to the path of damnation.

The Accursed Crozius is a power weapon that is available only to Word Bearers models with the Mark of Chaos Undivided. Additionally, the bearer enjoys the protection of the Dark Gods and receives a 4+ Invulnerable save.

Demagogue Ability – 20 pts

The Word Bearers are exceptionally well-versed in the counter-arguments to the Imperial Creed. Moreover their Dark Apostles are skilled orators, able to incite their brethren to a fanatical fervour.

Any Chaos Space Marine units with a model within 6" of a character with the Demagogue ability will automatically pass any Morale test they are required to take. This skill is available only to Independent Characters.



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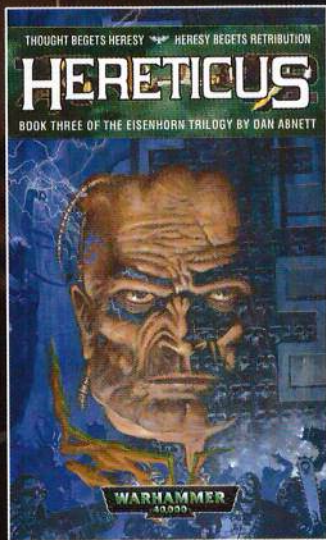
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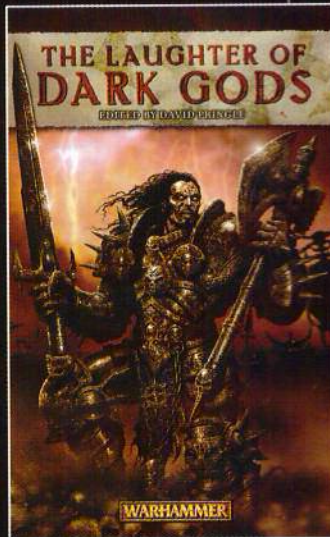
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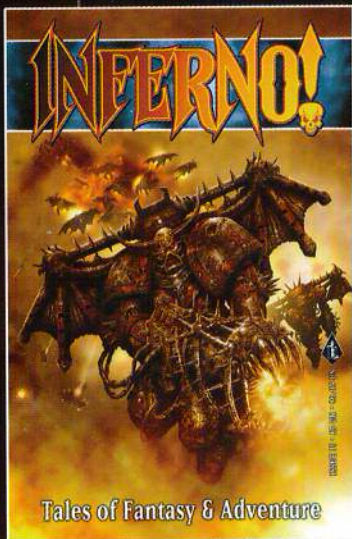
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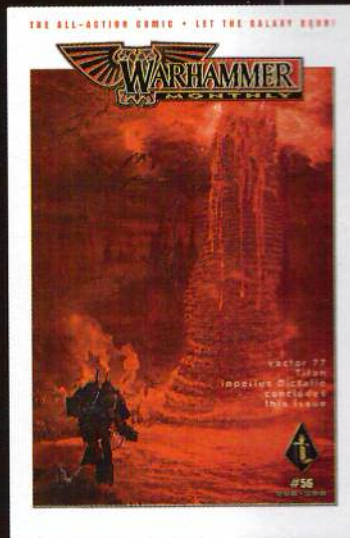
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·GOLDEN DEMON·

OPEN COMPETITION

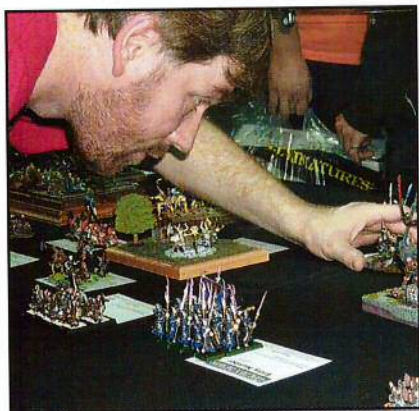
To help those of you who are thinking of entering the Open Competition we thought we'd ask long serving Golden Demon judge Alan Merrett, and Matt Parkes, last year's winner of the Open Competition, for a few hints and tips.



Matt Parkes being presented with the 2001 Open Competition trophy by Alan Merrett.

THE OPEN COMPETITION

Throughout the long and distinguished history of the Golden Demon painting competition it almost goes without saying that we have seen some pretty amazing models and dioramas. We have also seen a host of other unusual and very special modelling projects. Wizard's staffs, Space Marine helmets, fully rendered-up icons, to name but a few. When we relaunched Golden Demon a few years ago and established the format now used on the day, we wanted to retain this very exciting aspect of the show. This was the primary motivation for us introducing the Open Competition. This particular section of Golden Demon allows people to really let their imagination run riot. The Golden Demon categories themselves are by necessity very tightly defined and specific, a single Warhammer miniature, for example. By contrast the Open gives everyone the opportunity to be as creative and inventive as they like. Obviously a good thing!



An entry catches Alan's eye.

In addition to this, Rick Priestley and I wanted to ensure that as far as possible all of the very best painters and modellers in the land had a chance to strut their stuff and have a go. Of course Games Workshop employs a huge number of very talented painters and modellers and we really wanted them to be able to take part in the Golden Demon event as well. We therefore decided that the Open would be the perfect way for them to participate in the world's premier painting tournament. After all we couldn't let the 'Eavy Metal team loose on the Golden Demon categories, especially as they have to help with the judging!

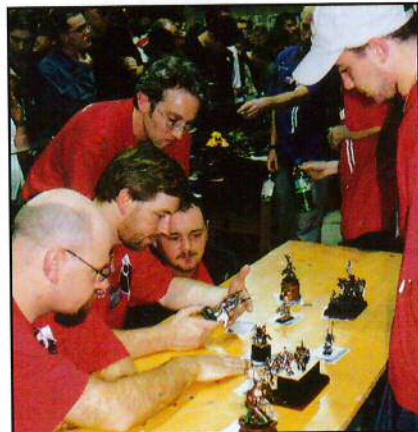
So there we have it. The Open Competition is a showcase of great models from right across the broad spectrum of GW enthusiasts, including GW staff, and is a wonderful opportunity for the participants to really go for it and create some very special models!

JUDGING THE OPEN

The Open presents unusual problems for the Golden Demon judges. Firstly, of course, some of the Golden Demon judges may have actually entered the competition. Obviously, if this is the case they are barred from judging it themselves. This means that on occasion we have had to draft in additional help when examining the entries. In recent years we have elicited the services of some of the great luminaries of the painting and modelling world. For example, John Blanche can usually be persuaded to spare us some time to do this even if he is unable to be a Golden Demon judge on the day. In addition we always like to get last year's Open winner to give us some help (unless he or she has entered again).

The second big problem for the Open judging is the sheer variety of entries we see. Certainly the challenge to create something memorable and spectacular has been met with a range of awesome models over the years.

The first thing we will do when it comes to the Open is to take a step back from the benches and single out any models that immediately stand out for some reason. This may be because of the finely rendered painting or intricate conversion work but is most likely to be because of the overall impression the model presents to us. The Open always



The judges always find it difficult to make the final decision.

has a number of really big entries and these tend to catch the eye but they aren't always the ones that win. We like to see models that have an overall consistency and a strong theme or narrative. Does the model tell a story or illuminate a character? Does the model present a view of one of our worlds, settings or characters that enhances the background and imagery? Is it striking and dynamic? And is it brilliantly painted and modelled?

Taking these questions in turn let's look first at narrative or story content. Here we are looking for content. The models should relate to each other and the setting they are presented in and any conversion work should be appropriate to that narrative. Dave Andrews' jousting scene (shown overleaf) is a great example of this. Every facet of this brilliant diorama is focussed on telling the story of the joust and Dave hasn't skimped on any aspect of it. The scene he presents is full of entertaining little details that enhance the joust scene as you discover them. He has taken care to pay lots of attention to the buildings and onlookers, not just to the main protagonists. He has also presented the entire diorama with a characterful and appropriate decorative frame.

The second question asks if the model enhances our imagery and background. We like to see that the modeller has paid attention to, and has a love for our worlds. After all we do, so it is natural for us to have a keen interest in cool models



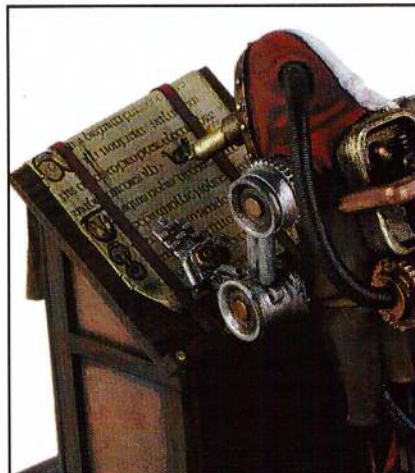
THE ARCHIVIST

Märk Bedford was inspired to make 'The Archivist' for the Golden Demon 2000 Open Competition, which Mark in fact won! Much of his vision for the model came from seeing veteran horror film actor Christopher Lee in his role as a judge in the

movie 'Sleepy Hollow'. The rest came from other macabre movies, as well as John Blanche's sketchbooks for both Inquisitor and Mordheim.

Mark wanted to capture a moment in time rather than an action scene, and decided he wanted the model to look interesting from any angle. He imagined that the servants who attend the scribe would have been bred for this one purpose only. The modelling and painting contains lots of tiny details, such as the scrolls covered in liturgy you can read.

It is quite easy to see how the fantastic level of detail that Mark has incorporated won him his Golden Demon trophy. There is no limit as to what a little imagination and a bit of inspiration can produce. We certainly hope that future Golden Demon competitions will feature such evocative and well-modelled scenes.



that demonstrate this. What really impresses us is models that do this in a novel and unexpected way. We all know and love Space Marines for example, and the most common image of them is in battle or war situations. However, we also know that they do have a life beyond this. What could that be like? Are there really interesting ways to illustrate this with a model or diorama? What kinds of buildings or spaceships do they have? And so on...

Is the model dynamic? This doesn't necessarily mean that the model has to be in a wild pose or extraordinary situation but it does mean that the model should be in an appropriate pose for the character and/or situation. Even a very simple figure composition can be dynamic, yes even a standing figure! Imagine a character tensed for action or in a casual pose appropriate to the scene. If the model consists of more than one figure does the overall scene have a dynamic and do the individual elements contribute to this?

Finally, though no less important, is the whole model well painted and modelled? When all is said and done Golden Demon is about excellence of painting. We don't want to see models that are painted to a good standard, we want to see superbly rendered masterpieces. And these are the models that will win prizes at Golden Demon. Neatness obviously is essential. As is a colour scheme that is balanced and appropriate and clean, crisp colours that are well defined and smoothly blended, emphasising the underlying anatomy and detail of the sculpting. Modelling detail that is sharp and defined with any conversion work that seamlessly blends in with the original cast details. There should be a balance between the painting and modelling.

Lastly a word of advice. Avoid gaffs! Even the most fabulously painted model will not win if presented on a poorly rendered base or if the casting lines and sprue marks haven't been removed. Similarly, a brilliant conversion will not win if the painting doesn't match up to the same standard. We will look at the model from all angles so don't forget to paint the back of it. And don't put anything on the model that wouldn't exist in the world of that model, so avoid 'real world' references like Coke cans and jokes about Tony Blair!

I hope that this gives you some insight into the judging and I can only hope that this inspires you to have a go yourself. This year we are awarding trophies for first, second and third place in the Open Competition so there is even more reason to enter. I look forward to seeing you there.





Behind you! The assassin prepares to strike!



Beneath the pavilion a street urchin aims at a knight with his catapult!



You can almost feel the impact as the lance strikes home!



Dave Andrews helps judge the entries at last year's Golden Demon.

THE BRETONNIAN JOUST

Dave Andrews created 'The Bretonnian Joust' for the Golden Demon 1996 Open Competition, which he won. However, this incredible diorama was not his first taste of success, as he entered and won the 1995 Open Competition with another stunning diorama featuring an Imperial Thunderbolt fighter.

Take a few minutes to look at this whole model as it tells its story. A brave and determined knight unhorses his hapless opponent whilst the spectators, men-at-arms and peasants cheer wildly. If you look closely, out of sight in the pavilion, an assassin waits to strike down a noble, whilst underneath, a street urchin also waits to let fly at one of the combatants with a stone from his homemade catapult.

Dave really has pulled out all the stops on this model. The illuminated manuscript is hand-written and stuck to a wooden backboard. In each corner of the base are fleur de lys made out of plasticard. The ground is DAS modelling clay, indented with hoof marks. The tent and pavilion are frameworks covered in metal foil. This is carefully painted with fleur de lys and other decorations and looks like embroidered cloth – the finished effect is remarkably realistic.

One of the most characteristic things about Dave's model, apart from the incredible attention to detail, is the painting style. He has spent years collecting miniatures and his home is overflowing with both models and terrain. Hours and hours of painting huge, beautifully painted wargaming armies have given him the expertise to paint a sizeable force very quickly. Using black undercoat for his models, Dave generally paints block colours with minimal highlighting, saying that the limited number of colours on a model helps the finished effect. Dave has taken this army painting style a stage further for this model. He has used a lot more fine detail on the miniatures which is normally lost on a wargames table. A good example of this is the linework on the horses' barding.



At Games Day 2001 Matt Parkes won the Golden Demon award for the Open Category. His converted model of Orion was absolutely breathtaking and when he visited the Studio recently, we couldn't resist the opportunity to find out how he went about creating it.

• GOLDEN DEMON •

MASTERCLASS



Above: The original Orion model.

Right: Matt Parkes' converted Orion in all its glory.

CONSTRUCTION

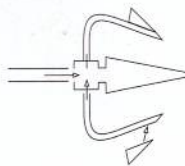
The model of Orion was chosen for two reasons. Firstly, I have always wanted to paint this particular model. Secondly, I thought I would be able to improve the overall level of detail on the original model.

The first stage in the process was to decide which parts I wanted to keep the same and which areas I wanted to convert. I was after a more dynamic pose, so a few changes were necessary.

1. I had an idea beforehand that I wanted the model to be walking down some steps. For this reason I attached the body to the legs at a twisted angle.
2. The weapon arm usually points forward as though the model is thrusting the spear. Using green stuff to fill any gaps I reversed the direction of the arm to point it backwards as though Orion is about to throw the spear.
3. As a main point of focus the head was given some special attention. The single



I thought they looked moose-like and I wanted the model to have stag-like horns. Holes for some brass wire were drilled in their place, which was then attached using superglue. After this the horns were built up using green stuff.



thick wire into shape and glued milliput fins on the ends to look like fish hooks, giving the trident a more sinister feel. The decoration was added by using twisted fuse wire and real pigeon feathers cut into shape.

hairs were created by drilling holes into the hair; thin fuse wire was then glued into place. The horns were chopped off as

4. The trident is closely based on the original spear. I added a haft with aluminium tube, pinning the spike on top. I then bent some

5. The shield was made from a curved piece of toilet roll tube. This was first cut to shape and then the surface covered with a thin layer of polyfilla.

6. I knew the cloak was always going to be the big conversion for this figure. To start with I used a wire mesh frame, cut to size in the shape I wanted. This was then skimmed with milliput, so it could be sanded. Once dry I carefully glued cotton thread in an X pattern to represent the twine which would be used to keep the leaves in. The leaves were made from cut paper which was superglued into place (yes, it took a long time!).

PAINTING

I always paint my models by painting each piece separately before fixing together the model. Mainly this is for easier access to areas that would be tricky to reach with a brush once the model is assembled.

I wanted the colour scheme to be as simple as possible – giving myself a very tight palette, mainly greens and browns.

Each part was undercoated with Skull White except the cloak and weapons, which were done with Chaos Black.



The body and head were painted first, with Dark Angels Green as the base coat. This was then

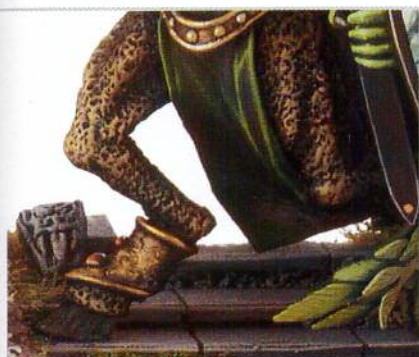
blended up to Snot Green for the main highlight colour of the skin.

After the main highlight colour was painted, it was then given a wash with a mix of Dark Green Ink and Yellow Ink to blend and smooth out the shaded areas.

The skin was highlighted in very gradual stages by adding small amounts of Bleached Bone to Snot Green. Adding this strong colour to the main skin mix did bleach out the subtle greens already painted, so the skin was inked back down with the same ink mix, to add richness and depth. This was repeated four times.

The last stage of painting the skin was a final touch of Bleached Bone on the sharp edges.

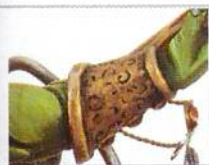
With the largest area complete, I could then move on to other parts of the torso. The first thing to do was to paint all the other areas and details on the model Chaos Black, mixed with a touch of Dark Angels Green. This stage is called 'lining'. It adds more depth to these areas and is especially good for photographic purposes.



The legs were then painted using a basecoat of Scorched Brown. This was painted, not drybrushed, as the lining mix would be slightly too dark for the colour I wanted as the basecoat of the fur. The next stage was to carefully drybrush the legs with a mix of Bestial Brown and small amounts of Blood Red, Bubonic Brown and Bleached Bone. I like to build up natural elements on figures with a few colours for a more organic feel. This method works particularly well for human skin.

The hooves were painted with a basecoat of Chaos Black, with small lines painted vertically in Codex Grey to produce the texture required.

