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WHITE DWARF



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**THE
LORD
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RINGS**

**THE FELLOWSHIP
OF THE RING**

WD273 SEPTEMBER £3.50

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



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WHITE DWARF

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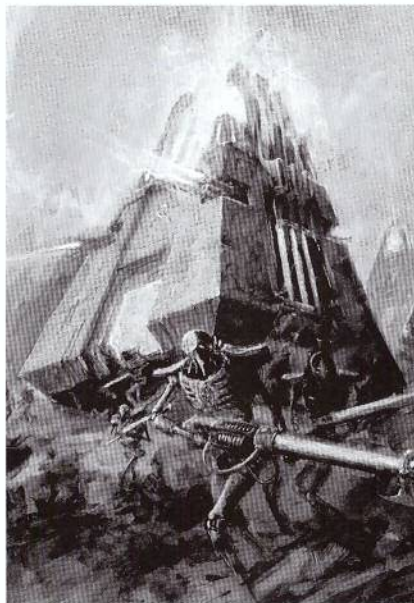
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The Black Templars charge headlong into the Orks in this month's battle report.

CONTENTS

REGULARS

- 2 **Games Workshop News**
The world according to Games Workshop.
- 10 **Modelling Workshop (Warhammer 40,000)**
Building a Necron Monolith.
- 18 **Modelling Masterclass:**
Paul Rudge's Necron Destroyers.
- 28 **Painting Masterclass:**
The Deceiver.
- 42 **Lure of the Gods (Warhammer)**
First blood on the road to victory.
- 54 **Gaming Clubs**
Warhammer World.
- 62 **Pale Riders (Warhammer)**
Mike Walker takes a look at Fast Cavalry.
- 72 **Chapter Approved (Warhammer 40,000)**
Trial Assault rules.
- 94 **Faith In Vengeance (Battle Report)**
Black Templars go toe-to-toe with Orks in this battle report showcasing the trial Assault rules.

FEATURES

- 6 **Living Metal (Warhammer 40,000)**
The new Necron Monolith teleports in.
- 22 **Eldar Mythology (Warhammer 40,000)**
Translations of pertinent Eldar mythic cycles.
- 30 **Ancient Architecture (Warhammer 40,000)**
A closer look at the Necron tomb world terrain.
- 34 **Despoilers of Purity (Warhammer)**
This month's Chaos new releases.
- 36 **The Dark Prince (Warhammer)**
Slaanesh, Lord of Pleasure.
- 38 **Servants of Slaanesh (Warhammer)**
The Studio's Slaanesh army.
- 48 **The Path of Damnation (Warhammer)**
- 70 **Codex: Chaos Space Marines (Warhammer 40,000)**
A special preview of the upcoming Codex.
- 76 **Necron Heavy Fire Support (Warhammer 40,000)**
Making the most of your Necron Destroyers.
- 84 **Assault! (Warhammer 40,000)**
How the new rules can affect your army.
- 112 **Pit Fighter (Mordheim)**
A new warband for Mordheim.
- 114 **Fanatic News and Releases**
What's up and coming in the Specialist Games range.

THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

This month's The Lord of The Rings coverage starts on page 117.

The Dark Lord Sauron is unleashed on the Last Alliance in this month's The Lord of The Rings battle report.

We have a Mounted Arwen Masterclass and a new Scenario in which to use her, 'The Race To Bruinen Ford'.



One of the things I love about this hobby so much are the tangible elements of painting and modelling. I've long been a scale modeller, starting at a very early age with military kits, progressing through those to role-playing games, and finally gravitating to Games Workshop miniatures. Nothing gives me more joy in this hobby than completing a model I've lovingly converted and painted. Of course, it's great to take it onto the battlefield with the rest of my army, but if I had to choose between the gaming side and the painting/modelling side I'd come down on the painting side of the proverbial fence. Luckily, we're spoilt and don't have to choose – we can have it both ways!

This brings me to a conversation I had recently with Alan Merrett, our Group Intellectual Property Manager. Alan is a Games Workshop veteran with a very passionate outlook on the hobby (you'll have seen his Space Marine army in Codex: Space Marines). The conversation had started quite naturally about football and what the coming season would hold for our respective sides. All this went on whilst I was painting my latest acquisitions for my new Chaos army, and eventually we started to ruminate about the painting aspect of the hobby.

One of the comments Alan made regarding the standard of painting stuck in mind in particular: there are two quite separate styles painting in the Games Workshop hobby.

Surely painting is painting? Make yourself comfortable and I'll explain...

Anyone who has been to Golden Demon at Games Day will have been bowled over by the best of the entries. Painstakingly converted and meticulously painted these are the pinnacle of the art of painting and modelling a Games Workshop miniature. These finished pieces stand as showcase models in their own right – perfect for display purposes and rightly drawing admiring glances from all who see them. However, these pieces aren't at all suited to playing games on the tabletop – they are far too delicate and precious to risk being damaged in the maelstrom of battle.

No, these showcase models are for display purposes only. That doesn't diminish their beauty and the long, long hours the painter has put into their masterpiece. Far from it – one of the most

popular elements of Games Day are the Golden Demon painting competitions and one of the most eagerly awaited issues of White Dwarf is that which covers the winners of the competition.

But what of the other style of painting? We refer to this as 'army standard' and as the name suggests is the art of painting your models to take to the field of battle. Army standard is as much an art to master as the incredible showcase

simple but quick finish to the models so you can start playing as soon as possible, or whether you want to spend more time and attention on the army. There are some simple techniques that can help you achieve great results in a short period of time and we'll be rolling those out to you in coming issues.

So, you can see there are two very different tracks of painting in the Games Workshop hobby and within each of them there are different criteria that really do make this hobby one of immense variety and creativity.

So, I'll get to the underlying reason for this preamble: I often hear hobbyists decrying the fact that models in their army are not up to the standard of the models shown in the pages of this very magazine - they seem to think that to have a nice army they must paint every model like a Golden Demon winner.

That is, of course, plainly wrong and just goes to show that there are two very different painting elements to this fine hobby. Mixing the two simply compromises the best elements of both styles and unless you want to spend the rest of your life painting each model in your 2,500 point Warhammer army as if it was a Golden Demon competition entry, it's not an option in any case!

We only have a finite number of pages in White Dwarf that we can dedicate to gamers' armies and when we do we'll tend to pick on those that stand out from the crowd – those that are very special and inspirational. In my opinion, the best armies are those that have a coherent look and have effective but uncomplicated paintjobs free from the intricate detailing of the showcase models. They don't need multiple conversions – just neat paint jobs to a limited palette of colours.

Whichever level of army standard painting you opt for there is only one binding rule – there's no right or wrong – you should be painting for yourself. You are, after all, the person that will be collecting, painting and playing with the army...

Until next month...



This issue sees the release of Fantasy Miniatures - a book dedicated to the best models from around the world.

models. There are different criteria to consider, though – an overall theme is quite possibly one of the most important considerations – it's certainly amongst the first things I postulate over when I start a new army. These themes can be anything from making the army all mounted (cavalry, flyers, chariots, etc.) to which Empire region's colour scheme to follow. As you can see there's as much, if not more, work in this element alone as there is in a Golden Demon winner's entry.

Other considerations to be made when putting together an army to this painting style are whether you're going for a

Paul Sawyer
Editor



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Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter but it may take a little time for us to reply to you, so please be patient!

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<http://www.games-workshop.com>



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AND THE DEAD GO MARCHING ON...



It's not just the terrible threat of Chaos that is troubling the Warhammer world, now the bone legions of Khemri are rising from their long rest and marching to war under the banners of the Tomb Kings.

It's exciting news as the next Warhammer Army book to be released will be the Tomb Kings. Alongside the Army book will be an entirely new range of miniatures sculpted by the designers you know and love.

It's not just the Figure Designers who have been hard at work though. 'Eavy Metal have been busier than ever too and the Artists have created some incredible work, which you can see a small selection of, here!



INTO THE WARP

With the upcoming release of the fantastic new Codex: Chaos Space Marines, and the accompanying miniatures range, some of our older Chaos Space Marines models have now achieved 'classic' status. What this effectively means is that you will no longer be able to buy them from the shelves of our stores.

Fear not though as these mighty warriors are still available from our in-store order point, Direct Sales and the web store! To get your hands on these classic miniatures (everybody has a favourite model from bygone years), ring Direct Sales on 0115 91 40000, drop into your local Games Workshop Store, or visit our web store at:

www.games-workshop.com/storefront

PAGES FROM THE PORTAL

As part of their ongoing Chaos support, the Web Team will be adding a homepage and gallery devoted entirely to the Dark Prince... Slaanesh.

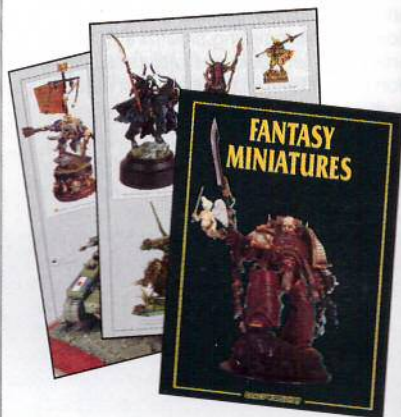
Also, coming soon to the Warhammer Chaos section of the website is Adrian Wood's huge Chaos army, 'The Undivided.' This will look at the decisions Adrian made selecting and painting the army.

Make sure you venture over to the Web Team stand at this year's Games Day as they have something very special planned. They will be fighting a live multi-player battle report featuring Adrian Wood, Mark Raynor, Mark Owen and Dylan Owen.

www.games-workshop.com

OUT THIS MONTH:

FANTASY MINIATURES



FANTASY MINIATURES

This is a collection of some of the finest miniatures, created by many talented modellers and painters from around the globe. As a showcase of this increasingly popular hobby, the highly detailed models featured within its 64 pages will no doubt inspire hobbyists the world over.

FANTASY MINIATURES £10.00

Denmark kr 125.00
Sweden kr 150.00
Euro 17.50

WHITE DWARF DATABASE

Ever had trouble finding that elusive article amid your towering pile of White Dwarf back issues? There is now a solution to all of your White Dwarf article queries! We now have put a searchable database going back to WD100 on the website. Where you can search the database by keyword, game system and type of article. You can find it at:

www.games-workshop.com/whitedwarf

The White Dwarf database has been developed in conjunction with Mr Andrew Fawcett and Doctor Ian Fawcett of the website Critical Hit.

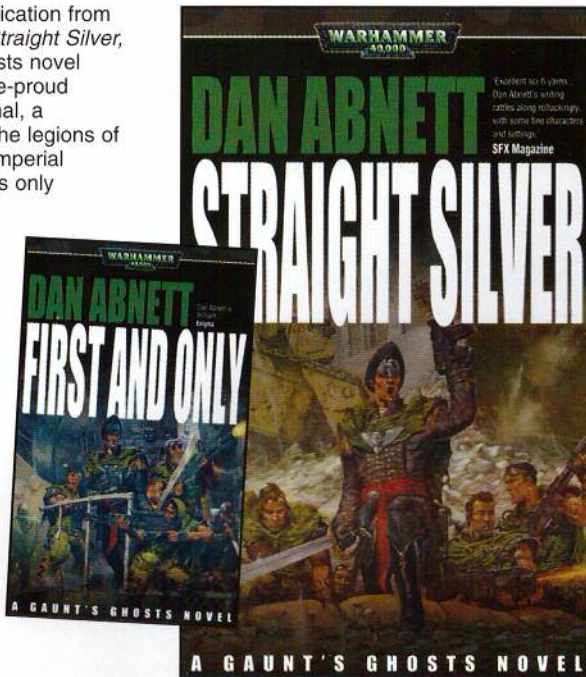
www.criticalhit.co.uk

STRAIGHT SILVER

We have received a communication from the Black Library regarding *Straight Silver*, the forthcoming Gaunt's Ghosts novel from Dan Abnett. On the once-proud Imperial world of Aexe Cardinal, a ferocious land war rages as the legions of Chaos stubbornly resist the Imperial Crusade. Perhaps the Ghost's only chance of surviving the meat-grinder of a frontal assault is to volunteer for a mission so dangerous no one else will attempt it.

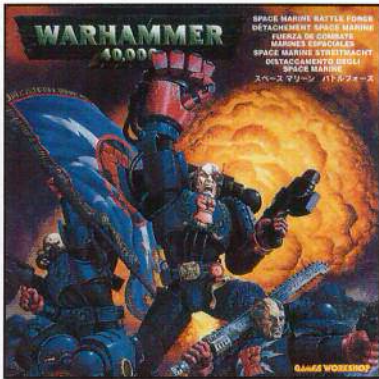
The novel will feature a new style cover featuring art by Adrian Smith. It will be released alongside similarly restyled versions of the classic Gaunt's Ghost novels, *First and Only* and *Ghostmaker*.

All three will be available in Games Workshop stores and all better book shops in November.



OUT THIS MONTH:

SPACE MARINE BATTLE FORCE



Tactical squads form the core fighting force of each Space Marines Chapter. They can hang back and soften up the enemy with firepower, or speed forward in the Rhino and launch an assault.

Bike squadrons are often used for reconnaissance missions into enemy held territory. When part of a larger force, their speed and hitting power give Space Marine commanders a fast hard-hitting punch to their attack.

Assault squads are great for spearheading an assault or using in reserve to launch a counter-attack.

The Space Marine Battle Force boxed set contains:

- 10 Tactical Space Marines
- 5 Assault Space Marines
- 1 Space Marine Rhino
- 3 Space Marine Bikes
- 1 Set of Jungle Trees

These models require assembly.

SPACE MARINE BATTLE FORCE £50.00

Denmark kr 600.00
Sweden kr 700.00
Euro 80.00



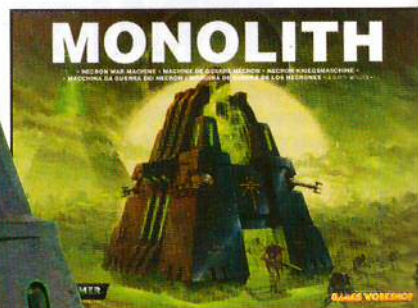
BULLET POINTS

- Work has started in the Studio on the Warhammer Lizardmen Armies book. The sculptors have been producing some fantastic new models and we've been hearing rumours of a rumble coming from the jungle!
- On Friday 5th July, Pete Haines and Andy Hoare played a battle report in Warhammer World, to showcase the new Codex: Chaos Space Marines. The battle report itself will be published in White Dwarf 275. The action was available live if you logged onto our Web Cam, but for those of you who missed the live footage, we have published some photos which show the Black Legion battling against the Iron Warriors amidst a ruined cityscape. Look out for more White Dwarf battle reports on the web.

www.games-workshop.com/whitedwarf/battlereports/

- Winter has put an end to the massed battles in the Studio's Warhammer campaign. Large armies are finding it impossible to manoeuvre in the cold and snowy conditions. Only small skirmishing bands of soldiers can hope to bring battle to their enemies.
- The first few of the new Chaos Space Marines hatch sprues have landed in the Studio. Chaos tanks are now being festooned with a variety of icons and the Havoc missile launcher seems to be a popular choice.

OUT THIS MONTH:
**NECRON
MONOLITH**



NECRON MONOLITH

The Monolith combines the properties of a transport craft and armoured destroyer. It is capable of unleashing a vast amount of firepower at enemy squads, or transporting Necrons into the heart of the battlefield. A Necron Monolith is a Heavy Support choice.

This boxed set contains 1 Necron Monolith plastic kit, designed by Tim Adcock and Jes Goodwin.

This model requires assembly.

NECRON MONOLITH

£30.00

Denmark kr 350.00
Sweden kr 400.00
Euro 50.00

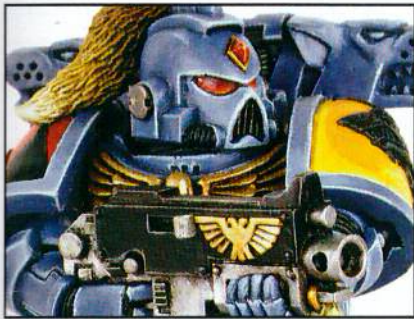


SIDESHOW SPACE MARINES

Coming Soon: Space Marines – Warriors of the Imperium.

Games Workshop has granted Sideshow Toy the license to produce a range of Warhammer 40,000 Collectables. These limited editions are 4" tall, pre-painted, polystone models on scenic bases. The first releases are four Space Marines, all from different Chapters (see photo). They are individually named and come with their own background story. There will be another twelve Space Marines to follow, including heavy weapon Space Marines and other types that will link to the initial releases. For regular updates, or to place your pre-orders, visit:

www.Sideshowtoy.com



THIS MONTH'S RELEASE FOR THE LORD OF THE RINGS Mounted Arwen

Arwen Evenstar is the daughter of Elrond and, like her father, a person of great power and courage. Arwen manages to rescue Frodo from the clutches of the Ringwraiths and races away to safety. You can recreate this scene from the film using the Escape to Bruinen Ford scenario presented later in this issue.

This blister pack contains 1 mounted Arwen model, designed by Gary Morley.

This model requires assembly.

MOUNTED ARWEN £6.00

Denmark kr 125.00
Sweden kr 150.00
Euro 17.50



EUROPEAN GRAND TOURNAMENTS

THE FIRST SCANDINAVIAN WARHAMMER GRAND TOURNAMENT

This event takes place in Stockholm, Sweden on the 16th and 17th of November, 2002.

More information can be found at:

www.games-workshop.com/wdmagazine/swedenGT

DUTCH GRAND TOURNAMENT ANNOUNCED!

In October, both Warhammer Fantasy and Warhammer 40,000 players can join the elite of the Games Workshop wargaming world at this event.

More information can be found at:

www.games-workshop-hobby-nl.org

WARHAMMER WORLD MUSEUM OPENS

Have you ever wondered what the 'Eavy Metal miniatures look like in real life? Or wanted to see the original artwork for a Codex cover? Well, now's your chance! The Warhammer World Museum has reopened following a serious facelift. Currently on exhibit until January, 2003:

- Chaos in its many guises in the Warhammer world.
- Adeptus Astartes – Space Marines original artwork and miniatures.
- Warhammer 40,000 life size weaponry.
- The works of Christian Blair, Golden Demon Slayer Sword winner, 2001.

Tickets are available from the Warhammer World store and are priced at £3. Guided tours will be run at midday, 2pm and 3pm with an additional tour on Saturdays at 11am.

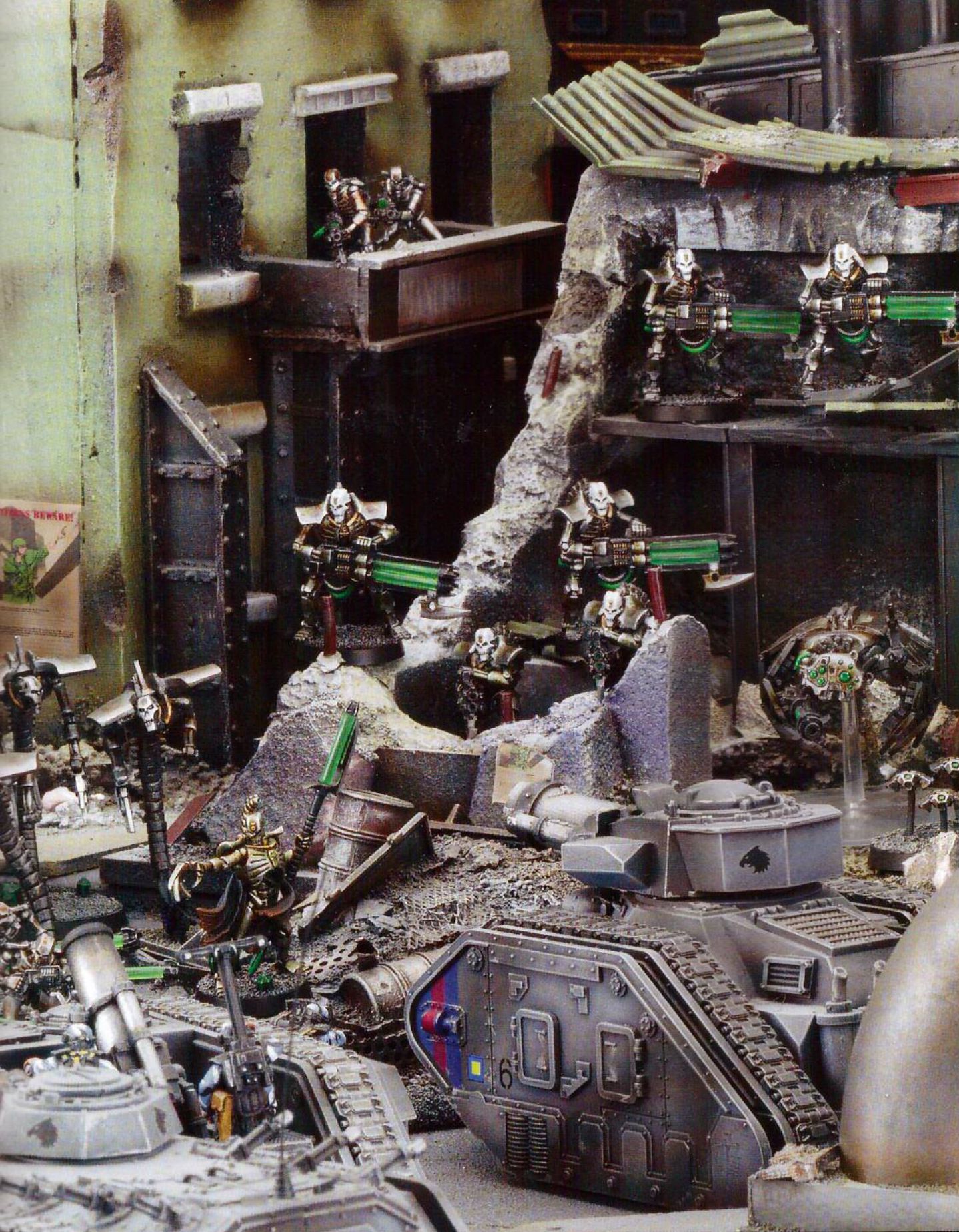
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MONOLITH



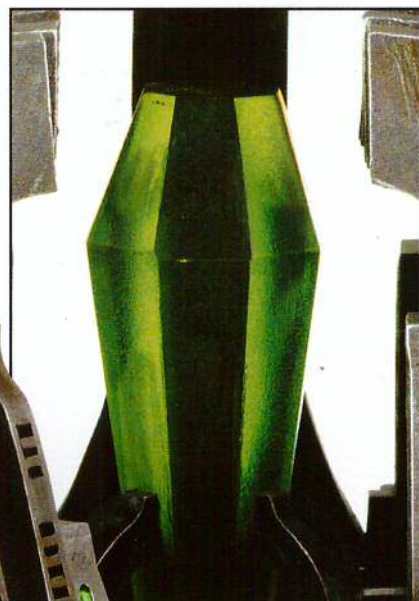
The Monolith combines the properties of transport craft, armoured destroyer and Necron power icon. Its ponderous form floats across the battlefield, its crystal core pulsing with sickly energy, powerful beams of gauss lightning whipping from its weapon mounts. The frontal section is capable of opening a dark portal and transporting Necrons to the battlefield to cause fresh havoc.

LIVING METAL!

Here in all its glory is the new Necron Monolith, released this issue. It comes complete with a host of exciting features such as sliding doors and rotating weapons.

The new Necron Monolith teleports in

It has taken us well over a year to bring the monolith into production what with Tim Adcock first starting work on the project in early May of last year. The Monolith is the largest plastic kit that we have ever made, and it stands just under a whopping 22cm tall (and that's without the flying stand).



MONOLITH

	Points	Front Armour	Side Armour	Rear Armour	BS
Monolith	235	14	14	14	4

Type: Tank, Skimmer.

Crew: None.

Weapons: Gauss flux arc (see below).

Transport: Special.

SPECIAL RULES

Living Metal: The Monolith is made of living Necron metal which is not only self-repairing but is capable of adapting its structure to resist incoming attacks. Attacks which count the target's Armour Value as being less than it really is (such as bright lances and blasters) do not do so against the Monolith. Similarly, weapons that get additional Armour Penetration dice (such as chainfists, monstrous creatures or melta weapons) do not get the extra dice against the Monolith. Ordnance weapons still roll 2D6 for Armour Penetration and select the highest score.

Ponderous: The Monolith is a skimmer which can move up to 6" a turn and can if it wishes remain totally stationary. It will not drift if stunned or shaken and if immobilised will not crash like other skimmers, but will sink slowly to the ground and continue to fight from there.

Deep Strike: A Necron attack is often started by Monoliths teleporting to the surface to act as bridges for the invading forces. A Monolith may therefore be deployed by Deep Strike if the special rules for the mission being played include it. Because of the sheer mass of the Monolith, it is not destroyed if there are enemy within 1" when it arrives. Instead, move any models that are in the way the minimum distance necessary to make space for the Monolith.

Gauss Flux Arc Projectors: The Flux Arc projectors will fire D6 shots at every enemy unit with a model within 12" of the Monolith. Each 'weapon destroyed' result inflicted on the Monolith reduces the number of shots at each target by -1.

Power Matrix: The Necron Monolith is capable of focusing incredible, unearthly energies. The power matrix cannot be disabled by a 'weapon destroyed' result and may be used even if the Monolith moves, or is shaken or stunned.

The Monolith may use its matrix in one of the following ways each Necron turn:

1. In the Shooting phase it may discharge the matrix's energy as a particle whip.

or

2. In the Movement phase it may use its portal to allow entire Necron units (specifically Warriors, Immortals, Flayed Ones, Destroyers, Heavy Destroyers or Wraiths and any Necron Lord that has joined such a unit) to phase out (even if in close combat) and re-enter play by emerging from the Monolith portal as if they were disembarking from an access point on a stationary transport vehicle (even if the Monolith moved). The access point is the portal at the front of the model.

The Portal is used in the Necron Movement phase as follows:

- If a unit of Necron Warriors is eligible to enter play from reserve (see the Necron Warriors entry) then they must emerge from the portal even if you would prefer to fire the particle whip. Only one unit of Warriors can enter play from each Monolith in a single turn. The Necron player can decide which.

- If there are no eligible reserves, and a Necron unit (specifically Warriors, Immortals, Flayed Ones, Destroyers, Heavy Destroyers or Wraiths and any Necron Lord that has joined such a unit) is at least partially within 18" of the Monolith, they may phase out and re-emerge from the portal. Any models in the unit that, although eligible to self-repair, failed their 'We'll be back' roll at the start of the turn and were removed, may re-roll once as they emerge from the portal. If you intend to use the portal in this way during a turn then leave models that failed to self-repair on their sides until the end of the Movement phase.

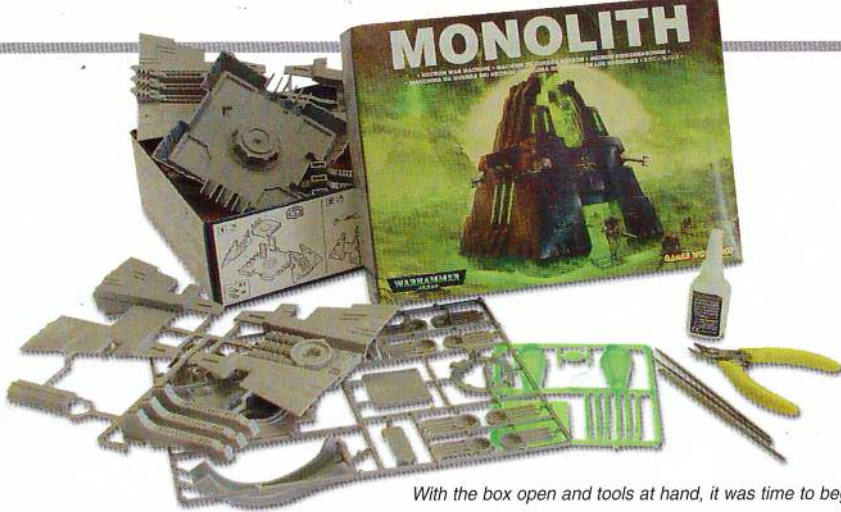


In this Modelling Workshop Paul Rudge, who has decided to add a towering Monolith to his Necron army, interrogates Tim Adcock, the Monolith's designer, for hints and tips on putting one of these monstrous models together.

MODELLING WORKSHOP

Building a Necron Monolith

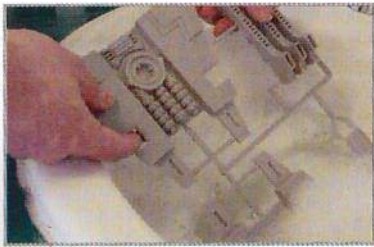




With the box open and tools at hand, it was time to begin.

QUICK TIP

Before we began clipping bits off the kit and gluing them together, the frames were washed in warm soapy water. This cleaned off the greasy release agent that is used to get the frames out of the metal moulds, giving a cleaner surface for the glue to bond to.



USEFUL TIPS AND TOOLS

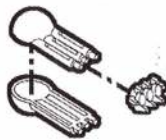
Clippers are useful for removing the kit pieces from the frame.



To clean up and trim any excess plastic use a modelling knife and needle files.



Before any pieces were glued together, a dry test run was done to ensure the pieces fitted together properly.



GUNS

The gauss guns are one of the main features on the Monolith and are the first thing that you should assemble.

1. First, both halves of the gauss gun were removed from the frame, before cleaning the parts with a file (it is easier to clean the gun body after it has been glued together). Then glue was added to the upper grooves of the lower half of the gauss gun body.



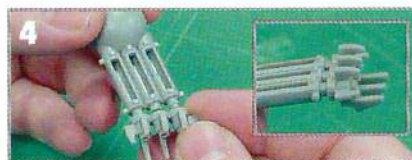
2. The top half of the gun body was then attached and held until the glue had set. This was then put to one side and the process was repeated for the other three gauss gun bodies.



3. Once the four gauss gun bodies were assembled, the rough edges where both halves of the gun met were then cleaned up using a file.



4. After cleaning the end of the gauss gun it was attached to the gun body. Take care to put these on correctly with the large bladed edge at the bottom.

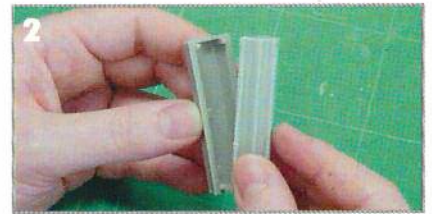


CENTRE COLUMN

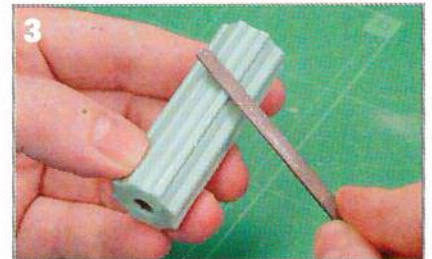
1. Both halves of the column were removed from the frame, before cleaning the parts with a file (it is easier to clean the column after it has been glued together). Glue was then added to the edges of one half of the column.



2. The other half of the column was then attached to the first, using the small pins as location points, and then held until the polystyrene glue had set.



3. Once the glue had set, the joining line was cleaned with a file.

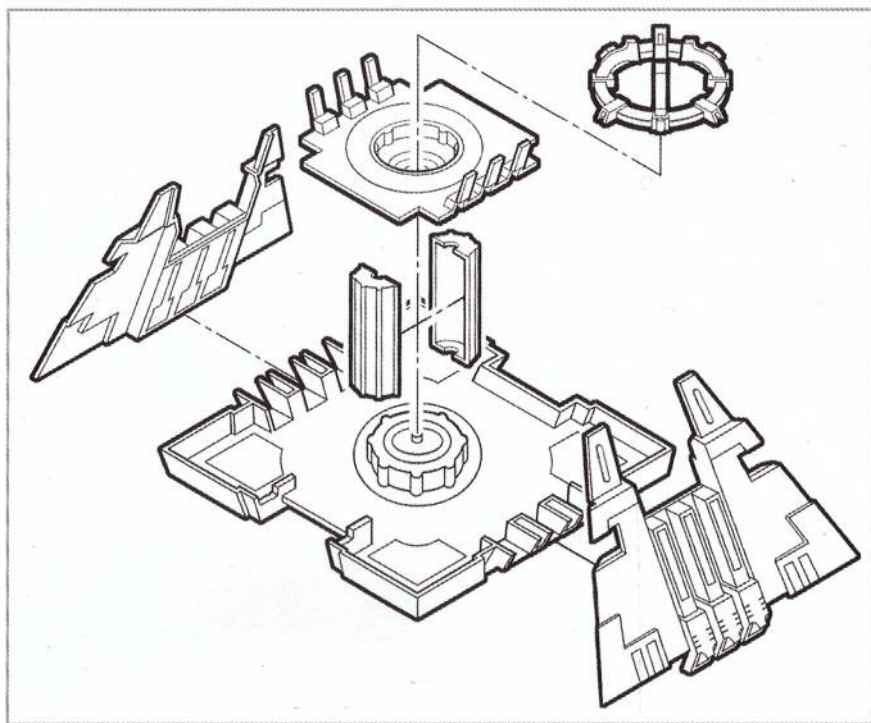


4. The hole within the column also needed a small amount of cleaning to allow it to attach neatly to the base.



5. The next stage was to attach the column to the Monolith base platform using polystyrene cement. Care was taken to align the ridges on the side of the column with the ridges on the base of the Monolith.

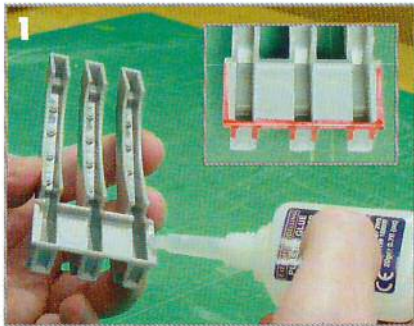




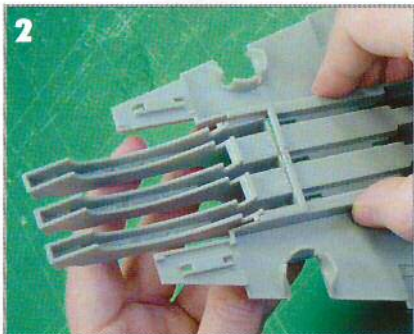
SIDES OF THE MONOLITH

Following the visual instructions on the side of the box, this next stage was a little out of sequence, as the upper spines would not be attached to the Monolith until stage 3. They were fitted early as it makes assembling the main body of the Monolith much easier.