The loin cloth was kept as simple as possible, as I did not want to make another area stand out on the torso. This balance of detail and simple areas is one of the key elements to a well thought-out colour scheme. The loin cloth was painted with the same greens as the skin, only using less highlight stages to make it darker.



All the gold on the model was then painted at the same time. I have an easy method of painting gold. Tin Bitz with Brown Ink

mixed in is used for the basecoat. This mix is blended up to Shining Gold in three stages, adding Mithril Silver in very small amounts for the final highlights.

Like the gold, the silver sections were painted all at once. With any silver, I like to start with a totally Chaos Black undercoat. Thin layers of Chainmail were added until I had a smooth silver finish. This was then highlighted with Mithril Silver and washed over with a mix of Black and Blue inks. This gives the metal a steel like appearance.

All the gems were painted at the same time and with the same colour for a more genuine feel. Details like gemstones provide an important relief from the green main colour. These were painted in the standard way as described many times in White Dwarf.



I wanted the hair to be a different green, so a mix of Dark Angels Green, Ultramarines Blue, Bleached Bone and Skull White was used. The mix was highlighted with Bleached Bone, followed by Skull White for a crisp finish.

The eyes and teeth were painted in the usual way. A good tip with the eyes is that you can change the whole character of the face by moving the pupils. Notice how Orion is looking slightly to the right, maybe at his next target!

The horns were then painted with a basecoat of Scorched Brown and Bestial Brown. Thin lines were painted down the horns with Bubonic Brown for texture. This is a similar technique as used for woodgrain, only more uniform. These lines were built up with very thinned down Bleached Bone and Skull White.

PAINTING THE CLOAK



The cloak was undercoated with Chaos Black spray, followed by Dark Angels Green. Each individual leaf was painted separately. The leaves were all painted the same way, adding slight variations of greens and yellows to the highlights. The texture achieved on the leaves was painted on by using a few lines on the surface in opposite directions.



The wood grain on the trident came next. As mentioned above, lines were painted down the haft in slightly irregular patterns and highlighted with Bubonic Brown and a final highlight of Bleached Bone. A glaze of Brown and Orange inks was then applied for a warmer finish.

PAINTING THE SHIELD

The shield did not take a long time to paint. It was made much easier by having the rest of the model painted beforehand so I could see the overall feel of the miniature. With this in mind, I painted the sky first with Blue Ink. The forest and horizon were next with a similar technique, except small amounts



of light green (Scorpion Green, Bleached Bone and Snot Green) were added to the ink mix. Notice how the landscape starts out quite dark and bleaches out towards the horizon. This adds perspective to the piece.

When totally dry, the silhouette of the eagle was painted over with thinned down Chaos Black paint. Dark Flesh and Bleached Bone were the main colours of the eagle, with highlights of the old Terracotta Red, which can be made by mixing Dark Flesh and Bleached Bone. The symbol at the bottom of the shield was painted with Skull White. Lastly, a border was put around the edge – this is a great way of tidying up all those stray blobs of paint. This was done with Dark Angels Green and Chaos Black as a basecoat, with highlights of Rotting Flesh and Skull White.

CITADEL MODELLING



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Citadel Colour Paints £1.50 each

- | | | |
|-------------------|-------------------|-------------------|
| Skull White | Nauseating Blue | Fortress Grey |
| Chaos Black | Imperial Purple | Shadow Grey |
| Scab Red | Liche Purple | Space Wolves Grey |
| Red Gore | Warlock Purple | Ghostly Grey |
| Blood Red | Tentacle Pink | Metallics |
| Blazing Orange | Midnight Blue | Boltgun Metal |
| Fiery Orange | Storm Blue | Chainmail |
| Golden Yellow | Regal Blue | Mithril Silver |
| Sunburst Yellow | Ultramarines Blue | Tin Bitz |
| Bad Moon Yellow | Enchanted Blue | Shining Gold |
| Scorched Brown | Lightning Blue | Burnished Gold |
| Bestial Brown | Ice Blue | Beaten Copper |
| Snakebite Leather | Hawk Turquoise | Brazen Brass |
| Bubonic Brown | Dark Angels Green | Dwarf Bronze |
| Vomit Brown | Snot Green | Inks |
| Bleached Bone | Scorpion Green | Black |
| Dark Flesh | Bilious Green | Yellow |
| Vermin Brown | Scaly Green | Flesh Wash |
| Leprous Brown | Jade Green | Red |
| Dwarf Flesh | Vile Green | Purple |
| Bronzed Flesh | Camo Green | Sky Blue |
| Elf Flesh | Rotting Flesh | Green |
| Pallid Flesh | Codex Grey | Orange |
| | | Chestnut |
| | | Magenta |
| | | Blue |
| | | Dark Green |
| | | Brown |



Hobby Starter Set £20

The Hobby Starter Set is a great way to begin painting your models. It includes everything a beginner will need. This boxed set contains nine Citadel paints, a starter paint brush, two types of glue, clippers, modelling flock, and a simple guide on how to paint your miniatures.

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- 400ml Skull White £5
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- 400ml Matt Varnish £5

There is also a range of 250ml spray cans available. With colours ranging from Goblin Green to Space Wolves Grey, these are ideal for the expert and beginner alike. Phone Mail Order for more details.





Pin Vice £8



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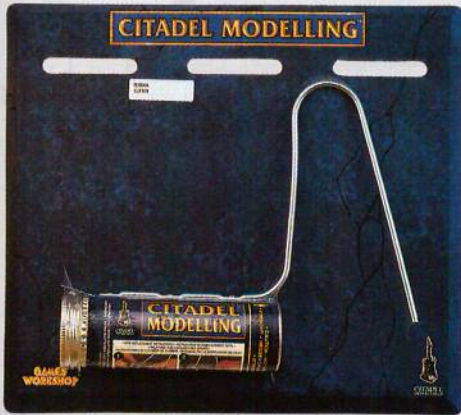
Tweezers £4



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Warmaster is Games Workshop's game of fantasy battles on an epic scale, using smaller models to play out enormous clashes.

Here Pete Haines explains how to collect and win with a Warmaster Chaos army.



THE ART OF SLAUGHTER

Using a Chaos Army in Warmaster

Warmaster is all about fighting battles in the Warhammer world on a truly massive scale. The smaller figure scale allows you to field lots of really substantial units of troops and focusses your attention on tactics on a far bigger scale. If the majestic sweep of massed legions takes your fancy then Warmaster is something you have got to try. More to the point, if you are a devotee of Chaos, doesn't the idea of commanding a full-blown, no-holds-barred Chaos horde sound like a good plan?

The Warmaster models are very detailed and are instantly as recognisable as their Warhammer big brothers, and for anyone who likes to get an army on the table sharpish, the scale permits you to use some quick painting techniques to get the horde you have always wanted surprisingly quickly. The first 2,000 points of my own Chaos army was painted from start to finish in a single day. Whilst I would be the first to admit that it's very basic, it is still a painted army that looks perfectly acceptable when set up on the table.

Warmaster is all about manoeuvre. Sure there are tough units but none so tough that they can survive a barrage from massed artillery batteries, being encircled by vastly superior numbers or being forced to attack a well-prepared force in a strong defensive position. This makes the game extremely dynamic and rewards a keen tactical awareness above all else.

As you might expect, there are numerous different ways you can choose what to use in your army. From picking the models you like to the most carefully calculated and optimised army, you have a world of options. The best advice I can give is to let your imagination work for a bit. Picture the army you want to build in your mind's eye, feel free to nab bits from your favourite movies, books, comics or other GW games. Feed the imagination by reading a Black Library novel set in the Warhammer world and have a flick through your White Dwarf

collection. The object of all this contemplation is to come up with a theme for your army. It is far better to pick something that you really like the idea of. There will be plenty of time to add the odd extra unit as you learn the game and your chances of working out which ones to get will be immeasurably improved by playing a few battles.

There are a few pointers worth bearing in mind though. In Warmaster you can move up to four units together as a brigade. You will find it easier to pick your army in brigades where the units can work together sensibly, as this will give you a basic battle plan and save you from having to bosh one together while you are actually deploying. If you pick 2-4 units of Marauder Horsemen for example they will be able to keep up with one another, will want to avoid difficult terrain and will need to be cautious when enemy heavy cavalry or chariots are in the vicinity. Brigades don't have to consist of four identical units though, and one of the fascinations of the game is coming up with combinations that will be able to provide mutual support. Mixed Warrior and Marauder infantry gives you a strong front line of warriors with a supporting line of Marauders that can be used to extend the frontage if needed but otherwise simply back up the Warriors. Marauder Horsemen and Chariots are still fast and have the extra hitting power of the Chariots. Trolls can mass with Dragon Ogres to break the enemy line and so on.

Having one or two brigades of infantry units to hold the centre, perhaps supported by some monsters for counter-attacks and a couple of brigades of mounted units able to cover the flanks is a decent starting place. With the Chaos list you must have one unit each of Warriors and Marauders for every 1,000 points you use, so you will always have some infantry, but beyond that it is really up to you. Be true to the theme you have worked out and pick the units

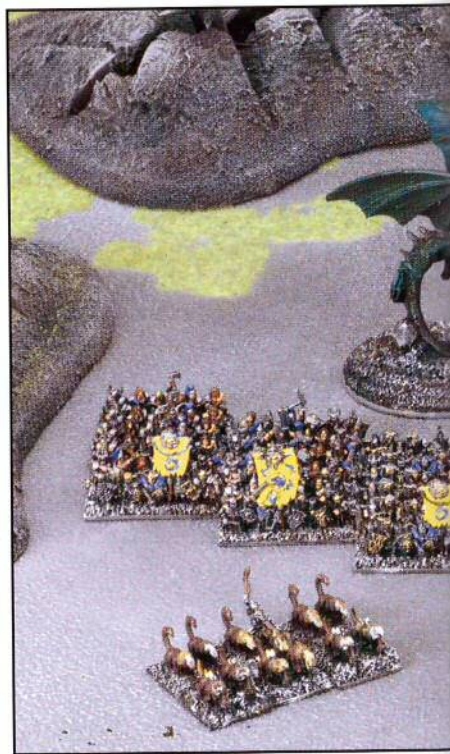
that fit it. Pretty obviously the more cavalry and chariots you have then the more you will have to attack. Infantry are no less resilient and are cheaper in points, but they are not capable of totally defeating a mounted unit and can be reached by the longer charge of enemy cavalry before they can deliver their own attack.

The Chaos army also has access to some of the most powerful units in Warmaster. Not surprisingly units like Knights or Dragon Ogres cost a lot of points, so the more elite units you include the smaller your army will be.

The problem with not having many units is that you will lose the battle when you have lost half of them. This means that you really cannot afford losses, and have to be careful about protecting your weaker units. The balance between including lots of cheap units to bulk out your army and finding yourself too diluted to be effective is a fine one, and best explored through a bit of practice. Initially at least try to ensure you have about 4-6 genuinely tough units at 2,000 points and work from there.

Right: The Magisters of the Spiral Path - Pete's Chaos Army

Pete's army was completed in one day using every time-saving trick he could think of. The figure strips were glued to their bases and the bases PVA'd with sand before undercoating them black. The main trick is using a very limited palette of colours. This keeps the army themed (in this case blue, as the army worship Tzeentch) and allows you to go through the whole lot with the same colour.



This raises a further question, what is a tough unit? This brings me to the army list tour. Be warned that these are my personal views and other Chaos players will tell you different things.

Rough Guide to the Chaos Army

Infantry Units

Chaos Warriors. Probably the toughest infantry in the game, they can grind most other infantry into the dirt and see off cavalry units with equal aplomb. Expensive at 150 points a unit, but very often they will make the difference in games.



Marauder Foot. These are every bit as good as the line infantry in other armies, however they are in the same army as Chaos Warriors so they tend to get looked down on and fretted about. If you only have a few, then they are best used as supports for the more powerful infantry, but they can be used in numbers to form quite resilient infantry brigades and boost your numbers considerably.

Ogres. Not as resilient as Chaos Warriors but still very powerful. If you want an army that is more infantry than cavalry-based then Ogres really come into their own as a nice compromise

between the power of the Warriors and the cheapness of the Marauders.

Trolls. Trolls are dim. When you move a brigade containing them you get a minus to your Leadership. This can be off-putting. In a numerous Orc and Goblin force a bit of Troll-induced inertia doesn't do that much harm, but with a Chaos force that relies on dynamic action for its success they can be a liability. The trick is to play to their strengths, they can inflict a lot of damage and because of their regenerative abilities can survive under heavy attack. Because of this they are ideal for holding difficult terrain where they can let the enemy come to them.

Cavalry Units

Marauder Horsemen. Unlike other armies' light cavalry, Marauder Horsemen don't shoot, so they tend to fall into the role of supports for the Chaos Knights. They are quite capable of riding down unsupported infantry though and are in with a fighting chance against most things. I tend to see them as a utility unit which whilst not perfect for every job are not the worst at it either. One or two units will rarely disappoint.

Chaos Knights. The mere words 'Chaos Knights' give me a warm feeling. Chaos Knights are the most destructive heavy cavalry there is. In a straight fight they can cut through most troops with absolute certainty and if you manage to manoeuvre them well, the charge of your knights can cut a hole in the enemy army from which they will never recover. At 200 points though you cannot mess

around; if in doubt charge and take credit for the slaughter they inflict.



Chariots. As resilient as Marauder Horsemen, Chariots have the same hitting power as Knights on the turn they charge. As they are 95 points per unit, this makes them extremely valuable for improving your army's hitting power for minimal points. If they don't charge in though, you miss out on the best of them, so if you have chariots you simply must attack first.



Hounds. In a list full of expensive troop types the Chaos Hounds at 30 points a unit look like a real bargain. To an extent they are. They are fast, counting as cavalry, but sadly have no saving



throw at all and can therefore be killed very easily. Artillery tends to ignore armour saves so if something is going to get shelled, better to risk the hounds than your Knights. They are also excellent at picking off enemy units once the main impact has occurred and there are a few weakened units hanging around with their flanks exposed. For the points they are probably worth the gamble, but don't over-use them or leave them in hazardous locations.

Monsters

Harpies. Harpies are similar to many other fliers in that they are very manoeuvrable but lack real combat power. Because of the way they are based though, flyers such as Eagles and Carrion will have an advantage over them. Whilst I can always find something useful for Harpies to do in a game, they are often one of the first units to die, so having them increases the number of vulnerable units the enemy can target.

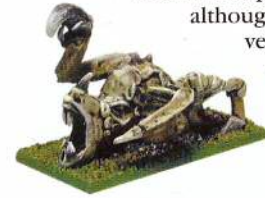
Given that the only sure way to destroy enemy fliers is to attack them with your own, you will probably need Harpies against armies that make frequent use of fliers themselves.



Dragon Ogres. Although they move as infantry, Dragon Ogres possess enormous hitting power. And at 250 points per unit they should. I have always found them to be an excellent deterrent, even quite experienced players tend to steer clear of Dragon Ogres, making them useful for covering the immediate flanks of your infantry or following up after the Chaos Knights

have struck. Rather like Ogres, though, they are most useful in contributing killing power to a largely infantry army.

Chaos Spawn. Spawn are a very unusual unit type. Consisting of a single stand, each unit moves in company with other units in the Chaos army. This can be a good thing as it beefs up a brigade considerably and makes an excellent flank guard, but can also be a bad thing if the Spawn gets separated from other troops and ends up sitting around waiting for someone to herd it into action. I would suggest avoiding these until you have the hang of the more normal troop types as,



although they can be very good, they do complicate manoeuvring your army quite a bit.

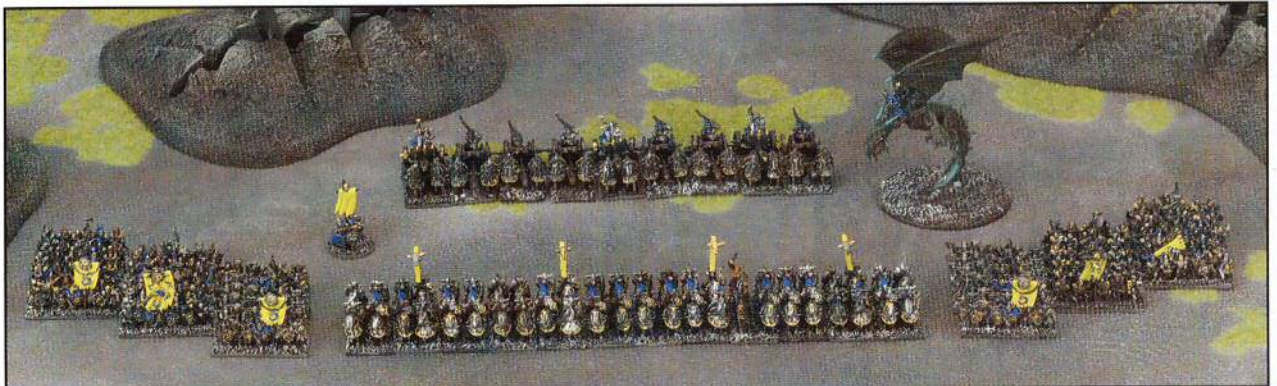
Deployment

Because the Chaos army includes a number of expensive elite units, enemy armies will often outnumber it with cheaper troops. This means the enemy line will probably overlap yours. Do not make the mistake of thinking that you will have time to react to any outflanking attempt. In a standard Warmaster game you deploy 80cm from the enemy. There are at least two ways in which an opponent can compromise your deployment immediately. Firstly flyers move 100cm so that means that an airborne unit could swoop into your flank on turn one. This type of unsupported attack should not be underestimated. If facing an Undead army for example, their Carrion will single out weak units and go for them while the Liche Priests attempt to summon Undead to join the combat. This can result in you being tied up in your deployment zone with your plan ruined. Enemy cavalry who complete

three orders (moving 30cm each time) can reach you on turn one. This isn't attempted often but if you leave a flank exposed or have too many lightweight units in your front line then the enemy might be tempted to rush you. If they have the Orb of Majesty (a magic item that changes a failed command test to a passed one) then the chances of the immediate charge working are increased considerably and you will be in serious jeopardy.