1. First the upper spine and side of the Monolith were removed from the frame and cleaned up; polystyrene glue was then added to key points on the upper spine (marked in red).

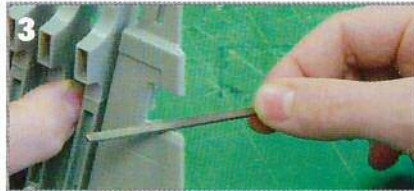


2. The upper spines were then attached to the side section of the Monolith and held in place until the glue had set.



At this point the gauss guns, base section, upper spines and the inner gun sockets of all the side panels of the Monolith where the gauss guns are placed were sprayed with a Chaos Black spray. The reason for this is that these areas are tricky or impossible to paint when the Monolith is assembled.

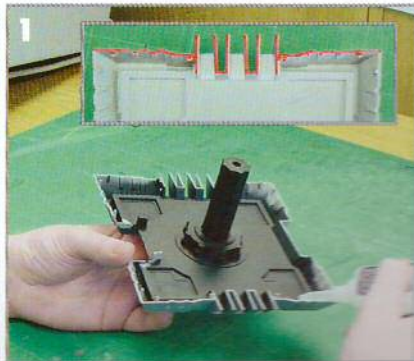
3. Before any paint was applied, the area where the gauss guns would be placed was cleaned with a file, as this would not be possible later.



BASIC CONSTRUCTION

With a collection of assembled parts undercoated, it was time to start putting together the basic shape of the Monolith.

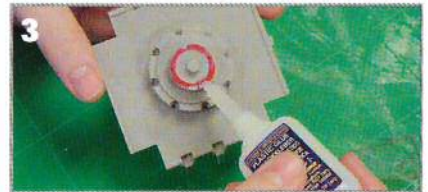
1. With the base section assembled and undercoated, glue was added to key areas of the base.



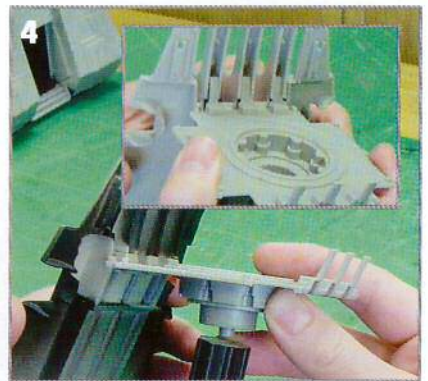
2. The side section was then attached to the base and held in place until the glue had set.



3. Glue was then added to key points on the top plate of the Monolith that had been trimmed and cleaned earlier.



4. Using the upper spines of the side section that had been attached to the base as a guide, the top plate was carefully aligned and then attached to the central column and held until the glue had set.



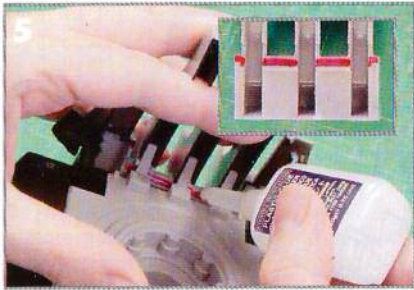
IMPORTANT BIT

When the top plate of the Monolith was attached, care was taken to align the top plate correctly with the small locating point which the rear panel of the Monolith attaches to, pointing directly towards the back of the Monolith.



The model was then put to one side and left to dry for an hour, to ensure that the top plate and column were firmly attached and the glue had set.

5. With the top plate firmly attached, the next step was to secure the sides to it. The spines at the top of the side panel were gently pulled away from the top plate, allowing access to the points where glue needed to be carefully applied (marked in red).

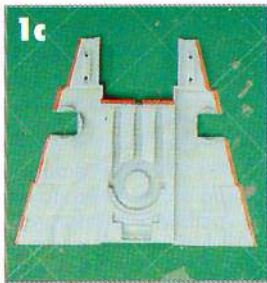


The same technique was applied to both sides, after which they were held in place with elastic bands until the polystyrene glue had set.

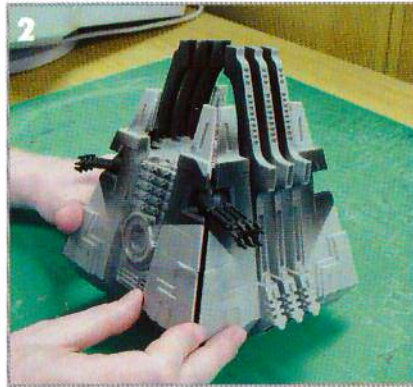
ATTACHING THE BACK AND FRONT PANELS

With both of the side panels now firmly attached, the next stage was to attach the back and then the front panels of the Monolith.

1. The next stage was to carefully apply polystyrene glue to key areas on both the back panel and the base section (areas marked in red only).

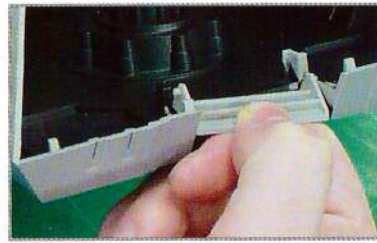


2. The rear panel was then attached to the body of the Monolith and secured in place with elastic bands.

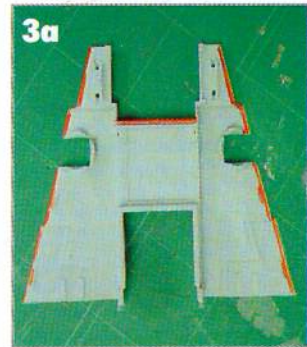


IMPORTANT BIT AGAIN

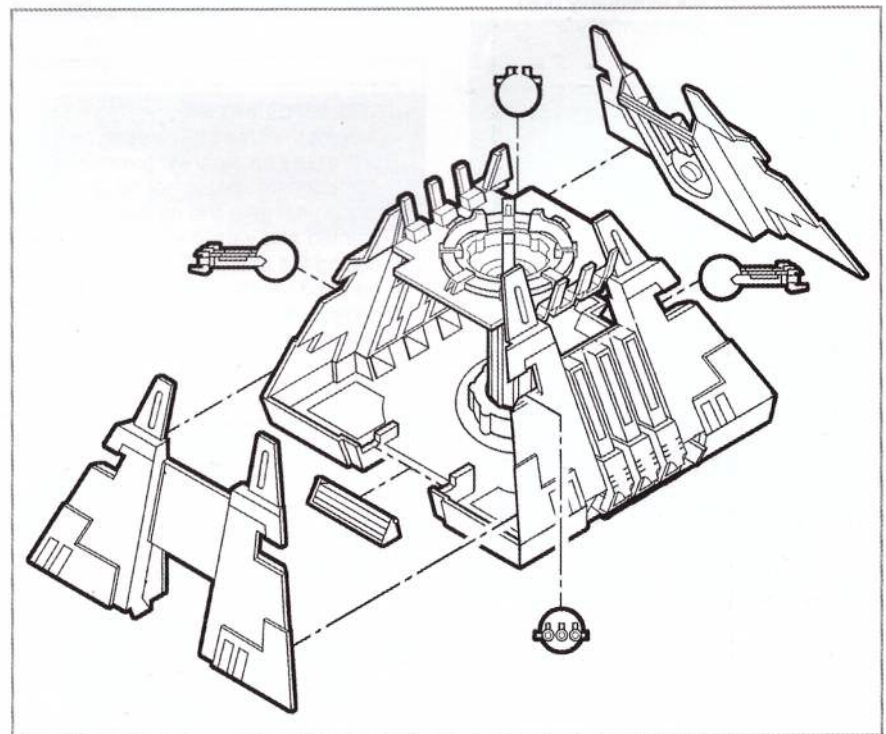
Before attempting to attach the front panel, the small set of steps (after being removed from the frame and cleaned up) were carefully positioned using the small pins on the steps and the two grooves on the base section to place them correctly. No glue was used, as this would not allow the steps free movement when the Monolith's construction was complete.



3. The next stage was to carefully apply polystyrene glue to key areas on both the front panel and the base section (areas marked in red only, and again no glue was applied to the areas around the gun sockets or the steps).



4. The front panel was then attached and held securely using elastic bands.



IMPORTANT BIT

Before attempting to attach the front or back section to the Monolith, the gauss guns were carefully placed; one into each of the gun sockets (no glue was used, as this would not allow the guns to move freely when the Monolith was complete).

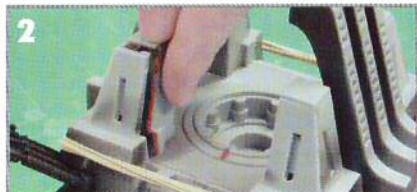


FINISHING THE BASIC CONSTRUCTION

1. The corner sections were carefully removed from the frame and cleaned up; polystyrene glue was then applied to key areas (marked in red).



2. The corner sections were then attached to the upper section of the Monolith.



3. With the main construction now complete, any rough edges and small amounts of excess glue were carefully filed off.

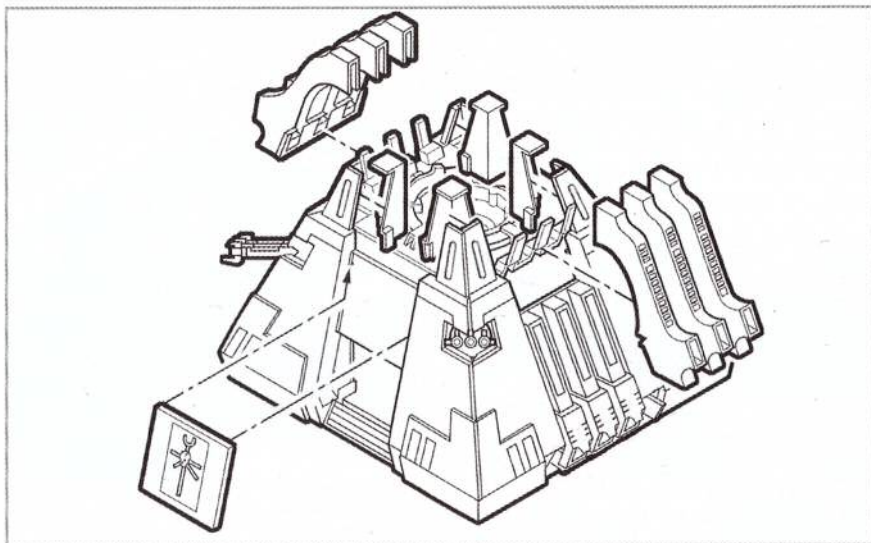


QUICK TIP

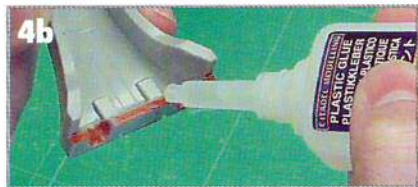
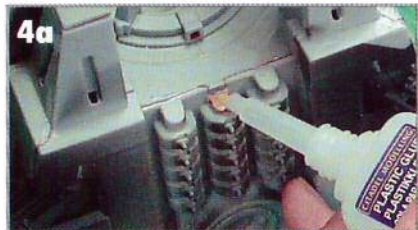
Following the instructions on the side of the box, this next stage was a little out of sequence as the power coupling which will eventually hold the power crystal is normally attached in stage 1.



The top plate of the Monolith has a small pin which, when combined with any one of the four holes on the underside of the power coupling, will help position it correctly. However, to make painting it easier, this was left separate at this stage.



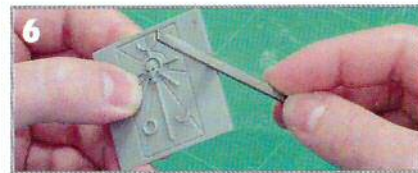
4. The large spine was then removed from the frame and cleaned up. Polystyrene glue was then applied to key areas on both the spine and the rear section of the Monolith (marked in red).



5. The spine was then carefully attached to the Monolith.

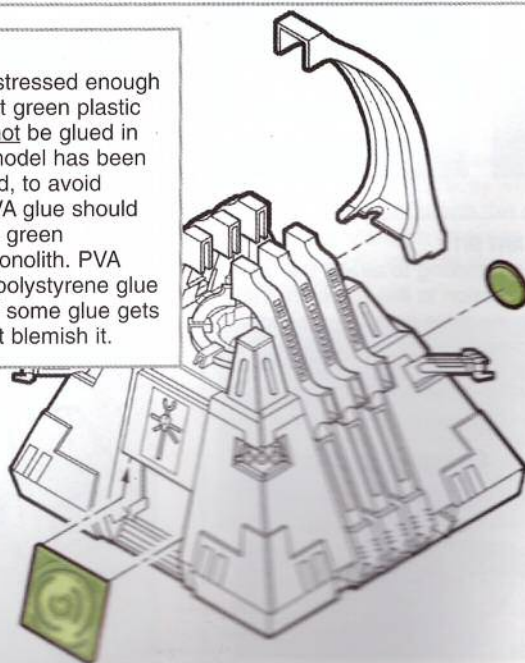


6. After the door was removed from the frame and cleaned, it was not attached to the Monolith; instead it was put to one side and painted separately to allow it to slide between the door closed and open positions when the Monolith was finished.



VERY IMPORTANT BIT

A point that can't be stressed enough is that the transparent green plastic components should not be glued in place until after the model has been painted and varnished, to avoid dulling the plastic. PVA glue should be used to attach the green components to the Monolith. PVA was used instead of polystyrene glue to ensure that even if some glue gets on the plastic, it won't blemish it.



TRANSFERS

The Necron transfer sheet provides a simple method of adding excellent details to your Monolith once it has been painted.

1. Using a pair of scissors, a large Necron icon was selected and removed from the transfer sheet.



2. The selected icon was then submerged in warm water for a second and then put to one side for around 30 seconds to allow the water to soak into the backing paper and release the thin film holding the icon to the paper.



3. Holding the transfer by the backing paper, it was then carefully positioned and the film was allowed to slide from the backing paper. Using a damp brush it was gently guided into its final position.



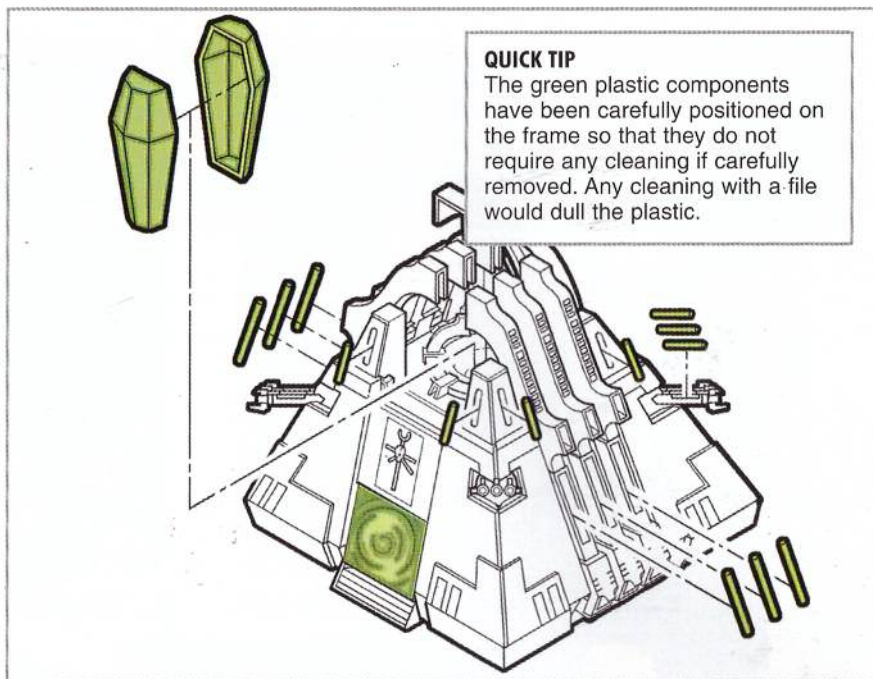
THE GREEN BITS

Once the Monolith had been painted and varnished, all that remained was to add all of the green plastic components to finish the model off.

1. After painting a small amount of PVA around the frame of the door, the green portal was attached with the swirling ridgelines facing outwards.



2. Four small drops of PVA were applied to the rear panel of the Monolith, after which the small round piece of green plastic was attached, again with the swirling ridgelines facing outwards.



QUICK TIP

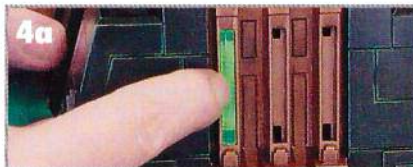
To make inserting the rods easier and to avoid damaging the finished paintwork, the small pegs on either end of each green rod (both large and small) were carefully removed using a pair of clippers.



3. Next, PVA was carefully painted into the bottom of each of the empty slots where the green rods would eventually be placed.



4. The larger of the green rods were placed into the side panels of the Monolith. The smaller of the green rods were then placed into the triple-barrelled gauss guns and also into the corner sections.



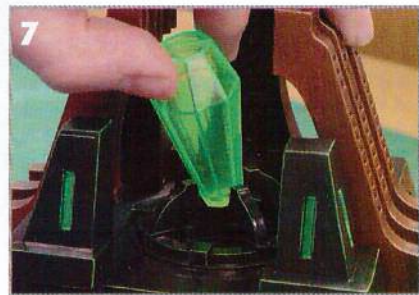
5. The two halves of the crystal were carefully removed from the frame. Using a brush, PVA glue was painted along the joining edge of one half of the crystal.



6. The second half of the crystal was then attached to the first, using the two locating pegs at the top and bottom of the crystal to align it correctly.



7. To add the finishing touch to the model the crystal was then placed within the power coupling.



You can take a closer look at Paul's Monolith and his Necron army by visiting:

www.games-workshop.com/wdmagazine/necrons

CITADEL MODELLING



Warhammer Starter Paint Set £15

This boxed set contains nine Citadel paints, one Citadel paint brush, one Citadel painting guide and six plastic Bretonnian Archers.



Warhammer 40,000 Starter Paint Set £15

This boxed set contains nine Citadel paints, one Citadel paint brush, one Citadel painting guide and five plastic Space Marines.

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.

Citadel Colour Spray Cans

- 400ml Skull White £5
- 400ml Chaos Black £5
- 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



Curved Pliers £6



Model Files £5



Tweezers £4



Sculpting Tool £3



Clippers £6



Terrain Cutter £12



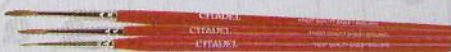
Model Saw £10



PVA Glue £3



Tank Brush £3



Paint Brush Set £6

Detail Brush, Standard Brush, Small Drybrush



Superglue £3



Paint Station £18

Self assembly modelling and painting area (24" wide x 16" deep)



Plastic Glue £3

**AVAILABLE FROM YOUR LOCAL GAMES WORKSHOP STORE,
INDEPENDENT STOCKIST, MAIL ORDER (0115 91 4000)
OR www.games-workshop.com**

This month Games Developments Pete Haines extols the virtues of Necron Destroyers on the battlefield.

NECRON HEAVY FIRE SUPPORT

MAKING THE MOST OF YOUR NECRON DESTROYERS



The implacable advance of Necron Immortals and Warriors is an intimidating sight for any opponent. Alone though, it is possible for them to be outmanoeuvred or simply avoided by more mobile enemies. Also, while they stride forward they are vulnerable to an enemy's heavy weapons, in particular ordnance weapons such as battle cannons. Halting to return fire occasionally may silence some guns but is unlikely to finish the job.

Either situation can be resolved using Necron Destroyers and Heavy Destroyers. A look at the basic profile should give Necron players a warm feeling; with Toughness 5 and an Armour save of 3+ they are virtually invulnerable to small arms, and can self-repair even after a direct hit from a lascannon. Although they can handle themselves in an assault situation this is a waste because Destroyers carry lethal ranged weaponry.

The key to the Destroyer and Heavy Destroyer are their gauss cannons and heavy gauss cannons.

The Gauss effect means that any To Wound roll of 6 will score a wound regardless of the

target's Toughness and any Armour Penetration roll of 6 will score a glancing hit against any vehicle.

The Destroyer is fitted with a gauss cannon, and used in squadrons they can scythe down infantry at an alarming speed. At Strength 6 it is powerful enough to be a major threat to light vehicles and because it is a gauss weapon, it is capable of inflicting damage on the heaviest tank. It is this ability to engage any target that makes the Destroyer so useful: as you advance, anything that the rest of your army can't deal with belongs to the Destroyer.

The Heavy Destroyer carries the heavy gauss cannon. While the gauss cannon can inflict glancing hits on any target, the heavy gauss cannon is what you turn to when you have to annihilate the target. The Heavy Destroyer should always be looking for its targets, not simply engaging whatever is ahead. When you have the means to seek and destroy the most powerfully armoured vehicles, it's almost rude not to use it!

The guns are quite awesome but what really makes the difference is that they

are mounted on what amounts to a jetbike. Destroyers can move swiftly to counter any threat; they can find angles to engage enemy firing barrages indirectly or bring their combined firepower to bear just where it is most needed. Resist the urge to separate them from the bulk of your army. The presence of Tomb Spydres and Resurrection Orbs will vastly enhance the Destroyer's survivability. Just as importantly, you will be encouraged to use them to provide vital covering fire for your main force. It can be very depressing when your army phases out just on the verge of victory, so you should never lose sight of the need to preserve your Warriors, no matter what the temptation.

Always remember the Necron army is a complex machine where each component has to mesh properly with each of the others if it is to work. Destroyers and Heavy Destroyers are a vital component, but they still need the rest of the machine.

Happy Harvesting!



In this painting workshop we turn to Jes Goodwin, the Destroyer's designer, for tips on putting one of these fantastic models together, and White Dwarf's own Paul Rudge gives us a demonstration of just how easy they are to paint effectively.

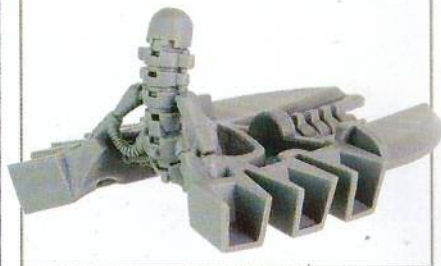
PAINTING WORKSHOP

Paul Rudge's Necron Destroyers

VERY IMPORTANT BIT!

A point that can't be stressed enough is that the transparent green rods should not be attached to the gun until after the model has been painted and varnished, to avoid dulling them.

1 When assembling a Destroyer it is very important that the lower spine is glued to the lower half of the flying platform first. Otherwise it will not be possible to fit in place once the top half of the flying platform is attached.



2 The top half of the flying platform and the front pelvis plate were then added to the Destroyer, completing the construction of the flying base.



3 The front and back halves of the Destroyer's torso were glued together after which the curving back spine was attached.



4 The torso can now be attached to the flying base. To create a more dynamic pose and imply movement in the model, the torso was twisted, as if turning.



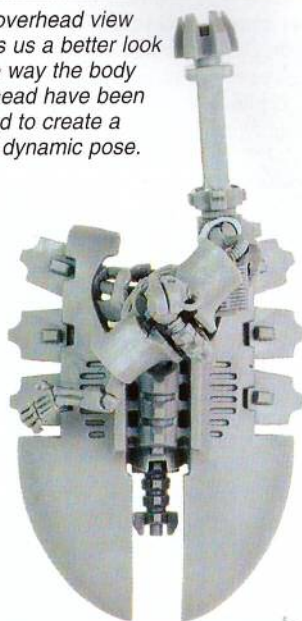
5 Again, to create the impression of movement in the model, the arms were attached swinging in opposite directions; the gun arm forwards and the hand backwards (it's natural when a body runs or turns that the arms move and swing in opposite directions to each other).



6 The gauss cannon was assembled separately and attached to the Destroyer using Blu Tac, so that it could be removed and painted separately. Again, to create a more dynamic pose, the head was attached at a different angle to the body, looking in the same direction as the gun is pointed.



This overhead view allows us a better look at the way the body and head have been angled to create a more dynamic pose.



7 With a few simple twists it's possible to create a variety of poses. It's also possible to make simple conversions by cutting and repositioning the elbow joint of the left arm.



COLOUR PALETTE



THE MAIN BODY

The Destroyer's main body and gauss cannon were both undercoated using a black undercoat spray. The main body of the Destroyer was then painted using Brazen Brass.



The Destroyer was then given an ink wash using Brown Ink and Green Ink mixed with a little water. This wash was painted over the entire model, allowing it to seep into the recesses and pick out all of the details.



Once dry, Brazen Brass was used to paint very simple highlights onto all the edges of the Destroyer plating.



DETAILS

The gauss cannon, mask, chest plate, eyes and all the tubing were given a basecoat of Dark Angels Green mixed equally with Chaos Black.



These areas were then drybrushed using just Dark Angels Green.



Using Dark Angels Green mixed equally with Goblin Green, the mask, chest plate, tubing and rear power section of the gauss cannon were drybrushed again.

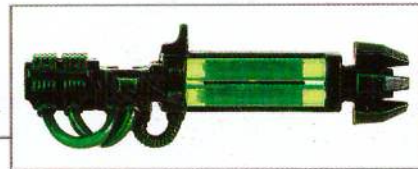


To help blend together the layers of drybrushing, all of the green areas were then given a wash of Green Ink. The eyes were then highlighted with a very small dot of Skull White.



The edges of the mask, gauss cannon, tubing and chest plate were then picked out and highlighted with Dark Angels Green mixed equally with Chaos Black. The Necron

glyph on the chest plate was picked out using Brazen Brass. Once dry, all of the green areas were gloss varnished.



The green rods were then attached to the gauss cannon, after which it was attached to the Destroyer's body.

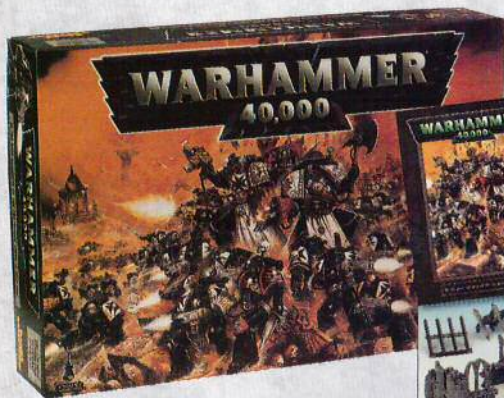
TRANSFERS

After selecting two symbols from the Necron transfer sheet (a large symbol representing a tomb world and a small symbol representing the squad to which the model belongs) two areas were blocked out with Dark Angels Green mixed equally with Chaos Black. These two areas were then painted in the same way as the other green areas on the Destroyer before the transfers were applied. Once the transfers had dried they were also gloss varnished.



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.



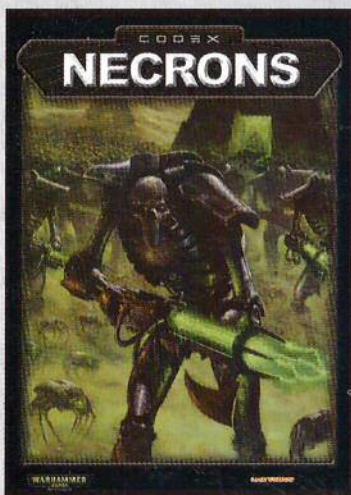
Warhammer 40,000 Boxed game (includes Rulebook)
Warhammer 40,000 Rulebook

£50
£25



Warhammer 40,000 brings the war-torn universe of the 41st Millennium onto your tabletop. 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
Necrons** **£10**

The skeletal warriors of the Necron race have lain dormant in their stasis-tombs for millions of years. Now, the ancient portents are realised and a horror from the darkest depths of pre-history awakes. The Necrons have risen again to continue their age old war to extinguish all traces of life in the known universe.

Containing all the rules, army lists, and painting guides you need to field a Necron army, this book is an indispensable guide for any Necron commander.



**Necron C'tan
The Deceiver** **£12**

Of all the C'tan, the Deceiver is the most cunning and deceitful. It was the last of the C'tan to go into stasis, and has been the first to emerge. It works behind the scenes, turning allies against one another. On the battlefield the Deceiver's dazzling presence confuses and misleads its opponents, drawing them into intricate webs of deceit before crushing them utterly. This boxed set contains one Deceiver model.



**Necron C'tan
Nightbringer** **£12**

The hidden masters of the Necrons, the C'tan, have lain dormant for millennia. Now they are starting to rise, continuing their never-ending quest to feed upon all life in the universe. Nightbringer is the most terrifying and evil of all the C'tan, and his hideous form has been etched into the consciousness of all living things as a personification of death incarnate. This boxed set contains one Nightbringer model.

**Necron Destroyer Lord
£10 boxed set**

Augmented by the destroyer class body, the Destroyer Lord hovers over the battlefield directing the Necron forces. This boxed set contains one Necron Destroyer Lord, including parts to equip him with a Resurrection Orb, plus a Staff of Light or a Warscythe.



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 shown at 60% actual size

NECRONS



Necron Lord £7 blister pack

These Necron leaders radiate a sense of ageless and terrible evil. Each blister pack contains one Necron Lord.



Necron Warriors

£15 boxed set

These foot soldiers of the Necron army advance as an implacable wall of walking death. Carrying their deadly gauss weaponry and preceded by the innumerable Scarab swarms, they spread fear, terror and death. This boxed set contains enough plastic parts to make 12 Necron Warriors and 3 Scarab swarms.



Necron Wraiths
£8 blister pack

Grotesque floating killers, Wraiths move like ghosts, shifting in and out of phase. Wide, hunched shoulders support a leering skull face, and long whip-like arms wield scalpel blades for fingers and a nightmare assortment of arcane surgical equipment. Each blister pack contains one model.



Necron Flayed Ones

£6 blister pack

Twisted and ghoulish terrors of the night, the Flayed Ones advance before the Necron force, spreading fear like a plague before them. Thin and wiry, they adorn themselves with the still-wet hides of their victims, leaving the skinned corpses to sow fear and confusion amongst their enemy's ranks. Each blister pack contains two models.



Necron Pariahs

£5 blister pack

Resembling artificial beings of soulless perfection, Pariahs radiate a sense of palpable menace and horror to those around them. Blotting out psychic emanations and infusing those nearby with the sense of their own mortality, Pariahs embody the ultimate horror of the Necron threat. Each blister pack contains one model.



Necron Destroyer
£8 boxed set

Skimming above the battlefield, these Necron Warrior variants swoop down to attack isolated units with their gauss cannons. This boxed set contains one Necron Destroyer.



Necron Heavy Destroyer
£10 boxed set

Armed with deadly heavy gauss cannon, these fast moving skimmers hunt down enemy armour with ruthless efficiency. This boxed set contains one Necron Heavy Destroyer.



Necron Tomb Spyder
£10 blister pack

The Tomb Spyder is a dangerous construct that hovers over the battlefield. Each blister pack contains one Tomb Spyder model.



Necron Tomb Spyder with particle projector
£10 blister pack

The Tomb Spyder can also be armed with a deadly particle projector. Each blister pack contains one Tomb Spyder model.

TRANSLATIONS OF PERTINENT ELДАР MYTHIC CYCLES

Commit to: Imperial Record
EST 03/8567INQUISITORIS 8353/1453

Crossfile to: Aliens/Ultima Segmentum
Xenos/text: Eldar

Input Date: 998.M41

Input Clearance: Inquisitor Malachai

Authors: MUNG, Ralamine, Langstri, Obelius

Thought for the Day: Blessed are the Ignorant

My Lords,

Firstly, may I apologise for the inevitable delay of these texts. As well as the infamous vox-record of an exchange between His Revered Highness Inquisitor Horst and Tech-Priest Alagos, I have included a transcription from a witness of a Harlequin dance that I believe may be of relevance. I also thought it fitting to include an approximate translation of a fragment from the Seven Scrolls of H'sann, a collection of ancient texts uncovered and translated by my mentor Obelius Mung over the last thirty years. This is in itself valuable as evidence that the Eldar have detailed knowledge of the Necron threat. However, in light of the appearance of puissant xenos entities leading Necron raids I believe the content bears further examination.

As all historians know, many an obscure truth is shrouded in legend.

Your servant in life and beyond.

Ralamine Mung

THE BIRTH OF FEAR

There was a time when the Eldar were not riven by fear, and did not live their lives in mortal apprehension of the dark fate that awaited them upon death. A warrior could meet his foe man without a thought for his mortal shell; his soul would live on, reborn as a phoenix from the flame.

In that manner did the Eldar join their gods to wage war against the Yngir, the immortal star-spawn that plagued the universe with their eternal thirst and undying warriors. Their minions, the silvered

host, parted like a sea before Khaine's wrath, and his followers, the most battle-hardened of all, blazed a flaming path across the galaxy.

Ulthanash and Eldanesh, noble kings of their houses, fought at Khaine's side. Lanthri laq the Swift and Jaeriela Thrice-Blessed led their peoples, and none could stand before them.

Then came Kaelis Ra, the Death-bringer. Its rampage stained the stars with blood, and none could stand against it, for it wielded the power of death itself. Populations fell before its scythe, its very gaze slew even the greatest of Eldar herbes. Those that died lost everything, even their souls.

But the gods of the Eldar had strengths other than force of arms. The greatest among the Soul-Dancers¹ had begun to convince the C'tan to turn their hunger inward, to consume their brethren in unholy feasts of star-flesh. Kaelis Ra took its blade to its kin, butchering them without mercy as it had the sons of Isha².

Whilst the Death-bringer sought ever darker ways to slake its unquenchable thirst, Khaine was not idle. He struck a bargain with Vaul the Smith-God; in exchange for Kurnous³ and Isha's release from Khaine's dungeons, Vaul would forge one hundred swords for Khaine's war against the Yngir. Thus were born the Swords of Vaul; the Blade-Wraiths⁴.

Khaine led his people to war once more, his rage incandescent, the remnants of his army aflame with the heat of vengeance. A hundred Eldar, each armed with a Blade-Wraith, faced a horde of silvered Necrontyr so vast the horizon glittered with metal bodies in

every direction. Yet they knew no dread.

The Eldar fought in a great circle, the Swords of Vaul flashing, and the Necrontyr could not penetrate their defence. The soul-might⁵ contained within the swords invigorated their wielders and every blow smashed apart an unholy foe. Khaine was unstoppable, and his warriors fought with the knowledge that their god was pleased.

The battle lasted seven days and seven nights before the Eldar began to fall. The Yngir's servants had found a weak spot in the circle; Lanthri laq the Swift was tiring, his face pale, his imperfect sword dull and blunt. The ring of warriors buckled and broke, and the ground shook as Khaine bellowed his anger. Vaul had cheated him; one of the swords was lifeless.

From the ground beneath them burst Kaelis Ra, the Nightbringer, and the Eldar fell back for they knew their doom was at hand. With a gesture, Kaelis Ra slew all those near it. With a glance, it condemned the souls of great warriors to an eternity of dust. With a great roar, Khaine levelled his spear and charged.

Scythe and spear clashed over a mound of corpses in a struggle that tore the skies asunder. Khaine's speed and skill was breathtaking, but the Nightbringer was a being of shadow and the Spear of Khaine could not find its mark. Kaelis Ra let its foe exhaust his rage with the patience of death.

Without warning, the Nightbringer swung mightily with his scythe, aiming for Khaine's throat. But Khaine had heeded the counsel of the Laughing God well. As the Nightbringer's form became

¹Probably an early, and presumably advanced, form of Necron.

²Kaelis - (trans) the notion of Death, the Destroyer, Ra

(trans) possibly soul, spirit, or ghost.

³Probable cf 512/Harlequin, see also cf 512.2/God-Harlequin

⁴Scholars maintain that Isha is the Eldar Earth-Goddess, mythical progenitor of their race. Thurmann refutes this but his theories are plainly outdated.

⁵See also cf 512.2/God-Harlequin



File: 0301176/a This image was recovered from the cognitor banks of a destroyed Servitor. It was found at the site of a missing Adeptus Mechanicus Explorator mission.

solid to deliver its blow, Khaine lunged, the tip of his spear driving clean through the Yngir's chest.

Kaelis Ra burst apart in an explosion of silvered shards that nearly cleft Khaine in two as the Yngir's essence tore free of physical form. The silvered warriors around him fell to the earth as the impact spread ever outward, returning to the ground from whence they

came. Soon, only Khaine remained, howling his victory.

But victory came at a price. Shards of the Yngir's flesh; driven deep into Khaine's body by the cataclysmic demise of his foe, melted in the fires of the War God's wrath. The silver poison flowed into his bloodstream, forever tainting his physical incarnation with the aspect of the Reaper.

Kaelis Ra cannot truly die, for it is death incarnate. Raging at its defeat, its quintessence howled throughout space, entering every one of the Eldar race and cursing them with the terror of the grave. Thus it was that the seed of the Eldar's downfall was sown, and ultimately, the way of reincarnation was closed to them forever.

⁵Possible metaphor. My predecessor Ralamine Mung refers to the Spear of Khaine (Lance-warriors Aspect) and the Bladewind (Biel-Tan craftworld) in his interpretation of this stanza. Not all answers are hidden beyond credibility.
6Cf112/Force Sword, cf 571.1 Eldar Vampire-blade
7cf564/Avatar, cf551/Reaper Warrior



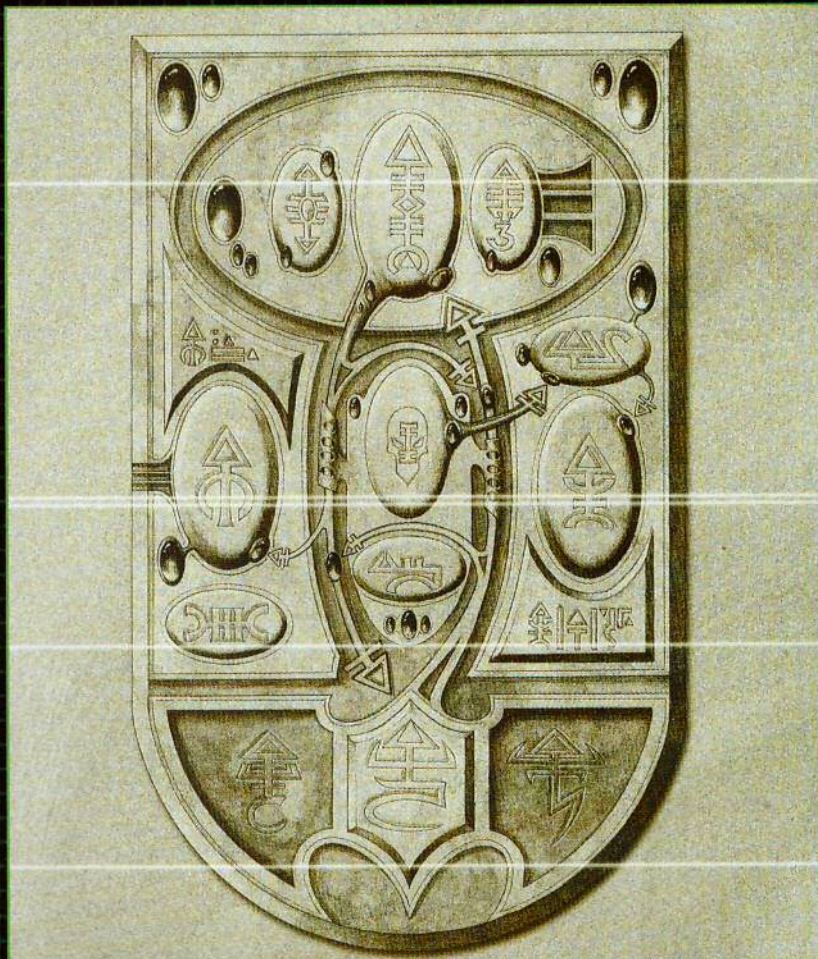
THE DEATH OF LIGHT

R.M: The recording of this account has been attributed to the late Rafaellus Kneg, Heirosavant of the Callidus shrine and self-proclaimed expert on infiltrating fringe xenos societies. It is a transcription of a story told by the Eldar outcast Yvraelle, long-time exile from the Iyanden Craftworld.

"The halls of the Craftworld were electrified by the promise of the Harlequin troupe's coming. None but the most ancient of Seers could recall the last visitation from a troupe and they would not disrespect our guests by telling us of it. But one thing they did impart to us; the Harlequins were to perform one of the Great Dances, the most infrequent and complex of their kind. When I heard the pulse of thought that signified the troupe's readiness, I left my duties and hurried to the *talaciu*. I felt my friends and relatives, long dead now, race through the wraithbone of Iyanden's infinity circuit alongside me toward it.

The auditorium was filled by a susurrant of whispers; in our excitement we could not sit in silence for long. Nevertheless, when the first of the troupers rose from among us, *dathedi* exploding into a hundred thousand points of pure starlight, the hall was as still as a tomb. Five, ten, fifteen more revealed themselves as disquieting music, soft as a child's breath, reached a crescendo that was close to physical pain. The haunting melody stopped abruptly and the amphitheatre was pitched into darkness. The Harlequins, their *dathedi* suits glimmering as bright as the great canopy of the night sky, orbited the centre of the ancient wraithbone dome in arcs as old as the planets themselves.

I suppressed a gasp as a thin metallic figure burst into life in the centre of the amphitheatre where none had been before. My blood ran as



File: 0301176/b. Vid image of an Eldar plaque found on the third moon of Paravax by Eleusis Mung. It is largely responsible for the Mung family's insight into the Eldar rune tongues.

ice when I realised what it was. Faceless, it was shrouded in slowly moving rags, its frail arms extended. The starlit troupers twisting slowly in the air around the amphitheatre joined their voices in a choir of whispers that wove urgently in and out and over each other: *Yngir, Yngir*. The figure exuded an aura of palpable despair and hatred, spinning slowly, its long, featureless head regarding each of us in turn. I swear I felt my soul recoil in terror when it directed its attention to me, and I had to suppress the urge to run as it drifted down toward me. There are no words adequate to express the fear I felt.

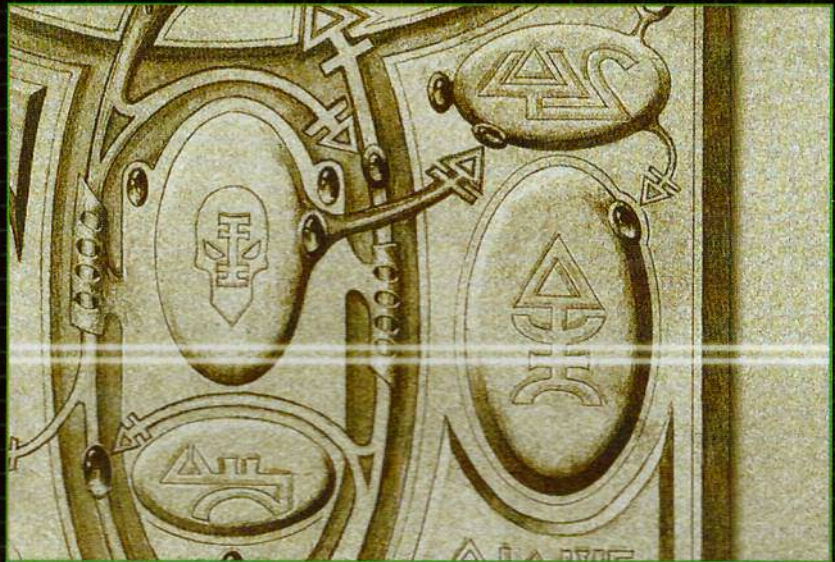
The apparition slowly reached out, its fingers long and sinuous, and gently clasped its hands around the head of one of the star-figures. The trouper went limp, its *dathedi* suit flickering and dimming before fading completely, and he soon hung motionless as a corpse. The *Yngir* glided above us with the slowness and certainty of death, reaching out with sinuous hands, extinguishing the star-figures one by one. Their still bodies hung, suspended in the air, the choir of soft voices growing quieter each time the light of a star-figure was quelled. Across the arena four lesser *Yngir*, played by Death Jesters clad in rags, mimicked the slow, lethal

dance. Soon the amphitheatre was close to total darkness.

Suddenly, a bright arrow of coruscating colours darted into the centre of the amphitheatre, myriad colours cycling madly through the air around him. It was the High Avatar, his *agaith* showing the grinning visage of the Laughing God himself. His mirth echoed around the dome, shockingly loud and clarion-clear above the ghostly whispers. The Yngir stopped its slow dance, its unseeing gaze fixed on this intruder to its celestial feast. By posture alone the figure radiated pure contempt. It started to drift toward the Laughing God, silvered arms outstretched. Closer it came, and every one of the audience held their breath, willing the Great Harlequin to flee, to attack, to do something.

The sinuous fingers of the apparition closed around the head of the Laughing God, who began to shake. The seizures got more and more violent, and one by one the bright colours and whirling, laughing faces drained away until the Great Harlequin became colourless and silent. His limp form fell from the air like a stone, its impact on the floor of the amphitheatre taking my breath away.

Laughter rang out once more around the dome, and when I looked again the fallen figure on the floor of the amphitheatre was one of the bandage-swathed Death Jesters. Another of the Yngir-things in the dome burst into multicoloured light, revealing itself to be the Laughing God. He bowed low as the floating, metallic apparition turned once more toward him. Once again, it floated forward, arms outstretched, and once again, it feasted on one of its own foul kind, believing it to be the Great Harlequin. Again and again the Laughing God led the ghostly figure astray, his complex dance leading it into the path of each of its foul brethren in turn. The projections around its metallic form became broken up by the silent, screaming faces of its murdered kin, and its smooth, measured movements degenerated until they were erratic and irregular. Its long,



File: 0301176/b(a). Close-up of the plaque showing the section believed to show the xenos sub-group known as the Harlequins.

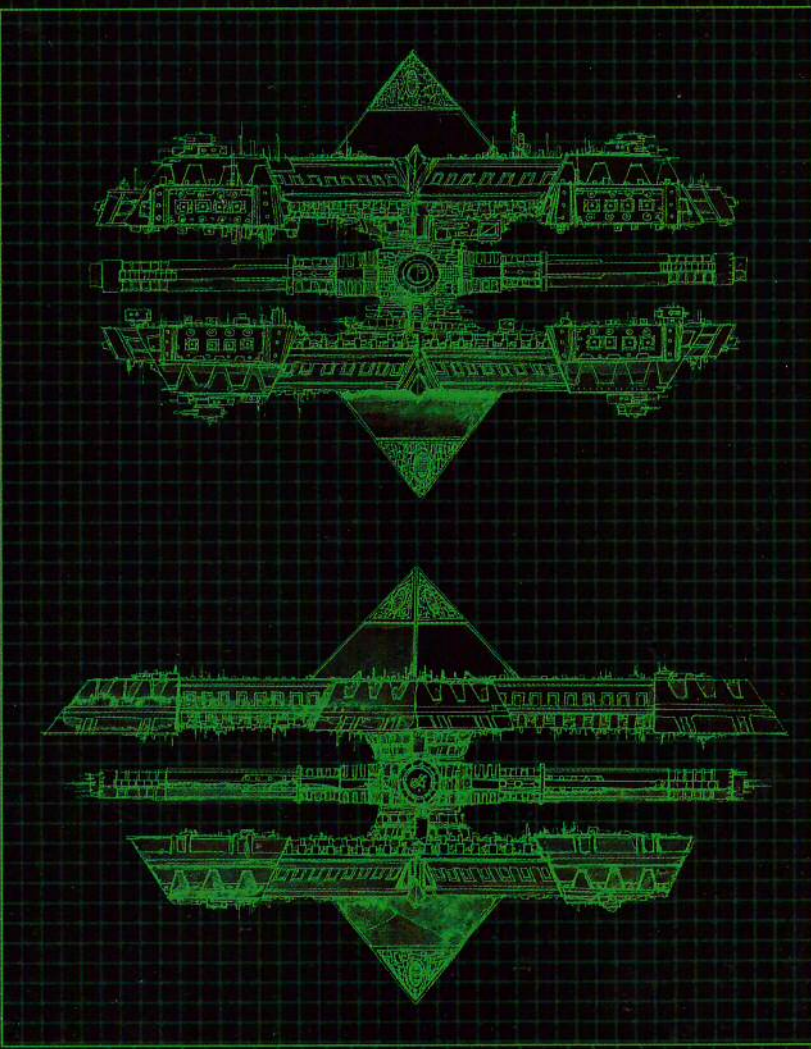
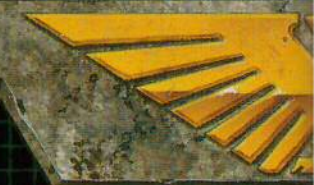
alien head whipped around, trying to find the Laughing God, the impure energies it had drained from the husks of its fellow Yngir playing around its head in a halo of dark light. It had grown significantly larger, the power it exuded filling the auditorium with crackling static. I tasted the tang of hallucinogens as above us the Yngir became more and more desperate to find the Laughing God, the cackling of its divine nemesis seeming to come from all directions at once. The skull-faces rippling across its metallic form, evidence of its vile fratricide, were screaming, pushing out in all directions. Its madness was so potent that I could feel it in the air, the pressure in the amphitheatre seemed to have increased beyond tolerance.

In the blink of an eye, the Laughing God appeared behind it, before it, above it, and below it in a whirling, multi-coloured dance of confusion. The Yngir clawed vainly at the air for a few seconds, long fingers passing through the illusions projected by the Great Harlequin. Then, with a piercing scream of rage and defeat, it clutched its head, spasming as it grew smaller and smaller, folding in on itself and growing dim.

The sparkling doppelgangers of the Laughing God leapt into each other with astounding acrobatic grace, coalescing into but one figure, majestic and victorious. His enemy, driven mad by its own greed, dwindled away to a tiny, crackling sphere. The joy I felt at that moment was sublime, and as the star-figures slowly illuminated one by one, I let loose a cry of exultation that was taken up by every Eldar in the room.

But the performance had not finished yet. The entire Harlequin troupe emerged out into the dome, hovering in a great circle with the dark orb at its centre. For long minutes they drifted there in silent observation. Then, as one, the masks of vigilance turned to those of dread, for the sphere had begun to crack, shafts of red light bursting from its core.

And there the performance ended. What the nature of the Yngir-creature was, I will never know, though I have long sought the answer. But of one thing I am certain; the Harlequins greatly fear the revenge the star-leech will visit upon them, for it cannot be killed, and will never rest till it has extinguished all life in its undying thirst for darkness."



THE CRIPPLE AND THE DRAGON

The following is a vox-record of an exchange between His Revered Highness Inquisitor Horst and Tech-Priest Alagos

- VOX RECORD BEGINS -

"Endeavour to tell me why I should furnish you with knowledge that has cost me the majority of my lifetime to procure, Tech-Priest Alagos."

+++THE FORTRESSES WERE NOT ALL DESTROYED, AS YOU KNOW, MY LORD INQUISITOR+++

"Of course, fool. Do not presume to tell me that which

is ingrained upon my memory. Instead begin by telling me what you think this has to do with the recent Necron attacks."

+++MY APOLOGIES, INQUISITOR HORST. IT IS BELIEVED BY MANY OF MY ORDER THAT THE FORTRESSES WERE CREATED BY A XENOS RACE, FOR THIS VERY EVENTUALITY, IF WE WERE TO REGAIN POSSESSION OF ONE OF THE FORTRESSES AND UNLOCK ITS SECRETS WITH THE BENEFIT OF YOUR RESEARCHES, WE BELIEVE THE XENOS THREAT COULD BE NULLIFIED+++

"Ha! Do not seek to gain answers by flattery. Even my life's work could do no more than hint at the complex and arcane technology of the Talismans of Vaul!"

+++TALISMANS OF VAUL, MY LORD? I HAVE NOT HEARD THIS TERM+++

"Of course you haven't. Few have. It is the true name of what we called the Fortresses. They were created either by the Eldar, by one of their gods, or both."

+++SURELY, ELДАР GODS, THEY EXIST ONLY IN THE LEGENDS OF THE XENOS, DO THEY NOT?+++

"Hmm. I distinctly remember your predecessors being possessed of, at the very least, rudimentary intelligence. How can you seek to fight the gods of the Necrontyr without acknowledging the fact that beings of such incredible power exist?"

+++SO YOU DO HAVE KNOWLEDGE OF THEM+++

"Of course. Despite your insolence and disrespect, your answer comforts me a little. Hmm, I trust your memory engrams are operative? If I'm to recount this tale then you'd better make damned sure you're recording it."

+++ALL THE COMMUNICATIONS OF THE ADEPTUS MECHANICUS ARE RECORDED, MY LORD+++

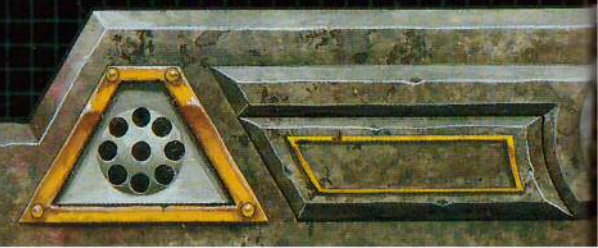
"Then take heed, and deliver this message to Fabricator-General Vilvo! You don't know it, of course, but it will have been he who sent you here. If you must ask a question try and make it brief and to the point. Is that understood?"

+++YES, LORD INQUISITOR HORST+++

"Hmm. Vaul is believed to be the Eldar God of the Forge, crippled physically but mighty in artifice and skill. He was not the apex of their pantheon, but the brother of Asuryan, the Phoenix King. It is said he was equally skilled at creating both things of beauty and tools of war, and was able to forge the souls of the departed into the things he made. In this manner he defeated the Necrons who were preying on his people."

+++DO YOU BELIEVE HE FORGED THE FORTRESSES FOR THIS PURPOSE+++

"Patience! This is brought to light in the knowledge I am about to impart. There was a





time, before even the birth of Humanity, when the Eldar fought hard to stop the works of the Necron gods, who they called Yngir. One of these, the most powerful of its kind, was exterminating the Eldar. They named it the Void-Dragon, Oblivion itself, a figure of wanton destruction and devastation in Eldar mythology. It had such mastery over the material realm that its warriors were practically invincible. Just one of its servants could slaughter hundreds of Eldar before falling, only to rise once more. They could channel lightning into their foes, and it is said the battlefields of that time were thick with the charred remains of those that dared oppose them.

+++NECRONS WITH THE ABILITY TO DISCHARGE ELECTRICITY HAVE BEEN ENCOUNTERED NEAR THE METLEC LOOP+++

"Quite so. Although bear in mind that the Necrons of that time, or perhaps that allegiance, were far more powerful than those emergent over the last few years. The Eldar simply could not defeat them. But Vault was resourceful, and no doubt necessity spurred him on to the achievement that held the Necron invasion in check."

+++ PLASMA TECHNOLOGY HAS PROVEN TO BE EFFECTIVE AGAINST STANDARD PATTERN NECRONS, DID THE ELДАР KNOW OF A BETTER WAY?+++

"You never cease to amaze me with your lack of insight, Tech-Adept Alagos. Vilvoi, when you receive this I advise you to employ an emissary with a remnant of imagination. We speak of gods and souls, and this one assumes the Smith-God's gift to the Eldar was plasma weaponry? Hah! These events occurred aeons before the Eldar had mastered such things. They fought with swords, spears and their own twisted version of faith. And it was found wanting. So Vault took the souls of the departed, and forged them into new bodies.

He placed their essences into the chests of an army of iron knights, animated by the souls of the Eldar dead. He intended to fight the Necrons on their own terms. In this form they marched to war once more."

+++I BELIEVE THE ELДАР STILL EMPLOY NECROMANCY IN THIS WAY+++

"Indeed, a loathsome and inexcusable practice. Nevertheless, the Iron Knights towered over their Necron foes, and the lightning blasts that would have ravaged an Eldar warrior had no deadlier effect upon them than a light breeze. They were led by wraith-giants, inhabited by the souls of the greatest of Eldar heroes, fully three times taller than a Necron and virtually indestructible. The Knights they led carried arcane weaponry that could channel and project soulfire, ripping their foes apart in a split second. Wave upon wave of Necrons, each deadlier than the last, was sent from the tomb-forges against the indefatigable warriors Vault had created. None could defeat them. In this way, Vault bought enough time to construct the Talismans."

+++OUR INFORMATION STATES THERE WERE SIX FORTRESSES PRIOR TO THE GOTHIC WAR+++

"True enough, but their real potential was never realised by the Imperium, nor even by Abaddon the Despoiler. The Talismans of Vault were controlled by the spirits of those Eldar Seers killed by the Necron invasion. At the heart of each Talisman sat one of the Eyes of the Witch. These were gifted to Vault by Morai-heg, the Crone-goddess of the Eldar whose domain was secret knowledge. They enabled the departed spirits to channel vast amounts of energy straight from the Immaterium into realspace. In this way Vault intended to banish the Dragon for eternity."

+++BUT HOW COULD HE LOCATE THE NECRON GOD+++

"The Void-Dragon, its dreams of conquest halted in their tracks, had decided to lead its minions on the battlefield. None could stand before a fully manifested god, not even the Eldar soul-constructs. To ensure it was at the zenith of its power, the Void-Dragon began draining the energies of a binary star. It took the form of a cloud of dark light, surrounding the stellar anomaly and leaching energy from it until it was sated. Vault knew the stars as

well as he did his forge, and when the twin suns began to dim, he set forth to battle."

+++AND HOW DID THE CONFLICT RESOLVE+++

"It didn't. The myth ends there. It is a mistake to assume the Eldar legends follow the same patterns as our own. For what it's worth, I believe Vault failed in his appointed task. True, the Void-Dragon was stopped in its methodical slaughter, for there are Eldar left in the galaxy. But I am no blinkered fool, and I believe it to be dormant, awaiting the right moment to reappear.

+++ARE YOU AWARE OF THE LOCATION OF ITS REFUGE+++

"Don't be absurd. Nobody has that knowledge."

+++OF COURSE. MY APOLOGIES, LORD INQUISITOR. FAREWELL+++

"What? I had assumed you would want to find out more."

+++WE HAVE LEARNT THE REQUISITE INFORMATION.+++

"Farewell then, Tech-Priest Alagos."

- VOX RECORD ENDS -

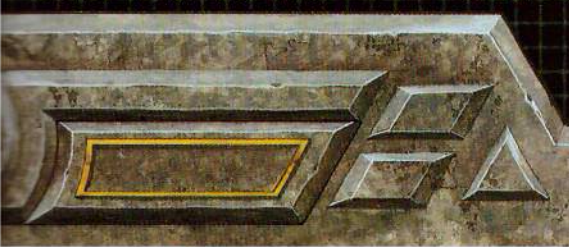
My Lords,

I trust the sheer scope and unsettling implications evinced in these texts have convinced you that any perceived tardiness was merely the delay one must tolerate when exhuming truth from such diverse and arcane sources. Such petty matters must surely pale next to the inferences within. Nonetheless, I hope the information reaches you before it is too late to act.

I ask not to be remembered as the curator of such objects, nor the voice by which their content becomes known, for the attendant risks would surely render my life forfeit.

May the Emperor guide your hand.

Ralamine Mung



For the second of our C'tan Masterclasses we spoke to the 'Eavy Metal team to find out how they painted the C'tan special character, the Deceiver, designed by Mark Harrison.

THE DECEIVER



Painted by Darren Latham, Martin Footitt and Neil Green

'EAVY METAL MASTERCLASS

ASSEMBLING THE MODEL

The model was first assembled and pinned at the joints for extra strength, then any small gaps were filled with green stuff before being given an undercoat of Chaos Black spray. Any parts of the model not quite covered by the spray were then painted in with a thinned down coat of Chaos Black.

PAINTING THE MODEL

Although it looks extremely impressive, the majority of the Deceiver was painted in a simple colour scheme, with only the cloth twirling around it and the base painted in a different manner to its body. After the undercoat, the model's skin was given a base coat of Tin Bitz, with



a further coat of Beaten Copper added to the mix painted on top of this, but leaving the darker colour untouched in the recesses of the model.



The model was then given a highlight of Burnished Gold, which was painted over the raised areas of the model, such as the ridges of muscle along the model's arms, legs, chest and belly.





The highlights were worked up by adding some Mithril Silver to the gold.

As the focal point of the model, its face and horns were further highlighted by adding even more Mithril Silver to the mix so that the paint was almost completely silver.



Finally, to finish off the skin, a glaze of Purple Ink was brushed over the

model and into the recesses. This was followed by a wash of Magenta Ink, followed by another of watered down Blue Ink.



With the skin finished, the cloth surrounding the figure was painted with a basecoat of Bestial Brown and highlighted by adding some Snakebite Leather. This was further lightened by adding some Bubonic Brown then applying final highlights of Bleached Bone and Skull White. At the points where the cloth passes over the model's body, the paint was blended from the colouration of the cloth into the gold of the model, representing the 'bleed' of the C'tan's living metal into its surroundings.



FINISHING TOUCHES

To finish the model off, the Necron on the base was painted with Boltgun



Metal, drybrushed with Chainmail and given a thin wash of Black Ink. The crystals on the base were painted with Dark Angels Green and highlighted with Snot Green. To really make them stand



out, the edges of the crystals were painted with a fine line of Scorpion Green.

Finally, the base was covered with a thin coat of PVA glue and sprinkled with sand, which was then coloured with Black Ink. Once this had dried, it was drybrushed with Codex Grey then finished with a final drybrushed highlight of Bleached Bone.



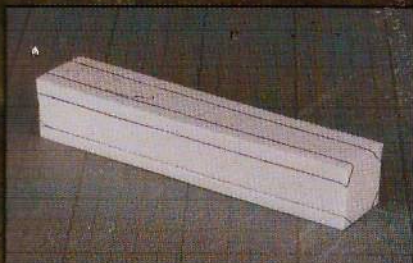
For the newly released Codex Necrons, Studio model makers Dave Andrews and Mark Jones created this impressive Necron tomb world terrain.

ANCIENT ARCHITECTURE

A CLOSER LOOK AT THE NECRON TOMB WORLD TERRAIN

By theming your terrain and making scenery pieces that can be set up in various ways, you'll find that missions and campaigns will begin to suggest themselves to you – for example, this particularly impressive tomb structure (made simply from sheets of foam card, the extra details being scratch-built) could represent the stasis chamber of a Necron Lord, or even a C'tan, and would make an ideal objective for an enemy in a Sabotage or Take and Hold mission.





Creating themed scenery needn't be too complicated. To make the alien-looking crystal formations, Mark started off with a squared strip of polystyrene. He then marked a line on each of the corners where the strip required trimming.



Using a sharp knife, he carefully cut down the length of the strip, following the lines drawn along the edges (make sure you cut away from yourself when using any sharp tools). When Mark had cut the sides, he then trimmed the top to give it a pointed, crystalline shape.



Once several crystals had been made, they were mounted on a foam card base using PVA glue, and then arranged at different angles to assume a natural look.



As the crystals are made from polystyrene, Mark hand-painted the Chaos Black undercoat rather than using an undercoat spray, which would melt the polystyrene. The crystals were then drybrushed using Dark Angels

Green, after which the edges were painted Spot Green. The base was then covered in PVA glue and dipped in sand. It was then painted Chaos Black, and drybrushed using Codex Grey.



DESPOILERS OF PURITY

CHAOS NEW RELEASES

MOUNTED SORCERER OF CHAOS

A master of the dark arts, a mounted Sorcerer of Chaos can move quickly around the battlefield disrupting enemy formations with his deadly magical attacks.

This blister pack contains one mounted Sorcerer of Chaos model, designed by Aly Morrison.

This model requires assembly.

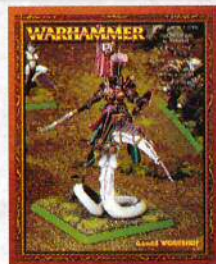


LORD OF SLAANESH ON A DAEMONIC STEED

Like all Chaos generals, a Lord of Slaanesh excels in combat, but it is when mounted on a Steed of Slaanesh with a movement of 10" and a charge of 20" that he becomes extremely dangerous.

Designed by Juan Diaz, this boxed set contains one Lord of Slaanesh model.

This model requires assembly.



CHAOS CHAMPION OF SLAANESH

A Chaos Champion of Slaanesh is a fearless adversary, especially when given the Mark of Slaanesh that makes him immune to psychology.

This blister pack contains one Chaos Champion of Slaanesh model, designed by Juan Diaz.

This model requires assembly.



DAEMONETTES OF SLAANESH

Forming the core of any Slaanesh Daemon army, regiments of Daemonettes are surrounded by an aura of seduction which will reduce the Leadership value of any enemy unit in base contact with them by -1.

Daemonettes are a Troops choice in a Warhammer 40,000 Chaos army.

Designed by Juan Diaz, a blister pack contains three Daemonettes of Slaanesh.

These models require assembly.





GREATER DAEMON OF SLAANESH

A Greater Daemon of Slaanesh is a master of not only the winds of magic but the minds of its foes, as enemies close to the daemon will find their minds confused, and their limbs heavy and slow. Any enemy models in base contact with the Greater Daemon of Slaanesh must halve their Weapon Skill and Initiative.

The Greater Daemon of Slaanesh can also be used in a Warhammer 40,000 Chaos army, counting as an HQ choice.

Designed by Trish Morrison, this boxed set contains one Greater Daemon of Slaanesh.

This model requires assembly.



PRICE LIST

GREATER DAEMON OF SLAANESH £25.00

Denmark kr 300.00 Sweden kr 350.00
Euro 40.00

LORD OF SLAANESH ON A DAEMONIC STEED £12.00

Denmark kr 150.00 Sweden kr 180.00
Euro 20.00

CHAMPION OF SLAANESH £7.00

Denmark kr 80.00 Sweden kr 90.00
Euro 11.00

MOUNTED SORCERER OF CHAOS £7.00

Denmark kr 80.00 Sweden kr 90.00
Euro 11.00

DAEMONETTES OF SLAANESH £6.00

Denmark kr 70.00 Sweden kr 80.00
Euro 10.00

SPAWN OF CHAOS £10.00

Denmark kr 125.00 Sweden kr 150.00
Euro 17.50

CHAOS FURIES £6.00

Denmark kr 70.00 Sweden kr 80.00
Euro 10.00

CHAOS FURIES

Flying ahead of the main army, Chaos Furies can quickly move across the battlefield and attack enemy artillery safely deployed behind the enemy's main battleline.

Chaos Furies can also be used as a Fast Attack choice in a Warhammer 40,000 Chaos army.

Designed by Mark Harrison, a blister pack contains two Chaos Furies.

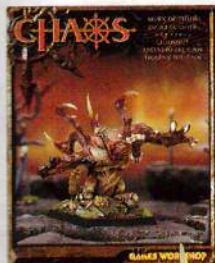
These models require assembly.

SPAWN OF CHAOS

Chaos Spawn are mindless creatures with no sense of their own mortality and their unpredictable violent nature unsettles enemy generals. Unbreakable, with a Toughness of 5 and 3 Wounds, they are ideal for protecting the flanks of any Chaos army.

Designed by Aly Morrison, this boxed set contains one Spawn of Chaos model.

This model requires assembly.



THE DARK PRINCE

SLAANESH LORD OF PLEASURE



THE DECADENT HOST

Heinrich felt his breath catch in his throat as the Daemonette gracefully sauntered from the coiling mists, its feline eyes locked on his. His heart was pounding and his skin was slick with sweat, yet he was unable to break eye contact with the fell being as its purple lips pulled back into a horrifically alluring smile, its tongue playing over sharp teeth. Gripping the haft of his halberd tightly, he mouthed a silent prayer to Sigmar for protection, even as he felt himself yearning for the touch of this foul being: He knew that at that moment he should be raising the alarm, warning his comrades of attack, yet he could not utter a sound. Then the Daemonette was standing before him, and Heinrich's mind went blank, his prayers and thoughts of warning forgotten. With a delicate flick of its wrist, the Daemonette slashed a deep gash across his throat and dark blood fountained from the fatal wound, spurting over the creature's pale inhuman. As Heinrich fell to the ground in rapture, his eyes still lingered upon the delicate form of his killer. Behind it, a tall figure stepped into view from the mist, a powerful and graceful warrior bedecked in gleaming black armour. His skin was icy pale, and he lovingly caressed the Daemonette's cheek with the back of his hand. Raising his voice to the heavens, he cried out in a tone full of music and resonance, "Let the glorious slaughter begin!"