You can protect yourself by adopting a sensible deployment. Resting a flank on difficult terrain or the table edge will provide some security but it can result in a negative deployment with few opportunities to attack. A simpler technique is to deploy in a convex curve with the flanks pulled back. This provides reasonable protection without determining where you have to set up. Weak units should always be protected either by being in the second line or by being placed between powerful units.

Precautions aside, there are really two approaches to deploying a Chaos army. In both, your deployment is the starting point for an immediate attack. You can therefore deploy directly opposite the route you plan to take across the battlefield or try to misdirect the enemy by deploying elsewhere and using your first turn to realign. Remember you have virtually no shooting capacity, so taking a defensive posture can only ever be a temporary measure. Delay is only worthwhile if it can be used to lure the enemy into the position where you want to attack them. This is sometimes necessary as, although it is scandalous to conceive of, sometimes the enemy will occupy a good defensive position and you will not be able to carry it with an immediate frontal attack. When you deploy, take the enemy's likely deployment into account and be ready to sweep around a flank or seize a key terrain feature before launching the main attack without mercy.



Crescent Deployment: In this photo Pete's army is deployed to present the strongest front to the enemy, its flanks are refused to prevent it being outflanked, but without breaking up its brigades.

Characters

You need Characters to command your units. All armies must have a general – the question is how many heroes or sorcerers to include. In Warmaster Chaos Sorcerers are as good in a fight as Heroes and can (obviously) cast spells. The only problem is that they can only command friendly units or brigades within 20cm of them, which precludes sudden dramatic moves. At 2,000 points you will definitely need another character to back up the general and possibly one more in addition, to command any wide flanking forces. You have the option of mounting characters on Chaos Dragons, something that I strongly recommend that you do with one character. The Dragon causes terror and is a real difference-maker in close combat. Because Dragons are at their best when hurled into the fray, it is preferable not to issue

one to your general. In Warmaster the loss of your general ends the game so you don't really want him swooping into the enemy ranks. A Hero or Sorcerer can do the job almost as well and are far more expendable if things turn out poorly.



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You will only win one way with a Chaos army: you must smash your enemy utterly in close combat. You can, as noted above, indulge in a bit of manoeuvre first; you might even hold back and wait for the enemy to come a little closer. Ultimately though you will charge them. It's very easy to lose sight of this one simple fact and put off the moment when you effectively surrender control of the army. This is pretty much always a mistake. If you give an opponent too much time you will find your army being dismantled piece by piece. Although the enemy will respect units like Chaos Knights and Dragon Ogres, everything else is fair game. You will find your normally invulnerable Knights being shot at by artillery while your vulnerable units are mugged ruthlessly. Each turn this goes on, the chances of you turning it around are reduced.

So, to reiterate, take the first decent opportunity you have to smash into the enemy and beat them up. With luck your opponent will react like a rabbit in a car's headlights and just make whining noises while your iron-clad legions do the dance of death all over them. Even if they're not the panic-stricken kind, the prospect of immediate assault sets a clock running on their own plans. They will know that they have limited time to



The Chaos horde crashes into the enemy, in the Warmaster battle report from WD246.

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I won't lie. There are ways of fending off the attack of a Chaos army. Units may be set up as 'speed bumps' in advance of the main line to slow the attack so that missile fire and counter-attacks can be used to break up the horde. Artillery and clever spell use can similarly leave you unable to launch the attack. A well-timed charge by Empire Knights, Elven Silver Helms or Orc Boarboyz can also be effective. My advice regarding all these threats is, don't worry about them. The simple fact is whatever the enemy do you are still going to charge them, so why let their ploys bother you? Concentrate instead on getting your army into position for its charge, lining up the right targets and avoiding getting too spread out.

When you use a Chaos army in Warmaster, you are always looking to set up 'the turn', that is, the one when you unleash the horde. Ideally 'the turn' should begin with your army within 60cm of attackable enemies. If you have any magic items that help with command tests then you should save them until this moment. Now the trouble with wanting to be at 60cm, is that by getting there you will give the opponent a chance to do something to you at the same range. The object should therefore be to ensure that when you end the last move before 'the turn', your army is set up in the most secure defensive formation you can manage. Hills make great positions from which to commence the attack as the enemy will be reluctant to attack you uphill.

If playing someone with a bit of cunning it will be quite tricky to assume the 60cm position. There is therefore a variant I frequently use which involves attacking in two waves. The first consists of the fast stuff: Knights, Marauder Horse and Chariots. The second consists of the slower infantry and monsters. The idea here is to use the first wave to make a real dent in the enemy line while

the second line comes into very close range ready to support the following turn. This can often be very effective as it has two major advantages. First, the fast wave can commence its charge from further away and still have a good chance of getting in, which reduces the effectiveness of enemy counter-measures. It can also select a portion of the enemy line to attack that is more vulnerable as it is attacking on a smaller frontage. Secondly, the enemy response will be disrupted by the huge gaps the first wave has torn in its line and will often be limited to counter-attacking the first wave. Conveniently this will put them in just the right position to be attacked by the second line. Try to keep some fast units with the second line, such as Hounds and Harpies, as these are really too brittle to be in the first wave and will be very useful for finishing off enemies that the second wave defeats.



My final piece of advice is not to fiddle with your army composition too much between games. It is far more productive to learn how to use the troops you have more efficiently than to build a new army. If you follow these guidelines and pick a reasonable combination of troops, deploy sensibly and make direct moves with the intent of charging as soon as is practical, you should not only have fun but win a few games as well. Finesse comes with practice, not instruction, so concentrate on the basics at first and refine your own method later.

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throw at all and can therefore be killed very easily. Artillery tends to ignore armour saves so if something is going to get shelled, better to risk the hounds than your Knights. They are also excellent at picking off enemy units once the main impact has occurred and there are a few weakened units hanging around with their flanks exposed. For the points they are probably worth the gamble, but don't over-use them or leave them in hazardous locations.

Monsters

Harpies. Harpies are similar to many other fliers in that they are very manoeuvrable but lack real combat power. Because of the way they are based though, flyers such as Eagles and Carrion will have an advantage over them. Whilst I can always find something useful for Harpies to do in a game, they are often one of the first units to die, so having them increases the number of vulnerable units the enemy can target.

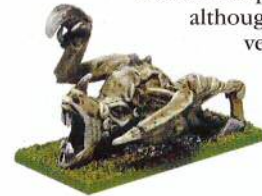
Given that the only sure way to destroy enemy fliers is to attack them with your own, you will probably need Harpies against armies that make frequent use of fliers themselves.



Dragon Ogres. Although they move as infantry, Dragon Ogres possess enormous hitting power. And at 250 points per unit they should. I have always found them to be an excellent deterrent, even quite experienced players tend to steer clear of Dragon Ogres, making them useful for covering the immediate flanks of your infantry or following up after the Chaos Knights

have struck. Rather like Ogres, though, they are most useful in contributing killing power to a largely infantry army.

Chaos Spawn. Spawn are a very unusual unit type. Consisting of a single stand, each unit moves in company with other units in the Chaos army. This can be a good thing as it beefs up a brigade considerably and makes an excellent flank guard, but can also be a bad thing if the Spawn gets separated from other troops and ends up sitting around waiting for someone to herd it into action. I would suggest avoiding these until you have the hang of the more normal troop types as,



although they can be very good, they do complicate your army quite a bit.

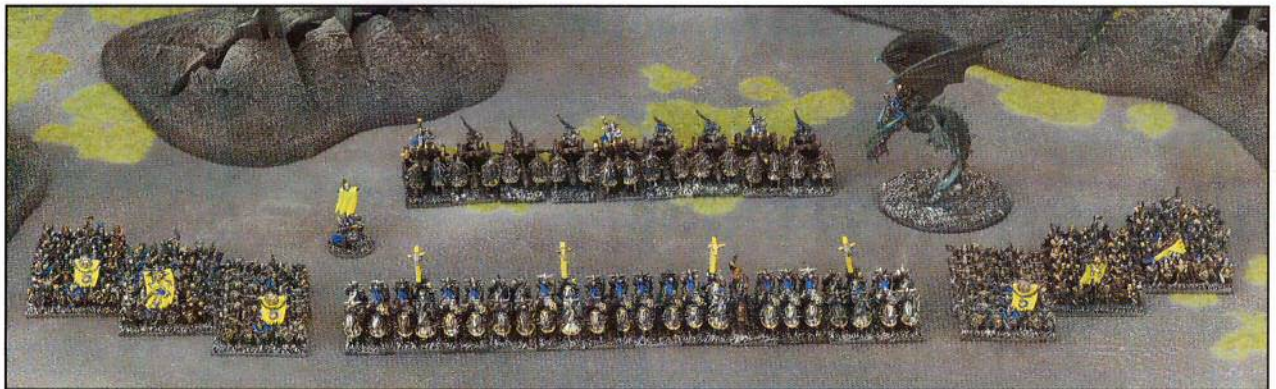
Deployment

Because the Chaos army includes a number of expensive elite units, enemy armies will often outnumber it with cheaper troops. This means the enemy line will probably overlap yours. Do not make the mistake of thinking that you will have time to react to any outflanking attempt. In a standard Warmaster game you deploy 80cm from the enemy. There are at least two ways in which an opponent can compromise your deployment immediately. Firstly flyers move 100cm so that means that an airborne unit could swoop into your flank on turn one. This type of unsupported attack should not be underestimated. If facing an Undead army for example, their Carrion will single out weak units and go for them while the Liche Priests attempt to summon Undead to join the combat. This can result in you being tied up in your deployment zone with your plan ruined. Enemy cavalry who complete

three orders (moving 30cm each time) can reach you on turn one. This isn't attempted often but if you leave a flank exposed or have too many lightweight units in your front line then the enemy might be tempted to rush you. If they have the Orb of Majesty (a magic item that changes a failed command test to a passed one) then the chances of the immediate charge working are increased considerably and you will be in serious jeopardy.

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& TRADE STORE LISTING

In this Masterclass we find out how the 'Eavy Metal team painted the famous Tau Ethereal, Aun'shi, designed by Michael Perry, and the renegade Commander Farsight, designed by Jes Goodwin and Mark Harrison.

'EAVY METAL MASTERCLASS

AUN'SHI

Painted by Karsten Mickelburgh



ASSEMBLING THE MODEL

The model was assembled and then given an undercoat spray of Chaos Black. Any areas which the paint had failed to cover were then touched up with thinned Chaos Black paint.

PAINTING THE MODEL

For the skin, a basecoat of Shadow Grey was highlighted by adding equal parts Elf Flesh. Small quantities of Space Wolves Grey were then added to this mix for successive highlight stages.



The loincloth, outer jacket and cloak were painted with a basecoat of Vomit Brown. An equal quantity



of Bleached Bone was then added to the mix for the first highlight stage, followed by small amounts of Bleached Bone for each successive highlight. The model was then given a final highlight with unmixed Skull White.



Aun'shi's belt and the inside of the cloak were painted with a basecoat of Scorched Brown. This was highlighted with Vermin Brown to which a small amount of Bleached Bone was added for the final highlights.

FINE DETAIL

The metal jewellery and hair braids were painted with a basecoat of Shining Gold. They were then given a wash with Brown Ink and then a highlight with Mithril Silver.



Aun'shi's armbands, coat edging, the bands on the halberd and his various glyphs were painted with a basecoat of Brazen Brass. This was then given a wash with thinned Brown Ink before highlights of Mithril Silver were applied.



The blades of his weapon were painted with a basecoat of Boltgun Metal which was highlighted with Chainmail, followed by Mithril Silver. The markings on the blade were taken from Codex Tau. They were achieved by drawing two thin pencil lines with a ruler. Lines of the same size were then drawn onto a piece of paper and the inscription was drawn between these. This method ensures that the lettering will fit neatly on the model. The lettering was then applied to the model itself painting the central letter first and working outwards.

FINISHING TOUCHES

The tattoos were painted with a basecoat of Chaos Black. Blood



Red was then painted over this, leaving a thin outline of Chaos Black showing before a final highlight of Skull White was applied.



The diamond stone at the centre of Aun'shi's forehead was painted with a basecoat of Red Gore. This was then highlighted with Blood Red followed by Blazing Orange, before a small dot of Skull White was finally painted on.



The eyes were painted with a basecoat of Red Gore which was highlighted with Blood Red.

COMMANDER FARSIGHT



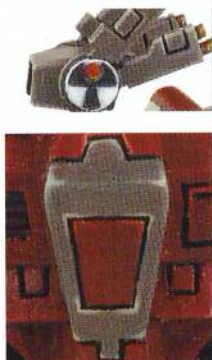
Painted by Kirsten Mickelburgh

ASSEMBLING THE MODEL

When gluing the model together, the gun and shield were kept separate, before giving the model an undercoat with Chaos Black spray. Any sections where the spray failed to catch were then painted with thinned down Chaos Black paint.

PAINTING THE MODEL

The red armour was painted with a basecoat of Scab Red. This was highlighted with Red Gore, then a second highlight of Blood Red. The final highlight of Blood Red with a small amount of Skull White was applied to the very edges of the armour sections before they were given a wash with two coats of Red Ink.



then Bleached Bone was added on its own for successive highlights.

FINE DETAIL

The sword was painted with a basecoat of Boltgun Metal. This was then given a wash with a thinned Blue Ink before highlights of Chainmail, followed by Mithril Silver were applied.



Codex Grey mixed with equal parts Bestial Brown and Bleached Bone was used as the basecoat for the helmet and chestplate. This was then highlighted by adding more Codex Grey and Bleached Bone, then Bleached Bone was added on its own for successive highlights.

The joint sections were painted with a basecoat mix of two parts Chaos Black to one part Codex Grey. This was then highlighted in three stages by adding more Codex Grey to the mix, up to Codex Grey on its own.



The gold sections were painted with a basecoat of Shining Gold. This was then given a wash with thinned Brown Ink and then a second coat of Shining Gold was applied.

FINISHING TOUCHES

To paint the lenses, a basecoat of Scab Red was highlighted with Red Gore followed by Blood Red. A final highlight of Blazing Orange was applied before small dots of Skull White were painted on.



A basecoat of Chaos Black was used to paint the markings on the armour. Bleached Bone was then painted on, leaving a small outline of the Chaos Black showing.



The circle in the shield design was painted in exactly the same way as the armour but a final highlight of Blazing

Orange was painted on before the piece was given a wash with Red Ink.





GAMING CLUB

THE LEGACY OF HORUS

By Space McQuirk

On the weekend of February 2nd and 3rd over 100 gamers poured into Warhammer World for an awesome campaign event run by the Spiky Club. We decided to find out more and sent Space McQuirk to join in the fun.



The fight for the Legacy of Horus begins in the awesome castle courtyard of Warhammer World.

Over the last four years, Games Workshop has gone back to its roots and has been promoting and encouraging gaming clubs across the United Kingdom. Gaming clubs are by far the easiest means by which like-minded people who are passionate about the hobby can get together and find opponents for their games. The main aim of the Gaming Club Network (GCN) is to provide support to new clubs from other clubs, in partnership with Games Workshop. In practice this has led to a huge ground-swell of hobby support from groups all over the country, led by the activists of the GCN. The results have been astounding and the numbers of clubs that register on the gaming club website increases each month.

When the members of the Spiky Club approached Games Workshop and asked if they could use the new Warhammer World to run a campaign, we were more than

happy to help out where we could. The Spiky Club wanted to involve as many clubs from the GCN as possible and for us here at Games Workshop HQ it was a testimony that everything that the GCN had strived to achieve was beginning to show signs of success.



Chris Blair helped judge the painting.

The Spiky Club

The Spiky Club are no newcomers to organising campaigns. Last year they used the forums of the Gaming Club Network to gather together anyone interested in playing a tournament known as the St Valentines Day Aftermath. Over 50 players came down to their club hall based in Reading to fight in a multi club battle. With that success under their belts, the members of the club decided on a far grander and more ambitious project altogether. The club wanted to repeat the principles behind the previous event but on a far grander scale and there was nowhere better than Games Workshop's newly rebuilt hall. By approaching the GCN at an early stage Games Workshop were able to help out with the plans for the Legacy of Horus campaign. The first area where we were able to help was to give them the use of the hall. Once we had secured them the use of Warhammer World then came the more complicated part – getting people to turn up.



All of the players really got into the spirit of the campaign.

Spreading the word

Through White Dwarf, the forums on the Games Workshop website and most importantly the Gaming Club Network site, the message was spread to the gaming public. Over 100 gamers from many different clubs across the country responded to the call. The chance to be amongst the first gamers in the country to play in the new Warhammer World was certainly appealing, but the main hook was undoubtedly the fantastic background plot that Sean "Ook" Curtis (Spiky Clubs' Secretary) had set up for the campaign.