Slaanesh, the Dark Prince of Chaos, is the youngest of the four greater Chaos gods. Known by a multitude of names, including Shornaal and Lanshor, the Lord of Pleasure is patron of all things beautiful and seductive. Master of excess and creative power, his realms of influence include music, art and passion. The embodiment of indulgence in all its forms, Slaanesh's allure is highly addictive, and those who follow him are quickly overcome by the seductive vices of pride, arrogance and excess. Divinely beautiful and alluring, Slaanesh is portrayed as exuding a palpable and irresistible charm. Slender, long-

limbed and elegant, the god is completely androgynous and defies the natural order of the world. He teases the souls of his enemies from their bodies as they gaze with adoration and longing into the hidden depths of his lustrous eyes.

Slaanesh in his many guises is honoured all through the Northlands, as well as within the Old World. The tribesmen of the north seek the favour of Slaanesh for personal gain, for the Dark Prince of Chaos has it within his power to instil his followers with a portion of his radiant glory, ensuring that mere mortals fall at their feet in devotion. In ages past, a faction of the Elves of Ulthuan fell into perverted worship of the Lord of Pleasure, and this is what is rumoured to have brought about the great division of that noble race. In hidden covens within the hearts of the greatest cities and throughout the decadent upper classes of society, secretive cults thrive. How many have inadvertently slipped into the tender embrace of Slaanesh as they succumb to the sins of self-indulgence?

How many great leaders of men have turned to the Dark Prince of Chaos to secure their position, or to gain the support and respect of their fellows? Slaanesh hungrily preys upon these

mortal weaknesses and delights in the devotion heaped upon him.

Champions of Slaanesh are majestic, charismatic leaders, who are adored by their followers and attract large warbands. Such adoration is easy to embrace and, as the Champion becomes more absorbed with his goal, he becomes more distant from his followers, his aloofness and otherworldly persona only fuelling their adoration. The glories of Slaanesh are great, and Slaaneshi champions are immensely proud of the gifts bestowed upon them by the Dark Prince, bathing in the praise heaped upon them by lesser mortals. They are imposing individuals, with an allure and attraction that goes beyond mere physical beauty, and they move with effortless grace and exquisite precision. The sheer presence of a champion of Slaanesh is inspiring; they are surrounded by an aura that delights others and drives them to acts of great loyalty and sacrifice. They become removed from mortal concerns, so that pain, fear, loyalty and humanity are left behind, leaving them entirely focused on achieving their own ambitions. All other creatures become subservient to the will of the champion, there merely to give adulation or be destroyed.



Styrkaar was born into the Sortsvinaer tribe on the northern coast of Norsca. His father, Jerg Svengor, was a powerful warlord, and as a young boy Styrrkaar was treated with respect due to his status. Nevertheless, no Norse warrior, no matter how important, would have a weak or spoilt son, and so Styrrkaar was expected to learn to hunt and fight as any other tribesman. Jerg Svengor was a harsh man, unpredictable and volatile, and his son often felt the touch of his fists. However, when Styrrkaar was once beaten by another Norse warrior, Jerg Svengor had the man whipped until his back was a bloody mess. Svengor then beat his son, for he agreed that the boy needed punishing, but wanted to make it known that it was not anyone else's right to do so.

As a baby, Styrrkaar was aware of a companion unseen by the rest of the tribe. The young Styrrkaar used to giggle at the antics of this being as it danced above his crib. This shadowy friend said its name was Sle'zuzu, and also told Styrrkaar that he could never tell his friends or family

about him - or he would leave. Styrrkaar accepted this without question, and never for a moment thought it strange to have Sle'zuzu as his constant companion. Sle'zuzu used to whisper words and secrets to the young chieftain's son that made his life in the tribe easier. If Styrrkaar was caught misbehaving, Sle'zuzu would speak softly into his ear - prompted by his unseen friend the young boy would then repeat these words out loud, and often his punishment was lessened. Sle'zuzu seemed to know exactly the right words for Styrrkaar to say to make people pleased and friendly towards him.

Styrrkaar was a popular and outgoing child, who made friends effortlessly and charmed adults, who were impressed with his fearless attitude and self-confidence. He was respected by his peers, for there was no favouritism in the eyes of his harsh father, and he trained alongside the other children, learning the ancient Norse techniques for hunting, fighting, and for crewing the Norse longships that sailed the icy seas. In all these areas Styrrkaar excelled, impressing

his elders and making his father quietly proud. With Sle'zuzu's prompting, Styrrkaar began to realise that he could use this popularity for his own advantage.

By the time he was in his late-teens, Styrrkaar had secured himself a powerful position within the tribe and was held in high esteem. He had grown into a tall and strong warrior, and had led numerous successful raids against other Norse tribes, the Kurgan to the north and against the coastal towns of Bretonnia and the Empire. His peers, and even the older, veteran warriors of the Sortsvinaer, followed his lead without question, for they had such faith in their Jerg's son. Jerg Svengor's silent pride of his son began to sour, for he began to see the popularity of Styrrkaar and the loyalty that his people had for him, as a threat to his own position. His treatment of Styrrkaar became increasingly harsh, and this began to cause resentment amongst the tribe. Styrrkaar quietly fuelled this grudge, though he was painstakingly careful never to appear disloyal.



Blessed by Slaanesh, Styrrkaar leads a raid against a coastal Bretonnian town, earning fame and glory.

Eventually, a confrontation arose between father and son, during a feast celebrating the success of yet another of Styrkaar's raids. Jerg Svengor, his face reddened with mead, refused to join the toast raised for his son, and stood up drunkenly from the feasting table. Pointing at Styrkaar, he said that his son would never achieve the successes that he himself had. As the tribesmen began to murmur disapprovingly amongst themselves, Sle'zuzu, who spoke only rarely to Styrkaar these days, prompted the young warrior into action. He stood from the table, and with Sle'zuzu feeding him the words to speak, calmly asked his father to raise his goblet in the toast. Outraged, Jerg Svengor swung a fist in a clumsy blow, smashing Styrkaar to the ground. A slight smile touched Styrkaar's lips for a moment as he rose from the ground and wiped a small trickle of blood from his nose.

The tribesmen had all risen from their benches, and surrounded the Jerg and his son. All was quiet, save for the crackling of burning wood in the firepit, until one

voice sounded at the back of the hall, shouting for Styrkaar to strike back. Styrkaar smiled, for he recognised the voice of his companion, Sle'zuzu. Other voices joined this one, until the entire room rocked with the sound of people urging Styrkaar on.

Jerg Svengor turned around in anger and fear, searching vainly for some support, but finding none. Enraged, he turned and swung another blow at his son. Styrkaar swayed to the side, and the punch sailed past his head. Stepping in close, Styrkaar's elbow connected sharply with Jerg Svengor's head, and the large man stumbled. Following up quickly, Styrkaar landed a heavy kick to the side of Jerg Svengor's left knee, which collapsed with a sickening crunching noise, and the older man dropped. As Styrkaar stepped in to finish off his father, the older Norseman grabbed Styrkaar by his leather tunic, pulling him down into a vicious head-butt that broke Styrkaar's nose. Breaking free of his father's iron grip, Styrkaar viciously struck his hands upon Jerg Svengor's ears. He fell back to the

ground, blood running from his ears, his hearing lost forever.

That night, Styrkaar became the new Jerg of the tribe. The feasting continued for three solid days and nights. When at last the celebrations ended, Styrkaar lay exhausted yet exhilarated on his heavy, furred pallet, sleeping women on either side. Sle'zuzu came to him then, whispering quietly. The shadow-being advised Styrkaar to raise an altar to Slaanesh, the Dark Prince often known amongst the Sortsvinaer as Shornaal. Sle'zuzu told Styrkaar that Slaanesh was looking down upon him, and had already shown his favour to the young Norseman. With dreams of grandeur and excess filling his mind, Styrkaar slipped into sleep.

During the following years, Styrkaar led the Sortsvinaer to increasingly greater and more ambitious raids and battles, revelling in the excess of slaughter and debauchery of war. Always as he fought, he heaped devotion onto the god Slaanesh, and always he returned victorious. After one such raid, Slaanesh made it known that the actions of Styrkaar were pleasing. As the sky darkened above, the spirit of Sle'zuzu was forced into Styrkaar's mind and convulsing body, making the two become as one. His skin began to glow unnaturally from within, as if a cold light burned beneath his pale flesh, and his teeth lengthened into delicate fangs. For the tribesmen who followed Styrkaar unquestionably, knowing nothing of Sle'zuzu, they merely saw that their leader had become touched by the gods themselves, and fell to their knees in adoration and wonder.

As the years progressed his fame continued to spread across the lands of the north, and the favour of Slaanesh became increasingly apparent. He rode to battle borne upon the back of a mighty Steed of Slaanesh - the wyrm-like Daemonic creatures beloved of the Dark Prince. Warriors came from all over Norsca to fight alongside one so favoured by the gods, hoping that in doing so, they themselves could gain a measure of Styrkaar's greatness. The number of warriors fighting under Styrkaar's name increased greatly, and he bathed in the praise and devotion that was lavished upon him.

In battle, Styrkaar moved with fluid grace, and his enemies were filled with a mixture of awe and horror. He gloried in slaughter, rampaging through the ranks of his enemies, upon the back of his serpentine steed, dealing death with every flick of his blades. The followers of Styrkaar screamed him on, revelling in the madness and flow of blood, bustling to get as close as they could to his exalted form. If any of them got too near, he would lash out at them,





Stykaar faces off against Karnak, champion of Khorne.

and they would fall back, ecstatic to have felt the touch of their idol. Seeking out battle wherever he could find it, he took great pleasure in the pain and ecstatic torture he inflicted on others, and the rewards to be reaped after the slaughter.

Stykaar's killing spree continued unabated for years on end. In bloody combat, Stykaar and his followers slaughtered many other powerful warbands as they roamed the Chaos Wastes, including Karnak and his devotees of Khorne, and the mysterious Asgeirr and his masked warriors of Tzcenth. In hand-to-hand combat, Stykaar slew Vandred the Majestic, a favoured follower of Slaanesh. Upon the champion's death, his warband all dropped to their knees and cried the praises of Stykaar.

Whispers began to reach Stykaar of a warrior, blessed by all of the gods and bearing ancient artefacts of wonder. The name Archaon broke through the haze of adoration that surrounded Stykaar, and he sat up from his bed, pushing away the bodies that reclined around him, without thought. At first he was angered by the name and the awe that surrounded it. His god, the rapturous Slaanesh, let it be known that Archaon was within his favour, as well as the favour of the entire pantheon

of the gods of Chaos, and that Stykaar was not to stand against him. Voices began to whisper within Stykaar's mind, and he began to formulate a plan.

Stories of the successes of Archaon continued to spread throughout the lands, and when word came of his arrival in the Sortsvinaer controlled territory, the tribes were excited and fearful. They knew that their lord Stykaar had slain his rival Slaanesh champion Vandred, and that Vandred had been a favoured companion of Archaon. Many thought that Archaon brought war to the Sortsvinaer, yet Stykaar sat unmoving within his hall, even as he was informed that Archaon and his Swords of Chaos approached.

They rode unopposed through the villages of the Sortsvinaer, approaching Stykaar's hill-fort. Only when Archaon stooped his powerful form to enter the hall of Stykaar, his mere presence filling the air with an electric-like energy, did the Sortsvinaer leader stir, raising himself from his reclining pose. Archaon nodded his helmeted head slightly, in respect to Stykaar, who returned the gesture. With a dismissive motion of a hand, Stykaar waved his awe-struck attendants from the room.

When the pair emerged from the hall, they could see that many people had travelled from all over Sortsvinaer land to witness the outcome of the meeting. As in the Sortsvinaer custom among allies, the two mighty warlords clasped each other's forearms firmly, and the gathered crowd filled the air with their raucous cheering. What force in the world could stand against the armies of these two mighty leaders fighting together? With the knowledge that when the time came for Archaon's assault on the lands to the south, Stykaar would be leading the Sortsvinaer tribe in an all-out assault from a different direction, Archaon left the lands of the Norse with confidence. Stykaar had pledged to launch all the longships he had at his disposal when the time came, sailing them in a mighty assault force that would strike terror in all that opposed them, hitting as they would behind the front lines of the weak Empire defence.

Stykaar looks towards that day with longing - he knows that Slaanesh is pleased with him, and that if he performs as expected in the forthcoming conflict, his path to Daemnonhood is assured...



LURE OF THE GODS

FIRST BLOOD ON THE ROAD TO VICTORY

White Dwarf editor Paul Sawyer has always fancied collecting a Chaos army and with the release of the new Hordes of Chaos army book he's finally taken the plunge. Rather than let him go his merry way and build the army at his own pace, he's decided to make a series out of it. Each month Paul will have £30 to spend on his new Chaos army. He'll only have the pieces he buys to hand for conversions and will have to look for the best buys to build his army as quickly and as cost effectively as possible.

As I enter the third month of my new Chaos army, I'm starting to get some games in with the models I've painted so far. The army is starting to fill out a bit and I'm beginning to appreciate what being a Chaos Lord is all about, which is a big change from being a Dwarf player!

In the first month of my army I bought two of the regiment sets – Chaos Warriors and Marauders of Chaos. These represent superb value for money and also yield an immense number of unused components that have made a great start to my bits box. In addition to my two regiments I also bought a Chaos Champion model to lead them. Doubtless as the army grew he'd find himself being subordinate to a more powerful champion, but for now he'll be used as an Aspiring Champion. Weapon Skill 6, Strength 5 and 3 Attacks is not to be sniffed at and in the small games I'll



be playing it would be overkill to take a more powerful character.

The second month's purchase was a pack of 12 Warhounds of Chaos. These are very quick and also have the benefit of not counting towards the number of Core choices in the army. In the smaller games I'd field them as two packs of 6 Warhounds and use them to harry the flanks of my opponent's battle line. Or at least that's the plan...

TO THE BATTLEFIELD

On our website there are over one hundred new scenarios based on the rules for fighting Skirmish level games found in the Warhammer rulebook. You can find them at:

www.games-workshop.com/wdmagazine/skirmish

These scenarios are great for getting a few small scale games in whilst building an army or as a change of pace between battles. The scenarios are an immense amount of fun too, as I found out when I tried some of them – we've printed two of the games I played here to give you a taster.

So, on to the games and Vradchuk's first forays out of the Chaos Wastes...

SKIRMISH I

The first game was Cut the Bridges. Playing against Owen Rees's Empire force, it meant me taking my army across the bridge and stopping him destroying it in the process. It all started very badly when his Greatswords only took two turns to destroy the bridge. My lack of mobility (I hadn't finished the Warhounds at this point) cost me dearly here as I had nothing to tie him up while I trudged slowly across the battlefield with my infantry.

With the bridge wrecked I had to make for the ford. This proved deadly for me as many of my troops were swept away in the fast flowing river. However, once I got to the other side, the Chaos force made short work of the Empire troops and Vradchuk's first steps onto Imperial soil were as victor.

Learning points

- My force is too slow and I need to finish those Warhounds.
- Chaos Warriors are HARD. I knew they were tough but they outdid themselves against the Greatswords.



Paul takes his fledgling Chaos force to the battlefield for the first time.

CUT THE BRIDGES

Rivers form natural boundaries between states and nations. They are the first line of defence against an opposing army. In this scenario the invaders must capture the bridges intact to allow for quick passage of their oncoming army. If the Defenders can destroy their own bridge, it will allow valuable time to organise defences while the invaders are forced to search for another way across.

DEFENDING FORCES

- 100 Points including up to 1 Champion
- No Heroes
- No War Machines

ATTACKING FORCES

- 200 Points including up to 1 Champion and/or Hero
- No more than 20 points of Magic Items

BATTLEFIELD

Use a special table about 36" long and 30" wide. Arrange a river across the board as shown on the map with the bridge set in the centre of the river. The bridge should be wide enough for three 20mm x 20mm based models to stand side by side. Also, create a small fordable area in the river 12" either east or west of the bridge – this is the only other area that can be crossed. Additional trees, walls and hedges are scattered about the table, but none within 12" of the southern bank of the river.

OBJECTIVES

Attackers – The main objective is to stop the Defenders from destroying the bridge! Failing that, the Attackers can still cause disruption by crossing the ford in strength.

The Attackers win a major victory if they end the game with the bridge intact and more models on the northern bank than the Defenders. A minor victory is won if the bridge is destroyed but the Attackers still end the game with more models on the northern bank than the Defenders.

Defenders – The Attackers must be denied passage to the northern side of the river. Destroying the bridge is most essential, but keeping the enemy from crossing the ford will also buy your defences more time.

The Defenders win a major victory if they end the game with the bridge destroyed and no Attackers on the northern bank. A minor victory is declared if the Attackers rout but the bridge is still intact.

The game lasts until either the Attackers rout, or all the Defenders are slain. At any time (especially important as part of a campaign) a player can voluntarily end the game by announcing a retreat.

DEPLOYMENT

The Attackers start on the southern table edge.
The Defenders start on the northern table edge.

WHO GOES FIRST?

The Attackers always get the first turn.

SPECIAL RULES

This scenario uses the special rules detailed below:

Stalwart Defender – The Defenders will guard the bridge with their lives and are immune to any Rout Tests.

Destroying the Bridge – The bridge has a sturdily built wooden frame and won't be easy to destroy. Models are allowed to attack the bridge in hand-to-hand combat so long as their bases are touching the bridge but the models themselves are still on the riverbank (who would chop a bridge they were still standing on?). Hits are automatic and players simply need to roll to wound. The bridge has a Toughness of 5 with 4 Wounds. It is immune to critical hits and a maximum of three models may attack the bridge at a time. Note: the bridge may only be attacked by a combatant not already engaged with a foe.

Dangerous Ford – Although small, the stream is swollen and dangerous, even at the ford. Any model attempting to cross here must make a D6 roll. On a roll of 1 or 2, the model has lost its footing and is swept away by the strong current (taking no further part in this battle).

USING ALTERNATIVE FORCES

Cut the Bridges is a classic wargame scenario and can be played in any combination with any variety of armies. For instance, imagine:

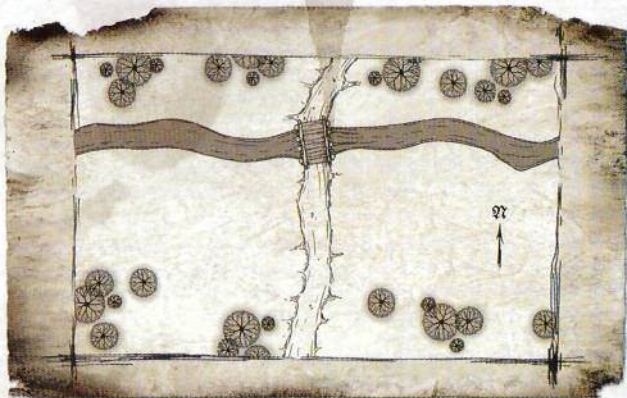
- An Empire Militia attempts to slow the progress of the Orc Waaagh!
- A Bretonnian Peasant force holds up the invading Vampire Count and his shambling followers.
- A Dwarf Ranger party harasses the scouting force of a large Chaos Army.

PART OF A LARGER BATTLE

This is an easy scenario to fit into a larger campaign or series of Skirmish battles.

Defender Victory – The Defenders have slowed the enemy army. In the follow-up Warhammer battle the Attackers must set up first, and go second. As part of a continued campaign or series of games try the Bridging the Gap scenario from the Warhammer Skirmish book next to get across the river.

Attacker Victory – The Attackers have come upon the army unaware. The Defenders must set up for the battle first, but the Attackers get the first move. As part of a continued campaign or series of Skirmish games try playing some games to represent the Attacking army's actions after finding easy passage across the river. For example, you could try the Town Raid scenario from the Warhammer Skirmish book.



SCALE THE WALLS

Cunning Warlords know that the best way to defend valuable land is to build a mighty fortress and garrison it with sturdy warriors. Invading generals know better than to leave a fully manned castle behind as they ravage the countryside. Siege warfare is generally the only option open to invading armies, and this scenario is a great lead into a larger Warhammer Siege battle.

DEFENDING FORCES

- Up to 100 points of Core troops, including up to 1 Champion.
- The Defenders may either have a cauldron of boiling oil, or all be equipped with rocks.

ATTACKING FORCES

- 200 points of Core troops, including up to 1 Champion or Hero.
- The Attackers are equipped with a log ram and four ladders.

BATTLEFIELD

This scenario requires a space of about 24" x 24". The main feature for this battlefield is either a gatehouse or a section of fortress wall. This is placed across the northern edge of the table as shown in the map. As almost all castles have a cleared area around the walls (known as a killing ground), we recommend that you don't use any other terrain.

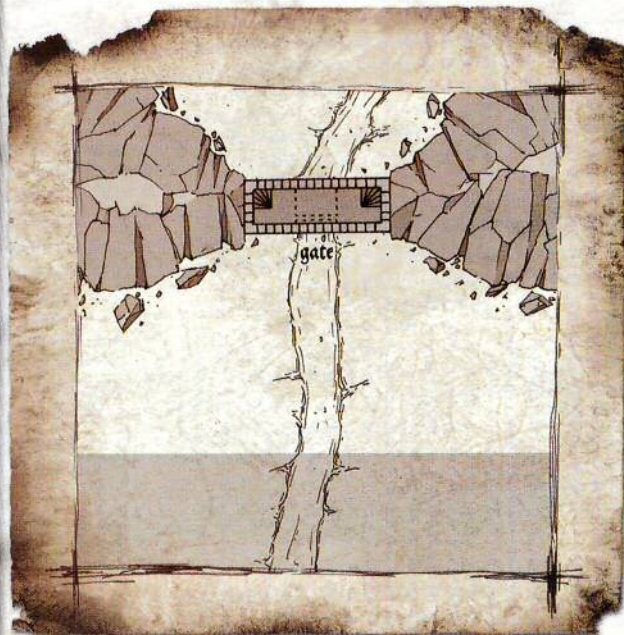
OBJECTIVES

The Attacker's objective is to conquer the fortress and slay all the Defenders.

The Defender's objective is to hold the fortress and repel the assault. They must survive long enough to receive reinforcements or drive the Attackers away.

The game is won if one side completely destroys or routs the other side, but if this does not happen the Defender will win if they have more models on the walls at the end of the game than the Attacker.

This scenario will last seven turns, after which it is assumed that reinforcements arrive to help the Defenders.



DEPLOYMENT

The Attackers deploy first anywhere along the southern edge of the table, at least 16" from the wall or gatehouse. Once the Attackers are deployed the Defender sets up their models on the wall, ready to repel the attack.

WHO GOES FIRST?

The Defenders go first.

SPECIAL RULES

This scenario uses the Siege rules detailed in the Warhammer Rulebook on pages 247-260. There you will find rules for carrying and using all siege equipment.

USING ALTERNATIVE FORCES

There are a wealth of ideas for this scenario as most races build fortresses and strongholds of some sort or other. Any army would be applicable, imagine a Slaaneshi Chaos army assaulting the gates of a Khornate Chaos Champion, Dwarfs defending a mountain pass against an Orc horde, or a border dispute between the Empire and Bretonnia.

Alternative ways of playing could include increasing the points value of the game or including Special or Rare choices. Remember, keeping the Attackers points twice the value of the Defenders is usually a good idea.

PART OF A LARGER BATTLE

We recommend you try this smaller version of a Siege game before you launch into a full-scale action! This is a great way to get familiar with Siege rules and equipment. Perhaps this could be an army breaking through the outer ring of a town's defenses, with a larger and more elaborate siege to follow. Attackers will want to get through as quickly as possible, and Defenders will want to inflict as many casualties as they can!



SKIRMISH 2

The second game was against Tom Hibberd's Undead and we picked 'Scale the Walls' which meant my newly painted Warhounds would be redundant as they could neither carry nor use ladders. A shame, but it was not the end of the world – Tom was to be defender and took a cauldron of boiling oil whilst I forwent the battering ram in favour of ladders to get up and amongst them as soon as possible.

The game was very one-sided and Vradchuk's warriors dispatched the Undead in short order with little loss to themselves. This being said, the Undead do suffer horribly in defending Sieges especially in games this small where a Necromancer isn't allowed.

Learning Points

- Chaos Warriors are still HARD.

SKIRMISH 3

My final game of Skirmish this month was against Matt Hutson's Dark Elves. We chose 'Assassin!' and had a blast! I chose two Warhounds as my sentries figuring that they had the speed to react to danger better than either Marauders or Chaos Warriors. The Assassin chose to dispatch one of the Warhounds but failed to kill it outright. This meant the alarm was raised and my force stumbled bleary-eyed from their tents foregoing armour in favour of dealing with the interlopers.

I set up my models to be as spread out as possible, cutting down the avenues to my Exalted Champion – the figure of the enemy's attention, Matt's Dark Elf

Assassin was an absolute killing monster and had me seriously worried for a while as he dealt with Marauder, Warhound and Chaos Warrior with equal ease.

I decided to split off a handful of my troops to deal with the four Shades that had joined the battle to extract the Assassin to safety. It didn't take long to deal with them and with numbers on my side I decided to finish the Assassin off by throwing my Exalted Champion into the fray as the other troops were doing a

fine job of holding him up but then dying. The Exalted Champion only needed one short but very brutal attempt to cleave the Assassin in two and that ended the game.

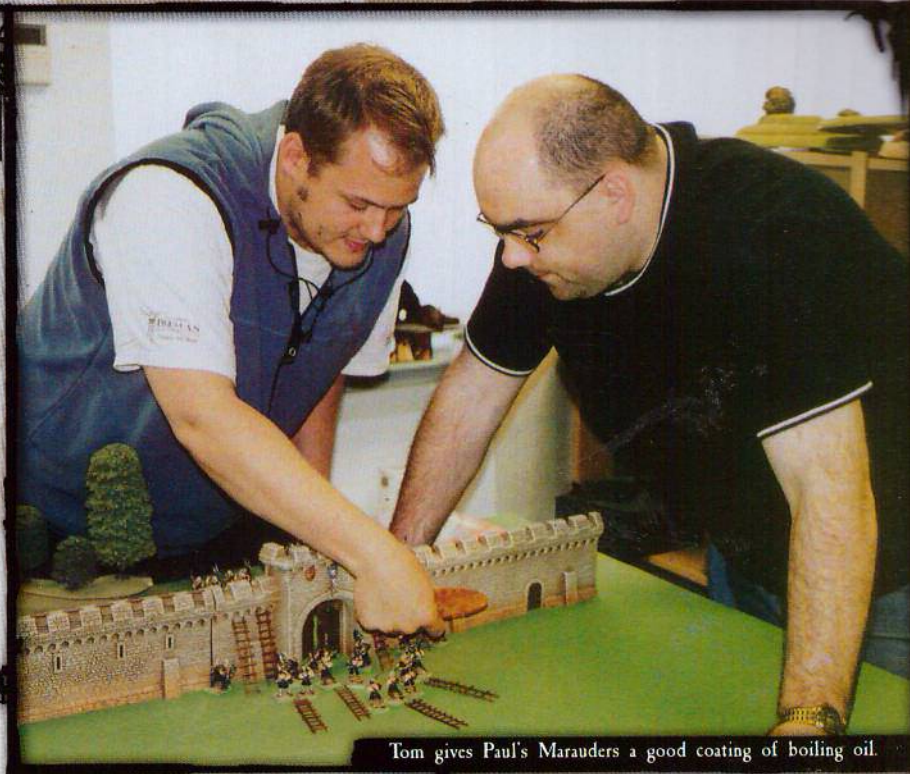
Learning Points

- Dark Elf Assassins are not to be trifled with.
- Most Hero level characters are tough but an Exalted Champion, even unarmoured, is a fearsome adversary.

REALITY CHECK

With 3 wins out of 3 I was feeling pretty confident and looking forward to my first game of regular Warhammer. I've started attending Mansfield Wargames Club as not only is it just down the road from where I live but it's also home to some very competent players. With about 30 players playing anything from Battlefleet Gothic to Warhammer, there's always lots going on.

I took my small army along with the hope that I could borrow a few models from one of the other Chaos Generals as I wanted to try out some new troops before I bought them as my next instalment. Luckily, Rob Lane had his new Chaos army to hand and I duly borrowed his Chaos Knights, a chariot and a mounted Sorcerer. My opponent was Magnus Forslund who also works at Games Workshop in our Sales department. The game would be a 1,000 points pitched battle against his Empire army. This was both a good and a bad thing – I was really looking forward to the first real game of Warhammer with my new army but always struggle against the Empire.



Tom gives Paul's Marauders a good coating of boiling oil.



Roll a one... Roll a one... Roll a one...



Paul's Chaos army so far (minus his Champion, Vradchuk, who is being converted to ride in a chariot).

My army for the game was:

Sorcerer of Chaos136
(Level 2, Barded Chaos Steed)	
5 Knights of Chaos265
(Champion, Standard Bearer and Musician, Mark of Nurgle)	
16 Marauders167
(Chieftain, Standard Bearer and Musician, light armour, flail)	
12 Warhounds72
12 Chaos Warriors167
(Champion, Standard Bearer and Musician, heavy armour, halberds and shields).	
2 Chaos Chariots240

My Sorcerer rolled his spells on the Lore of Death chart (Chaos Sorcerers can choose between the lores of Fire, Death or Shadows) coming up with Steal Soul and Dark Hand of Death.

I was lining up against 10 Greatswords, 16 Spearmen with two detachments of 5 Handgunners each, a Great Cannon, a Mortar, 9 Empire Knights, a level 1 Wizard and the Empire General. Lots of shooty stuff there...

The game all went very well – right up to the point Magnus started shooting. He was a master of range guessing and adept at not rolling scatter or misfire –

I've never seen anything like it! In short I was pummelled from afar and had no answer to it. The Handgunners and Cannons ripped through my Chariots, Warriors and Marauders. In an effort to get into combat and out of sight of the Imperial guns I charged the Warhounds into the Knights. I also failed a charge into them with a Chariot. Predictably they were soundly beaten and fled. Unfortunately this left my own Knights unavailable to be charged next turn. And they were duly charged and dispatched. My Chaos Warriors were probably the stars of my pitiful showing as they held up and eventually destroyed the Greatswords. With the Knights, Chariot and Warhounds all gone it didn't take Magnus long to finish off my army.

Learning Points

- I certainly need to add more speed to my army. The one surviving chariot did well – seeing off the war machines and running down the Wizard.
- I need to deploy in a tighter formation. I split my forces too much for a game this size and was made to pay for the mistake.
- Chariots don't like cannons.
- The Marauders are easy Victory points in such a small regiment – I need to add to these for them to be effective.

With the game being over so quickly and the night still young I asked Magnus for a return match – his luck couldn't be that good again after all.

Wrong! It went even worse this time around – my Knights were shot at and fled the table in the first turn as two of their number were blown from their saddles. Chariots were smashed to pieces by Imperial Cannons and the one time his war machine scattered it did so straight onto the head of my Sorcerer killing him easily. Once again the Chaos Warriors did well but once again without support were smashed apart.

Learning points

- Same as the first game but even more so!
- So, all very disappointing in the end. There's not much you can do when the dice go against you but I did make some crucial errors, especially in my deployment. At least I'm learning how to use this army, even if by trial and error. I will return and see off these Human weaklings but for now they hold sway...

THE NEED FOR SPEED

Aside from the Warhounds, my army is very pedestrian and I've been cogitating over Marauder Horsemen (great for

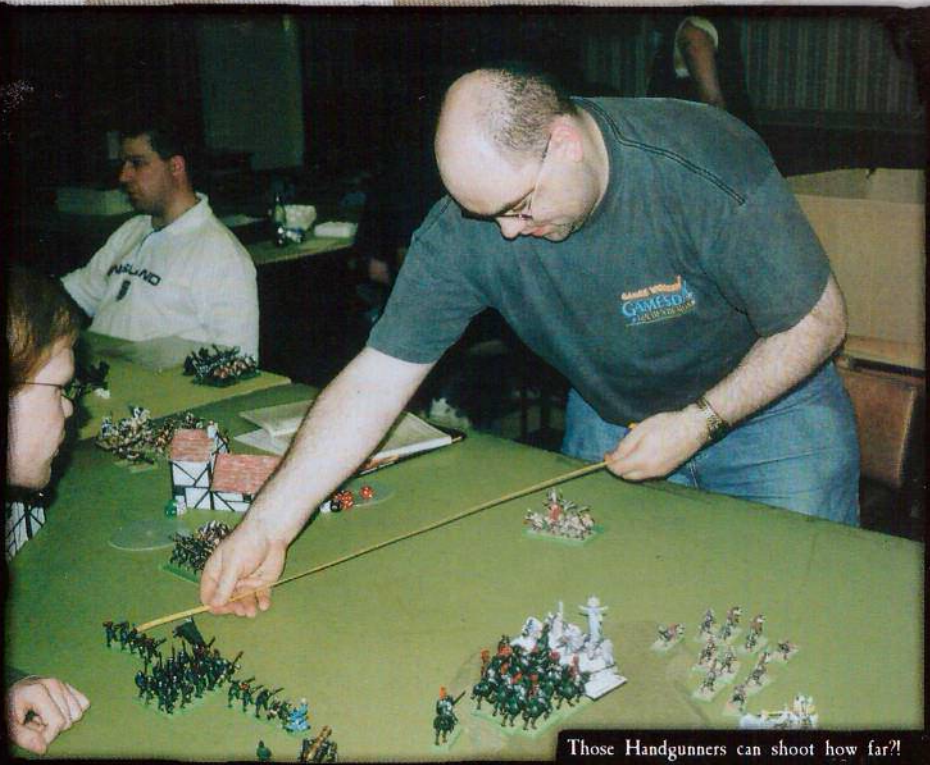
flanking), Chariots (hard hitting but vulnerable to war machines) and Knights of Chaos (hard hitting and hard hitting...). Up until the point I'd played Magnus I was all set to add Marauder Horsemen to my army but all that changed once I'd seen my force's performance on the battlefield.

I knew that I'd need to add more speed to my army, and that Horsemen would certainly achieve that, but to use them effectively I need them on the flanks and for that I'd really need a solid centre that would keep my opponent occupied and thus leave them to harry the enemy flank. So, I decided against the Marauder Horsemen, although I'll be adding them in the future almost certainly.

It was at this point I'd been thinking what to get for my 30 quid when it was pointed out to me that I had a few pounds left over from the previous month - hurrah! I had £37 to spend and that, it turned out, was the perfect amount as it allowed me to not only add the Chaos Knights boxed set (5 Knights) but also to collect a Chaos Chariot. I popped into the Nottingham Friar Lane store and purchased the two boxed sets knowing I'd made the right decision. I'm very pleased to have been able to pick these two potentially devastating units to add to the two infantry units plus the Warhound pack and now my army is looking much more rounded.

As I've said in previous issues I tend not to pick an army list and then collect to it. I prefer to rely on starting with Core troops and then making additions based on how my existing force gets on in games. That being said, I'm now in a position where I have a small but reasonably well rounded force and it's had a few trials on the tabletop. I'm now starting to get a feel for a Chaos army and, as a Dwarf player, it's a totally different style of play - no more shooting but lots of fast moving units.

One thing I would have done differently is to have left buying the Marauders until later. In big blocks (24+) they'll provide a good core to the army and at 7 points each are refreshingly cheap points wise compared to so much of the Chaos army. But in my army in its early stages they haven't done all that well and the cash might have been better spent elsewhere (a Chariot, more Warhounds or a second regiment of Chaos Warriors, this time converted with two hand weapons). Hindsight is a wonderful thing but as I have them I'll need to buy more Marauders to bulk them up. I'm torn as to whether to buy another boxed regiment or just buy the frames I need to get to 24 from a store order-point. I have another month to consider that though and I still have my eyes on those Marauder Horsemen...



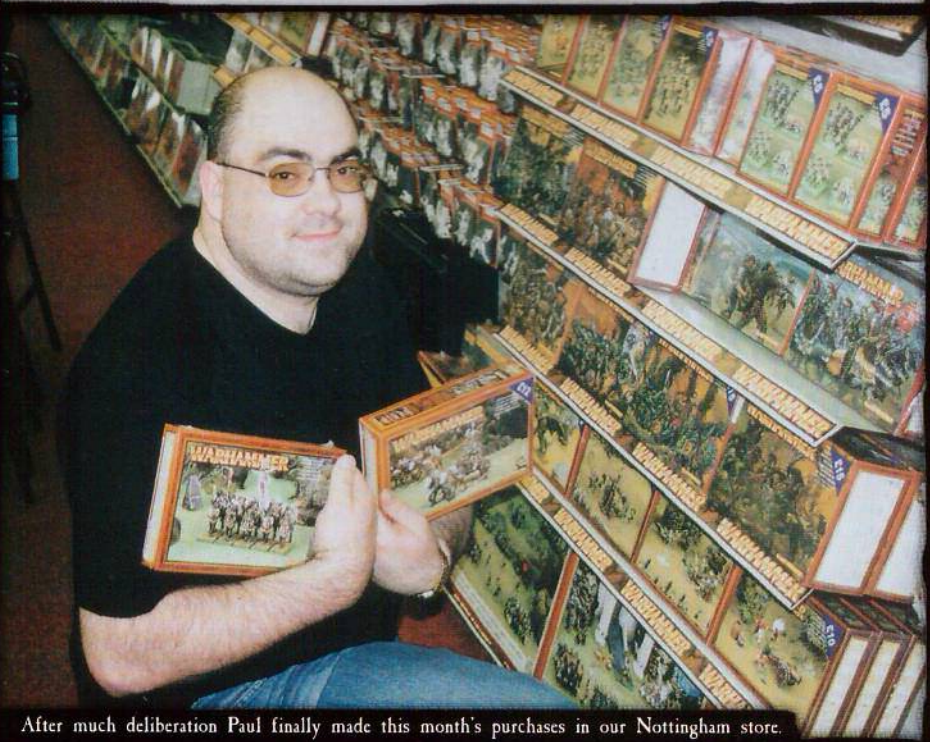
Those Handgunners can shoot how far?!

WARBANDIASTIC

We've been enjoying playing a few games of Skirmish as we've built our Chaos armies here in the Studio and there has been much talk of the old Chaos Warbands rules in the hallowed 'Realms of Chaos' tomes. These rules allowed you to create a small but very personal Chaos warband to take on others. As you played more games the gaze of the Dark Gods fell upon you and their fickle favour was bestowed upon members of the warband. It is fondly remembered and we've been talking

about revising it to play games with our new fledgling armies.

Games Development's antipodean wonder, Anthony Reynolds, has taken time off from clinging comatose to the branches of Eucalyptus trees to draw up the first rules. It looks superb even in its most basic form and I reckon, if it pans out well, we'll publish the rules in a later White Dwarf. If Anthony is up for keeping it going we may even publish it as we go along and add new rules and updates as it develops. If he's not up for it we may have to confiscate his Didgeridoo...



After much deliberation Paul finally made this month's purchases in our Nottingham store.

THE PATH OF DAMNATION

Gotthard spurred his horse on faster, the Kislevite village of Krovas fast vanishing behind him. The peasants had been suspicious, but the last of his gold crowns had persuaded them to sell him some dried bear meat, warm furs and a flask of koidva. Gotthard knew that the peasants would inform the cossack patrols of the Tzarina, so he had to make haste, unless he wanted to answer the questions of the inquisitive warriors.

Just three months earlier, he had been a young noble, living in his father's house in Altdorf. He'd had everything then: money, power, a beautiful betrothed and a commission in the Reiksguard. What had gone wrong?

It had all started when he'd joined a minor secret society called the Golden Eagle. He had understood little of the principles behind their complex rites, but they shared a common goal. They wanted to change the world.

Since his youth, Gotthard had believed that there was more to life than the politics and petty bickering that surrounded city life. In his quest for answers he had sought refuge in religion, and devoted his life to the service of Sigmar. But even the teachings of the Grand Theogonist promised a paradise in the afterlife, and little else. It seemed that the life of a man was doomed to be spent in the pursuit of insignificant things. Day and night Gotthard prayed for Sigmar to show him a way to change the world for the better, but no answer ever came. Then, as his hopes of ever finding the knowledge he sought were fading, he was introduced to the coven of the Golden Eagle and knew it was what he had been looking for all his life. The members of the coven could, in his eyes, work miracles: their Magister could change base metals to gold, heal wounds with a word and change animals into new forms. Gotthard knew his prayers had finally been answered.

The rituals of the Golden Eagle called to a shadowy god for the changing of the world. They desired an improvement in this world and in this life. Gotthard's keen wit and powerful personality soon earned him a position in the Third Circle of the cult and before long, he had been initiated into the many secrets of the coven.

Then one night, the Templars of Sigmar raided the cult's hidden shrine. Gotthard had narrowly escaped, but under the interrogation of the Grand Theogonist himself, one of the cultists had broken and revealed the names of all the members of the coven he knew. Gotthard's was amongst them.

His commission in the Reiksguard was immediately cancelled, and he was placed under arrest. His fellow knights had come to bring him before the witch hunters. Three of them died under his sword, and the other two were so badly wounded they would never fight

again. The thought made Gotthard smile bitterly: no matter what was said, at least no-one could doubt that he was the most skilled fighter amongst his peers. He had fled through the streets of Altdorf, pursued by the town watch and his former companions, many of whom he had once considered to be his friends.

He had sought refuge at the house of his betrothed, Johanna von Leber. But even she had barred her windows when Gotthard tried to explain why he had been declared an outlaw. "I never want to see you again!" Johanna had screamed. "How could you do this to me! Think what people will say!"

From then on, Gotthard had known he was truly alone. He had ridden down the guards at the River Gate, and taken the road to the north. Soon he was beyond the borders of Reikland, but witch hunters, outriders and bounty hunters were never far behind. He had slept at night in the forest, stolen or bought food from roadside farms, and avoided all the toll gates. He had been forced to live like an animal. The thought of his humiliation made his blood run red hot.

A mad-eyed witch hunter had caught up with him on the borders of Ostland, and a crossbow bolt had nearly taken Gotthard's life. Only by throwing his greatsword, an unthinkable deed for a knight, had he managed to kill the man before one of the fanatic's bolts could find its target. The two-handed sword had struck his foe squarely in the chest, and Gotthard had barely managed to recover it with the hunting dogs of the Count of Ostland snapping at his heels.

And why all of this? he thought bitterly. Because he had followed a whim that had allowed him to escape the monotony of the jaded and dull existence of a young nobleman. All around him he had seen the decadence of the Imperial capital. The streets riven with filth and the mobs of the poor, begging and scraping, trying to eke out a miserable existence in the hovels and disease-ridden slums. Gotthard had wanted to change everything, to cast down the old, corrupt society. Perhaps with time and position in the Imperial court he would have been able to achieve his ambition.

But no! Now he was here in the northern wastes, his life in ruins. His father had disowned him, his friends turned against him, and there was a price on his head. All he had left were his weapons, his strong sword arm and his keen wit. They would be enough, he decided. None would dare to follow him into the Troll Country.

Gotthard travelled northwards for weeks before he encountered any resistance. He saw groups of misshapen creatures on the horizon, but they never sought to approach him. He heard

their guttural cries and often these called more creatures from the shadows, but they seemed content with studying him. Why, he did not know, but decided not to pay them any attention unless they became a threat.

Not long after he noticed the creatures he came across a great monolith, a stone carved by some titanic hand, inscribed with sigils and runes that glowed in the gathering darkness. Somehow, Gotthard knew that the carved slab was of vital importance to him. He was strangely drawn to it, as if playing a pre-determined part in one of the plays of the great Altdorf theatre. He had to know what was written on the monolith, even if it would cost his soul.

The monolith, though, was not unguarded. Out of the crude shrine, which stood next to the carved pillar, a huge creature emerged. The earth shook under its hooves as gigantic muscles moved under its thick skin. Huge horns spiralled above its head and in its hands it carried an axe that probably weighed as much as his warhorse. Gotthard recognised the creature from the grimoires: this was a Minotaur, a gigantic blasphemy against nature, a cross between a great bull and a man.

Yet, despite its brutal appearance, an animal intelligence gleamed in its red eyes; the low cunning of an animal combined with the wit of a man. It is still half a man, just like me, thought Gotthard. Shaking his head, he returned to reality, if indeed this realm stood within the boundaries of sanity, and forcing his voice to stay calm, Gotthard spoke.

"I wish to study the carvings on the stone. Stand aside Beast!"

A barely understandable growling emerged from the maw of the Minotaur.

"All those who not change must die. Only Chosen may find path."

Then, howling a battle-cry, it lifted its titanic axe and charged. Gotthard slammed down his visor and spurred Validus, his warhorse, to a gallop. They thundered towards each other, man and beast, one screaming the battle-cry of the Reiksguard, the other bellowing and snarling wordlessly.

They struck almost simultaneously. Gotthard's lance piercing the left shoulder of the Minotaur, the haft of the lance shattering with the force of the blow. Rearing upwards, Validus struck with both hooves, crashing down against the skull of the Minotaur. But the gigantic axe of the Minotaur had as great a reach as Gotthard's lance, and its strike was blindingly fast. Gotthard tried to swivel in his saddle, but it was too late. The axe struck Gotthard's shield and the tremendous force of the blow jarred it from his hand leaving his left arm numb.

Ignoring its wound, the Minotaur swung with its free hand and the massive fist, three times the size of Gotthard's head, threw the knight from the saddle. Gotthard crashed heavily to the ground, the air driven from his lungs, and for a moment he almost lost consciousness.

With a blood-curdling roar the Minotaur tore the steel tip of the lance free. Licking the oozing blood running down its arm, the creature threw the broken weapon to the ground, grasped its axe and turned on Gotthard again. It looked upon him now with blood-red eyes, and crimson foam poured from its mouth. All vestiges of sanity had disappeared from the face of the man-beast. This was death incarnate. Gotthard or the Minotaur had to die, it did not matter which.

The snarling beast rushed the fallen knight, who rolled to one side. The great axe struck a stone where Gotthard's head had been but a mere heartbeat before and the awesome strength of the Minotaur was turned against itself. The blade of the axe cracked and the haft was snapped in two like a dry twig. With enormous effort Gotthard regained his footing and scrambled towards his horse to draw his sword from its scabbard that hung from the saddle. As his hands gripped the sword's hilt he felt two mighty arms closing around his chest and his armour creaked as he was raised above the head of the Minotaur. His ribs grated against each other, but his hands still grasped the sword. With all his fading strength, Gotthard brought the blade down. It struck the Minotaur in the neck, cutting muscles, severing tendons and sinew, splintering the bones beneath. A cry of fury, rage and pain cut through the air. As the Minotaur fell, Gotthard hit the ground and the world span and faded to darkness.

When Gotthard woke, the Minotaur was nowhere to be seen. Groaning with pain, Gotthard rose to his feet, and staggered towards the monolith to study the carved surface. Despite his pain he had to see the carvings immediately, as if forced to by some hand of fate. Gotthard realised that the sigils formed a picture. He saw a knight and the device on his shield was a rampant Griffon; the personal device of Gotthard himself. The former Reiksguard studied the ancient carvings and while Gotthard was no expert, they surely dated from some forgotten century. And yet, undeniably, the knight carved on the stone was him. A chill ran down Gotthard's spine, and something more, the eerie feeling of always belonging to this place.

Days passed and Gotthard rode ever further north. Here, eternal darkness reigned. Here, there was no place for mortal man, only those who had pledged themselves to darkness could travel safely. Yet Gotthard sensed that he could still choose, he stood at the very edge of sanity and this was his very last chance to turn back, and rejoin civilisation. He could ride to Tilea or the land of the Border Princes and offer his services as a freelance to one of the countless mercenary bands of the Old World. He was strong and fast, well versed in tactics and strategies and with a little luck, he could quickly win fame and fortune, and soon



lead a mercenary contingent of his own. For a long while he held Validus in place, and then making up his mind, spurred the horse onwards, to the north and darkness.

Perhaps it was his imagination, but he was sure he heard cruel, mocking laughter in the cold, whispering, wind as he rode on.

Day and night lost their meaning to him. The eternal darkness of the wastes was lit only by the strange lights emanating from the far north. Each time Gotthard blinked his eyes, the landscape had subtly changed. When he tried to focus his eyes on any landmark it seemed to flee out of sight, and things he thought would take minutes to reach escaped ever further, no matter how much he strived to reach them, while distant objects he passed within hours.

Water now could not quench his thirst. He yearned for something with more substance, something he could not yet name. He didn't feel the need to sleep any more. He felt wide awake. His senses were sharper than he had ever dreamed possible and hunger no longer

bothered him either. He felt strong, healthy and far stronger and faster than he had ever been before.

His warhorse, Validus, had also changed. Its teeth had grown sharp, and it no longer shied away with fear when the foul creatures of the wastes approached: Validus' eyes instead glowed red in the eternal darkness of the Chaos Wastes. The beast's skin had also become darker and its tongue was as rough as stone and had grown long and forked. It no longer brushed its nose against Gotthard's face, but always stood silent and unmoving when they were not riding.

The unearthly wind of the Chaos Wastes was full of sounds reminding him of his good and evil deeds, warring for his life and for his soul. But one voice was stronger, and it drowned out all the others.

"Be strong..." he heard it say, "Only the strong are welcome."

"I am strong!" Gotthard cried back. "I fear nothing!" Mocking laughter was his answer.

"Then show me, gallant knight! Prove your bravery!" said the voice, softly.

Suddenly, on the horizon, a new gigantic shape loomed in the darkness. It was a huge gateway that stood on top of a great flight of steps. It was a titanic altar erected by giants in the ancient times when the world was young and the Chaos gods first turned their eyes to it, desiring dominion over all things. He could go no further.

In the sky flames danced, forming the shapes of eldritch runes, not unlike the ones he had seen on the grimoires at the Temple of Sigmar, hidden and locked away from the commoners. But, as a part of his training, he had learned to decipher them. He read aloud the message from the sky: "Akhso Khaos Khwearr. Khaos Limbar Menthar!" then dismounted, and started to climb up the stairs. He climbed up, higher and higher until the air grew cold and the clouds whirled far below him, and yet, despite his heavy armour, he felt no fatigue.

At the top of the stairway, Gotthard gazed around him. He had come to the end of his journey. The gateway at the top seemed to be made out of polished silver, reflecting the dancing lights of the Realm of Chaos. Gotthard stood before the portal, and stared at the mirror's image. A young, handsome templar in shining armour, carrying a polished sword with the blessed twin-tailed comet inscribed in its hilt, stared back at him. This was what Gotthard could have been. Something he had now lost for all eternity.

Suddenly the mirror's image spoke. "I am the Guardian. I am the defender of Humanity! And you are an abomination!" The reflection

stepped out of the portal with its sword raised in a knight's salute, and then charged at Gotthard.

So swift was the attack that Gotthard barely had time to defend himself. From the first blow, Gotthard knew that his life was at stake. Never before had he met a man who could match him in a sword fight, but this warrior from beyond the mirror-gate was just as fast, strong, and skilled as he was. They slashed and struck, weaving, dodging and parrying, circling each other warily. Now and then one of them would launch an attack with blistering speed, only to be parried by equal skill.

Gotthard suddenly felt the pointlessness of it all. Why did he struggle so much to defend himself when he had nothing left to defend? But instead of giving in, he smiled, brought up his sword and charged.

Both men struck. The templar's sword sliced through Gotthard's armour, cutting deep into his ribs, but Gotthard's sword took the templar's head from his shoulders.

As the body of the white templar fell, gushing blood, Gotthard sank to his knees, his life blood oozing through the gaps in his armour. He was dying. He had come so close. But now he could die in peace... NO! He had to carry on to the bitter end. Agonisingly slowly he crawled back to the portal, leaving a trail of blood behind him. Now the silver of the mirror showed no reflection, only the dancing red flames of the Chaos Wastes coloured its surface.

Gotthard touched the mirror's surface and could see how his own death awaited him on the other side. As the world spun he heard the voice again.

"ONLY ONE MAY ENTER! THE WAY LIES BEYOND THIS PORTAL. ARE YOU THE CHOSEN ONE?"

For one final time Gotthard felt a pang of guilt: for one last time he longed for his former life. But what had he to go back for? There was nothing left for him there any more. Finally he pushed against the surface of the mirror-portal.

A searing agony, like lances of pure white fire, shot through him. What was left of his sanity was washed away in an ocean of pain. Gotthard screamed in agony as he felt talons, hotter than hellfire, colder than the void, tearing him apart, separating flesh from bone, raking his very soul. Then all sense and feeling fled him.

Gotthard, the son of Graf Heydrich of Reikland, was gone. The Champion of Chaos stood tall in front of the mirror. He turned around to study his new form.

The pale reflection in the mirror showed a face quite unlike the young knight who had left Altdorf all those months ago. Two eyes, glittering like multi-faceted gems, burning with inner balcfires, stared back at him. His armour was covered in twisting eldritch runes that glowed in the darkness of the Chaos wasteland. His sword gleamed with blue light, and seemed to moan as he moved it, its shape changing with each motion.

Gotthard began to laugh, for now he could see why. He raised his sword, lifting it in a challenge to Humanity, to all the things he had once held dear. His laughter turned to a scream of hatred and vengeance.

"I will return!" he cried, his voice hissing with malice. "For now I know the truth!"





WARHAMMER

CHAOS

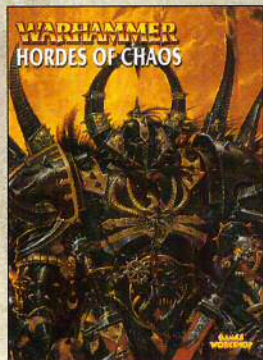


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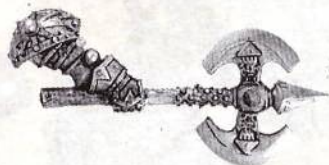
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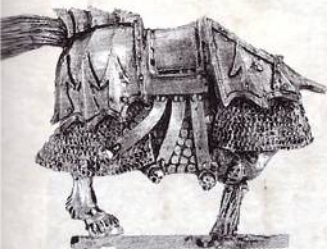
CHAOS LORD RIGHT ARM
020105004 50P



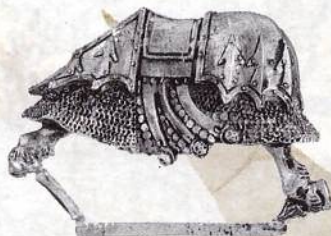
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CHAOS KNIGHT STEED HEAD 2
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CHAOS STEED HEAD
020105008 £1

COMPONENT SPRUES

You can increase the size of your units, and customize your army, by buying the sprues from the regiments separately. Each set of two sprues will allow you to build four extra models for your units. You can also buy the shield sprues and the amazing Chaos Mutations sprue separately, to further customize and convert your Chaos horde!



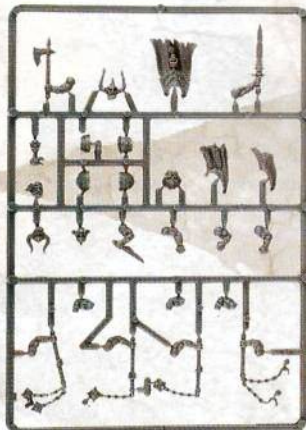
CHAOS MUTATIONS SPRUE £3



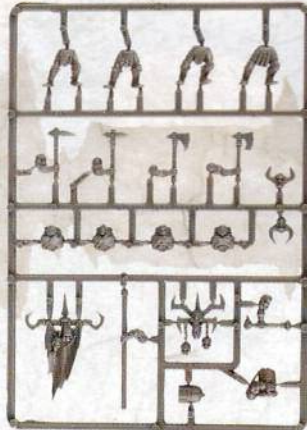
CHAOS WARRIOR SHIELD SPRUE 50P



CHAOS MARAUDER SHIELD SPRUE £1



CHAOS MARAUDER SPRUE A £2.50



CHAOS MARAUDER SPRUE B £2.50



CHAOS WARRIOR SPRUE A £2.50



CHAOS WARRIOR SPRUE B £2.50

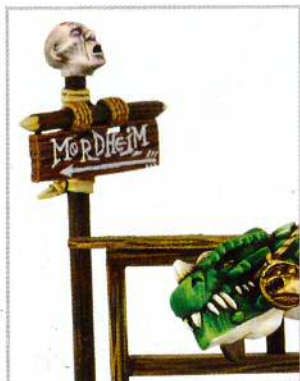
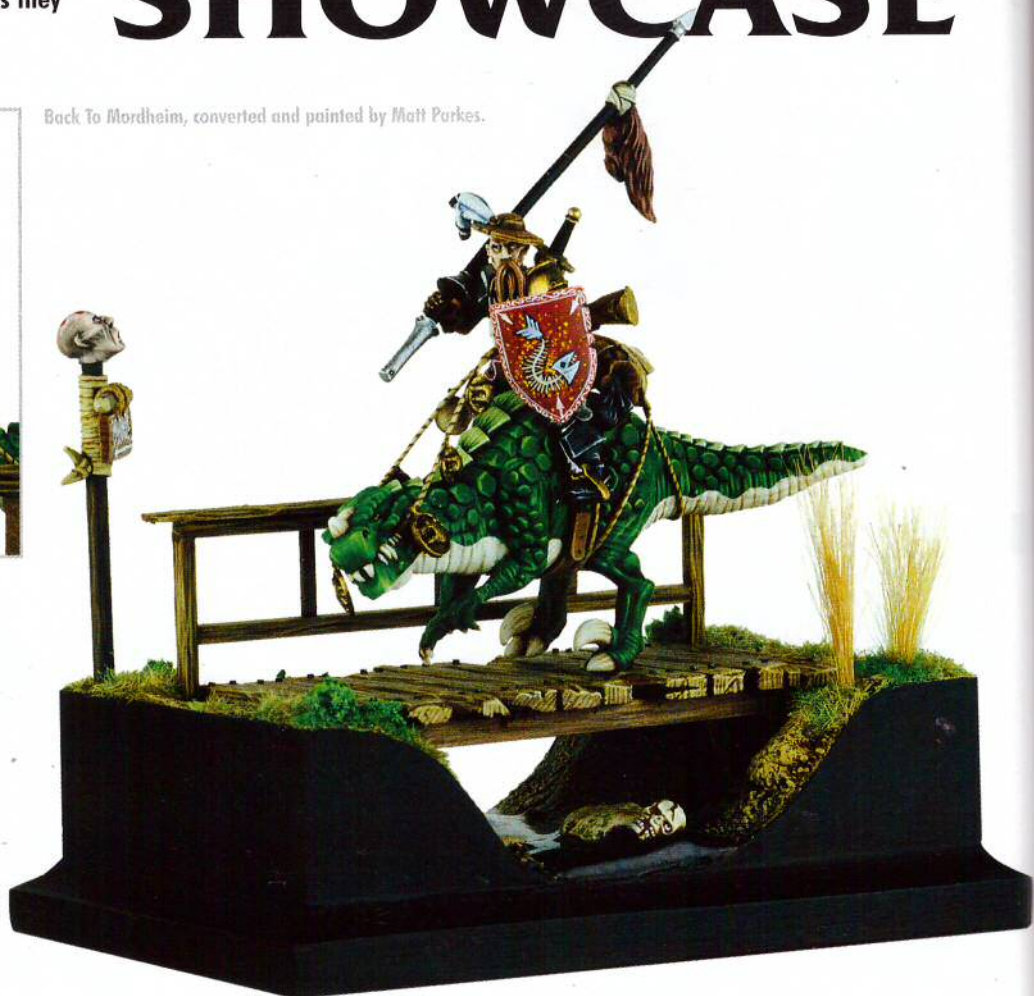
Available from your local Games Workshop store, in-store order point, independent stockist, www.games-workshop.com/storefront, or direct on 0115 91 40000. Models not shown at actual size.

Recently, the Games Workshop Studio has had visits from Golden Demon Slayer Sword winners Matt Parkes, Christian Blair and Jakob Nielsen. We've taken the opportunity to photograph some of the projects they have been working on...

'EAVY METAL SHOWCASE



Back To Mordheim, converted and painted by Matt Parkes.



Nicodemus,
by Matt Parkes



Dark Elf Boastmaster, by Christian Blair



High Elf Noble,
by Jakob Neilsen



Damsel of the Lady,
by Jakob Neilsen



Dwarf Thane,
by Matt Parkes



Lucrezia Belladonna,
by Matt Parkes



Death: From The Shadows, converted and painted by Christian Blair.



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 stock 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 in-store 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

WHAT'S IN STORE FOR YOU?

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

components and older models from the Warhammer Fantasy and 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 you the most expert advice available.

MORE THAN JUST A STORE

Games Workshop stores are more than just places to buy the latest Games Workshop products. Our staff are all veteran hobbyists 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, tips and tactics for getting the most out of your army, and also offer general advice on starting and maintaining your involvement in the hobby. Each store has gaming and painting tables, so you can play games against your friends in the store, or bring in models to get help with your painting.



HOBBY ACTIVITIES

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

BEGINNER'S SUNDAYS

Sundays are especially devoted to helping those new to the hobby. Whether you want to learn how to charge your Knights into your opponent's battleline or lead a squad of Space Marines into battle, all you need to do is come along!

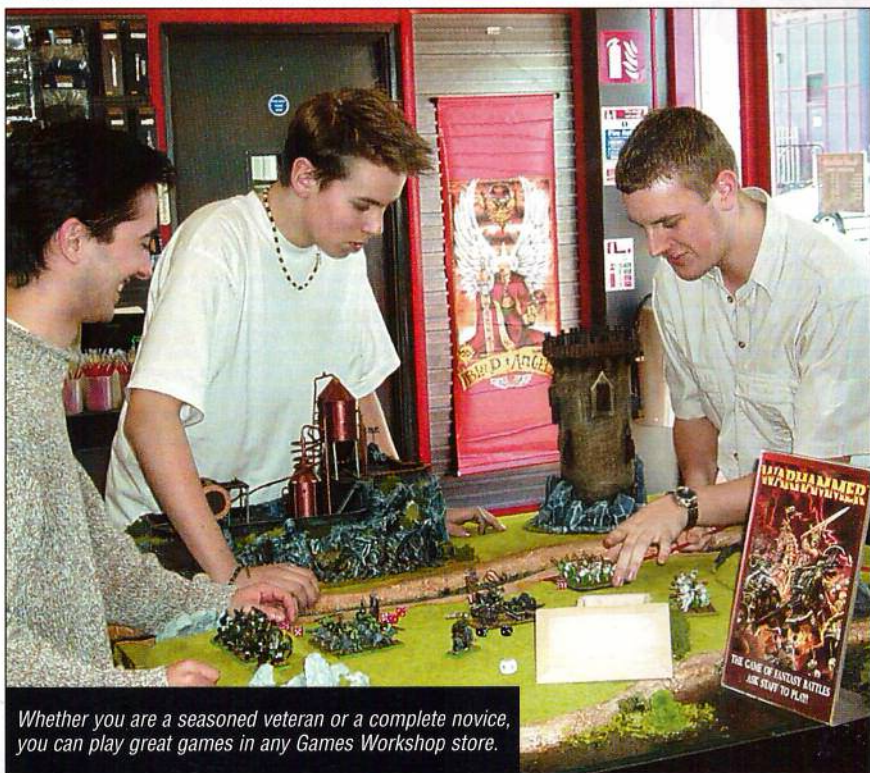
To help those just starting, we run our special Beginners' Programme, where we can teach you how to play and help you take your first steps into the Games Workshop hobby.

THURSDAY'S 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' Programme.

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



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

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 these players to play well into the evening. For the older newcomer to our hobby, this night is perfect as you will meet like minded hobbyists and friendly staff, who are always at hand to give you help and advice on all aspects of the hobby. For the veteran gamer we offer all kinds of free services, from painting advice and modelling tips, to tutorials and scenarios designed to teach various aspects of playing the games.

STORE CLUBS

A development of Veterans' evenings run by some stores (marked with a red dot on the store list over the page), 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 play great games against like-minded individuals.



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



Our staff are always on hand to offer helpful advice on any aspect of the hobby.

GAMES WORKSHOP STORES & INDEPENDENT STOCKISTS

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.