The structure of the event was designed to work primarily as a narrative campaign. The

Join the Club Network

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

- Either Log on to the Gaming Club website and fill in the on-line form at www.gamingclub.org.uk
- Or drop into your local Games Workshop store and ask for a registration form.

Contact details

If you would like to send in your news and photos, ask a question, or just drop us a line, you can't:

e-mail us at:

clubguy@games-workshop.co.uk

or write to:

UK Gaming Clubs,
Games Workshop HQ,
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Lenton,
Nottingham NG7 2WS.

Legacy of Horus was based around the idea that DNA from Horus himself was rumoured to have been found. This theme was expressed as a puzzle to be reconstructed by recovering each individual strand to reveal the true nature of the being it was from. Thus every battle was fought for the strands of DNA, and deals and alliances had to be forged to gain advantage.

Let the carnage begin!

Everyone who came to the event was encouraged to play in the character of their respective armies. Having run tournaments and being regulars to the Grand Tournaments, the Spiky Club organisers also rewarded those gamers who were used to a more competitive style of play. By catering for all types of gamers, encouraging both competitive gaming and narrative gaming, the atmosphere of both days was truly outstanding.

On the Friday night before the first day of the event the gamers began to filter into Bugman's Bar to join in the revelry, and even before the first shots had been fired, promises of alliances and bitter feuds had started to emerge.

Total Chaos!

On the morning of the event the gamers started to pour into the hall. Throughout the course of the weekend Greater Daemons made sudden and unexpected appearances on gaming tables dragging victims back to the eye of Chaos. The foul stink of corruption was rife as bribes and counter

The Victors

The members of the winning Domain were Mark Reynolds, Dave Reynolds, Steve Wilkinson, Tom Cory, Steve Daulby, Bert Bassett, Adam Woolf, Jason Tovec and Anthony Walls.

The legacy is theirs.

bribes exchanged hands for underhand deeds and assassinations within the ranks of the domains. The organisers were delighted to see that the players themselves, by holding inter-club rivalries and even fabricating DNA strands to deceive their opponents, brought a great deal of intrigue and plot twisting to the battlefields of the campaign.

The Spiky Club were also able to provide the services of one of its members, Slayer Sword winner Chris Blair, who attended the event and helped in the judging of the best painted army. The decision wasn't made easy by the high standard of many of the gamers' armies. Both days ran exceptionally smoothly and even compared to the events that Games Workshop run there were few, if any, hitches.

Total victory!

The whole day was a fitting testament to the success of gaming clubs. Games Workshop has worked to give the clubs across the country the means to communicate with each other, but it is clubs themselves that have ultimately met the challenge and surpassed all expectations. In the future we hope to see many more events such as this and a huge congratulations goes out to all those who helped run the event and make it such a great weekend for all concerned.

If you want to know more, why not go along to the Spiky Club and talk to the chaps? They are planning more events and always welcome new gamers.

Spiky Club,

Post Office Social Club,
(next to Brandon Tools),
Richfield Avenue, Reading.
Contact Al - 07788 445906



Underhand deals and traitorous pacts are made.



Sean Curtis was the voice of Chaos on the day.



The Spiky Club provided an excellent event.

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strategies with a Dwarf force. I've tried. I've failed. My bewhiskered and barrel-bellied troops have stomped wearily across vast expanses of battlefield, only to find their flanks comprehensively charged at the first sound of a hoofbeat. Elusive skirmishers dodging around the rear, and taller and less tough foes never quite within charge range.

And as for the Miners! This unit should be the premier weapon in an aggressive Dwarf army, but it appears that the tunnels that run under my wargames table are just a bit too complicated and intricate to allow my underground warriors to turn up when required. The few times the Miners have arrived early, all that the rest of my troops find when they get there is a broken pickaxe, a half-chewed candle and a grubby canary.

My solution is an army combining firepower with a mobile defence. Mobile is another word like sober, delicate and lofty that is not usually associated with Dwarfs. The mobile element of the defence means that my troops react immediately to attacks. Quite often my fighting troops will move forward to restrict the attacking options of my opponent, and protect the firepower troops. The main idea is to pressure my opponents into attacking before they are ready by producing constant casualties with a steady hail of projectiles. The most important factor in winning is to

³ Whilst the Clangers breastplates should not be underestimated, the pointed litter gathering sticks wielded by the denizens of Wimbledon Common give them a significant weapons advantage.

⁴ I expect this contravenes some Dwarf Health & Safety regulation.

keep firing. The games I have lost are because my opponent has taken out these units early or because I have entirely lost concentration arguing in the 'could the Clangers take the Wombles'³ debate.

LORDING IT

Dwarf Lords are brave, tough, dangerous and have beards longer than their charge range. Even though they are fairly expensive, I have always found room for one in my 2,000 points force. Whilst *panic* is not too much of a problem for troops with a Leadership of 9, with a General-enhanced Leadership of 10, the chances of them running (sorry, I mean trudging gradually) off the table is almost halved. The dilemma of what to equip him with is a bit tougher.

You can spend a staggering 125 points on runes for a Dwarf Lord. I usually go for the Master Rune of Spite or the Master Rune of Gromril and a double handed weapon. The Master Rune of Spite is favoured at present. With a rather splendid Ward save of 4+ my General has duelled a Bloodthirster, survived and, assisted by a unit of Ironbreakers smugly watched it destabilise itself to death.

I find it difficult to justify spending loads of points tooling my Lord up with mighty weapons of massive destruction. The reason for this is the rather limited

weapon delivery system: two fat hairy legs. A swift-moving, horribly beweaponed, mounted knight can deliver a world of hurt wherever he desires. In just too many games, my General has spent less than a couple of rounds in combat. During army selection I still get an urge to take a pistol. Whilst the extra attack and the shot is nice, not delivering the strength 6 blows is too big a price to pay (unfortunately the army list prohibits the carrying of both a big axe and a loaded gun⁴).

ADDING A BIT MORE CHARACTER

The Lord is joined by a Runesmith and a Battle Standard Bearer. Dwarfs are pretty tough to break anyway, but when they get both the General's Leadership and the Battle Standard's re-rolls they can lose the combat by quite a margin and still pass the Break test. This fits in with the tactic of delaying the enemy's attacking forces so that more bullets, bolts and cannonballs can be sent the enemy's way.

The Battle Standard Bearer comes with no runes. I quite like the Rune of Kadrin (re-roll 1s to hit) in a big unit of Thunderers, or the Master Rune of Groth One-Eye (stubbornness) in my Ironbreakers, but currently prefer to take a few more Dwarfs and award my





Dwarf Artillery is some of the most effective in Warhammer.

banner bearer the Rune of Stone (+1 armour save). The Runesmith also gets a solitary Rune of Stone and a dirty great hammer. He generates an extra Dispel dice, so I get five. I can then at least match the maximum number of Power dice lobbed by any Level Four Wizard that happens along. I have been tempted to give him a couple of Runes of Spellbreaking but have found that five Dispel dice keeps the army reasonably safe. Perhaps this is due to playing too many games against Alan C's Khorne Daemons, Little Dave's Witch Hunters (just two Warrior Priests), and Stuart's magically inept Blood Dragons⁵.

THE CORE

The first time I took the field with fifty Thunderers I knew I was onto something. The Dwarf handgun is a sublime weapon. Once more the weapon's delivery system is a bit suspect. Dwarfs are ballistically average – at long range, barn doors can run wild and free untroubled by handgun projectiles. Get into short range though and suddenly the Dwarf with a handgun can hit with Elf-like accuracy. With the armour piecing ability and Strength 4 these weapons are amongst the hardest hitting missile weapons in the game. Best of all you can move and fire with them. Airborne nasty dropping behind you? Spin around and blast it! Realising that it took a yard of table space to put fifty odd Dwarf Thunderers in a single line, I have now cut the numbers down to a couple of units of twelve.

One unit comes fully loaded with Shields, Standard, Musician and Champion and will be used to fight in

an emergency. With a reasonable armour save of 4+ in combat, a dozen of these guys can survive (especially with Break Test re-rolls) for longer than you'd think against superior opposition. The other unit gets only a musician, will rarely fight and occasionally gets ruthlessly sacrificed!

A block of 25 heavily-armoured warriors can resist almost any frontal charge. For the points these are the best Core infantry in the game. *Fear*-causing troops can be a bit of a problem, which is why large numbers are important. Often my General will accompany them to cause a few casualties, something that they do not excel at. I do not give them great weapons, preferring the excellent save and a couple of extra Dwarfs.

I have been known to select a unit of Rangers – not a popular choice I understand from other Dwarf aficionados. I will take them with throwing axes so they can stay mobile. Unfortunately they cost almost the same points as the Gyrocopter. They almost always have to stay hugging the trees so that I can hum 'ride of the Valkyries' whilst swooping my Gyrocopter model over the tabletop. I always now deploy a unit of ten warriors. These have a variety of roles from deflecting attackers, pulling frenzied enemies out of position, releasing Goblin Fanatics, making flank charges, and standing around whistling if things are going really well. If spare points are plentiful they get a musician, sometimes I stretch to great weapons, but they have more chance of teaching a Cold One calculus than getting heavy armour. It is surprising how useful these units are, especially the number of times

they have caused a failed charge or have deflected a deadly combat unit into a position from which they cannot attack. However, unit members do find it impossible to purchase life insurance.

THE SPECIALS

One really hot bath was all that was required to determine which unit of specials would be part of the army.

I dismissed the others as follows:

- Slayers – They never run off but with no armour save have a tendency to expire in large numbers.
- Longbeards – great models, but as *panic* is not really too much of a problem with Dwarfs I find them a bit expensive in points.
- Hammerers – excellent with a tooled up General. But since mine is a bit prone to being stabbed...

...it's Ironbreakers for me. These guys are so hard they took 17 impact hits from 3 Goblin chariots and suffered no Wounds. With an excellent Weapon Skill, an outstandingly brilliant armour save and a Rune of Battle on the standard (+1 combat resolution) these are the boys who can get in front of the most dangerous combat troops and still beat them. They are most often lined up in a four-wide block to enable either the Runesmith or the Battle Standard Bearer to hide. With the General, a standard, a musician and a champion in the front rank, the other more vulnerable characters can stand in the sanctuary of the second rank. Here they are well away from a probing lance, a Hochland long rifle gunsights or any Eadbutt spell.

⁵The whinge-ometer struggled to keep track, when in a single game, fifteen attempts to roll seven or more on two dice (Invocation of Nebek) resulted in only one roll of sufficient magnitude, and that was dispelled seconds later.

MACHINES

Bolt throwers are my war machine of choice. A bargain at 45 points, I normally take two. These will slice through armour-laden cavalry and cause monsters extra stress. Most importantly no guessing of ranges is involved so if I miss entirely I can blame the dice. I often stick these in corners of the battlefield, well away from my other troops. Firstly to try and get shots through the side of a unit (more ranks to kill). Secondly to make my opponent go to the effort of marching all the way over there just to earn a few points.

I like the Stonethrower's damage potential, model and concept. I just can't get the thing to hit consistently. It's too frustrating to take every time, but I include this when I want a change. I've not tried the Flame Cannon and find that the Volley Gun does not generate enough damage for its cost. I do however like my Gyrocopter. Well worth the points just for the march moves it prevents and the damage the steam cannon can do to otherwise inaccessible targets. The other thing it does well is kill cavalry.

My big blocks of infantry can often hold their own against cavalry, drawing or losing slightly (but not breaking) in the turn they get charged. In the following turn (nearly always mine) the cavalry without lance/spear bonuses mostly get beaten. The trouble is they nearly always flee out of the pursuit range of the ponderous Dwarfs. So I slam in the Gyrocopter to do the job properly. Its Toughness usually prevents it taking much damage and it has a better than even chance of catching and destroying the mounted troops.

SUMMARY

Playing lots of games with Dwarfs is rather like coming home. They were my first ever Warhammer army (back when Dwarfs came all in metal, with metal bases and axes smaller than their heads) and seem to suit my style of play. Some of the garage denizens have remarked my temperament perfectly matches that of my Dwarfs.

Having seen many Dwarf armies with characters and war machines festooned in runes I was determined to come up with something that wasn't. This army deals with combat armies by weakening them with firepower and then fighting them. Against firepower armies, things get a little harder, but a steady advance of thunderers and combat troops does work, provided that their Toughness and armour keeps enough of them alive to have some impact when they get into close range. This army is designed to take advantage of the Dwarf strength of being tough and resolute whilst minimising the impact of the manoeuvrability weakness.

TWO OF MIKE'S FAVOURITE UNITS



Ironbreakers – these guys are so hard they even get an armour save if a Kroxigor whacks them with an axe!



Warriors – when equipped with heavy armour, shields and hand weapons these Dwarfs get a very respectable 3+ armour save in close combat.

WARHAMMER ROSTER SHEET

Lord Moongrouch Grimbeard's Musketeers

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Points Value
Lord Moongrouch Grimbeard Dwarf Lord	3	7	4	4	5	3	4	4	10	2+	Great Armour, Great Weapon, Rune of Spite	198
Thorri Thordblaster Thane (Battle Standard Bearer)	3	6	4	4	4	2	3	3	9	1+	Great Armour, Handweapon, Rune of Stone	93
Dlangg Runeweaver Runesmith	3	5	4	4	4	2	2	2	9	4+	Great Armour, Great Weapon, Rune of Stone	87
12 Thunderers	3	4	3	3	4	1	2	1	9	4+	Shield, Musician, Standard, Veteran (Zpistols)	207
12 Thunderers	3	4	3	3	4	1	2	1	9	4+	Shield, Musician, Standard, Veteran (Zpistols)	207
10 Crossbowmen	3	4	3	3	4	1	2	1	9	2+		130
25 Dwarf Warriors	3	4	3	4	4	1	2	1	9	2+	Heavy Armour, Shield, Musician, Standard, Veteran	250
25 Ironbreakers	3	5	3	3	4	1	2	1	9	2+	Musician, Standard, Iron Breaker, Rune of Battle	302
10 Dwarf Rangers	3	4	3	3	4	1	2	1	9	2+	Throwing Axe	160
Gyrocopter	-	-	-	-	5	3	-	-	-	-		
Crew	-	4	-	3	-	-	2	1	9	4+		140
3 Bolt Throwers	-	-	-	-	7	3	-	-	-	-		
Crew	3	4	3	3	4	1	2	1	9	6+		90
1 Stone Thrower	-	-	-	-	7	3	-	-	-	-		
Crew	3	4	3	3	4	1	2	1	9	6+		95

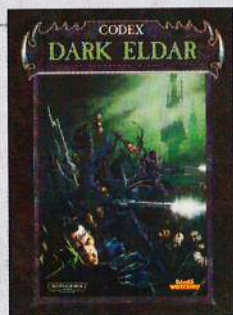
TOTAL

1995 points

I hope that you have been suitably entertained by this stroll amongst the short ones.

I've got to go now. Alan C wants to fight a battle with his Khorne Daemons against my super fast Wood Elves. Switching the garage light on will probably take longer.

Mike



Codex Dark Eldar £8

This book contains the rules needed to field a cruel and twisted Dark Eldar army.



Dark Eldar Warriors

£15 boxed set

Dark Eldar Warriors attack rapidly, killing or crippling those who oppose them. They then drag off any survivors back to Commorragh to be tortured and killed at leisure. This boxed set contains ten Dark Eldar Warriors.



Dark Eldar Lords
£6 each

The Dark Eldar Lords lead their servants into battle in the search for slaves and souls, leaving worlds in ruin and a veritable mountain of dead heaped in their wake.



Dark Eldar Incubi

£6 per blister pack

These warriors are the most deadly of a Dark Eldar Lord's servants, and form his trusted retinue. Armed with the fearsome two-handed punisher and tormentor helm, these warriors protect their Lord from enemies, and shield him from the ambitions of his underlings. Each blister pack contains two Dark Eldar Incubi.



Incubi with assault weapons

£3 each

These assault weapons add a powerful short ranged punch to the Dark Eldar Lord's retinue. The blaster can punch through the toughest enemy tank with ease, while the shredder can envelope swathes of enemy troops.



Dark Eldar Wyches

£10 boxed set

Ruled over by their Succubi, Wyches spend their entire lives perfecting the skills of gladiatorial combat. Few survive their first duel, but those who live learn quickly. A Dark Eldar Lord with sufficient means can hire these highly-skilled warriors to accompany him into battle, promising great rewards for those whose fighting displays are most pleasing to watch. This boxed set contains one Wych Succubus, one Wych with a shredder, and three Wyches with splinter pistols and close combat weapons.



Wyches with Wych Weapons

£3 each

Wych squads can be armed with deadly Wych weaponry. These weapons are mainly used in the gladiatorial arena, but are equally effective in the heat of battle. A variety of blades, spears, nets and snares are used with cruel efficiency and excruciating effect.

All the models shown on these pages are available from your local Games Workshop store, independent stockist, Mail Order (0115 91 40000) or at www.games-workshop.com

Models not shown at actual size



Dark Eldar Raider

£15

The Dark Eldar strike rapidly from their ships and warp portals, descending upon the enemy on their sleek Raiders. Squads mounted in Raiders sweep about the battlefield, darting swiftly from one fight to the next.



Dark Eldar Dark Lances

£7 per blister pack

The dark lance fires a beam of dark energy that annihilates anything it hits. It is especially effective against heavily armoured vehicles. Each Blister pack contains two models.

Dark Eldar Sybarites

£4 per blister pack

Each Dark Eldar squad can be led by a Sybarite. These are Dark Eldar warriors who have excelled at their chosen path or warfare, and are promoted to leading a squad of their own. Each blister pack contains two models.



Dark Eldar Talos

£15

The Talos is a torture device that sweeps across the battlefield on anti-gravitic motors, latching onto its foes and incarcerating them within its armoured shell.



Dark Eldar Ravager

£18

Ravagers are variants of the Raider. Mounting a deadly battery of heavy weaponry, these fast moving skimmers have been the bane of tanks and other vehicles across the galaxy.



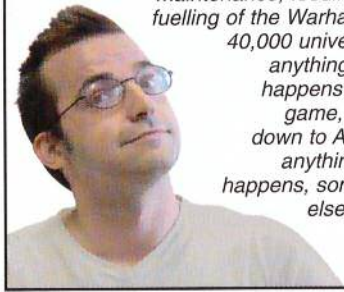
Dark Eldar Battle Force

£50

The Dark Eldar Battle Force contains:

- 20 plastic Dark Eldar Warriors
- 1 Dark Eldar Raider
- 5 Reaver Jetbikes
- Warhammer 40,000 Tree frame (enough components to make four jungle trees)

Andy Chambers, self-proclaimed Warhammer 40,000 Overfiend, with his notorious crew of Games Development Devils are tasked with the care, maintenance, feeding and fuelling of the Warhammer 40,000 universe. If anything good happens to the game, it's all down to Andy. If anything bad happens, someone else did it.



CHAPTER APPROVED

BY ANDY CHAMBERS

"Greetings citizens and welcome to this month's Chapter Approved. This time we have some quite big updates for the Warhammer 40,000 game. First up is a Codex update for the Dark Eldar, then new rules for a warbike-riding Speed Freaks Warboss. Next is the Space Wolves Q&A (sorry it took so long Wolf Lords) and finally a set of reprint corrections for the Space Marine Codex. And that's just what we could fit in..."

DARK ELДАР UPDATE by Phil Kelly and Andy Hoare

The Dark Eldar were the first new race to be introduced to Warhammer 40,000 for the 3rd edition of the game, and players have had almost four years now to get to grips with them. We've had a whole sack full of suggestions since the release, and we recently decided the Dark Eldar should receive an update. Looking at the armies people were fielding, we noticed they all looked rather similar, so, in order to introduce some variety, we've updated a small number of units in the hope that we'll see a few more of them on the battlefields of the 41st Millennium. Note that these rules are an official update to those found in Codex Dark Eldar. An updated edition of the Codex will be available later this year, and this will incorporate all of these new rules.

HQ: Dark Eldar Kabals are lead by ruthless individuals who have murdered their way to the top – they do not share power willingly with others. A Dark

Eldar force may only ever contain one Archon,

or one Archite. As many Dracons and Dracites may be taken as allowed by the mission being played (the rules for Archites and Dracites are on the opposite page).

Dark Eldar Retinue: The retinue may be equipped with plasma grenades at +2 pts per model.

Wyches: Wyches are the deadliest of close combat adversaries, experts in their particular style of gladiatorial combat. Although not possessed of great physical strength, they are adept at wearing their opponents down whilst dancing lithely out of harm's way.

Dark Eldar Wyches now receive a 4+ Invulnerable save whilst fighting in an assault. Their armour save versus shooting attacks remains at 6+.

Wyches are increased in cost from 10 points to 12 points per model. The Succubus remains at +8 points.

This special save applies to Wych squad members and Wych Lords only. Wych Lords riding Jetbikes or Hellion Skyboards do not benefit from it.



Wych Weapons: This is now a generic category that represents all the various instruments used by the gladiatorial Wyches. The effects described on page 9 of Codex Dark Eldar are no longer used. Instead, at the cost of +1 pt per model in the squad, the squad may be equipped with Wych weapons. These have the following effects:

- No models fighting Wyches in close combat count the bonus attack for being equipped with additional close combat weapons.
- All enemies with an unmodified Strength below 6 halve their Weapon Skill characteristic (rounding up) for attacks made against the Wyches. Models with a Strength of 6 or more are unaffected (something that powerful is impossible to ensnare, even for a trained gladiator).

It is assumed that the Wych weapons are evenly distributed amongst the squad; it is irrelevant which actual models display them, so long as at least a small number do. A model armed with Wych weapons is still counted as carrying a splinter pistol and close combat weapon for the sake of its own attacks, or a shredder or blaster if this upgrade has been taken (although the Shredder and Blaster upgrades should be shown on the model).

Reavers: Reaver Jetbikes are reduced in cost from 30 pts to 25 pts each.

Mandrakes: Mandrakes now receive a +2 save modifier when in cover. This means their cover save while in woods, rubble, etc, is 3+, while their cover save in the open remains at 5+.

Wych Lord: The following character may take the place of the Dark Eldar Lord as an HQ choice.

WYCH LORD70/45 POINTS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wych Archite	70	6	6	3	3	3	8	3	9	6+
Wych Dracite	45	5	5	3	3	2	7	2	9	6+

Options: The Wych Lord can be given any equipment allowed from the Dark Eldar Armoury.

SPECIAL RULES

Wych weapons: As well as any other equipment bought, a Wych Lord is always assumed to be armed with Wych weapons. See the Wych entry for more details.

Independent Character: Unless accompanied by a Retinue (see below) the Wych Lord is an independent character and follows the Independent Character special rules as given in the Warhammer 40,000 rulebook.

Dodge: Wych Lords benefit from a 4+ Invulnerable save in close combat, as their years of experience in the gladiatorial arenas of Commorrhagh enables them to avoid their opponents' blows with ease. Their armour save against shooting attacks remains at 6+.

Wych Retinue: Wych Lords are often accompanied into battle by a bodyguard of their most skilled Wyches. The Retinue consists of 5 to 10 Wyches, chosen from the Wych army list entry and has the same squad upgrade options with regards to characters, special weapons and transports. These Wyches are highly experienced and successful gladiators from the arenas of Commorrhagh, and may be equipped with Wych Weapons as per Wych squads. Note that the Retinue presented on page 7 of Codex Dark Eldar is not available to the Wych Lord.

Wych Cult: An army led by a Wych Lord makes the following changes to the army list:

- Wych squads count as a Troops choice rather than an Elite.
- Warrior and Raider squads are Elite choices instead of Troops choices.
- The following cannot be used: Haemonculi, Grotesques, Talos and Dark Eldar Lords.
- As many Warp Beast Packs may be included as there are Wych squads in the army. These do not occupy any Force Organisation slots.





A Wych assault force descends upon an Imperial gun emplacement.

Hellions: At the end of a round of close combat the Hellion unit may choose to break off from combat if it and at least some of its close combat opponents do not have to fall back. The unit falls back 3D6" in any direction and automatically regroups at the end of the move (regardless of enemy within 6" or being below half strength). Enemy models that were in close combat with them before the break-off may only consolidate.

The Crazy! Combat Drug result prevents the Hellions from breaking off combat. They must stay and fight.

Hellions are increased in cost to 18 points per model. The Succubus remains at +16 points.

Hellglaves: Hellglaves now receive the +1 Strength bonus on the turn the bearer charges, even if they fired the weapon as a splinter rifle.

Hellion skateboard: The Hellion skateboard now confers a 5+ invulnerable 'jink' save against shooting attacks, providing the rider moved in the previous turn. Note that the rider does count as having moved in the turn they deep strike and so will receive the save.

Riders of Hellion skateboards are renowned for their insane diving attacks. They may now make use of the Deep Strike scenario special rule where allowed to do so by the scenario being played. Note that, as with Reaver Jetbikes, riders of Hellion skateboards may not carry webway portals.

Lelith Hesperax: Lelith is reduced in cost from 110 pts to 90 pts, and is now armed with an agoniser, a splinter pistol and Wych weapons.

DARK ELДАР ARCANE WARGEAR

All of these items are extremely rare or even legendary, and only one of each item can be included in any Dark Eldar army.

Goblet of Spite (Succubi only) (5pts)

The Goblet of Spite is a sacred relic of the Dark Eldar Wych cult. It exudes an almost palpable aura of menace and hatred, driving those near to it into a state of

such utter savagery that their frenzied, atavistic screams mingle with those of their victims.

A Succubus that carries the Goblet of Spite, any models in the same unit as the Succubus and any units with a model in base contact with the Succubus and/or his unit will always hit on a 3+ in hand-to-hand combat, regardless of other factors.

Vexantrope (10 pts)*

The Vexantrope is a delicate mask of bone and flayed skin that has been adorned with runes of confusion and illusion. It grows onto its wearer's face, and psychically projects the appearance of the viewer's most trusted friend or loved one.

Models wishing to attack a model with a Vexantrope in any round of combat must first pass a Leadership test or direct its attack against a different model within 2" as per the normal rules for a supporting attack. The Vexantrope cannot affect Daemons, vehicles, Talos, Tyranids or walkers.

Nightmare Doll (20 pts)

The creation of Nightmare Dolls is a risky practice in Commorragh, as the Dark Eldar view those who use psychic powers as amusing playthings. These vile toys ooze an aura of pain, and can place their owner into a feverish delirium whereby they are often granted visions of the future.

A Dark Eldar model equipped with a Nightmare Doll may force his opponent to re-roll the dice when ascertaining who may choose table edge or quarter. If the Dark Eldar player opts to do this, the model with the Nightmare Doll takes a Strength 3 hit at the beginning of the first Dark Eldar turn with no saves of any kind allowed.

Mask of the Damned (15 pts)*

The Mask of the Damned plays upon its victim's deepest fears and phobias. It projects hellish visions into their brains; often dropping them to their knees in anguish even in mid-charge.

Any enemy unit that wishes to assault a model wearing a Mask of the Damned, or a unit of which it is part of, must take an unmodified Leadership check. If the check is failed, the unit succumbs to sheer horror, and may not make an assault this turn.

Archangel of Pain (5 points)

Dark Eldar are said to be able to seal the essence of a daemon within a rune-covered cask. The runes are inimical to the imprisoned djinn, and drive it wild with agony. Upon the daemon's release, it appears as a winged, blinding figure before returning to the warp, and its screams can incapacitate even the bravest foe.

A Dark Eldar model with an Archangel of Pain can release the Archangel in the Shooting phase instead of firing a weapon. Place the Flamer template touching the model's base. Any unit with a model at least partially underneath the template must make an immediate Pinning test at -2 to their Leadership. Any unit with a model in close combat is immune to the Archangel's effects. This weapon may only be used once per battle.

Animus Vitae (15pts)

This detestable device resembles a sphere of barbed wire, which can be made to explode outward, capturing unfortunates within its agonising embrace and slowly draining their life force. The Dark Eldar find this highly invigorating.

Any models captured by a unit including a model equipped with the Animus Vitae count for five Victory points each instead of the usual one. Once one or more models has been captured by the character with the Animus, he benefits from +1 WS and +1 S for the rest of the game.

Xenospasm (20 pts)

Xenospasms, variants of the Terrorfex grenade launcher, shoot pitted obsidian spheres laced with tortured wraithbone. The wraithbone reacts to such suffering by exuding a black aura of agony that plunges non-Dark Eldar into excruciating convulsions of fear and pain.

Range: 12" Strength: 3 AP: 3 Assault 1 Blast

Any non-Dark Eldar unit with models under the Xenospasm Blast marker must take a Pinning test at -1 per model hit.

*Note that these items, like the Hell Mask, are masks – therefore only one may be taken by a character.

SPEED FREAKS WARBOSS

Some of the more ardent Kult of Speed players have pointed out that they do not have the option of mounting their Warboss on a warbike, robbing him of the opportunity to accompany his Nobz into battle on the back of a smoke-belching, bullet-spitting metal nightmare. After due consideration Andy Chambers ordered this rectified; and yea, it was done! Below are the rules for including a Kult of Speed Warboss mounted on a warbike.

The following entry is added to the HQ choices in the Speed Freaks army list. You may not field more than one Warboss of your type in any Ork army.

0-1 KULT OF SPEED WARBOSS105 POINTS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Warboss	105	5	2	5	4(5)	3	4	4	9	6+/5+

Wargear: Ork Warbike

Weapons: Twin-linked big shootas

Options: A Warboss may be given any equipment allowed from the Ork Armoury except for Mega Armour. Note that characters on warbikes may fight normally from the back of their warbikes, they do not have to use the Psycho Blastas special rule.

Bodyguard: The Warboss may take a Nobz Warbike mob as his bodyguard (see the Kult of Speed list in Codex Armageddon). If he has a bodyguard then the Warboss and his bodyguard are treated as a single unit during battle. Note that the bodyguard does not count as a separate HQ choice (it does not use up a 'HQ' slot).

SPECIAL RULES

Independent Character: Unless accompanied by a bodyguard, the Warboss is an independent character and follows all the rules for independent characters as given in the Warhammer 40,000 rulebook.

Warbike: All the special rules that apply to warbikes also apply to a Warboss mounted on a warbike (5+ invulnerable save, etc). Note that a Warboss on a warbike will suffer instant death if he is wounded by a hit of Strength 8 or more and fails to save.

The Warboss of a Kult of Speed often makes sure he has the biggest, loudest, fastest warbike he can lay his hands on. He will invariably ride into battle at the front of a howling, speed-crazed Nobz warbike mob, big shootas spitting fury before they careen into their panicking foes.



ALEX BOYD'S SPEED FREAK WARBOSS

Games Workshop Artist Alex Boyd is a noted Ork general. Recently he has been changing his army from foot slogging infantry to much faster vehicle-based Speed Freaks.

Alex wanted to create a new Warboss to lead his new force. He started by cutting the legs of an Ork Warboss in two so that he could place them astride the bike. The rest of the Warboss model was then positioned in an aggressive riding position. Alex then began to remodel the Ork Warbike.

He added the rear tyres from a Wartrukk and the banner top from a Warhammer Ork Boar Chariot to make a faring for the front. The twin-linked big shootas were constructed from drilled plastic tubing and the cartridge belt came from the Ork Boyz frame.

The base was built up from green stuff and then covered with PVA glue and sand. An impression of the bike's wheels were made to create tracks. Finally, the bike was pinned into place doing a wheelie.



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,
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Nottingham,
NG7 2WS, UK

SPACE WOLVES QUESTION AND ANSWERS

We thought it was high time a few things were clarified about Codex Space Wolves to ease the lives of Wolf Lords across the galaxy. Without further ado...

Q. How does a unit under the effects of the psychic power Storm Caller affect frag and plasma grenades?

A. *The Stormcaller power can cause some confusion, the following notes should help:*

- Remember that plasma and frag grenades only work if the unit that has them charges. If a Space Wolves unit with Stormcaller on it charges an opponent that has either grenade type, the Space Wolves will strike first as the grenades are of no use when receiving a charge.
- If charging a unit in cover, then all attacks are simultaneous.
- Stormcaller can be cast on friendly vehicles, which then count as being hull down.

Remember that cover only matters in the first round of a close combat and subsequently attacks will occur in

normal order. New enemies charging the unit with Stormcaller will be affected though. Weapons such as power fists that strike last will, of course, always strike last.

Q. Can Blood Claws rapid fire their pistols and charge in the same turn, due to their Head-strong rule?

A. *The Head-strong rule states that "Blood Claws must charge if one of their models is within 6" of the enemy, unless led by... a character." This means that the Blood Claws cannot rapid fire their bolt pistols if the enemy is within 6" as this would prevent them assaulting.*

Q. Can you use a Rune Staff against more than one psychic power per turn?

A. *A Rune Staff counts as a single-handed weapon AND a psychic hood. The psychic hood ability can be used against more than one enemy psychic power per turn, however it only works against powers that require a psychic test. A Rune Staff costs 25 points.*

Q. Can Wolf Scouts choose weapons from the options included in the Space Marine Scout entry in Codex Space

Marines and from the Codex Space Wolves list as well?

A. *Nope.*

Q. While we're on the subject, when operating behind enemy lines in a mission where the enemy is not allowed any reserves, where do Wolf Scouts enter the table?

A. *Wolf Scouts arrive on the table edge the enemy retreat towards.*

Q. Can a Wolf Guard Battle Leader take the Mark of the Wulfen?

A. *No.*

Q. Does a character with Fenrisian Wolves become a Mixed Armour unit?

A. *Yes, a character accompanied by Fenrisian Wolves is a Mixed Armour unit, as is an Iron Priest accompanied by a Thrall bodyguard.*

Q. Does the Blood Feud rule apply to Dark Angels and Thousand Sons vehicles?

A. *No. Space Wolves do not hit Dark Angels or Thousand Sons vehicles (other than Dreadnoughts) on a 3+ in close combat.*



Q. Can a unit that is led by a Wolf Guard in Terminator armour make a sweeping advance, and can you lead a unit of Wolf Scouts with a Wolf Guard?

A. *A pack of Blood Claws or Wolf Scouts may not be led by a Wolf Guard in Terminator armour. Note this is an amendment more than a clarification but removes the need for more clarifications to resolve contradictions that the combination creates. In all other circumstances units led by Wolf Guard in Terminator armour cannot make a sweeping advance after close combat and can only consolidate.*

Q. Does a Wolf Guard Battle Leader use the Wolf Guard column in the Space Wolves armoury when selecting weapons?

A. *No, he does not.*

Q. How does a Wolf Tooth necklace affect the Exarch power Defend? How does it affect close combat attacks on skimmers and the like?

A. *If a model with a Wolf Tooth necklace is fighting a Dire Avenger Exarch with the Defend power (Necklace always lets you hit on 3+, Defend says opponents only hit on 6+) roll a D6 each round to determine which piece of wargear has priority, re-rolling any tied results.*

A Wolf Tooth necklace has no effect on enemy vehicles without a Weapon Skill characteristic.