Games Workshop products are also sold by a large number of other shops spread throughout the UK. The best of these are advertised here in

AVON

- GW BRISTOL (CENTRAL):** 13 Broad Weir.
Tel: 0117 925 1533
- GW BRISTOL (CRIBBS CAUSEWAY):** Unit 129 (next to M&S), Upper level, The Mall.
Tel: 0117 959 2528
- HOGGOSAURUS TOYSTORE:** 3 West Walk, Yate Town Centre, Yate. Tel: 01380 723 841
- MAKIT:** 20 High St, Portishead.
Tel: 01275 844 751

BEDFORDSHIRE

- GW BEDFORD:** 10 Greyfriars.
Tel: 01234 273 663
- GW LUTON:** 12 Park Street. Tel: 01582 417 474
- CUDDLERS:** 16/18 Peacock Market, Leighton Buzzard. Tel: 01525 217415

BIRMINGHAM AREA

- GW BIRMINGHAM:** 116 Corporation Street.
Tel: 0121 236 7890
- GW DUDLEY:** Unit 36, Merry Hill Centre, Brierley Hill. Tel: 01384 481 818
- GW SOLIHULL:** 690 Warwick Road.
Tel: 0121 705 7997
- GW WOLVERHAMPTON:** Unit 98, Mander Centre. Tel: 01902 310 466
- GW WALSALL:** Unit 27, Old Square Shopping Centre. Tel: 01922 725 207
- DIGITAL DRAGONS:** Unit 33, Sutton Shopping Centre, 65 South Parade, Sutton Coldfield.
Tel: 0780 854 7329
- ROY'S HOBBIES & TOYS:** 155 New Rd, Rubery.
Tel: 0121 453 3280

BERKSHIRE

- GW MAIDENHEAD:** 2 Blandy House, 3/5 King Street. Tel: 01628 621 854
- GW READING:** 111 Broad Street Mall.
Tel: 0118 959 8693
- GW SLOUGH:** 101 High Street.
Tel: 01753 575 675
- CYBERDYNE:** 63a Northbrook Street, Newbury.
Tel: 01635 521211
- HAMMICKS BOOKSHOPS:** 42/43 Princess Square, Bracknell. Tel: 01344 488124
- HAMMICKS BOOKSHOPS:** 20/21 Peacock Street, Windsor. Tel: 01753 856 456

BUCKINGHAMSHIRE

- GW HIGH WYCOMBE:** Unit 29, The Octagon Centre. Tel: 01494 531 494
- GW MILTON KEYNES:** Unit 2, West End Extension, 504 Silbury Boulevard, Milton Keynes Shopping Centre.
Tel: 01908 690 477
- TREATS (K.T. SALES LIMITED):** 6 Culverton Hill, Princes Risborough. Tel: 01844 274 785

CAMBRIDGESHIRE

- GW CAMBRIDGE:** 8 Bridge Street.
Tel: 01223 313 350
- GW PETERBOROUGH:** 3 Wentworth Street.
Tel: 01733 890 052
- CITY CYCLE CENTRE:** 7 Market St. Ely.
Tel: 01353 863131
- SPORTS & FASHIONS:** 51 High St, Huntingdon.
Tel: 01480 454 541
- TOYMASTER KINGDOM:** 15 Bureleigh Street, Cambridge. Tel: 01223 350386
- WESTGATE DEPARTMENT STORE:** High Street, St. Neots. Tel: 01480 473242
- WESTGATE DEPARTMENT STORE:** Church Street, Wisbech. Tel: 01535 203525
- WESTGATE DEPARTMENT STORE:** Park Road, Peterborough. Tel: 01733 563151

CHESHIRE

- GW ALTRINCHAM:** Unit 1, 17 Grafton Street.
Tel: 0161 929 8896
- GW CHESTER:** 112 Foregate Street.
Tel: 01244 311 967
- GW STOCKPORT:** 32 Morsay Square.
Tel: 0161 474 1427
- ABC MODEL SPORT:** 82 Nantwich Rd, Crewe.
Tel: 01270 505048
- FUNFAVRE LTD:** 5 Pillary Street, Nantwich.
Tel: 01691 670546
- R G MARSH LTD / THE HOBBY SHOP:** 25 Church Street, Runcorn. Tel: 01928 573614

CLEVELAND

- GW MIDDLESBROUGH:** Unit 33, 39 Dundas Street. Tel: 01642 254 091
- PEAK ELECTRONICS:** 201 York Rd, Hartlepool.
Tel: 01429 233 199

CORNWALL

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

- BRICKNELLS:** 35 Forestreet, Bodmin.
Tel: 01202 277088
- MAD FOR MINATURES:** Unit 20, Market House, Market Hill, St Austell. Tel: 01726 72259

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- GW DARLINGTON:** 78 Skinnergate.
Tel: 01325 382 463
- WINDSOCK MODELS:** 5-7 Fore Bondgate, Bishop's Auckland. Tel: 01388 609 766

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- GW CARLISLE:** Unit 2, Eards Lane.
Tel: 01228 598 216
- HEATHS:** 76 Dalton Rd, Barrow in Furness.
Tel: 01228 820 435
- O'LOUGHLINS:** 44 Finkle Street, Kendal.
Tel: 01539 723264
- ROBINSON'S MODEL SHOP:** 103 Duke Street, Whitehaven. Tel: 01946 66525
- TOYMASTER:** Dunmail Park Shopping Centre, Maryport Road, Workington.
- ERNEST ATKINSON & SONS LTD:** Promenade Shop, Lake Road, Bowness-on-Windermere. Tel: 015394 43047

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- GW DERBY:** 42 Sadler Gate. Tel: 01332 371 657
- D&E KNOWLES & SONS:** 5 Market Street, Buxton. Tel: 01298 24203
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Tel: 01773 823 244
- SHAWES:** 8 Bank Rd, Matlock.
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- GW EXETER:** 12 Paris Street. Tel: 01392 490 305
- GW PLYMOUTH:** 84 Cornwall Street.
Tel: 01752 254 121
- GW TORQUAY:** 12 Market Street.
Tel: 01803 201 036
- AUSTINS:** Unit 8 Midas Court, Minerva Way, Brunell Road, Newton Abbot. Tel: 01626 933444
- DICE 'N' DUEL:** 65 High Street, Totnes.
Tel: 01803 863049
- GAMEZONE MODELS:** 32 Rolle Street, Exmouth.
Tel: 01395 267733
- HONITON TOY SHOP:** 85/87 High Street, Honiton. Tel: 01404 43741
- P.J. HAWKINS & SONS:** 7 Orchard Court, Heron Road, Sowton. Tel: 01392 20 39 30
- THE BATTLEZONE:** 59 Boutport Street, Barnstaple. Tel: 01271 321344
- W.G. PILLAR & CO:** 1 Lower Street, Dartmouth.
Tel: 01803 832139
- MODEL SHOP:** 30 Royal Pd, Plymouth.
Tel: 01752 221 851
- WINGS 'N' WHEELS:** 4 Phoenix Lane, Tiverton.
Tel: 01884 242819

DORSET

- GW BOURNEMOUTH:** 24 Post Office Road.
Tel: 01202 319 292
- GW POOLE:** Unit 12 Towngate Centre, High Street. Tel: 01202 685 634
- BATTLE-SCAR:** 551-553 Charnminster Road, Bournemouth. Tel: 01202 258194
- PURSUITS:** Digby Road, Sherborne.
Tel: 01935 816072
- RAZZAMATAZ:** 5 St Albans Street, Weymouth.
Tel: 01305 780601
- MERVYN'S TOYS & MODELS:** 4 The Shopping Centre, Gillingham.
Tel: 01747 823 888

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- GW CHELMSFORD:** Unit 4C, Phase 2, The Meadows Centre. Tel: 01245 490 048
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- GW SOUTHEND:** 12 Southchurch Road.
Tel: 01702 461 251
- GW THURROCK:** Unit 415B, Level 3, Lakoside Shopping Centre. Tel: 01708 867 133
- B&M CYCLES:** 13 High Street, Brentwood.
Tel: 01277 214342
- GAME ON:** 30 High Street, Saffron Walden.
Tel: 01799 506 070
- MARQUEE MODELS:** Unit 79b, The Harvey Centre, Harlow. Tel: 01279 423334
- TOYMASTER KINGDOM:** Unit 37, The Meadows, Chelmsford. Tel: 01245 493355
- TOYMASTER KINGDOM:** 6 Cullver St. West, Colchester. Tel: 01206 544344

GLOUCESTERSHIRE

- GW CHELTENHAM:** 16 Pittville Street.
Tel: 01242 228 419
- GW GLOUCESTER:** 35 Clarence Street.
Tel: 01452 505 033

White Dwarf magazine. Alternatively, there is a complete listing of all the places you can buy Games Workshop products on our website (www.games-workshop.com).

Just to be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. If you're still unsure as to where your nearest stockist is located, why not give us a call on 0115 916 8200.

- CYBERDYNE:** 15 Union Street, Cornhill, Stroud.
Tel: 01453 767722
- TOY ZONE:** 7 High St, Tewkesbury.
Tel: 01684 295 776

HAMPSHIRE

- GW BASINGSTOKE:** 3 Potters Walk, Wote Street. Tel: 01256 466 050
- GW PORTSMOUTH:** 34 Arundel Street.
Tel: 02392 876 266
- GW SOUTHAMPTON:** 23 East Street.
Tel: 02380 331 962
- GW WINCHESTER:** 6 St Georges Street.
Tel: 01962 860 199
- ALTON MODEL CENTRE:** 7a Normandy Street, Alton. Tel: 01420 542244
- DARKSTAR:** 155 Cove Road, Farnborough.
Tel: 01252 378050
- THE GAMES SHOP:** 6 Wallington Street, Aldershot. Tel: 01420 89900
- FAREHAM TOYS AND HOBBIES:** Unit 33, Fareham Shopping Centre, Fareham.
Tel: 01329 282183
- FOLLY MODELS:** Folly Arcade, Petersfield.
Tel: 01730 267 932
- HOGGOSAURUS TOYSTORE:** 20 Chantry Centre, Andover. Tel: 01380 723 841
- PAUL'S HOBBY SHOP:** 34 Wellington Way, Waterlooville. Tel: 01705 259186
- SOUTHSEA MODELS:** 69 Albert Road, Southsea.
Tel: 01705 733208
- TOYS OF NEW MILTON:** 71 Station Road, New Milton. Tel: 01425 617805
- TOYS OF RINGWOOD:** 8 The Furlong, Ringwood. Tel: 01425 479444

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- HEREFORD MODEL SHOP:** 4 Commercial Road, Union Street. Tel: 01432 352809
- REVOLUTIONS:** 48 Broad St, Ross on Wye.
Tel: 01989 562 639
- MARTIN'S MODELS & CRAFTS:** 26 West St, Leominster. Tel: 01568 613 782

HERTFORDSHIRE

- GW HEMEL HEMPSTEAD:** 16 Bridge Street.
Tel: 01442 249 752
- GW ST ALBANS:** 18 Heritage Close, off High Street. Tel: 01727 861 193
- BOARDMANS:** 14-16 North Street, Bishop's Stortford. Tel: 01279 654 033
- CHORLEYWOOD MODELS:** 4 Lower Road, Chorleywood. Tel: 01923 264 313
- COMICS UNLIMITED:** Unit 11, The Arcade, Letchworth. Tel: 01462 480018
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- K S MODELS:** 19 Middle Row, Stevenage.
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- MAINLY MODELS:** 66 Hermitage Road, Hitchin.
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- MARQUEE MODELS:** Unit 5, The Marquee, Railway Street, Hertford. Tel: 01982 504718
- TOYSHOP:** 25 High Street, Royston.
Tel: 01763 243270
- TOYS TOYS TOYS:** 47 Howard Centre, Welwyn Garden City. Tel: 01707 991319

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- FUN, FACT AND FANTASY:** 1-3 St Johns Road, Ryde. Tel: 01983 617323
- WIGHT WORLD OF WARGAMES:** 14 Carisbrook Road, Newport.
Tel: 01983 830200
- THE SPORTS & MODEL SHOP:** 9 Union St. Ryde. Tel: 01983 862454

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- GW BLUEWATER:** Unit 052B, Upper Thames Walk, Bluewater, Greenhithe, Kent.
Tel: 01322 427 880
- GW CANTERBURY:** Unit 5, Iron Bar Lane.
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- GW MAIDSTONE:** 7a Pudding Lane.
Tel: 01822 677 435
- GW TUNBRIDGE WELLS:** 4A Camdon Road.
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- A.J. BLUNDELL & SON:** 27 High Street, Sittingbourne. Tel: 01795 424 371
- DEAL PRAMS:** 30 Mill Hill, Deal.
Tel: 01304 366 080
- GZ COMPUTERS LTD:** 28 Country Square, Ashford. Tel: 01233 563996
- KIT KRAZY:** 303 The Broadway, Boxley Heath.
Tel: 0208 2987177
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- TIME & SPACE:** 80 High Street, Broadstairs.
Tel: 01843 866006

- THE STAMP CENTRE:** 45 High St, Gravssend.
Tel: 01474 534166

LANCASHIRE

- GW BLACKPOOL:** 8 Birley Street.
Tel: 01253 752 056
- GW BOLTON:** Unit 13, The Gate Centre.
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- GW PRESTON:** 15 Miller Arcade.
Tel: 01772 821 855
- A & B GAMES:** 57 Chapel Street, Chorley.
Tel: 01257 261833
- ARTHUR BENN:** 4 St James St, Burnley.
Tel: 01282 422 546
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- LAWSONS TOYMASTER:** 8 New Street, Lancaster. Tel: 01524 64518
- MERCER & SONS:** 21-27 Northgate, Blackburn.
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- RICHARD LANCASTER:** 35-37 Queen St, Morecambe. Tel: 01524 410 304
- TOYMASTER:** Deansgate, Bolton.
- TWIN SUNS:** 125-127 Blackburn Road, Accrington. Tel: 01254 386665
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Tel: 01942 245 683

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- GW LEICESTER:** Unit 2, 16/20 Silver Street.
Tel: 0116 253 0510
- GW LOUGHBOROUGH:** 22 Biggin Street.
Tel: 01509 238 107
- STEVE'S MODELS:** Bullens Courtyard, Mill Lane Mews, Ashby-de-la-Zouch.
Tel: 01530 416827

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- GW GRIMSBY:** 9 West St Mary's Gate.
Tel: 01472 347 757
- GW LINCOLN:** Unit SJA, Saltersgate (on outside of Waterside Centre). Tel: 01522 548 027
- ACCESS MODELS:** 16 Market Place, Grantham.
Tel: 01530 592001
- CASTALINE:** 18-20 Upgate, Louth.
Tel: 01507 602149
- GT COLLECTABLE CARDS:** 8 Crown Walk, Bourne. Tel: 01778 422639
- MASON'S MODELS:** 20 New Road, Spalding.
Tel: 01775 722456
- TOYMASTER:** The State Building, Church Street, Gainsborough. Tel: 01427 676000
- WESTGATE DEPARTMENT STORE:** 7 Market Place, Spalding.

MANCHESTER AREA

- GW MANCHESTER (CENTRAL):** Unit F35, Mardens Way South, Arndale Centre.
Tel: 0161 834 6871
- GW MANCHESTER (TRAFFORD CENTRE):** Unit H2, Festival Village, The Trafford Centre, Trafford Park. Tel: 0161 747 2121
- STEVE WEBB MODELS & HOBBIES:** 80 Church Street, Frodsham, Warrington.
Tel: 01928 735225
- TOYMASTER:** 3/5 Silk Street, Leigh.
Tel: 01942 671116

MERSEYSIDE AREA

- GW LIVERPOOL:** 47 Lord Street.
Tel: 0151 258 1404
- GW SOUTHPORT:** Unit K2, Marble Place Shopping Centre. Tel: 01704 501 255
- GW WARRINGTON:** Unit 20, Time Square (near Currys). Tel: 01925 651 984
- FIRESIDE MINIATURES:** 206 Liscard Rd, Liscard, Wallasey. Tel: 0151 691 1683
- RS MODELS:** 69 Telegraph Rd, Heswall, Wirral.
Tel: 0151 346 4363

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- A BOVILL WRIGHT LTD:** 127 High Street, Uxbridge. Tel: 01895 450 304
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- GW MILTON KEYNES:** Unit 2, West End Extension, 504 Silbury Boulevard, Milton Keynes Shopping Centre. Tel: 01908 690 477

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- EMPIRE:** 121 Norfolk Street, Kings Lynn.
Tel: 01553 765 174
- HUNSTANTON MODELS:** 24B High Street, Hunstanton. Tel: 01485 533324 / 834466
- WESTGATE DEPARTMENT STORE:** Vancouver Centre, Kings Lynn. Tel: 01553 760981

STARLINGS -TOYMASTER: 31/33 High Street, Sheringham. Tel: 01263 822368
STARLINGS-TOYMASTER: 12 High Street, Holt. Tel: 01263 713101
TOYMASTER KINGDOM: 15 Car Street, Ipswich. Tel: 01473 253045
YOUNGSTERS WORLD: 28a High St, East Dereham. Tel: 01788 562 372
BLACKFISH GAMES: North Walsham. Tel: 01692 403 372

NORTHAMPTONSHIRE

GW NORTHAMPTON: 38 Princess Walk, Grosvenor Centre. Tel: 01604 636 687
GREEN ANGEL CARDS & GAMES: 165 Mill Road, Kettering. Tel: 01536 359 248
OSBORNE SPORTS & TOYS: 118 High Street, Rushden. Tel: 01933 312415
TOYMASTER: 41/43 Princes walk, The Grosvenor Centre, Northampton.
TOYMASTER KINGDOM: 53 Newlands, Kettering. Tel: 01536 512507
WESTGATE DEPARTMENT STORE: Elizabeth Street, Corby. Tel: 01536 203525

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FAIRPLAY: 1A Pudding Mews, Hexham. Tel: 01434 606578
WOODY'S COMPUTER AND VIDEO GAMES: 7 Clayport street, Alnwick. Tel: 01665 606351

NOTTINGHAMSHIRE

GW NOTTINGHAM (CENTRAL): 34a Friar Lane. Tel: 0115 948 0651
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TOYMASTER: 43 Stodman Street, Newark. Tel: 01636 611211
TOYMASTER: 4/5 Spa Lane, Retford. Tel: 01777 700330
TOYMASTER: 9 Bridge Court, Worksop. Tel: 01909 431330
TOYMASTER: Broadmarsh Centre, Nottingham.
ILKESTON CO-OP: 12 South St, Ilkeston. Tel: 0115 932 7777
MODEL BASE: 19 Gateford St, Worksop. Tel: 01909 501 752
THE BRIDGE ST MODEL SHOP: 12 Bridge St, Mansfield. Tel: 01623 22215
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DENTONS: 1 High Street, Witney. Tel: 01993 704 979
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GW BATH: 30 Upper Borough Walls. Tel: 01225 314 414
GRIFFINS GAMES: 9 The Centre, Weston Super-Mare. Tel: 01934 429799
JUST FOR FUN TOYMASTER: 4C Ken Road, Clevedon. Tel: 01275 341819
KRACKERS: 5 Bath Place, Taunton. Tel: 01823 335057
THE ELLENBRAY PRESS: The Old Library, Westway, Frome. Tel: 01373 462139
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FUNFAYRE LTD: 7 Claremont Street, Shrewsbury. Tel: 01743 233647
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HOBBY HORSE: 62 Whitburn St, Bridgnorth. Tel: 01746 766 659

STAFFORDSHIRE

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PALE RIDERS

Mike Walker is a Warhammer veteran, and a well-known contributor to White Dwarf. This month he waxes lyrical about fast cavalry.

Mike Walker takes a look at fast cavalry

Mike's Dwarfs have recently been getting shot, charged and generally duffed up by a variety of fast cavalry. These are Mike's experiences of using and facing them...



the Dark Elf book and is now obsessed with proving he is one. A great tactician, that is.

He has spent the last twelve weeks mercilessly designing and re-designing his aggressive Dark Elf host. Club night after club night he has been ruthlessly turning up and playing games against the armies being tested for league play¹ and mostly getting beaten. That was until about a month ago, when after weeks of applying black paint to swirling cloaks, flaring equine nostrils and Tom Cruise hair², things have changed. Two dozen Dark Riders have thundered onto the tabletop.

Despite Little Dave's great tactical weakness, with his Dark Riders in play he has unexpectedly hit a rich vein of form. In fact whatever the army configuration, Little Dave's Dark Elves never consider leaving

their elegant towers of unrelenting pain, torture and sneering without a glue factory's worth of Dark Steeds.

Little Dave's success has begun to influence (almost all) the denizens of the garage. Suddenly, every corner reverberates with the restless pounding of hoof and paw beats.

Fast cavalry have raced into most of the latest league armies. Two huge units of Wolf Riders circle Alan K's all Wolf, Boar and Snotling powered Greenskin army. Elegant Reavers trot proudly with Scott's High Elf cavalry army. Mouldy Lupines squelch forward amongst Stuart's numerous 'Black Riders'. Ron's Bretonnian army is accompanied by a swarm of peasant squires riding obsequiously to battle.

Me? I'm taking Dwarfs.

I blame it all on Gavin Thorpe; if he is the one that penned the offending line, then he must take sole responsibility. It reads: "It is the great tacticians who excel with the Dark Elves." Three months ago Little Dave read this in the introduction to

¹ Little Dave has been unanimously banned from league play (including by Little Dave) – See WD 255, page 91 for a full explanation.

² Your mission, should you choose to accept it, is to fight, drive fast cars and ride a bike without waving, flicking or swirling your girlie hair about in slow motion.



A Dwarf army finds itself outmanoeuvred as the Chaos Marauders move in for the kill!

Just as Little Dave has become obsessed with winning with his Dark Elves so I have become equally determined to beat them. Every Thursday, on any spare table, the slowest Warhammer army takes on one of the fastest ones. And Little Dave is winning. But not enough.

Little Dave loves rules and the intricacies of the game's mechanics. This is both his biggest strength and his weakest link. He will be executing a brilliant, well conceived, battle winning strategy when the voices' start:

"That is an interesting situation."

"Been wondering about the possibilities, haven't you?"

"Just what would happen?"

"How would that work?"

"You ought to try it."

"You must try it."

"Go on."

"You know you want to."

"That's it..."

The utterly ill-advised and seemingly inexplicable battle losing move that follows, has nothing to do with 'Great Tacticians'.

This flaw in his game play is balanced by Little Dave's exceptionally effective tactic of 'Delayed Information Deployment'.

Little Dave spends much of his time trawling White Dwarf, the internet and even the rulebook for new rule clarifications. He saves the revelation of any he finds, until the time is right. That time is about twenty-three seconds after his opponent needed to know it.

He doesn't do it deliberately, it just always seems to happen that way. Twenty-three seconds after your 'silly' move, Little Dave's hardback rulebook hits the table top and he'll already be fingering the appropriate colour coded bookmark, as the first pangs of anxiety stab at you.

Little Dave's presentations are well constructed, well researched and often include direct quotes, page and paragraph cross references and handouts³.

You are generally reduced to smiling weakly, muttering something about "people with too much time on their hands", and munching aggressively on chocolate bourbons.

So thanks to Mr Thorpe, me and my Dwarfs are currently being subjected to game after frustrating game facing fast cavalry.

It's not that I dislike fast cavalry. I am more than happy using Witch Hunter Pistoliers to gun down any filthy heretic, sunbathing Heavens Wizards they can find. It's just that having to fight two dozen of the pasty faced gits in six consecutive battles, using an army poorly equipped to deal with them, is a bit wearing. Even worse, is the knowledge that the only diversion from this is other league armies tooled up to Decoy, Deflect, Harass and Strike me.

Let me show you what I mean...

DECOY

This is the basic fast cavalry tactic and one that the Dark Riders excel at.

The first stage is to shove the fast cavalry right in the enemy's path. Not something that seems terribly sensible when you consider the awesome saving throws and the tremendous Toughness that fast cavalry actually lack.

It does, however, work. In a game where manoeuvring is so vital, depriving your enemy of any move distance usually yields some benefit. Especially against my Dwarfs. So frequently have they been denied march moves that I can't remember the last time I got close enough to charge a crossbowman.

³ Disturbingly, Little Dave thinks the voices are four significant historical figures – Alexander Graham Bell, Lady Hamilton, King Harold and Wilma Flintstone.

⁴ If Little Dave gets out his laser pointer then its going to be a long night...





Empire Halberdiers are outflanked by Dark Elf Dark Riders.

Little Dave plonks the Dark Riders just over 3" in front of my advancing Dwarfs (being Relentless, only blocking them will stop the march moves). If I move forwards, I will have to stop before I am within 1" of the Riders. If I charge, they'll be off – even if Little Dave rolls a 3 they will flee far enough away and I will ponderously shuffle 3" of failed charge move forwards.

What makes this worse is that there is only a one in six chance of the musically accompanied rally attempt failing, and the same thing happening in the following turn. The tuneful assistance in rallying is vital. The only Fast Cavalry that are not equipped with something to toot or pluck are the Pistoliers. The Imperial Pistolier college has been very remiss in failing to put anything even vaguely melodic on the curriculum⁵.

This tactic works pretty well against any infantry, though the swift-moving Skaven and Elves do make it more risky.

One close range Dwarf handgun volley will usually dissuade Dark Riders from

attempting this tactic. They are, however, a bit too adept at preventing clear shots.

If Little Dave wins the first move he also has a manoeuvre to hamper enemy cavalry. The Dark Riders are lined up directly opposite the enemy cavalry. This puts them about 24" away at the start of the opening move and, after a strenuous gallop, 6" away at the end. The non-march moving cavalry must either move around the Dark Riders, delaying and diverting them, or charge.

The Dark Riders will flee. Often Little Dave hopes that the Dark Riders get caught as this will drag the enemy cavalry right across the table and slap into the charge range of his combat units (even his infantry). For the loss of just over 100 points, a powerful and expensive unit is suddenly vulnerable to a charge, something even the spikiest, Chaos armour encased, Chaos steed mounted killing machine is disadvantaged by. Taking heed of cavalry being deployed a few inches back, chariots and the positioning of friendly combat troops is essential to make

this work. Of course, if the opposing cavalry get to move first then there is another tactic to use...

DEFLECT

On the few occasions when a Bolt Thrower has, finally, almost been in Dwarf charge range, the Dark Riders are there again. This time they block progress with a cleverly angled line and if I charge them, I will end up facing and moving away from my target.

Of course, with faster moving troops (the cavalry in the example above) if the Dark Riders flee, the charging cavalry can opt to redirect the charge at the now revealed Bolt Thrower. Not the desired result.

So the Dark Riders get to expire. They stand and take the charge in their angled line and, when they lose, the attacking cavalry will be facing away from the unit they wanted to attack, and will be unable to hit it if they charge, pursue or overrun. Quite often, if the line is angled correctly, delicate flanks and rears can be exposed and taken advantage of by supporting

⁵ Okay, Dire Wolves don't get musical instruments either. This is mainly due to a lack of opposable thumbs, non-rotten lips and any sense of rhythm.

⁶ The structural integrity will be in constant danger of collapse thanks to the overwhelming likelihood of a downpour at any moment.

Druchii, carefully positioned to hurl themselves at the place where the chargers will probably end up. Little Dave has two Dark Rider units with no upgrades other than red Star Trek uniforms to use for this ploy.

HARASS

At last, a tactic that does not work against the Dwarfs.

Relentlessness keeps them marching no matter how many Dark Riders swirl around their flanks.

Lobbing rapid firing bolts at vulnerable troops ain't going to work either, as the Dwarfs are laden with armour and don't have any. Empire Pistoliers excel at this activity. Their Strength 4, armour piercing firearm with no deduction to move and fire is wonderful. It is so good that even my Dwarfs get concerned if one is waved around in their vicinity.

The basic pistol is good, the repeater version better. No Marksman should leave Hochland without one!

Little Dave does not have any of his Dark Riders tooled up with repeater crossbows and this has proved to be a mistake against other players with fast cavalry. Since both sides are pretty much able to avoid a charge, it is the presence of missile weapons that can make a decisive difference. Once those Dark Riders have rushed into the area behind my army, there is not a lot they can do. Except one thing...

STRIKE

Do not underestimate the damage a flashing hoof or a well-thrust spear can do. Many an artillery crew, archer unit or lone wizard has been on the receiving end of a long distance charge from the highly skilled Dark Riders. But their real power in combat comes in a combined attack.

A Manticore attack aided by the Dark Riders Standard and the challenge of the Herald, and the damage can take out an otherwise unmovable block of Dwarf Warriors. The challenge of the Herald will intercept the multiple blows that an enemy character could otherwise direct at the terrifying beast, its master or his fellow Riders.

By joining a Druchii infantry assault, the Dark Riders can tip the balance for the outnumbering bonus (actually worth two Combat Resolution points - because if you don't get it, usually your opponent will) and in the case of victory, will contribute an effective pursuit move.

Naturally, most of these have been launched from behind or to the side. Fast cavalry are great at getting in position to attack from the side or rear. Apart from Stuart's Dire Wolves. These creatures rarely see the closing moves of a battle. Stuart forces the hapless beasts to charge as soon as an enemy comes into range, however

⁷ Dark Riders often find themselves burling down the flanks and therefore perilously near the table edges. Here they are vulnerable to Alan C's flying elbows and my backhand explanation gesticulations. Fortunately, the installation of a hardwood ex-netball court (red lines sanded off) in the living room has freed up the carpet for an alternative location. The tabletop floor drop in the garage is now survivable without excessive paint chips or bent weapons.



Empire Pistoliers can do a lot of damage with their Strength 4, armour piercing shots.

inappropriate, and as a result, they have been smashed against the front rank of just about every major combat unit. Why this unit is singled out for sacrifice is a mystery. Perhaps it is to balance out the painful overcaution with which the other Undead units are fed into battle. It has taken months of patient therapy, careful coaching and a withdrawal of biscuit privileges to try and cure this compulsion, but without success.

Fast cavalry seem to be something of a puzzle for most Warhammer players. They are expensive in points, have unique capabilities and are very fragile on the battlefield. Attack them or shoot them and they will disintegrate like a paper bag discarded in Wiltshire.⁶

Before closing I'd just like to pass on the three essential rules for selecting Dark Riders:

- 1) Always get a musician.
- 2) Unit size of five or six.
- 3) Get a carpet?⁷

Little Dave shows no signs of giving up on the quest for becoming the 'Great Tactician', and my innate obstinacy is preventing me from using anything but my Dwarfs against him. Little Dave's little flaw, balanced against my own inconsistent generalship, means that this could take some time to resolve.

I hope that this tale of speed, stubbornness and suffering has sparked a little interest in the uses of fast cavalry, the countermeasures against them and the cinematic work of Mr Tom Cruise.

Oh well, back to painting more Ironbreakers.

But wait, is that the hand of Fate prodding my stomach (more likely an intestinal reaction to recently consumed tortilla chips)?

Is that a whisper of the future blowing past my ear (it's a draughty old garage)?

Is that a shiver of destiny working its way down my spine (cold too)?

Is it time that the one true 'Great Tactician' be revealed?

Pass the pale flesh paint... I too can hear the voices.

Mike



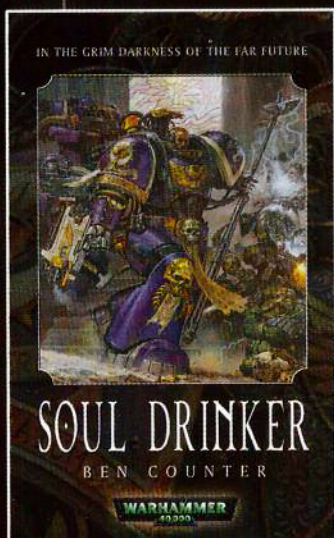
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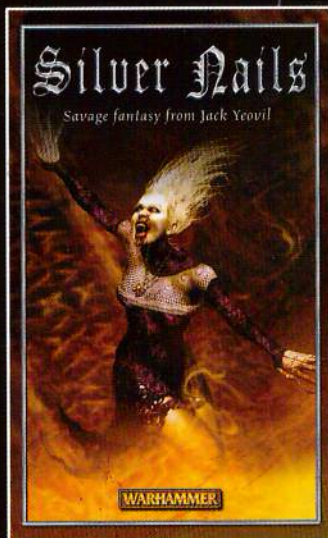
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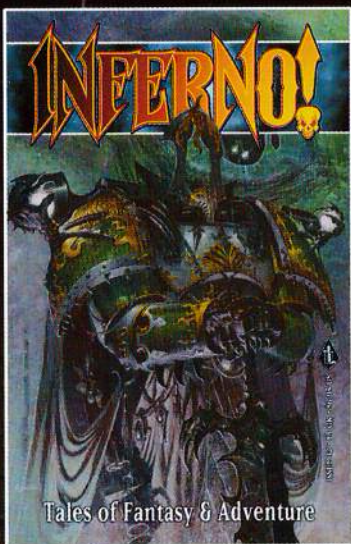
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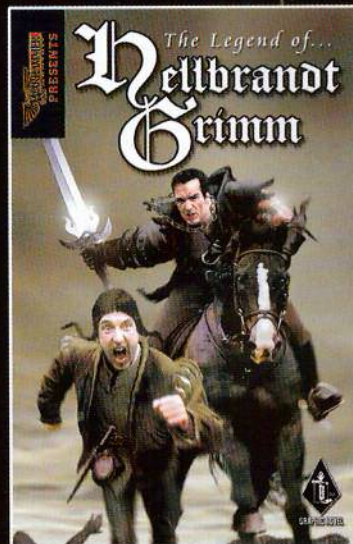
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Ever since Warhammer World was redesigned Matt Ash has been involved in reviving the Warhammer World Club. We popped over to find out what's been going on, and to look at the new improvements and ideas that Matt has been putting into practice.



WARHAMMER WORLD CLUB



Matt Ash

The Warhammer World Club was established in 1998 and is fortunate enough to be based at Games Workshop's head office in Nottingham. Over the last six months there's been major changes to the

hall where the club holds its meetings. During these renovations to Warhammer World to make it Games Workshop's premier gaming arena, the Warhammer World Club met every week in Bugmans bar. Despite its limited size and gaming tables, the club kept a healthy attendance and continued to get together and play games. Once the building work was complete, the club was eager to go from strength to strength. We met up with Matthew Ash, Warhammer World Club Organiser, to find out all about it...

The club itself meets two nights a week at Warhammer World, running from 4pm until 10pm each night. There's more than one member amongst our ranks who enjoys spending all six hours playing games, painting their figures and having fun!

We have well over 60 gaming tables, and a large variety between them too. Many of the tables have special features, created by the Warhammer World staff. We also have a large painting area that the club members are free to use. Tables are also set aside to play Inquisitor, Battlefleet Gothic, Mordheim and Blood Bowl.

The club is lucky enough to have an on-site bar for refreshments. Our Dwarfen drinking establishment, Bugman's Bar, is open on every club night for a meal or even a pint in between games. You can often hear people cursing unlucky dice rolls and discussing new tactics for next week's game.

All of this, combined with the fact that the club is run within this fantastic castle here at Games Workshop HQ, makes for a great club atmosphere.

The Future

Here at the Warhammer World Club, we have many great events planned for the future. By the time you read this, our Necron Preview Evening will have taken place – fear not, there will be plenty more new releases to take a peek at here at the club in the coming months.

The Open Tournament runs for all our club members over the age of 16. We hold this tournament every three months, with the next one planned for 31st August. This tournament isn't just for Warhammer World Club members however, it's quite literally 'open', which means that anyone who wants to come down for the chance to play in a friendly tournament is more than welcome.



The Club has some great gamers amongst its members, many of who have volunteered to fight off the incursions of any other gaming clubs that feel like coming to Warhammer World for the day! These challenges from other groups pit our members against some of the best young players in the country.

We will also be holding our first demonstration game later this year at Games Day 2002; the club members and myself will be going along to show off a massive demonstration game. What that game will be I'm keeping secret, but to tease you, Colonel-Commissar Gaunt himself will be leading the charge!

We hope you'll be tempted to come to the Warhammer World Club to either join or prove yourselves in one of our open tournaments. Everyone is more than welcome to visit.

Every Club night at Warhammer World our specialist staff are available to assist you with any of your hobby needs, from painting, to converting and even scenery building. They are also accomplished gamers who can offer sound tactical advice and army building tips.

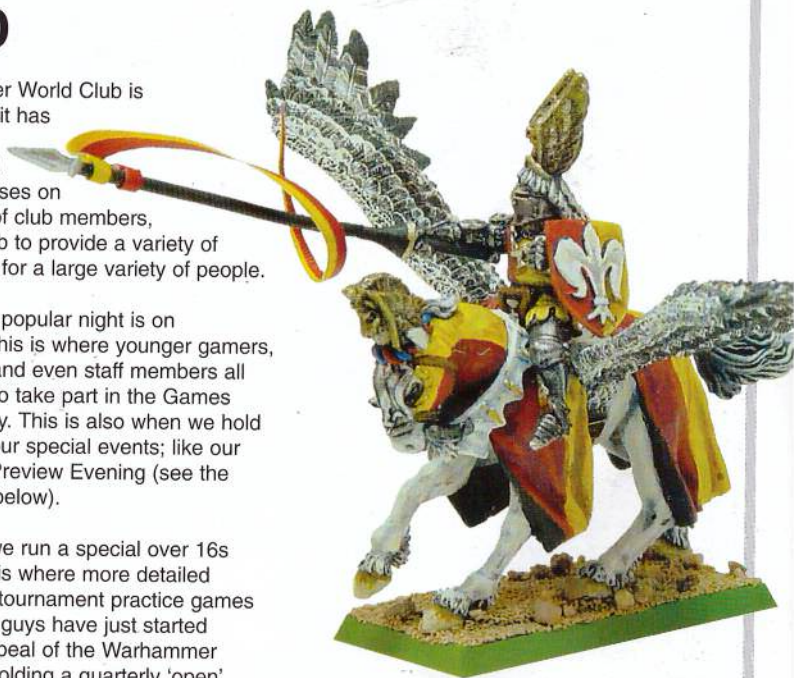
If you want to know more about Warhammer World Club, drop into Warhammer World or call us on 0115 916 8410.