Q. Does a Wolf Guard Battle Leader count as one of the 20 Wolf Guard models you are allowed to have in a Space Wolves army?

A. *Nope.*

Q. Why is it that Wolf Guard Terminators cannot use a heavy weapon and a single-handed weapon, as with most Terminators?

A. *Wolf Guard Terminators may have a single-handed weapon in addition to a heavy weapon (this supersedes the note in the Wolf Guard list entry). In addition, they may select Runic Charms, Wolf Pelts and Wolf Tooth Necklaces as if they had a 'T' next to their cost in the Space Wolves Armoury.*

Q. Long Fangs cannot purchase a transport. Is this correct?

A. *Long Fangs do not have a Razorback listed as a transport option. This is an oversight, Long Fangs may purchase a Razorback at the cost listed for Grey Hunter squads.*

Q. How does True Grit affect combi-weapons and the like?

A. *The True Grit rule does apply to all combi-weapons but not to storm bolters.*

Q. If a Runic Charm is combined with Terminator armour, does it allow a re-roll of the Crux Terminatus invulnerable

save that comes with the armour?

A. *No.*

Q. Similarly, if a Wolf Priest takes Healing Balms, and is escorted by a Wolf Guard bodyguard in Terminator armour, do the balms allow the bodyguard to ignore the first failed save made against the Terminators' 5+ invulnerable save?

A. *Again, no they do not.*

Q. Can Fenrisian Wolves accompany a transport?

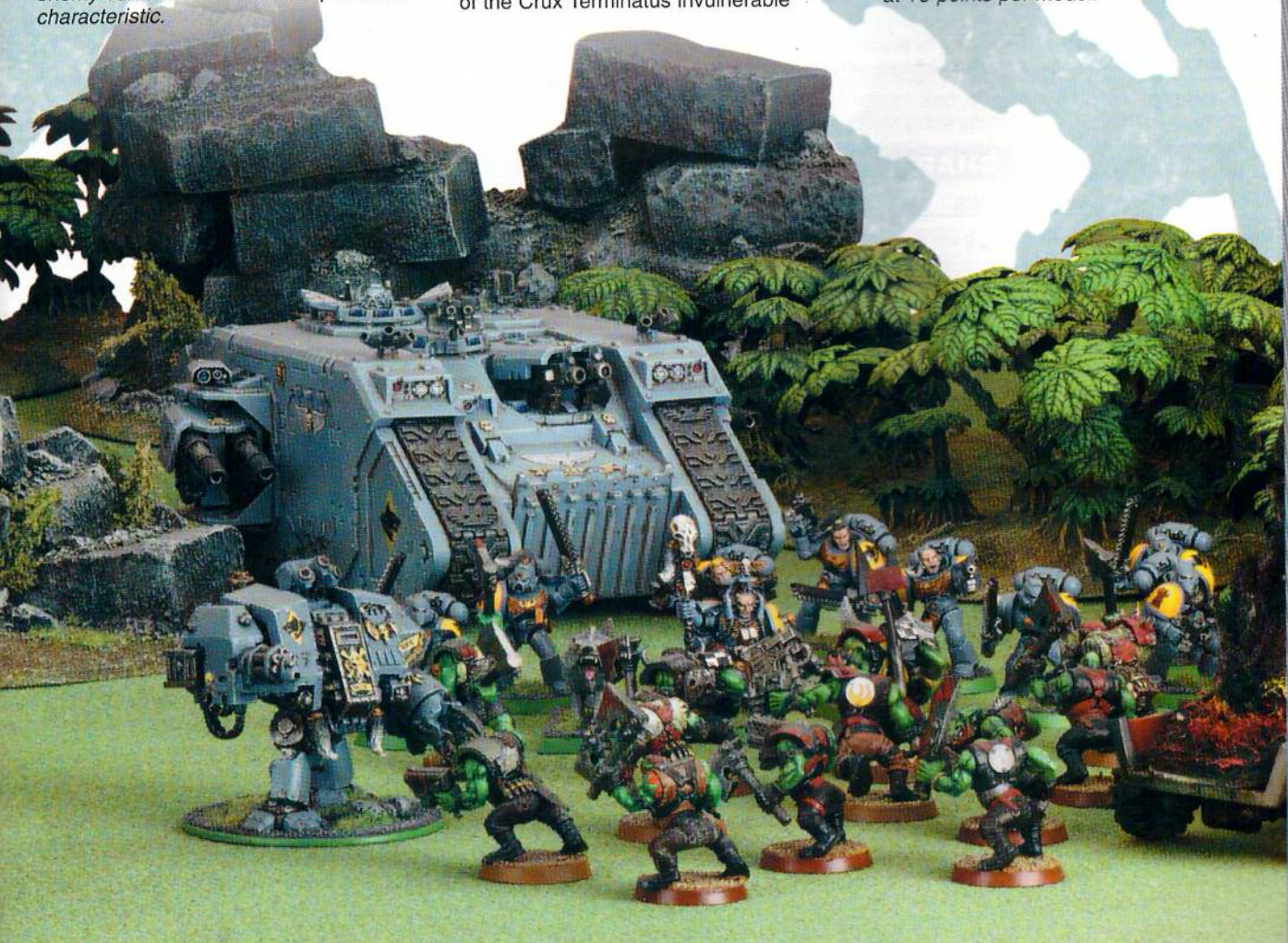
A. *Fenris Wolves can ride in a transport along with an independent character but cannot "run along" outside the vehicle.*

Q. It looks like Space Wolves players get a cheaper Land Speeder Tornado. Is the points cost correctly listed?

A. *Gah! No, the Land Speeder Tornado should cost 75 points before weapon upgrades are selected.*

Q. Can you buy a Blood Claw Bike squad frag grenades if they are equipped with jump packs instead of bikes?

A. *Blood Claw packs equipped with jump packs instead of being mounted on bikes will automatically have frag grenades and krak grenades. Additionally they may have meltabombs at +5 points per model.*



CODEX SPACE MARINES CORRECTIONS

Andy: Greetings citizens. As you may know, part of the task of Chapter Approved has always been to run official Question and Answer files on different Codexes and clarify some of the murkier corners of the Warhammer 40,000 rules. Over time we've managed to answer not a few queries this way, and the Chapter Approved compilation has been a useful repository for the ones we've done so far.

For a long time I've wrestled with just how to proceed from here, whether to simply leave things with the Q&A or to actually go ahead and make corrections to the Codex books. Sounds simple? Well maybe but the problem with changing the books is all the players who've already bought them. They all curse us roundly when they hear the news and complain bitterly about changing the rules just being a conspiracy to make them buy new books. Uncertainty and confusion avalanche and before we know it maddened crowds are roaming the streets bearing burning torches, pitchforks and 'Kill Andy!' banners. The problem with not changing Codexes is that we keep reproducing something we know to be flawed, wrong, broken or what have you.

New players keep inheriting the sins of the past and the Chapter Approved compilation keeps carrying the same old Q&A forever.

So, after due deliberation I've decided to adopt a hopelessly optimistic policy of getting things right at all costs. This means that once a Q&A has been published for a particular Codex, the next time we print more copies of that book, we will attempt to clarify as many questions as possible by making minor alterations to the text. In many cases these are things so petty you wouldn't notice if they weren't pointed out so don't worry, no big rules changes will be undertaken in this way. I say again **DON'T PANIC!**, just step away from the keyboard and no-one will get hurt.

To keep everyone informed, these corrections will be reproduced through Chapter Approved in White Dwarf, on the GW website as errata and in the Chapter Approved annual. This month we're running the corrections for Codex Space Marines, and in future issues we'll cover the other Codexes as they come up. Because these corrections would be

terribly dull if we did them in the traditional way (ie "p7, para 3, line 8 change 'fish' for 'Aardvark'") we've put it together into sections suitable for cutting out and sticking over the offending section of the old Codex. This means that you can at least see roughly what the correction is instead of having to hurt your brain figuring out what it is and what it means.

A final note. In a couple of cases, namely Dark Eldar and Dark Angels, we've published a set of updates through Chapter Approved in response to player feedback. These are different to the reprint corrections and in time both of these Codexes will be revised to include the updates. The revamped Codexes will then effectively replace the old ones altogether – you still don't have to buy a new one though since the updates will be available through the sources mentioned earlier.

Well that's it folks. As I said earlier please remember that this process is aimed at the ultimate objective of making the Warhammer 40,000 game better for everyone. You can lynch me later!

weapons marked with a **. The full rules for Space Marine wargear can be found on pages 34-35. All wargear and weapons must be represented on the model. Independent characters accompanied by a Command Squad may still choose independent character only wargear.

Page 6, Space Marine Armoury.

CHAPLAIN XAVIER										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Xavier	200	5	5	4	4	2	5	4	10	3+

A Salamanders army may be joined by Chaplain Xavier. If you take him then he counts as one of the HQ choices for the army. He must be used exactly as described below, and may not be given any additional equipment. He can only be used in a battle where both players have agreed to the use of special characters.

Wargear: Bolt pistol, crozius arcanum, rosarius, Terminator honours (bonus included above), *Salamanders Mantle* and *Vulkan's Sigil*.

SPECIAL RULES

Vulkan's Sigil: Lord Vulkan, Primarch of the Salamanders, had a personal icon in the form of a blacksmith's hammer (*"For he smote the Emperor's enemies as a hammer striking an anvil"*). *Vulkan's Sigil* bears this icon and is said to have been carried by the Primarch himself as his badge of office. It is therefore a potent religious artefact for the Salamanders Chapter and counts as a holy relic. It affects all Salamanders Space Marines within 12" when it is revealed, instead of the normal 2D6".

Salamanders Mantle: Xavier's cloak, made from the thick hide of one of Nocturne's salamander lizards, renders him immune to suffering instant death caused by being hit by an attack which has a Strength value double his Toughness – he loses a single wound instead. Note that instant death can be suffered in other ways (eg, by an Eldar Wraithcannon rolling a 6 to wound).

Independent Character: Xavier follows all the Independent Character special rules in the Warhammer 40,000 rulebook unless accompanied by a Command squad.

Command Squad: Xavier may be accompanied by a Command squad (see the entry on page 8). Note that Xavier and his Command squad count as a single HQ choice.

Page 40

A model wearing Terminator armour has a 2+ armour save, a 5+ Invulnerable save, and adds +1 to its Attacks characteristic. Also, any model wearing Terminator armour can be teleported onto the battlefield, and set up using the *Deep Strike* rules, but only if the mission allows for Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the model must set up normally with the rest of the army.

Page 35

Psychic Hood: Psychic hoods allow a Space Marine Librarian to nullify an opposing psychic's power. Declare that you'll use the Psychic hood after an opponent has successfully made a Psychic test, but before they have used the power. Each player then rolls a D6 and adds their model's Leadership value to the score. If the Space Marine Librarian beats the opposing model's score then the psychic power is nullified and may not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The Psychic Hood can be used each time an enemy model uses a psychic power.

Purity Seals: If a model who is wearing purity seals falls back, roll one extra D6 for its fall back distance, and then pick the D6 results you want in order to determine the distance fallen back. If a model with purity seals is part of a unit then this ability applies to the whole unit, not just to the model with the purity seals.

Page 34

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Options: Up to two Space Marines in the squad can have: missile launcher at +20 pts; heavy bolter at +15 pts; lascannon at +35 pts; flamer at +6 pts; plasma gun at +6 pts; meltagun at +10 pts. The entire squad can have frag grenades at an additional cost of +1 pt per model and Krak grenades at an additional cost of +2 pts per model.

Page 8, Command Squad

Weapons: The Sergeant is armed with a storm bolter and a power sword. Other models in the squad may be armed with either a pair of lightning claws or a thunder hammer and storm shield.

Page 9, Terminator Assault Squad

Options: Any scout in the squad may replace their bolt pistol and close combat weapon with a sniper rifle at +5 pts, or a bolter or shotgun at no additional points cost.

Up to one scout in the squad may be armed with one of the following weapons: heavy bolter at +15pts; autocannon at +20pts; missile launcher at +20pts.

Page 10, Scout Squad

Options: Up to two Space Marines in the squad may be armed with one of the following weapons: flamer at +6 pts; meltagun at +10 pts; plasma gun at +6 pts.

The Sergeant may exchange his bolt pistol for a close combat weapon for free.

Page 12, Bike Squadron

WARGEAR

Artificer armour (independent characters only)². 20 pts
 Auspex 2 pts*
 Bionics 10 pts*

Page 6

Smoke Launchers: Some vehicles have small launchers mounted onto them that carry smoke charges (or a more sophisticated equivalent in the case of skimmers). These are used to temporarily hide the vehicle behind concealing clouds of smoke especially if the vehicle is moving out in the open. Once per game, after completing its move, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show it is concealed. The vehicle may not fire in the same turn as it used its smoke launchers, but any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are stunned or shaken.

Page 35



Chaplain Xavier takes on Mad Doc Grotznik.

EMPEROR'S CHAMPION

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Emp. Champion	105	5	4	4	4	2	5	2	9	2+

Any Space Marine army may be joined by an Emperor's Champion. If you decide to take him then he counts as one of the HQ choices for the army but does not use up any choices on the force organisation chart. He must be used exactly as described below, and may not be given any additional equipment. He can only be used in a battle where both players have agreed to the use of special characters.

Wargear: Artificer armour, Terminator honours (bonus included above), purity seals, iron halo, master-crafted bolt pistol, the *Black Sword*.

SPECIAL RULES

The Black Sword: The *Black Sword* is a potent power weapon and can be used as a single-handed or double-handed weapon. If used as a single-handed weapon it's treated as a power weapon with +1 Strength, and may be used in addition to the Champion's bolt pistol. If used as a double-handed weapon it counts as being the same as a power fist.

Challenge: At the start of any Assault phase that the Champion is in combat, he may issue a challenge. Your opponent must choose an enemy character to fight him, who is involved in the same close combat as the Champion but doesn't have to be in base contact with him. A challenge can't be refused. Move the models into base contact and fight out the close combat as normal. No other models may attack the Champion or his opponent during a challenge. The outcome of the challenge decides the outcome of the close combat that the Champion and his opponent are involved in; only the wounds they inflict on each other are used to determine which side has won. Wounds inflicted by other models in this combat are not used to work out the result of the combat.

Always an Independent Character: The Emperor's Champion is always an independent character and follows all the independent character special rules as detailed in the Warhammer 40,000 rulebook. He may not be accompanied by a Command squad.

Page 39

SPECIAL RULES

'And They Shall Know No Fear'

Space Marines automatically regroup as they fall back, even if the squad is reduced to less than 50% by casualties, but not if the squad is out of coherency or there are enemy models within 6". If the enemy advance into them the Space Marines are not destroyed and the new assault is treated in the same way as a sweeping advance (enemy striking at +1A the following turn). If the enemy do not advance into them the Space Marines are free to move, shoot and assault normally in their following turn.

Drop Pods

At the start of a battle where you can use the *Deep Strike* rules, you can declare that your Space Marines are deploying by landing in drop pods from orbiting spacecraft. Models doing this deploy using the *Deep Strike* rules in the Warhammer 40,000 rulebook.

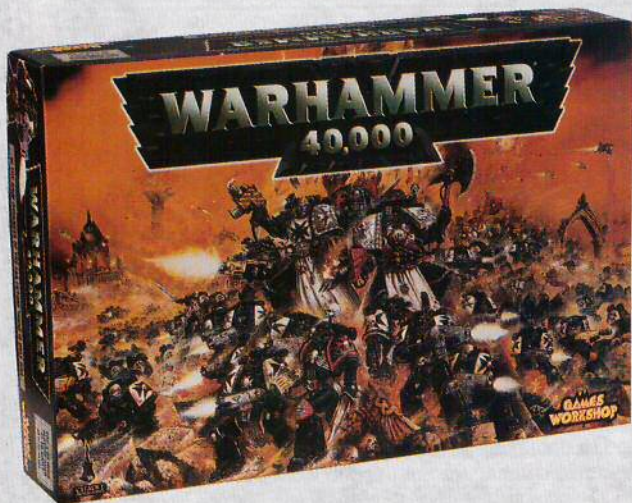
Only the following can deploy from drop pods. No other models in the army can be used in this mission (they stay onboard ship).

- Any Space Marine model in power or Terminator armour
- Space Marine Scouts
- Dreadnoughts and Land Speeders (count as moving over 6" on landing)

Page 5

WARHAMMER 40,000

In the nightmare future of the 41st Millennium, Mankind teeters upon the brink of extinction. The galaxy-spanning Imperium of Man is beset on all sides by ravaging aliens, and threatened from within by malevolent creatures and heretic rebels.



Warhammer 40,000 Boxed game (includes Rulebook)	£50
Warhammer 40,000 Rulebook	£25

Warhammer 40,000 brings the war-torn universe of the 41st Millennium onto your tabletop – the ceaseless din of gunfire, thunderous explosions, the rumble of passing tanks and the high-pitched whining of anti-gravitic motors screaming overhead. You are in command of squad after squad of battle-hardened warriors, futuristic vehicles and devastating war machines. Using Citadel miniatures, Warhammer 40,000 turns your tabletop into an action-packed battlefield. In the grim darkness of the far future there is only war! Will you survive?

The boxed game comes with an extensive rulebook (including painting, modelling and background information), and enough models to field the backbone of two different armies – the heroic Space Marines and the sinister Dark Eldar. It also contains plastic terrain, featuring gothic ruins and jungle trees, as well as plastic weapons templates.



Codex Space Marines £8

Created by the Emperor himself in the dark and distant past, Space Marines are Humanity's finest warriors. Formed into Chapters and deployed in the most hostile battlefields of the galaxy, these elite troops can fulfil any mission and destroy any enemy.

Containing all the rules you need to field a Space Marine army, this book is an indispensable guide for any Space Marine commander.



Space Marine Command Squad

£18 boxed set

Essential for any Space Marine army, the Command squad contains veteran Space Marines whose skills are of great use on the war-torn battlefields of the 41st Millennium. This boxed set contains a Space Marine Commander, a Veteran Sergeant, an Apothecary, a Standard bearer and a Techmarine. Banners not included.



Space Marine Tactical Squad

£15 boxed set

Tactical squads are versatile fighters, able to speed forward in a Rhino and fight enemy in close combat, or stay back and give supporting fire with their heavy weapons. This boxed set contains ten plastic Space Marines, including a missile launcher, flamer, and a Sergeant. Banner not included.

All the models shown of these pages are available from your local Games Workshop store, independent stockist, Mail Order (0115 91 40000) or at www.games-workshop.com

Models shown at 60% actual size

SPACE MARINES



Space Marine Devastator Squad

£18

Space Marine Devastator squads combine heavy firepower with the flexibility of infantry. Able to take up commanding firing positions Devastators can bring their heavy weapons to bear whatever the terrain. This boxed set contains five plastic Space Marines, a lascannon, missile launcher, heavy bolter, plasma cannon, and a Sergeant. Banner not included.



Space Marine Assault Squad

£12

Space Marine Assault squads are the epitome of the rapid response strike team. Soaring over the battlefield, their jump packs allow them to rapidly close with the enemy, and there are few adversaries who can withstand them once they initiate vicious close combat. This boxed set contains five plastic Space Marines with jump packs.



Space Marine Terminator Squad

£15 boxed set

Terminators are the most feared of all Space Marine warriors. They combine centuries of experience with the best armour and weapons that can be found in the Imperium. This boxed set contains five plastic Space Marine Terminators. Banner not included.



Space Marine Rhino

£15

The Space Marine Rhino allows Space Marines to move swiftly to seize an objective or strike deep into the heart of an enemy force. This boxed set contains one Space Marine Rhino.



Space Marine Land Raider

£30 boxed set

The Land Raider is one of the most potent machines of destruction in the Imperium. Capable of carrying a full ten man squad of Space Marines, or a five man squad of Space Marine Terminators, the Land Raider is a powerful addition to any Space Marine army. This boxed set contains one plastic Land Raider.



Space Marine Dreadnought

£20

A powerful armoured behemoth, the Space Marine Dreadnought is piloted by a mighty warrior who has been saved from death by his interment within its armoured sarcophagus. This boxed set contains a single plastic Space Marine Dreadnought.

ANCIENT THREAT

Next issue sees the return of an ancient and most formidable foe to the battlefield of the 41st Millennium – the Necrons have risen to plague the galaxy once again!

A sparkling new 64 page codex along with an excellent range of new miniatures will start hitting the shelves next month.

The mists of time have finally lifted to unveil the ancient masters of this unliving race.

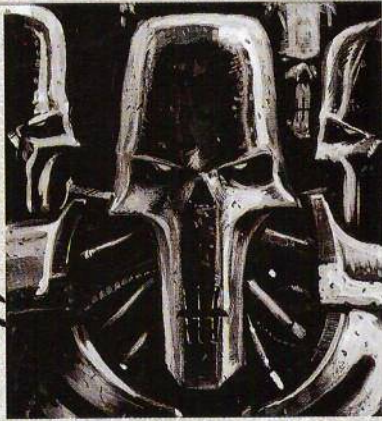
Check out next issue and you'll have no doubt this metallic horde is a very lethal foe indeed...



The Necron Destroyer is now a superb new plastic kit.



At the core of any Necron army are the Necron warriors. New plastic models have been sculpted by Jes Goodwin and Colin Grayson.



Explorer Adept Gliveo Drass recalibrated his optic slightly and peered once again at the panoramic auspex. The wizened flesh of his forehead furrowed as he scrutinised the viewscreen, calling over his assistants from the makeshift research station for their opinion. Berien was a dead world, and extensive research indicated that it had been entirely bereft of life for sixty million years. And yet the auspex indicated several dozen readings making their way toward them from the tomb complex.

Looking up, Drass recoiled in horror. The entrance to the immense pyramidal structure that they had been trying to penetrate since the landing now gaped open. Moonlight slanted into the darkness within.

A sharp cry of alarm disturbed the unnatural quiet, and Drass turned to see silvered, scuttling forms boiling up from the sand around Magos Equiline's research team. Insectoid constructs by the hundred were taking flight, a whirlwind of shining

carapaces and whickering mandibles that hid the team from view for a second before dissipating. Equiline's team were gone. Bloody bones and rags littered the sand.

Drass felt bile rise in his throat as he turned back to the mouth of the tomb complex to see a group of skeletal, metallic warriors emerge into the moonlight. Necrons. Hurrying toward one of the thick defence bulkheads his team had erected, he huddled into cover and gave the command to open fire. The servitor-controlled autocannon mounted within bucked and spat, and the lead warriors were punched off their feet in an explosion of sparks. Drass's worst fears were realised as the warriors rose again, whole once more.

Ahead, he could see Adept Faistos flattened against the second of the bulkheads interposed between them and the advancing aliens, fervently chanting the rite of exorcism, tears streaking his face. Suddenly, Faistos began to shake, shrieking

hideously as his body convulsed in pain, his chest collapsing to leave a gaping, crimson hole. His corpse slumped, revealing the ragged tunnel the Necron weapons had burrowed through the metre-thick bulkhead.

The ancient walls of the tomb complex began to resound to the sound of screaming.

Sweat trickled around the augmetic implants in Magos Drass's eyes as he crouched, foetal, in the shadows. The autocannon was out of ammunition. His team were all dead, slaughtered in the space of a minute. Over his rapid breathing, he thought he could make out the faintest of footfalls approaching the bulkhead. The moon disappeared behind a cloud for a second.

Explorer Adept Drass looked up to see a metallic skull a foot away from his own face. An eternity of hatred stared back.

**SPECIAL
PREVIEW!**

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SPECIALIST GAMES RANGE

Coming soon – a new range of specialist games catalogues. These catalogues contain the complete range of miniatures for each of the specialist games ranges. You can use these catalogues to order miniatures and components for your favourite specialist games, either through the store order point, on the website at www.games-workshop.com/storefront or from direct sales on 0115 91 40000.

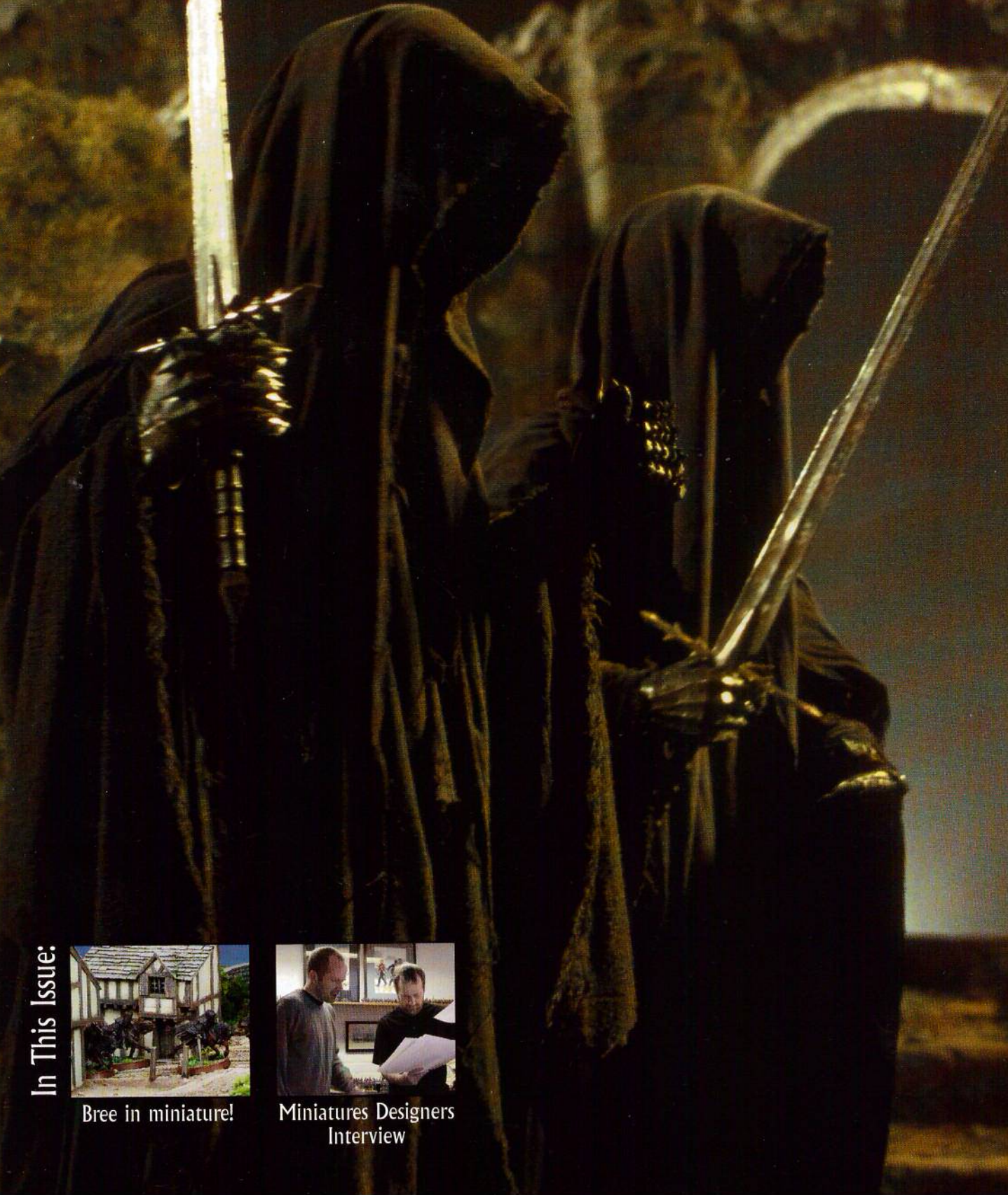


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THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING™



In This Issue:



Bree in miniature!



Miniatures Designers Interview

Alan Perry and Michael Perry are two of Games Workshop's most experienced miniatures designers, and were responsible for sculpting many miniatures for The Lord of The Rings. Space McQuirk recently spoke to them about the project.

BROTHERS IN ARMS

An interview with Alan Perry and Michael Perry



Michael Perry



Alan Perry

New Line Cinema were very helpful and any information the twins wanted was quickly made available to them. The film company put a great deal of trust into the hands of these designers, which explained the high levels of secrecy. As it turns out the twins had a hidden ally in the development. For many years they have been good friends with Jon Howe (conceptual artist on the film) and he came to their aid on more than one occasion, supplying them with information vital to the miniatures they were working on.

Both of the brothers regret not being able to visit the sets whilst filming was in progress. Not just because of missing out on a fantastic paid holiday to New Zealand, but there were lots of bits of equipment that they could have really done with seeing first hand. Elements such as the clasping on Gandalf's sword belt and the dagger handles could not be seen clearly from the images they had been sent. Each one of the models they have sculpted features somewhere in the film, but not only that, their appearance and the equipment they carry is 100% faithful and accurate.

The Lord of The Rings is such a colossal project in terms of detail and schedules that we needed to add more design resource to it, as the workload was more than Alan and Michael alone could manage. Brian Nelson and Gary Morley stepped into the breach. Brian took over much of the work on the Fellowship models, which the twins felt were more suited to his perfectionism, while Gary took the Elves. Whilst Brian and Gary

Last summer things went eerily quiet as Alan and Michael Perry vacated their office to start work on the mysteriously named Project X. Both Alan and Michael had begun sculpting the miniatures for The Lord of The Rings game, a project shrouded in unheard of secrecy.

Alan and Michael have been involved on the project from a very early stage. This isn't surprising when you consider that these two are Games Workshop's longest standing figure designers. When Games Workshop launched a bid to New Line Cinema for the rights to make the game, it was Alan and Michael they first turned to. Both were called upon to study trailers that New Line had released, and sculpt Goblins and Uruk-Hai from the images shown.

Initially, the twins had no idea of the scale of the creatures and working with just the images from the film clips proved problematic. For example, what was thought to be Uruk-Hai turned out to be Moria Orcs. Nonetheless they surpassed all expectations and it was thanks in no small way to them that Games Workshop won the contract. From that point on the Perrys worked solely on The Lord of The Rings.

The twins were sent a vast ream of paperwork and books. These books, which had been sent by New Line Cinema, were filled with pictures of the celebrities, dressed in their fantastic costumes; as well as architectural plans and concept designs. A CD also arrived,

packed with images of the film. Some were back stage shots, others CGI images. Every extra in the film was captured on the disk, and it was from these images that they were able to start their sculpting. New Line Cinema and Games Workshop were very insistent on the miniatures portraying an accurate representation of the characters as they appear in the film. Michael and Alan both agreed that this was one aspect of the sculpting that they found most rewarding. They have both designed a large number of historical miniatures in their spare time and love the sense of realism that can be created. The end result was a new scale and appearance to the models. The twins had to go to complex, painstaking lengths when adding detail to the figures and everything was sculpted with total accuracy, directly copied from images of the film.

Michael lost his lower right arm in 1996 after an accident during a War of the Roses re-enactment in France. He had been loading a cannon when it went off prematurely. At first he was worried that it would mean the end of his career as a sculptor, but within weeks found that he could hold the models with his new prosthetic arm and still sculpt to the same high standards with his left hand.



A selection of The Lord of The Rings miniatures sculpted by Alan and Michael.



Lurtz



Uruk-Hai Warrior



The Witch King



Ringwraith



Mounted Ringwraith



Moria Goblin



*Moria Goblin
Bowman*



*Men of Gondor
Bowman*



*Men of Gondor
Spearman*



Cave Troll



Orc Warrior



Orc Warrior



Orc Warrior



King of Men

sculpted the vast majority of the characters, the twins still found time to work on versions of Boromir, Legolas and Aragorn. Alan was delighted to be able to sculpt the Cave Troll but found some problems with the creation of this miniature. Working so far in advance, alongside the film's development, meant that sometimes creatures changed, and this led to Alan having to throw away his original sculpture and start afresh.

As the project moved on and the core range of models was completed, the sculptors were given more free reign with some of the poses. This led to Michael sculpting the fallen figure of Boromir with arrows protruding from his chest.

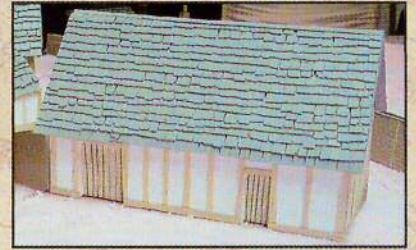
After the sculptors were happy with their creations and the first models had been sent down from the casters, it was time for the figure painters to join them and start painting the new miniatures. There was a great atmosphere in the room and everybody was excited about the project. After their isolation for such a long period the twins found any new company was greatly appreciated. The painters worked on duplicate versions of the models based on characters in the film. One of each was then sent off to New Line for the actors' approval while the Studio kept the other.

As to which of the models were their favourites to sculpt, surprisingly enough it

was neither the Balrog nor the Cave Troll. Both agree that by far the best figures they worked on were the Ringwraiths. In the film, these menacing villains are wearing many layers of cloth and this was a challenge to sculpt. Both of the twins enjoy sculpting flowing models with sweeping movement. This plus the fact that they are arch villains, were the primary reasons that they found these models the most fun to work on. Both of the twins modelled the Ringwraiths but Michael, who has a penchant for sculpting horses, enjoyed working on the mounted ones most of all.

BREE GAMING BOARD

Once production of the metal miniatures was complete, Games Workshop decided to put the Perrys' wide range of talents to a new use. The new scale model range would also need some new scenery to go with it. At first the idea of producing Amon Hen was proposed to the brothers. Whilst the idea of making scenery was a welcome break, Michael and Alan wanted something that would challenge their skills slightly more than simply making trees and ruins. It was then, amongst the reams of information New Line had sent, that they stumbled on the architectural design plans for the town of Bree. This was something that they felt would challenge their skills much more.



thickened with a filling of foam. Using plastic brickwork bought from a hobby shop for the stone walls of the buildings, they added the exterior timber detail using strips of balsa wood.

The roofs were made by gluing small tiles of card onto a long strip and then having this moulded in resin to cut down on hours of gluing individual tiles. The windows were made using wire mesh and the odd window was bought from a hobby shop. Both Michael and Alan are keen gamers, so when constructing the board they were careful to keep gaming on it in mind. As a result the stables and the Prancing Pony were made with detachable roofs so that they could play scenarios which make use of the interior of the buildings. Michael and Alan then added extra detail to the Prancing Pony by making the first floor detachable as well, so that it could be used as a multi-layered terrain piece.



Alan and Michael study the detailed plans of Bree.

They started by making a table for the town. The plans they had been sent were highly detailed, right down to the contours of the hills that surrounded Bree. With their meticulous eye for detail they started to build up layers of hardened foam, using a razor saw to cut it into shape.