CLUB NIGHTS AT WARHAMMER WORLD

The Warhammer World Club is so popular that it has to be split over two nights! Each night focuses on different types of club members, allowing the club to provide a variety of hobby activities for a large variety of people.

By far our most popular night is on Wednesdays. This is where younger gamers, older veterans and even staff members all come together to take part in the Games Workshop hobby. This is also when we hold the majority of our special events; like our special Chaos Preview Evening (see the special feature below).

On Thursdays we run a special over 16s only night. This is where more detailed campaigns and tournament practice games are held. These guys have just started widening the appeal of the Warhammer World Club by holding a quarterly 'open' tournament for anyone to participate in, new or old, beginner or veteran.



John Holloway's Bretonnian General, specially designed to be the bane of Chaos warriors everywhere!

CHAOS PREVIEW EVENING

Because the Warhammer World Club is based at Games Workshop HQ, it has unique opportunities to organise special events. Amongst the most popular of these events are preview evenings. Matt Ash tells us all about the recent Hordes of Chaos Preview Evening...

The Chaos Preview Evening was a chance for all our Warhammer players to see the new miniatures for the Hordes of Chaos Army book. We invited the 'Eavy Metal painters and Figure Designers Tammy Haye, Juan Diaz and Seb Perbet to come along. They brought with them models such as Archaon, Galrauch and the Slaaneshi Daemons that, at that time, had not even been seen in White Dwarf.

Anthony Reynolds, one of the Games Developers behind the Hordes of Chaos Army book, came down with his own Chaos army to demonstrate the new rules. Using the new rules, Anthony set out to destroy an opponent selected from the club. We decided to give Anthony a challenge worthy of a Games Developer. In the weeks leading

up to the preview evening, we ran a 'Swords of Chaos' campaign. Winner of the campaign and dedicated Bretonnian player, John Holloway, unleashed his Knights and swept the foul tides of Anthony's Chaos Warriors back into the Wastes! John's Bretonnian General with frenzy and +1 Strength was 'just the job' for killing Chaos warriors.

The night was wrapped up by holding an awards ceremony for our gamers. Nathan Holland walked away with his name engraved upon the Warhammer World League trophy, an in house system allowing all the players of each game system to all compete together. John Holloway rightly laid claim to a signed Hordes of Chaos Army book as winner of the 'Swords of Chaos' Campaign.

This was also the night when some of our younger players were given their Commander Award certificates to recognize their achievements for having a fully painted army, a proper army list and army background.



Anthony Reynolds demonstrating the new Hordes of Chaos army.

JOIN THE CLUB NETWORK

If you're already running a gaming club, but haven't got around to registering it yet, here's how. Either log on to the Gaming Club website and fill in the online form at www.gamingclub.org.uk, or drop into your

local Games Workshop store and ask for a registration form.

If you would like to send us news and photos, ask a question, or drop us a line, you can:

e-mail us at: clubguy@games-workshop.co.uk

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

CODEX CHAOS SPACE MARINES

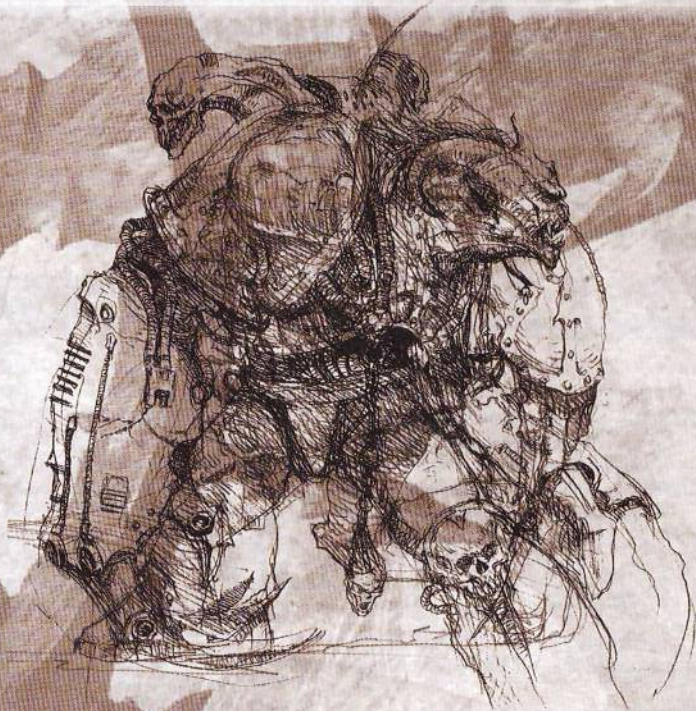
In next month's White Dwarf we launch a Black Crusade against the troubled Imperium of Mankind – Codex Chaos Space Marines is upon us and the future is bleak indeed.

The 64 page Codex heralds the release of a new range of miniatures which have to be seen to be believed.

This book features rules for all of the First Founding Traitor Legions and the return of the 41st Millennium's arch villains, the dreaded Chaos Lords...



SPECIAL PREVIEW



Drawn by the summons of the Warmaster, the army of Chaos marched through the nightmare streets of the daemon city. The necropolis beat to a martial drum as an army of conquest gathered in its warped plazas and corpse-choked thoroughfares. The warriors of the World Eaters marched through the ruined city, their weapons' sheen dulled with dried blood. The bronze and brass of Khorne marched alongside the azure patterned warriors of the Thousand Sons, the warlike bearing of the Blood God's soldiers a far cry from the automaton-like gait of Magnus's sons. Discase-ridden Plague Marines of Nurgle shambled in the wake of elegant warriors clad in lacquered power armour and wrapped in fine silks and ermines. A sickly-sweet musk billowed around the Emperor's Children and they cast revolted glances at the scrofulous warriors of the Plague Lord.

The champions of each Legion lusted for the glory of battle and the chance to catch the favour of their patron god. Such favour could mean elevation to daemonhood and immortality, but could just as easily see him cast down amongst the Spawn, with his mind and body broken by horrific mutation. Each champion paid his tribute to the master of this mighty host, Abaddon the Despoiler, Lord of Chaos, who stood in the shadow of a defiled temple. He nodded in acknowledgement as warriors from the Word Bearers legion passed, their Dark Apostle

raising his cursed crozius in salute. The Despoiler watched dispassionately as warriors from Legion after Legion paid tribute to his might, ancient rivalries and hatreds set aside in the face of Abaddon's force of leadership. The Emperor's Children, the Death Guard, the Alpha Legion, the Night Lords, the Thousand Sons, the World Eaters and his own warriors of the Black Legion gathered their might on Urthwart, ready for the coming war. Only the Iron Warriors were conspicuous in their absence, but Perturabo's Legion fought at Abaddon's behest on the world of Hydra Cordatus for a prize beyond imagining...

The force mustered on this world was magnificent to behold, stretching as far as the eye could see and reminiscent of the time when the fool Horus had held the galaxy in his grip, then let it slip away. Abaddon would not make the mistakes Horus had. Soon the galaxy would burn, the false Imperium torn down and replaced with the glory of Chaos.

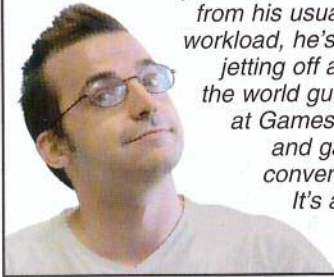
The Chaos Space Marines raised their weapons in salute to Abaddon and a huge roar swelled from thousands of throats, reverberating around the city and climaxing in a massive howl of bloodlust.

This world belonged to Chaos, and Abaddon smiled, picturing the route ahead of him.

First the Gate. Then the Palace.



It's been a hectic summer for Warhammer 40,000 Overfiend, Andy Chambers – aside from his usual 40K workload, he's been jetting off across the world guesting at Games Days and gaming conventions. It's a hard life!



CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings Citizens, and welcome to this month's Chapter Approved, our regular column for Warhammer 40,000. This month we have something rather major to impart, namely a look at a set of trial Assault rules we've been playing around with.

TRIAL ASSAULT RULES

We released the third, and latest, edition of Warhammer 40,000 nearly four years ago and since then hordes of enthusiastic gamers have played countless battles all around the world. We never stop developing and improving our rules and eagerly listen to feedback from our gamers, incorporating these into our own ideas. A large part of the Warhammer 40,000 experience is the Assault phase and the 40K Games Development team have been discussing Assaults, coming up with a great set of trial rules, primarily aimed at veteran gamers and tournament players. These rules aren't radically different from those in your rulebook but we feel they sort out some of the muddier and more difficult areas of assaulting and give a system which flows more smoothly.

A couple of obvious questions spring to mind though, so let's go through those now:

- How does this affect the current rules? The rules, as published in the Warhammer 40,000 rulebook, are the official rules and these new trial rules don't alter that. As long as your opponent agrees you can happily try out these trial rules though.
- Which rules will tournament players use? To find out which system of rules will be used in all aspects of the game consult your tournament packs or contact your tournament organiser – all tournaments will use different criteria.

THE ASSAULT PHASE

While firepower may be enough to drive an enemy back from open ground or lightly held positions, shifting a determined foe from a fortified bunker or ruined settlement will need sterner measures.

The term Assault covers all seven steps summarised below:

1. **Declare Charges.** Announce which of your units intend to charge.
2. **Move Charging Units.** Move units which are charging.
3. **Fight Close Combat.** Troops fight in close combat. Models roll to hit, to wound, and then saving throws are made through ten Initiative steps.
4. **Determine Assault Results.** Total up wounds inflicted. The side which inflicted the most wounds in each combat is the winner.
5. **Loser Checks Morale.** The loser has to pass a Leadership test or fall back. If the loser fails the test, go to step 7.
6. **Pile In.** If units are still locked in close combat then any unengaged models must move 6" towards the enemy to continue the fight next turn.
7. **Losers Break Off and Winners Consolidate.** Units falling back from close combat must test to see if they successfully break off; the winners may try to keep them in combat, engage a new foe or reorder their ranks.

1. DECLARE CHARGES

In his own Assault phase a player can declare a charge with any of his units that are within Assault range of an enemy unit and not already in close combat. Assault range is typically 6" but some units can assault 9", 12" or more. Where this is the case it will be noted in the unit's special rules. The unit may charge any enemy unit that can be contacted by at least one of its models making an Assault move which avoids any obstructions such as impassable terrain or other enemy units which you do not wish to contact.

A unit that fired in the Shooting phase of the current turn may only declare a charge against the unit it shot at. A unit that remained stationary in the Movement phase in order to fire heavy weapons or fire twice with pistols or rapid fire weapons may not charge at all in the Assault phase.

A unit may charge multiple enemy units but only if the charging unit can reach them all without losing unit coherency. Select one unit as the primary target and move to engage that one first as detailed below. If the unit fired in the Shooting phase it must start its charge by engaging the unit it shot at first.

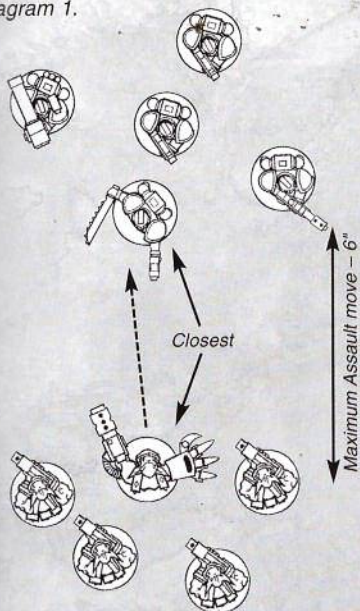
Exception: Models such as Terminators, Bikes, Dreadnoughts and Walkers, which always count as stationary when firing, do not have to charge the same unit they shot at.

Designer's note: The change to having to charge the target of your shooting is an important one – the old assault unit tricks of hitting one unit with ranged attacks and then charging a different enemy can no longer be used (unless you can reach both, of course). This helps bring assault units more into line with firepower based ones in that they can only attack one enemy unit in their turn. The one exception to this is units such as Hormagaunts which are both very fast and very numerous, as these may be able to engage several enemy units at once, effectively swamping the enemy defence. Also note that a unit doesn't have to charge the nearest enemy unit, although it can be difficult to bypass one unit to reach another, as we'll see later.

2. MOVE CHARGING UNITS

Charging units may now move into close combat with the unit (or units) they have declared a charge against. Once a model is in base-to-base contact with an enemy model it is said to be ENGAGED (as in engaged in combat). The unit that the models belong to are then said to be LOCKED (as in locked in close combat). Move all the models in each charging unit before moving on to the next unit. The charging player decides the sequence in which his units will move. All the models in a charging unit make an extra 6" move in exactly the same way as if moving in the Movement phase. Note that some units may be

Diagram 1.



Assaulting unit may charge. Closest model moves in first.

able to charge further than this. Where this is the case, it will be noted in their army list.

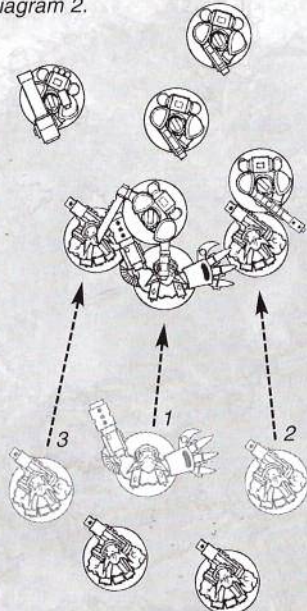
Start the charge by moving a single model from the charging unit. The model must be the one nearest the enemy being charged. Move the model into contact with the nearest enemy model in the unit being charged. This is the start point of the close combat. Next move each model in the charging unit in turn up to 6" towards the unit or units they have declared a charge on. Remember that if the enemy is not within 6" of at least one model, the charge does not happen. See Diagram 1.

After the first model in the unit has been moved you can move the others in any sequence you desire. There are some constraints on their movement though. The most important one is that each model must end its charge move in coherency with another model in the same unit that has already moved. See Diagram 2.

If possible the model must contact an enemy model which is not already engaged. If there are no unengaged models in reach then you must contact an enemy model that is already engaged with one or more friendly models. If you cannot reach any enemy models, you must try to move within 2" of one of your own models that is engaged with an enemy model. If this is impossible then the charging model must just obey the main rule and move to within 2" of a member of its own unit that has already moved. See Diagram 3.

If you follow this sequence you will end up with all the models in the charging unit in 2" unit coherency distance of one another, having engaged as many

Diagram 2.

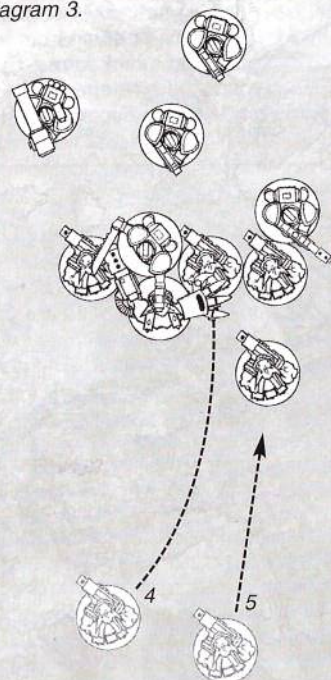


Partway through charge - all moves must end in coherency with a model that has already moved. 2 must charge the unengaged model, but 3 cannot reach an unengaged model so joins 1 instead.

enemy models as possible with as many chargers as possible.

In all cases, models may not move through friendly or enemy models and may not pass through gaps narrower than their base diameter. You may not move models within 1" of enemy models they are not charging. See Diagram 4.

Diagram 3.



5 cannot contact an enemy so moves into a supporting position.

Terrain effects

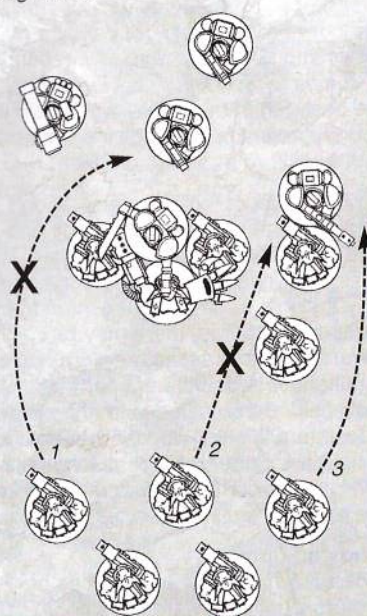
Models assaulting into, out of or through difficult terrain will be slowed down in the same manner as models moving through such terrain in the Movement phase. Roll two D6 and pick the highest to see how far they can move. If their move is insufficient to reach the target unit then the charge does not proceed and no close combat ensues. The models are not moved and it is assumed that they simply did not have time to scramble through the difficult terrain, or thought better of it due to their poor progress.

Didn't make it?

Enemy units that have been charged but have not been contacted are not considered to be locked and are not involved in the combat in any way.

Designer's note: The rules for charging have been tightened up considerably for the sake of clarity. During the initial charge, the attackers are subject to the normal Movement rules with the exception that they can now move within 1" of the enemy in order to fight them in close combat. It is possible to set up units to block the path of a charge, however, since models may still not move through each other. Tight terrain can also mean that initial charges become 'choked', although if the combat continues, it is assumed to sprawl out as detailed later. Note that difficult terrain is handled differently to the Movement phase - this way we save lots of pointless Assault moves which won't result in combats occurring.

Diagram 4.



The enemy models are already engaged. 1 & 2 cannot make the move shown because they come within 1" of an enemy they are not charging, or pass through too small a gap. 3 can move as shown.



Blood Claws react quickly to a Dark Eldar incursion.

3. FIGHTING A CLOSE COMBAT

How good creatures are in close combat depends almost entirely on their physical characteristics, in other words how fast, strong, tough and ferocious they are. Armour remains useful for warding off blows and shots, but ranged weaponry becomes a secondary consideration – the best gun in the galaxy won't help if your opponent is bashing your brains out with a rock!

In close combat, both players' models fight. How many blows are struck and who strikes first is discussed below. The rules are written assuming that there is only a single close combat occurring in the turn. Of course, there may be several separate assaults being fought simultaneously in different parts of the battlefield. If this is the case, the player whose turn it is can choose what order to fight the combats in; complete steps 3-7 for each combat before moving on to the next.

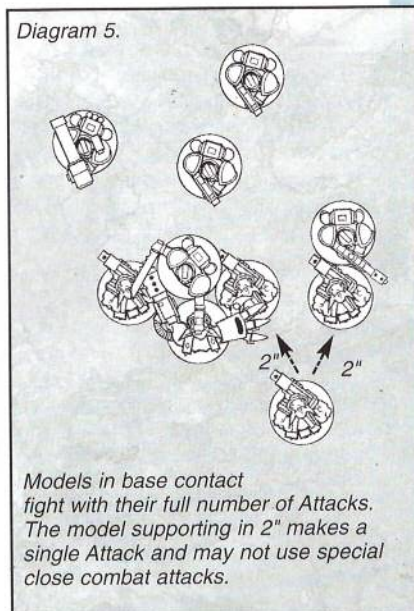
Who can fight?

Close combat is a swirling mêlée of fighters leaping forward, spinning, hacking and slashing at one another. As well as fighting hand-to-hand, warriors will be firing at point blank range at any target that presents itself.

Models in base-to-base contact with the enemy will fight with their full number of

Attacks and count the benefits of any special close combat attack forms they have. All models that are within 2" of a friendly model which is engaged in combat will take part in the fighting as well, not just those in base contact. They only get a single Attack though, regardless of the number of Attacks on their profile, and get no benefit from any special close combat attack forms they have. Such models are referred to as supporting models. See Diagram 5.

Diagram 5.



WHO STRIKES FIRST

Troops who are defending cover have a massive advantage in an assault. They can fire from their hiding place at their approaching enemies and then smite them down as they struggle to get to grips with their hidden foe. It's all in the reflexes when it comes to combat in the open; slow lumbering opponents can be quickly dispatched by a faster and more agile foe. Unfortunately, lumbering opponents, such as Orks, are tough enough to be able to withstand a vicious pummelling and come back for more.

In close combat, models defending in or behind cover, will strike at Initiative 10. Resolve all their attacks and remove any casualties before moving on to the rest of the models. Fighting for the remainder is resolved according to the Initiative value of the models. Models with the highest Initiative attack first, then the next highest and so on.

Work your way down the Initiative scores in each separate combat until everyone has fought (assuming they haven't already been killed by a model in cover or with a higher Initiative). If both sides have models with the same Initiative, attacks are made simultaneously. Note: Some units' rules specify that they strike 'first' or 'last' in close combat – this means with Initiative 10 or Initiative 1.

COVER

Models in or behind cover normally fight in close combat with Initiative 10. This represents the advantage of cover: their attacks include not only close fighting but also shots against the enemy as they charge in. Apart from this, cover does not affect hits or anything else in an assault. After the first round of close combat, fighting is assumed to have swept into the cover so it gives no further advantage to models in it. Note that cover advantage applies only to models in cover that are being charged. Some units count as being in cover all the time because of psychic abilities or weird force fields – these are of no benefit if the unit charges.

Sometimes a unit will only count as being in cover if it is assaulted from a specific direction from which the cover has an effect. For example, a Space Marine squad behind some oil drums is in cover if assaulted over the oil drums but not if assaulted from the rear. If a direct line from any of the assaulting models to the closest enemy model, before assaulting troops are moved, passes through the cover then it is assumed to be enough of an obstruction to count.

Designer's note: *The Cover rules are intended to make it hard to dislodge defending units without a concerted effort. Grenades can help to mitigate this as they can force the enemy under cover during the vulnerable charge. Units with special abilities which confer 'continuous cover' do not benefit from its advantages when charging as they have to move up to close quarters where their concealment is less effective.*

ATTACKS

Attacks in close combat work like shots in shooting – each attack that hits has a chance to wound, the wounded model gets a chance to save, and if it fails is (generally) removed as a casualty. Each model in base-to-base contact with an enemy model strikes with the number of Attacks (A) on its characteristics profile. In addition, the following bonus Attacks apply.

+1 Two weapons. Models in base-to-base contact which have an additional close combat weapon or a pistol in each hand have an extra +1 Attack. Models with more than two weapons gain no additional benefit – you only get one extra Attack regardless of whether you have two or more close combat weapons.

+1 Charge. Models in base-to-base contact who launched the close assault that turn (ie, charged) get +1 Attack on their normal profile for that turn, only if they did not fire in the Shooting phase. Models belonging to units which fired in the Shooting phase do not receive the charge bonus.

TO HIT CHART

		OPPONENT'S WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

Exception: Models such as Terminators, Bikes, Dreadnoughts and Walkers, which always count as stationary when firing, always receive the charge bonus whether or not they fire before entering close combat.

Models not touching an enemy, but within 2" of a model from their own unit that is touching an enemy, may make one Attack regardless of their profile, armament or whether they charged.

Designer's note: *This is another important change. Under the previous rules there was seldom any good reason not to charge into close combat in order to get the bonus Attack for charging (do it to them before they do it to you). This change means that troops well-armed with guns may be more inclined to stand their ground and shoot, leading to more short-ranged 'firefights'. Units using flamers and other short-ranged weapons must weigh up the benefits of shooting over getting an extra Attack in close combat*

Rolling to hit

To determine whether hits are scored roll a D6 for each Attack a model has. The dice roll needed to score a hit on your enemies depends on the relative Weapon Skills (WS) of the attackers and their foes. Compare the Weapon Skill of the attackers with the Weapon Skill of their opponents and consult the To Hit chart below to find the minimum score needed on a D6 to hit.

Example: *A unit of five Space Marines fighting five Eldar would roll five D6s for their attacks. If they were charging and did not shoot in the Shooting phase they would roll ten D6s (1 Attack +1 each for charging).*

Attacks should be rolled together where the same roll to hit is needed – this approach saves time and speeds up the

game when you've got several big close combats going on at once. In the example above, the Space Marine player would roll his ten Attacks together.

Hitting units with different Weapon Skills

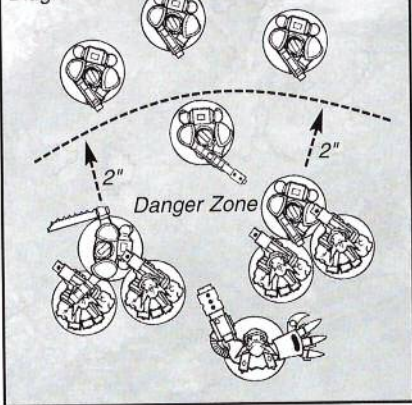
Many units in Warhammer 40,000 contain models with different levels of Weapon Skill. Attacks against a unit are resolved using the Weapon Skill of the majority type in the unit. For example, if a mob of twenty Grots (WS2) is led by an Ork Slaver (WS4), while the Grots are in the majority then Attacks against the unit are resolved using their WS of 2 – however skilled the Slaver is he can't prevent the Grots getting hit in the first place. If there is no majority Weapon Skill type, use the lowest Weapon Skill in the unit.

When models attack, calculate their own To Hit numbers based on their own Weapon Skill. If the Grots and Slaver hit back at their enemies, the Grots' To Hit number will be based on a comparison of WS2 with the enemy WS, the Slaver's on a comparison of WS4 with the enemy WS.

Allocating attacks

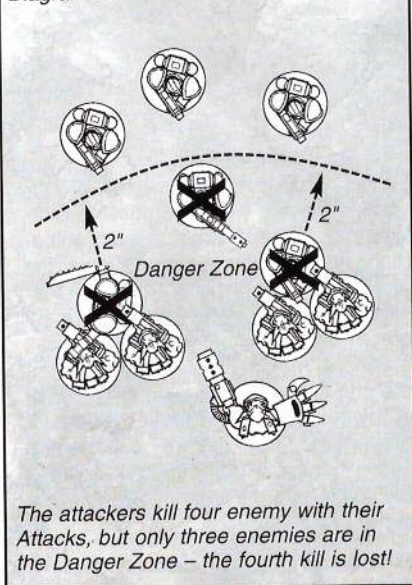
We simply assume that the warrior is contributing his shots and blows to the swirling combat going on. This means we don't have to worry about whether individual models strike their respective opponents in base contact. When a unit inflicts hits, they may only affect enemy models which are engaged with them or supporting a model that is in contact with them. These are the only enemies able to strike back at them, so it is reasonable that these are the only ones who can be hurt. If all the enemy models in the 2" 'Danger Zone' are slain then any excess wounds are lost. See Diagram 6.

Diagram 6.



Remember that attacks are resolved in Initiative order, so it's possible that all of the available enemies may be slain before some models get to strike. See Diagram 7.

Diagram 7.



The attackers kill four enemy with their Attacks, but only three enemies are in the Danger Zone – the fourth kill is lost!

WOUNDS

Rolling To Wound

Not all of the attacks that do hit will harm your enemy. They may be deflected by equipment, parried at the last moment or merely inflict a graze or flesh wound. Once you have scored a hit with an attack you must roll again to see if you score a wound and incapacitate your foe.

The procedure is the same as for shooting. Consult the chart, cross-referencing the attacker's Strength characteristic (S) with the defender's Toughness (T). The chart indicates the minimum D6 roll required to inflict a wound.

Example: A Space Marine (Strength 4) hits a Dark Eldar (Toughness 3). Referring to the To Wound chart below we find that a Space Marine requires a 3 or more on a D6 to Wound.

TO WOUND CHART

		TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
STRENGTH	1	4+	5+	6+	6+	N	N	N	N	N	N
	2	3+	4+	5+	6+	6+	N	N	N	N	N
	3	2+	3+	4+	5+	6+	6+	N	N	N	N
	4	2+	2+	3+	4+	5+	6+	6+	N	N	N
	5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

What Strength to use

In almost all cases, when rolling to wound in close combat use the Strength on the attacker's profile, regardless of what gun they are using. Some (but not all) close combat weapons may give the attacker a Strength bonus. In a unit containing different Strength models roll their attacks separately (they'll quite often have different Initiative characteristics too). So, for example, in a unit of Gretchin with an Ork Slaver, the Grots' attacks are made with their puny Strength of 2, but the Slaver's attacks use his more macho Strength of 3.

Different Toughness values

If the unit being attacked contains models with different Toughness characteristics, then the hits are converted to wounds using the majority Toughness in the unit. If there is an equal number of models with different Toughness characteristics, the owning player chooses which Toughness is used. To continue the example above, The unit of Grots (T2) with Ork Slaver (T4) will suffer rolls to wound using the Grots' meagre Toughness as long as they are in the majority. Once again remember that this is figured at each Initiative step. So, for example, if the Grot unit was whittled down to a single Grot and the Slaver, the attacks at the next Initiative step could be resolved at the Toughness of the Slaver at the option of the owning player – all in all a smart move.

Designer's note: The majority Toughness of the unit is used to prevent the combat bogging down into allocating individual attacks against different models and having to make separate to wound rolls. There are a few units with differing Toughness values and this rule prevents weaker

models 'hiding behind' the higher Toughness of an anomalous individual.

ARMOUR SAVES

Models struck and wounded in close combat can attempt an Armour Save to avoid becoming casualties. Models usually get to save regardless of the attacker's Strength but some especially monstrous creatures and powerful close combat weapons will punch straight through armour.

Note that cover provides no extra protection in close combat as it does against shooting. Remember that invulnerable models are allowed to make Invulnerable Saves throws even where Armour Saves would not normally be allowed. If the rules for a weapon or attack states that no Armour Save is allowed, then only an Invulnerable Save may be made.

SUFFERING WOUNDS AND REMOVING CASUALTIES

When a unit inflicts wounds, they may only affect enemy models in contact with them or within 2" of a model in contact with them. This is effectively the Danger Zone from which all casualties will be drawn. Aside from this restriction, the player suffering the casualties is free to choose which models die from those in the unit.

Allocate wounds to one model at a time, each model can absorb wounds equal to their Wound characteristic. Keep allocating wounds to a model until it is dead or all the wounds have been allocated. When a model dies and there are still wounds to be inflicted, pick another model and repeat the sequence until all possible casualties have been suffered or the wounds inflicted have all been allocated. Casualties should be

removed in such a way that the unit maintains coherency wherever possible. This represents the way that a unit can be whittled down to a tight knot in close combat.

It is possible that casualties may exceed the number of models in the Danger Zone, in which case the surplus hits are discarded. The calculation of which models are in the 2" Danger Zone is made at the start of Step 2 (Fight close combat) and is not affected by casualties. If a model started a combat in contact with an enemy model that is killed, it will be treated as a model engaged in combat until the end of the Assault phase.

If a model becomes a casualty before he has an opportunity to attack, then he may not strike back. When striking blows simultaneously, you may find it more convenient to resolve one side's attacks and simply lie wounded models on their side to remind you that they are yet to attack back.

Multiple-Wound creatures

As noted previously, with multiple-Wound creatures, whole models must be removed as casualties wherever possible.

Different Armour Saves

If the unit being attacked contains models with different Armour Saves, the same procedure is used as for shooting at mixed armour units. So the opposing player rolls to hit and to wound for whichever unit he is

attacking with as normal. However, when the defending player makes Armour Saves, he uses the best saves as long as the models wearing that type of armour are in the majority (ie, they outnumber models with worse Saves in the unit). Any casualties which are removed after saving throws have been taken must come from amongst the most heavily armoured models first (ie, the ones with the best Armour Saves take the hits).

If heavier armoured models are in the minority, use the worst Armour Saves and take the casualties from the lightly armoured models first. If there are more hits than the majority type, distribute them out so that all go on the majority type before hitting minority models, in each case, the differently armoured models get to use their own Armour Saves if they are hit. If there is no Save type in the majority, the owning player gets to decide which group gets hit first.

Example: A squad of Black Templars Space Marines includes four Initiates (Sv3+) and six Neophytes (Sv4+) is inside the enemy's 2" Danger Zone. The squad suffers eight wounds in close combat. There are six models in the unit with a Save of 4+, so six Armour Save rolls are attempted – four fail and four of the Neophytes are removed as casualties, the remaining two hits spill over onto the Initiates and are saved using their 3+ Armour Save.

More attacks than models

If the unit has the misfortune to suffer more wounds than it has models in the Danger Zone then the remaining wounds are 'lapped round' and start hitting the majority type again. For example, if the Black Templars had suffered fourteen wounds, six would go on the Neophytes as they are in the majority, four on the Initiates and then the remaining four wounds would be resolved on the Neophytes. As with all attacks, the results of each Initiative step are resolved before moving on to the next, so the majority type of armour for the unit could change through the phase as casualties occur. For example, if the squad above had now been reduced to two Initiates and two Neophytes, if it suffers more wounds in the next Initiative step then they could go to the Initiates or the Neophytes first at the option of the owning player.

Invulnerable Saves

A model may only elect to use its Invulnerable Save each time it is allocated a wound under the majority rules given above.

Designer's note: This last obscure reference is to prevent individual models with storm shields, rune armour, et al, taking a disproportionate amount of the damage during close combat, claiming they can break the majority rules or other weirdness.



An Ork Nob squares up to a Necron Lord in the depths of a tomb world.

SPECIAL CLOSE COMBAT ATTACKS

Even though high-powered lasers and plasma weapons scour the battlefields of the 41st Millennium, close combat remains commonplace – sieges, city fighting, boarding actions and tunnel warfare are noted more for the ferocity of the fighting than any strategic nuances. Seasoned warriors always bear a deadly array of clubs, knives, frag grenades and bayonets for close-quarter fighting.

Assault troops will be even more fully equipped, taking pistols, swords and axes into battle with them. Most deadly of all are the power weapons that are sheathed in disruptive energy fields of crackling blue bale-fire. Power weapons splinter ceramite armour plates and melt plasteel in the blink of an eye, smashing through even the toughest armour like paper.