Once they had built the basic layout of the board they went back to the plans and began to take notes on the details of the buildings. The plans only showed the houses from the front, but Michael and Alan have a strong interest in

all manner of historical periods. Some of this included knowledge of the general structure of medieval buildings and so they were able to plan out the rest of the buildings' design. They constructed the basic framework for the buildings from Foamcore – strips of card that are

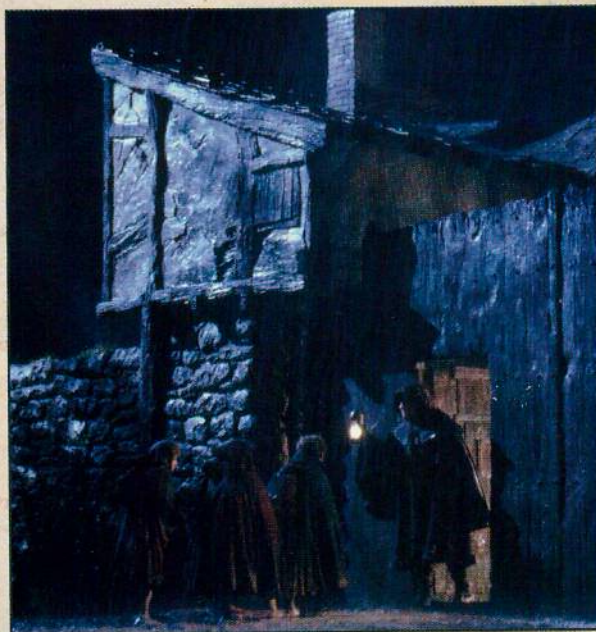


The entire Bree gaming board.

THE GATEHOUSE



Alan and Michael have gone to great lengths to match the film.



The Hobbits arrive at Bree.

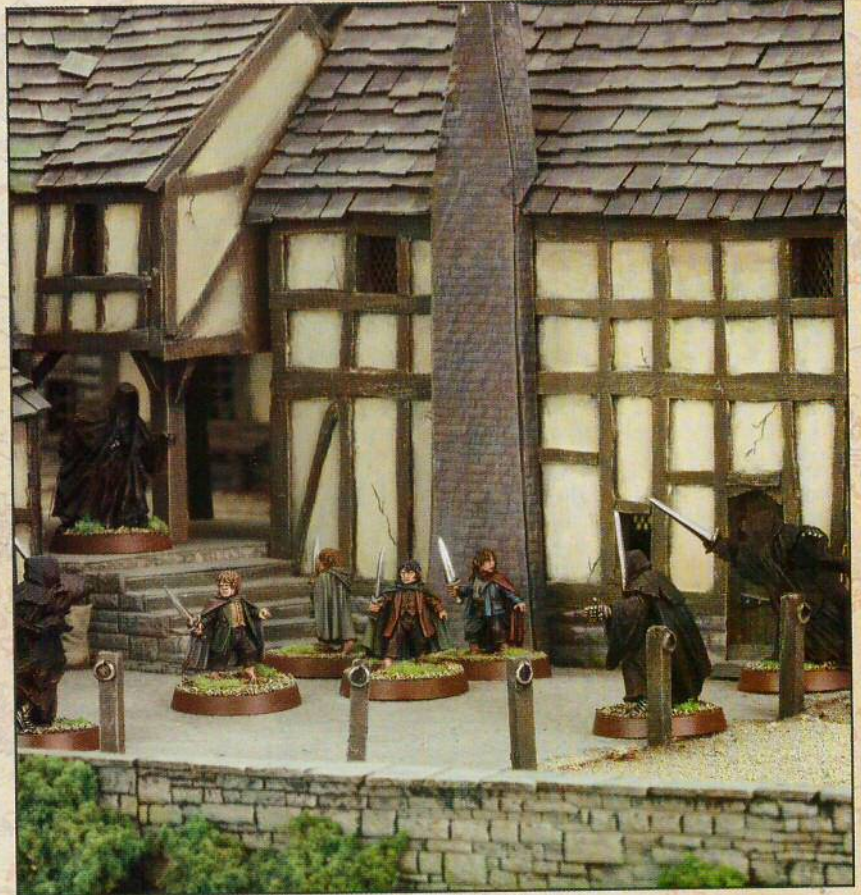


Ringwraiths thunder through the gates.





Once the buildings had been made, they were positioned accurately onto the scenery so that recesses could be cut out from the slopes to allow buildings to stand straight. After these sections had been cut out, the roads on the scenery board were covered with polyfilla and wheel tracks were made. The buildings were then painted and glued into position. With the buildings in place, the board could be painted and static grass matting glued onto the hills and fields. A door mat was cut to shape and placed in front of the town wall to represent a cornfield, and flock was placed on the board for the bushes. The trees were made from twisted wire which had been then covered with PVA. Once this had set they were painted before rubber horsehair was placed onto the tops. This filling material makes excellent twigs and doesn't need painting. Flock was then glued over this for the canopy of the trees.

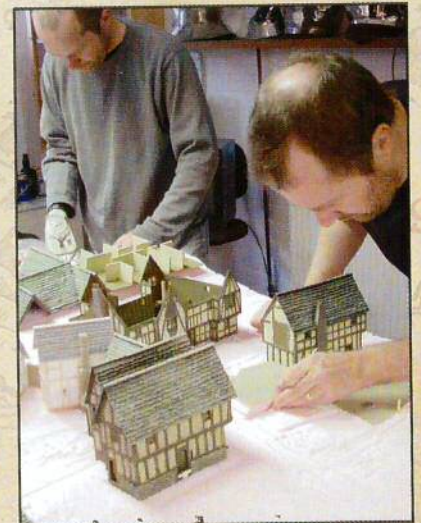


The Ringwraiths attack the Ring bearer.



The Hobbits hide from the Ringwraiths.

For the time being Michael and Alan are enjoying sculpting the final few models from *The Fellowship of The Ring*. At the moment Alan is working on the wounded Elendil and Michael is designing Sauron. They both know that their work on the project is far from complete, as not too far in the distant future they will start work on miniatures for the second film. New Line Cinema have already sent in new plans and concept sketches, so the process can begin once more.



THE PRANCING PONY INN



The Prancing Pony Inn.



The Ringwraiths arrive at the Prancing Pony Inn in search of the Hobbits.

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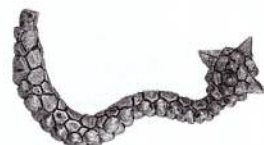
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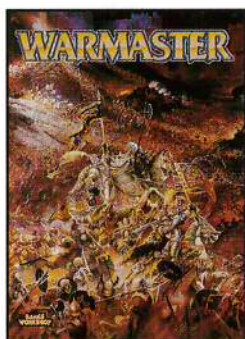


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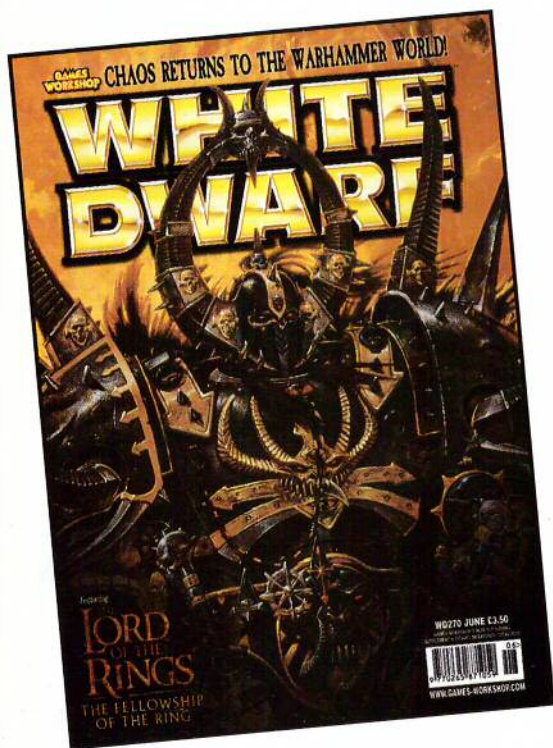
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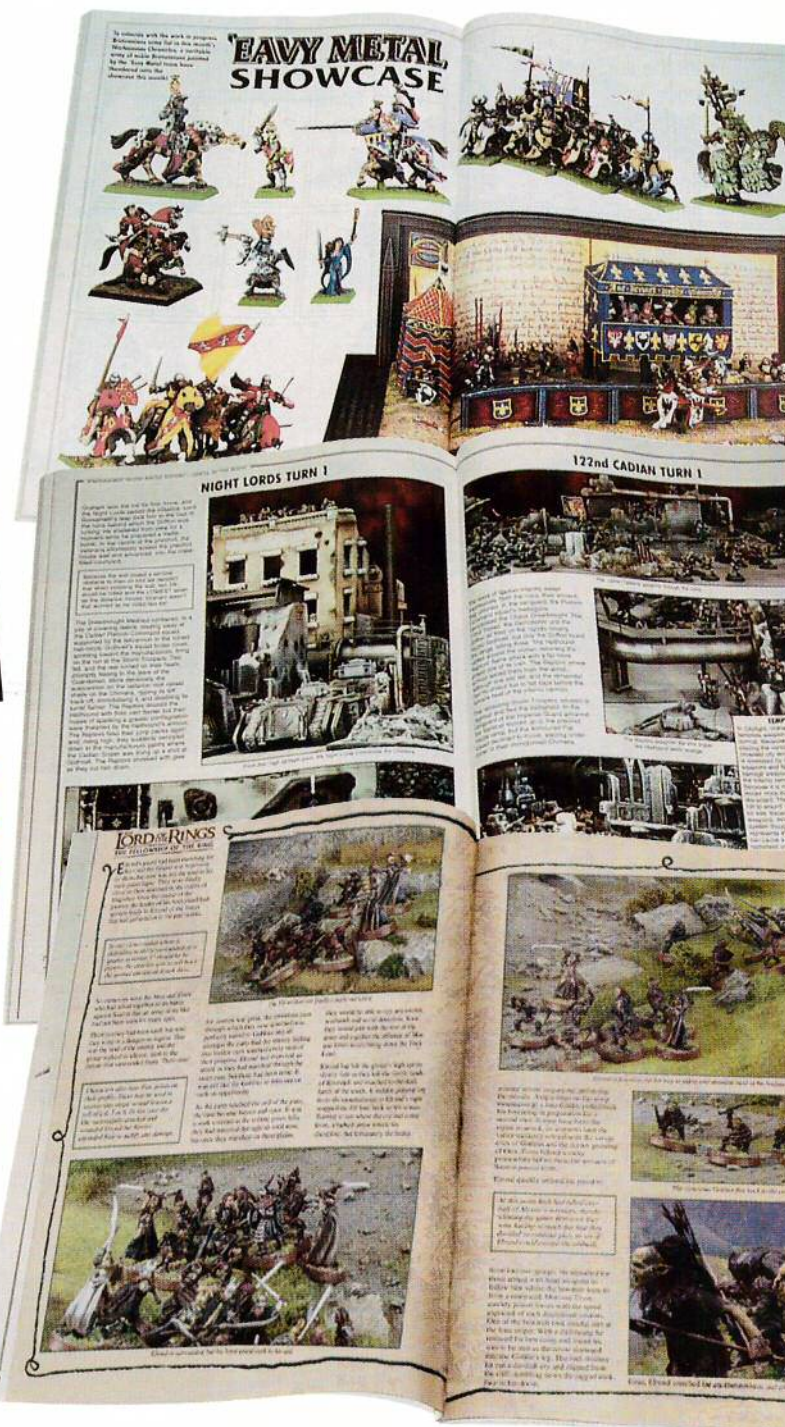
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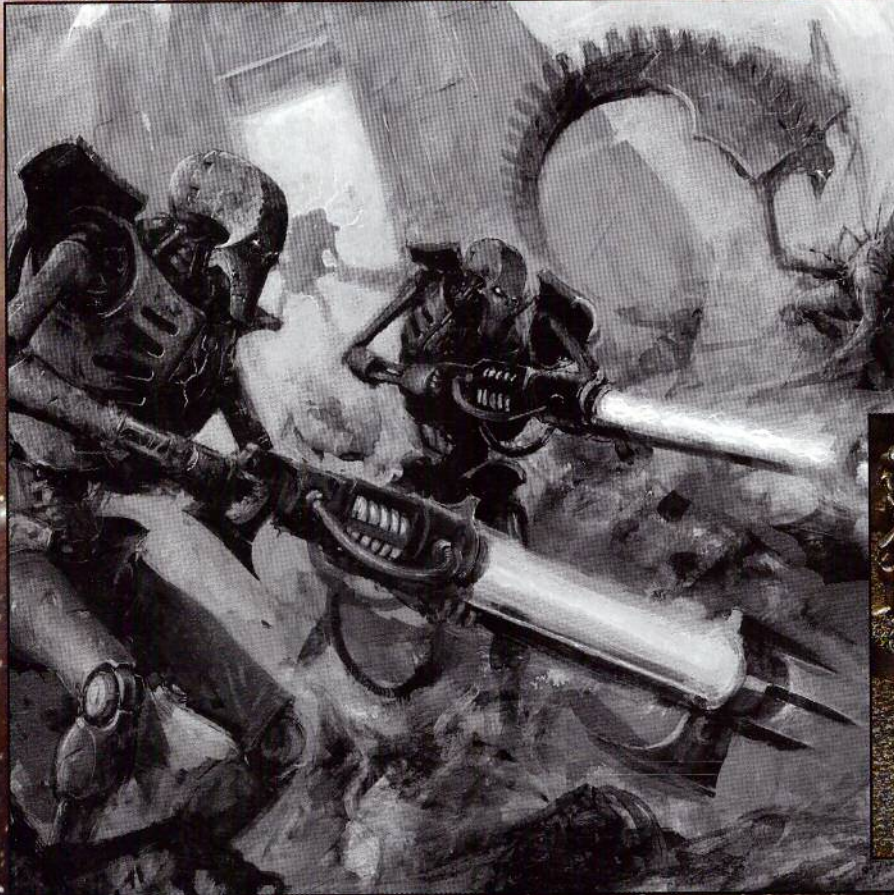
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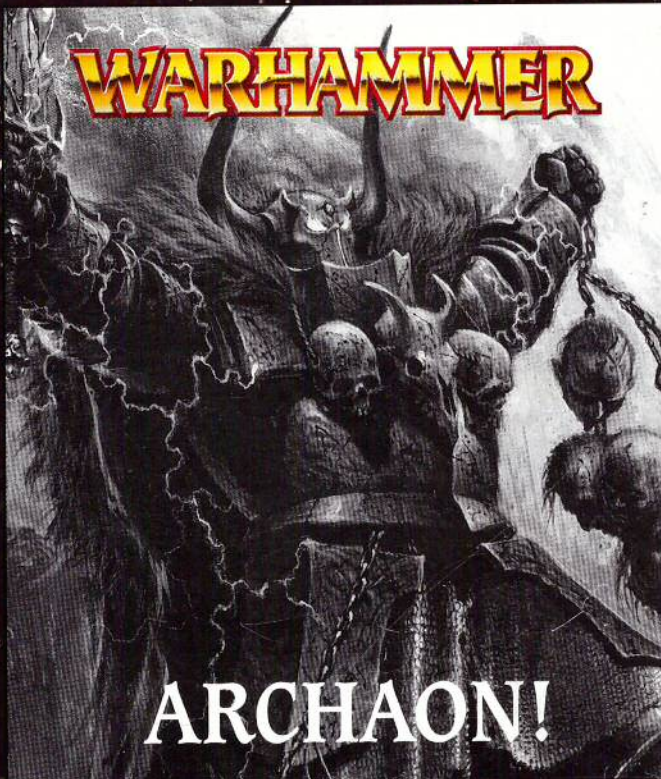
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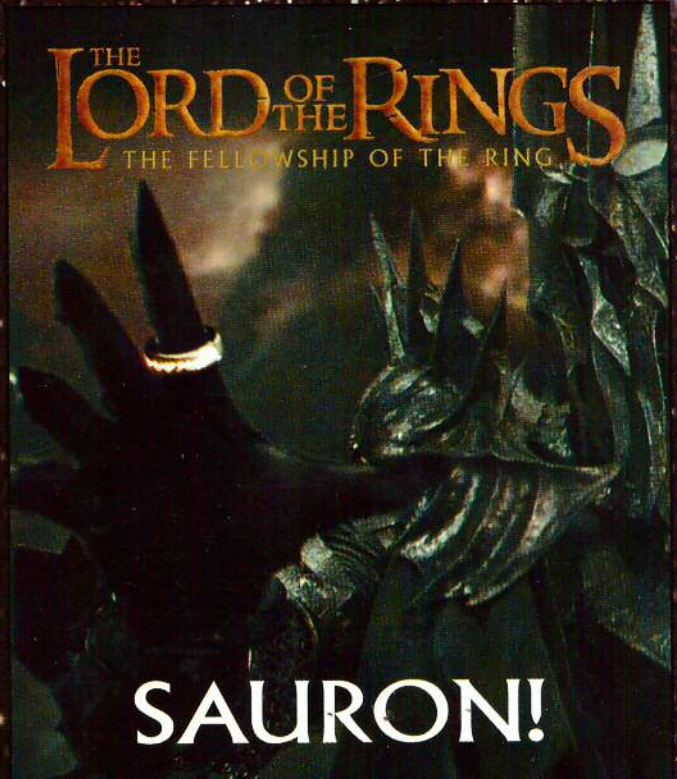
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