Specialised weaponry can give troops a real edge in close combat. Some of the most common close combat weapons and special attacks are listed below. Note that models with special close combat attacks can always choose not to use them and attack normally instead. If you're wondering why you might want to do that, read the power fist entry below! Sometimes a model might be equipped with more than one type of special weapon: a power fist in one hand and a power axe in the other for example. In this situation the player can opt to have the model strike in Initiative sequence with the power axe, counting the power fist as an additional close combat weapon, or strike at Initiative 1 with the power fist, counting the power axe as an additional close combat weapon.

Important note: Unless noted otherwise, only models in base-to-base contact with the enemy can use their special close combat attacks.

Power Fist or Claw

A power fist or claw is a powered, armoured gauntlet surrounded by an energy field that disrupts solid matter. It is an awesome weapon most commonly seen fitted to Space Marine Terminator armour.

A power fist or claw doubles the user's Strength up to a maximum of 10 and ignores Armour Saves. Only the user's basic Strength is doubled – any additional bonus for special abilities are added after Strength has been doubled.

The only drawback is that a power fist is slow and cumbersome to use, so a model armed with a power fist or claw always strikes at Initiative 1 no matter what its bearer's Initiative is (including any bonuses for special rules, cover, grenades or wargear – power fists always strike at Initiative 1 no matter what!).

Lightning Claws

Lightning claws are commonly used as matched pairs. They consist of a number of blades extending from a housing on the wrist and back of the hand. Each blade is a mini-power weapon in its own right and, if they hit, one blade or another is likely to wound. Lightning claws ignore Armour Saves and may re-roll any To Wound dice that fail to wound once each. The only weapon that can provide an additional close combat weapon attack bonus for a model with a lightning claw is another lightning claw.

Thunder Hammer

Thunder hammers release an ear-splitting blast of energy when they strike. A thunder hammer counts as a powerfist but any model wounded by it and not killed will be knocked reeling and attacks with Initiative 1 in the next Assault phase. Vehicles struck by a thunder hammer suffer a 'crew shaken' result in addition to any other results they suffer.

Power Weapons

A power weapon (typically a sword or axe, but more rarely a glaive, halberd or mace) is sheathed in the lethal haze of a disruptive energy field. When a blow is struck, a crackling blast of energy tears at the target, eating through armour, flesh and bone with ease.

A model armed with a power weapon ignores Armour Saves. Note that some power weapons may provide the attacker with bonus Strength in addition or wound on a fixed dice score regardless of the enemy's Toughness characteristic. These will be detailed in the appropriate Codex.

Close Combat Weapons (chainswords/swords/axes/pistols, etc.)

There is a bewildering array of close combat weapons ranging from simple clubs and axes to hand flammers and chainswords. These weapons confer no bonus to the Strength or hitting power of combatants. However, as a model with a weapon in each hand gains an additional Attack against an enemy in base-to-base contact, swords and pistols (or similar hand weapons) remain a useful combination for hand-to-hand fighting. A plasma pistol, like other pistols, can be used as a close combat weapon. It confers no Strength bonus or particular armour penetration advantages though.

Poisoned Weapons

Poisoned weapons are particularly feared and can include everything from normal weapons daubed in venom to hypodermic claws. They do not rely on a comparison of Strength and Toughness to wound but will normally wound on a 4+. Some venoms are so lethal that the merest drop can kill; these will wound on a 2+. Weapons with this type of lethal venom are described in the appropriate Codex.

Heavy Close Combat Weapons

Heavy close combat weapons are similar to close combat weapons but are particularly massive and used to batter through an opponent's defences. Examples include the Ork choppa and the mighty chainaxe used by Berserkers of Khorne. There is no armour that can completely protect its wearer against a direct blow from such a weapon and the best hope is to dodge to turn it into a glancing blow. Against a heavy close combat weapon, better armour provides sharply diminishing rewards – the maximum Armour Save that applies against heavy close combat weapons is 4+ and any model with a better Armour Save will only save on 4+.

Rending Weapons

Rending weapons is a category that includes the sharpest edged and pointed weapons. Whilst not massive or excessively powerful, a well-placed blow from a rending weapon can tear through any armour and make a mockery of flesh and bone. Any roll to hit of 6 with a rending weapon will automatically

cause a wound with no Armour Save possible. Against a vehicle, any Armour Penetration roll of 6 allows a further D6 to be rolled and the result added to the total score.

Force Weapons

Force weapons are potent psychic weapons that can only be used by a trained psyker such as a Librarian. They are treated as a power weapon, but can unleash a psychic attack that kills an opponent outright. Roll to hit and wound as normal, taking any Invulnerable Saves. Then, as long as one wound has been inflicted, make a single Psychic test for the psyker against one opponent wounded by the weapon. The normal rules for using psychic powers apply, and you may not use another psychic power in the same turn. If the test is passed then the opponent is slain outright, no matter how many Wounds it has (but count the actual number). Force weapons have no special effect against targets that don't have Wounds such as vehicles.

Frag Grenades

Fragmentation grenades can be thrown at opponents in cover to force them to keep their heads down during a charge. The lethal storm of shrapnel from exploding frag grenades will drive opponents further into cover for a few precious moments while the attackers close in. Troops armed with frag grenades that are charging enemy in or behind cover will fight with Initiative 10, so they strike blows simultaneously with the defenders.

Plasma Grenades

Rather than the crude fragmentation grenades used by other races, the Eldar employ advanced plasma grenades to stun their enemies when they charge into close combat. The effects of cover on close combat is negated by plasma grenades, so all fighting is done in the standard Initiative sequence as the Initiative 10 bonus for being in cover is lost.

Monstrous Creatures

A monstrous creature is so huge and powerful that its attacks make a mockery of armour; foes are not so much wounded as hideously mangled and crushed.

A monstrous model (Carnifex, Greater Daemon, etc) ignores Armour Saves.

When attacking vehicles, a monstrous model rolls 2D6 for Armour Penetration and adds them before adding their Strength.

Special close combat attacks vs different armour saves

If special close combat attacks come into play against a unit with different Armour Saves use the method of making majority Armour Saves noted on the previous pages but applying all special close combat attacks as early as possible. For example, the Black Templars squad noted previously suffer four power weapon hits and four normal hits in a single Initiative step. The six Neophytes with a 4+ Armour Save are in the majority so they suffer the four power weapon hits with no Armour Save allowed. Two more hits can be saved against, however, and one is made, resulting in one more casualty on the unfortunate Neophytes. The remaining two hits spill over and now the Initiates take Armour Saves using their Armour Save of 3+.



Kroot fight to protect their Tau employers.

4. DETERMINE ASSAULT RESULTS

Assaults are usually very decisive – one side or the other quickly gains the upper hand and forces back their foe. Numbers and leadership can keep a side in the fight but the casualties which each side inflicts is the most telling factor.

To decide who has won the combat, total up the number of wounds inflicted by each side. The side that causes the most is the winner; the other side is the loser and may be forced back if they fail a Morale check. Note that wounds which have been negated by Armour Saves do not count, nor do wounds in excess of a model's Wounds characteristic, or wounds that were wasted because there weren't enough victims in the Kill Zone. Only wounds actually inflicted count.

If both sides score the same number of wounds, the combat is drawn and continues next turn.

Wipe out!

If one side destroys the enemy it wins automatically, even if it sustained more casualties. They may consolidate as normal (see 10). In addition, the destruction of the unit will unnerve nearby friends if they are not already engaged in close combat. Take a Morale check for every unengaged friendly unit within 6" of the victorious unit before it consolidates. If the check is failed, the unit in question will fall back as described below. See Diagram 8.

Designer's note: This rule is borrowed from Warhammer, which quite sensibly supposes that troops seeing their fellows wiped out to a man will start giving serious thought to hoofing it before they're next! It means that tough assault units can break an enemy gun line,

throwing the foe into confusion as they try to pull back. This helps balance off some of the risks intrinsic in braving enemy fire to assault in the first place, and the vulnerability of assaulters to get blasted with supporting fire the moment they emerge from a close combat.

5. LOSER CHECKS MORALE

Units which lose a close combat must make a Morale check to hold their ground. If they fail, they must abandon the fight and fall back (see section 7). If they pass, the unit holds its ground and fights on. Basically the combat is drawn and no further account is made of the unit's defeat (apart from some good-natured taunting by the winner!).

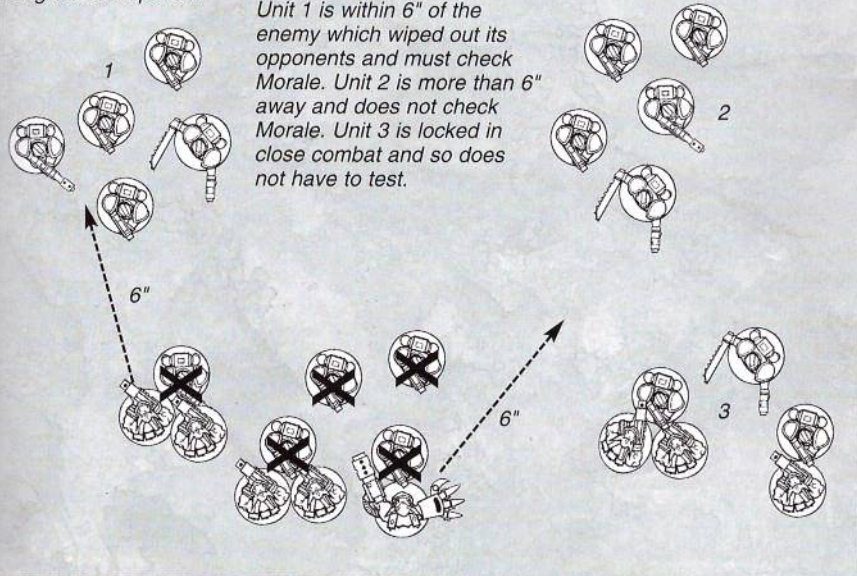
Morale checks are covered in more detail in the Morale section of the rules. The Fall Back rules are presented later. Some units have differing Fall Back rules. Where this is the case, it is detailed in their special rules.

6. REINFORCEMENT (or 'Pile In') MOVES

At the end of each close combat, models in units that are locked but which are not engaged in combat themselves MUST move up to 6" in an attempt to contact enemy which their own unit is locked with. If they cannot engage the enemy they must get as close as they can to them without moving out of unit coherency. Neither the presence of enemy models, nor terrain, affects reinforcement moves. Unlike in a charge, reinforcing models may move through obstructing terrain and models in order to engage. It can be imagined that the fighters at the front of the combat are becoming increasingly embroiled and making such movement possible. Note

Diagram 8. Wipe Out

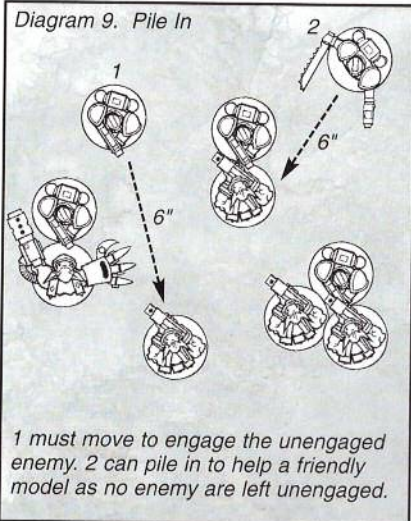
Unit 1 is within 6" of the enemy which wiped out its opponents and must check Morale. Unit 2 is more than 6" away and does not check Morale. Unit 3 is locked in close combat and so does not have to test.



that the other restrictions for making a charge still apply, so models must contact enemy models which are not already engaged in combat in preference to those which already are, and must end their moves in coherency with another member of their own unit.

Whenever both sides in an engagement have extra models to move, the player whose turn it is moves first. See Diagram 9.

Diagram 9. Pile In



Important note: Once a unit is locked in combat it may only make Pile In moves and may not move in the Movement phase. If for some reason (mass carnage usually!) Pile In moves will not enable the unit to engage or support against any enemy models, and the unit has no models engaged in combat itself, it is no longer considered to be locked in combat. In this case it makes a consolidate move instead – the close combat comes to an end as the unit finds itself with no enemies to fight.

Designer's note: This last bit is just to cover some situations that come up (usually in multiple combats) where a unit slaughters everything and the Pile In move won't get it into combat with the remnants of the enemy (as they'll often be surrounded and unable to pile in themselves). In this case it keeps things cleaner to simply consolidate with the unit instead.

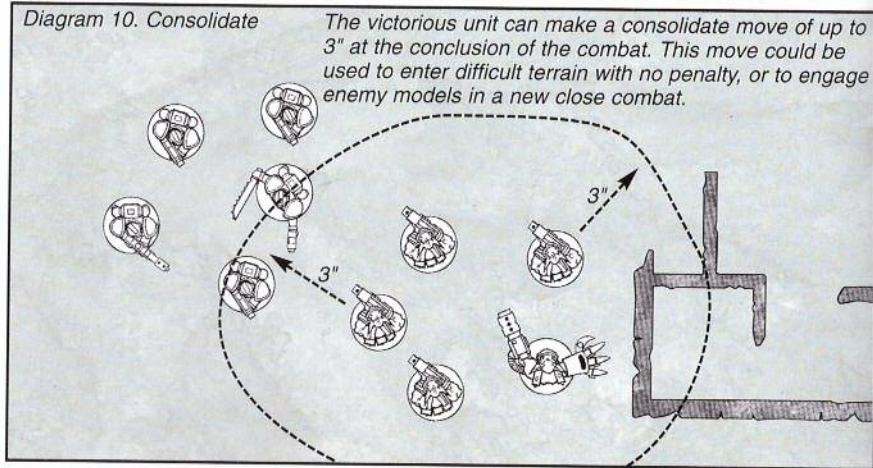
7. LOSERS BREAK OFF AND WINNERS CONSOLIDATE

Where a side has won and their enemies fall back, the victors can choose to make a sweeping advance and/or consolidate their position.

SWEEPING ADVANCES

Just because the losers of a close combat want to break off, it doesn't mean their opponents are willing to let

Diagram 10. Consolidate



them! A quick, ferocious opponent will drive home their advantage unmercifully. To represent this, the victors can opt to roll 2D6 and compare it to the distance that the defeated troops have rolled to fall back. If it is greater, they get an opportunity to seize the initiative and keep them engaged in a sweeping advance. The unit attempting to fall back does not move and the sweeping unit makes a Pile In move as described in Diagram 9 – the unit which attempted to fall back does not do so. We assume that the cornered foe will fight back at full effect against their pursuers, so in the next Assault phase the combat continues as before, with no one counting as charging. In effect, the attackers have chosen to continue the combat instead of allowing their opponents to fall back and escape.

If the sweeping advance roll is equal to or under the fall back roll, the losers extricate themselves from the combat successfully. Make the fall back move for the losing unit – the winners can now consolidate.

Some units, like bikes and jump packers, make faster sweeping advances – typically 3D6". Where this is the case, it will be detailed in their special rules. Such units excel in harrying an opposing unit to death with their superior speed and should be employed against battered or fragile enemies for best effect. Conversely, some units, like Terminators, are too slow and ponderous to pursue a defeated enemy and are not allowed to make a sweeping advance. Where this is the case, it will be noted in their special rules.

Designers notes: Sweeping advances have been heavily modified in order to prevent assault units rampaging across the tabletop faster than a speeding bullet. We've also taken into account that units which must make compulsory sweeping advances will tend to get wrapped up in slaughtering what they are fighting, instead of acting with the best of tactical foresight.

CONSOLIDATION

If they do not choose to make a sweeping advance, or the sweeping advance attempt fails, the victors of a close combat may move up to 3" in any direction to consolidate their position and recover an effective formation. Units consolidating their position ignore difficult terrain. This move may be used to engage enemy units and lock them in combat, but the consolidating unit must maintain unit coherency and does not



count as charging when the combat is worked out next turn. See Diagram 10. **Note:** Sometimes a losing unit will only fall back 2" or 3" from a combat and it is perfectly possible for a consolidating unit to move back into contact with such slow-footed foes.

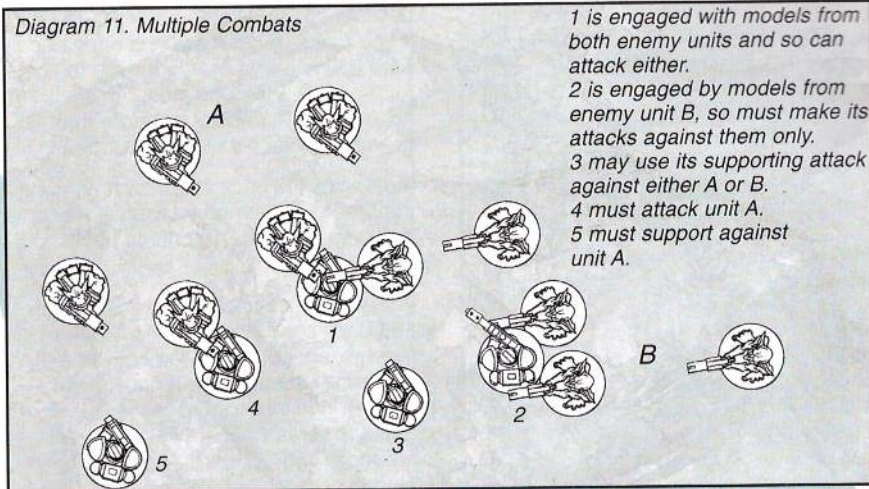
Note that if several close combats are being fought in close proximity, a unit which consolidates into a new close combat cannot take casualties or make attacks until the next Assault phase – all the combats are assumed to be simultaneous.

Consolidation may not be used to embark on a transport vehicle unless it is open-topped.

MULTIPLE COMBATS

When a unit is fighting more than one enemy unit, their attacks must be divided between them. This is done as follows. Models engaged in combat with or supporting a model engaged in combat with a single unit must attack that unit. Models engaged with enemy from more than one unit or able to support friends engaged with enemy from more than one unit can choose which enemy unit they fight against. See Diagram 11.

Diagram 11. Multiple Combats



1 is engaged with models from both enemy units and so can attack either.
2 is engaged by models from enemy unit B, so must make its attacks against them only.
3 may use its supporting attack against either A or B.
4 must attack unit A.
5 must support against unit A.

If several units are fighting in the same combat, total up the number of wounds inflicted by each side to determine who is the winner. All the units on the losing side have to check their Morale. Winning units can only make a sweeping advance or consolidate if all of the units they are locked with fall back. If the unit chooses to sweeping advance, it makes a single roll and compares it to each of the enemy unit's individual fall back

scores. Any that it beats are kept locked in combat. Units that stay fighting may make Reinforcement moves.

SHOOTING INTO AND OUT OF CLOSE COMBAT

Models engaged or supporting in close combat may not fire weapons in the Shooting phase. Their attentions are completely engaged by the swirling mêlée. Likewise, while especially twisted



Ultramarines battle against the Tyranid swarm.

and soulless commanders may wish their warriors to fire indiscriminately into close combats in the hopes of hitting the enemy, this is not permitted. The events in a close combat move too quickly and the warriors themselves will be understandably hesitant about firing on their comrades (they may end up in the same straits soon enough after all).

Models belonging to locked units that are not engaged in combat themselves or are not supporting engaged friends, may shoot in their own Shooting phase and may be shot at in the enemy Shooting phase. Note, however, that lines of fire may not be traced through the Danger Zone due to the risk of hitting the combatants, and that all the models in the locked unit count as moving for the purposes of firing heavy and rapid fire weapons. Blast markers can be re-positioned subject to the normal rules so it is probably not a good idea to fire a plasma cannon at the back of a close combat if you value the combatants much. Templates and Ordnance Blast markers may only be positioned so they target models outside the Danger Zone.

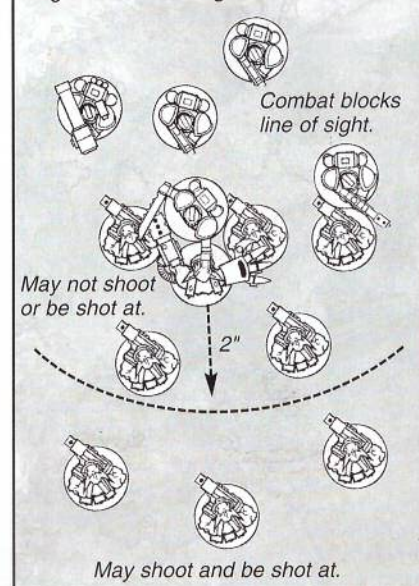
Morale checks and Pinning tests inflicted by shooting are ignored by units which are locked in close combat. See Diagram 12.

FALL BACK!

Fall back is a fighting withdrawal, not an out-and-out rout. Sometimes a fighting retreat in the face of overwhelming odds is the only option left. A withdrawal can give troops the chance to retire to a stronger position to mount a fresh attack or hold off the enemy.

As a unit falls back it moves directly to the player's table edge, or to the base line where the unit deployed/entered the table if it came on at a different place. We've specified this in the Mission

Diagram 12. Shooting Into Close Combat



descriptions for Warhammer 40,000 but if you make up your own scenarios be sure you know where your units fall back to. If possible the unit must remain coherent, with gaps of no more than 2" between models as they fall back.

Most units fall back 2D6" each turn until they regroup. Some faster units, such as those on bikes or using jump packs, fall back 3D6".

A unit that falls back must move within a Fall Back corridor which lies between its most extended models as shown in the diagram – but individual models can move within this corridor as you wish. If a unit is spread out so that its models are more than 2" apart, the models must be moved back into coherency as the unit moves. See Diagram 13.

If the unit moves into, out of, or through difficult terrain, the distance rolled on the dice that determines fall back is halved. Units will divert their Fall Back corridor around impassable or dangerous terrain and enemy models, but must move in such a way as to get back to their base line by the shortest route.

FIRING WHILE FALLING BACK

Troops who are falling back may continue to shoot, but as they are moving they may not fire heavy

weapons, or rapid fire weapons at full effect. They also cannot launch an assault.

Assaulted while falling back

A unit which is assaulted by the enemy whilst falling back must check to regroup immediately. No modifiers apply to the check in this case, and even units which would not normally be allowed to regroup are allowed to make the check – the situation is sufficiently life or death threatening for the usual regrouping restrictions to be ignored. If successful, the unit is regrouped and will fight the close combat normally. If it fails to regroup, the unit is scattered and counts as destroyed. Note that this rule applies if a unit consolidates into enemies falling back too.

Trapped!

Sometimes a unit will find its Fall Back corridor blocked by impassable terrain and/or enemy models. Ignore enemy models that have fought in close combat against the unit this turn. A unit falling back may move around any obstruction in such a way as to get back to their baseline by the shortest route. If a unit cannot perform a full Fall Back move in any direction without doubling back, entering impassable terrain or coming within 1" of the enemy, it is destroyed. See Diagram 14.

Note: This replaces the Crossfire rules.

CHARACTERS IN ASSAULTS

All characters in assaults fight just like normal troopers, though their characteristics are usually better. If a unit including an independent character charges into close combat, the character must charge in too. Likewise, if the character charges, the unit he is with charges too – inspired by his heroic example!

An independent character on their own can charge into close combat if they are within Assault range of the enemy in the Assault phase.

Independent characters always fight separately to any unit they have joined or are part of. They charge just as another member of the unit, but when they fight, their dice are rolled separately. An independent character may allocate his attacks between units he is engaged with. Only enemy models engaged in combat with the independent character, or only able to support a model engaged in combat with the independent character, may strike their blows against the independent character.

MONSTROUS CREATURES

Monstrous creatures are treated just like independent characters in an assault and always count as being a unit in their own right.

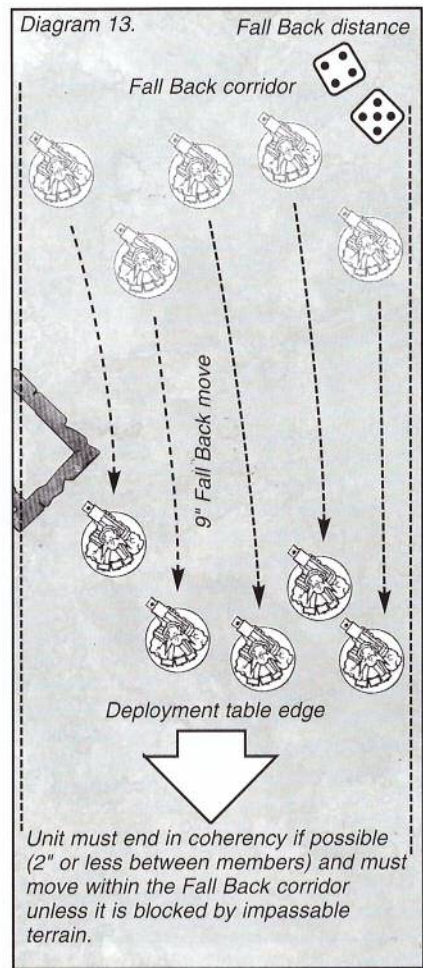
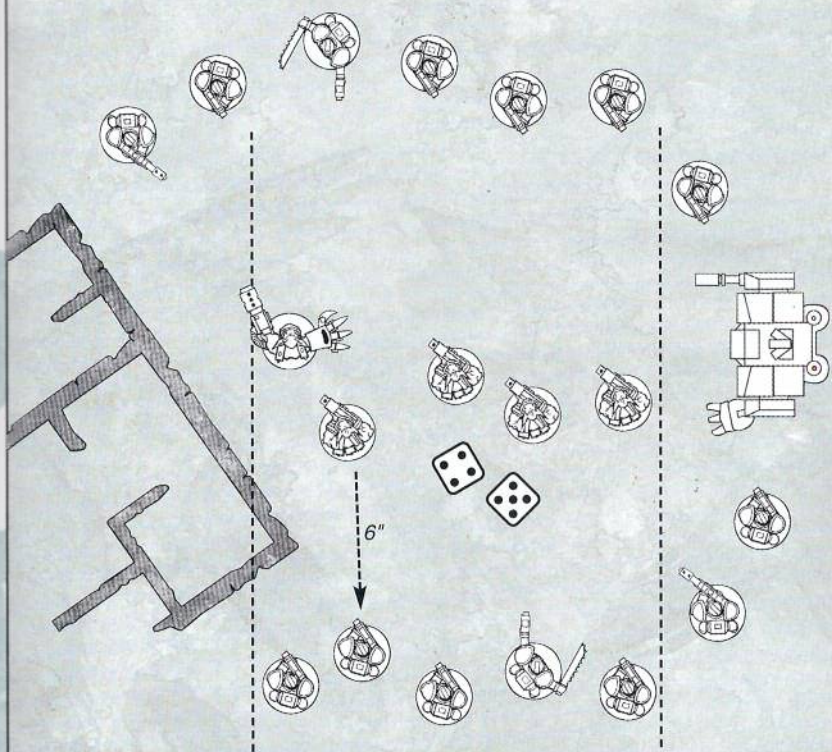


Diagram 14. Trapped!



The unit falling back in this circumstance could be trapped. However, if the terrain to the left is not impassable, they can divert their fall back into it. Also, if the unit in front of them fought them in close combat this turn, the falling back unit could move through them to escape.

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
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Games Workshop,
Willow Lane, Lenton,
Nottingham,
NG7 2WS, UK



Numbers can prove to be decisive!

Chapter Approved in this issue covers the trial Warhammer 40,000 Assault rules. We thought it would be a good idea to let veteran gamers explain how they affect their armies.

ASSAULT!

How the new rules can affect your army

The Assault rules in Chapter Approved will no doubt have left many players with one thing on their minds: what does this mean for my army? As a result, we've decided to not only showcase them in a special battle report with Andy Chambers and Pete Haines explaining the differences as they go, but also to feature them in this special report. We're well aware that not everyone plays Space Marines and Orks, and so we've taken the opportunity to look at a few other viewpoints. We've scoured the Studio and the internet, for veteran Warhammer 40,000 players and asked them how these trial rules influence their armies. We've even found a few who were only too pleased to talk us through the changes they plan to introduce. So, without further ado...

ELDAR

Phil Kelly: The Eldar have several units and models that specialise in close assault, and the trial Assault rules throw up some interesting choices when applied to them.

So, if you've ever watched your 70+ points, 1 wound Exarch bite the bullet before he really gets to strut his stuff, there's some good news for you. Under the new rules, the rest of his unit will take the incoming hits on his behalf. There's also some general changes but nothing too difficult to get your head around. Let's look at a few examples.

Howling Banshees: These don't do too badly in the trial Assault rules. The fact that they lose the +1 Attack assault bonus if they shoot is not too much of a dilemma. Firing a volley of shuriken pistol shots at the enemy can potentially

leave you without anyone in range to assault and, let's face it, you'd rather be using those power swords at full effectiveness. Besides, 90% of the time I find I'll use Fleet of Foot to get a squad of Banshees into a better assault position, so I doubt I'll miss a smattering of shuriken fire given the alternative: more choppy death (striking first, naturally). The Exarch power Acrobatic, comes into its own here, as the Banshee Exarch can flip into combat anywhere she wants. This can be very useful for extending the 2" kill radius of the Banshees deeper into an enemy unit, thereby ensuring that none of those lovely power weapon wounds get wasted due to an embarrassing lack of victims. It can also be used to land the Exarch right in front of an enemy independent character, adding her blows to those of her sisters and hopefully taking down the enemy before he gets to strike.



Phil Kelly's Howling Banshee Exarch uses the Acrobatic power to greatly extend the units' kill zone.



The Nobz with the power claws snip the legs off a Wraithlord whilst the Warboss deals with the Wraithguard.

Striking Scorpions: The Exarch can really use that scorpion's claw to great effect and, beeing it up with Crushing Blow for a Strength 9 weapon will really worry Dreadnoughts. Alternatively, give the Exarch a Biting Blade (allowing you to keep rolling one more dice each time you wound) and Crushing Blow for a really great character killing model. Try it against a Dark Eldar Archon who is busy attacking the Exarch's squad and you'll see what I mean...

Swooping Hawks: As with the Banshee power Acrobatic, Bounding Leap can ensure that your Exarch is in the thick of things, allowing him to get the full use out of the Sustained Attack Exarch power (roll another dice for each successful 'to hit' roll). Combined with a Web of Skulls and shuriken pistol, this will commonly mean the Exarch gets to throw out seven or more power weapon attacks. Such an extortionately expensive combination of wargear and Exarch powers is far more justified with the new rules.

Storm Squads: The implications aren't too bad for small tank-busting Storm Squad units; firing the two melta guns you can invest in won't affect the use of their haywire grenades one bit (they can only make one attack with the grenades in any case). However, if you're

assaulting an infantry unit, I wouldn't bother firing the melta guns or even contemplate flammers; Storm squads really need all the attacks they can muster. Also, if you like using a Warlock with the Enhance power in your Storm Squads to give them a bit more punch, rest assured the benefits of Enhance will remain until the last man is left standing.

Dire Avengers: The new rules are a bit of a double-edged dicesword for the Dire Avenger Exarch. On one hand, the Exarch power Defend only comes into play when the Exarch's squad is whittled right down; opponents will be attacking the unit as a whole and so will not be affected by this power. On the other hand, Distract can be very useful: the Exarch can get into combat with the scariest enemy model and impose -1 Attack without fear of retaliation. He can similarly use his pricey dicesword to full effect provided some of his squad are still alive.

Seer Council: Working out combats with these guys is no longer a logistical nightmare, as you can happily assign hits to whoever's in the majority (Warlocks or Farseers) without worrying about who's in contact with who. I've lost count of the number of times I've had a dice marking 'wounds lost' by three of my Farseers, getting mixed up with who

has what psychic power and generally getting irritated, and I'm extremely glad to see the back of it. Naturally, the Warlocks with Augment will be sporting 'kick me' signs from now on ...

Wraithlords: To avoid this much-maligned behemoth being crippled by power fists, try to ensure he has some back-up; if the guy with the power fist is preoccupied fighting off Striking Scorpions, the Wraithlord can strut its stuff in safety. Alternatively, take the bull by the horns and charge the power fist directly, ensuring the Wraithlord's 'kill zone' incorporates the fewest models, and your opponent will be forced to take off the one major threat to you.

The Avatar: As the Avatar is an independent character, the fact he has joined a squad does not affect his combat ability in the slightest; any attacks allocated against him will have to go up against his daunting Weapon Skill and Toughness.

Being primarily an Ulthwé player, I'm pretty chuffed about these Assault rules because a mixed unit of multi-wound models, such as the Seer Council, could be a real pain beforehand. I'm all in favour of anything that streamlines the Assault process. Now back to those D-cannons...

CHAOS SPACE MARINES

Pete Haines: As an Iron Warriors player I could be blasé and take the view that a different set of Assault rules aren't something I need to worry about because I like to shoot the enemy down before any of that crude hacking and slashing is needed. That would, however, be a terrible mistake. Even though I normally put more reliance on the lascannon than the chainsword, I still include assaulting in my game plan. I no longer rush across the table as I did when I first started playing with Chaos Space Marines, but have honed down assault to something performed by a specialised part of the army.

There will normally be three assault elements in my standard 1,500 points army: my Chaos Lord, Murchad Kite, who is normally used independently of a retinue; my Dreadnought, Kase; and finally my Rhino-mounted Assault squad led by the Aspiring Champion Kaliban Tusk.

Murchad Kite has an expanding range of predominantly bionic battlefield manifestations. These manifestations always emphasise close combat, the idea being that Kite will lurk in the gun line and then either divert the enemies' attention by flanking their line of advance, or meet an attack head-on. In the revised Assault rules, independent characters are always treated as separate units for close combat purposes, so the fact that he fights as a lone wolf need not change. I will need to be careful about where he charges though. The only enemy models he can kill in close combat are those engaged with him or within 2" of them. There is therefore very little point in hitting the end of a line where only two or three enemy models are in jeopardy. Kite rarely uses ranged weapons himself; there is no need for him to, he has troops for that. Consequently he will not be bothered by the need to only shoot at units he intends to subsequently assault. Overall then, Warsmith Kite should not have to change his style too much.

The Dreadnought, Kase, is a vital part of my army's approach. Just as Lord Kite stands ready to intercept an enemy attack before it reaches my lines on one side, Kase guards the other. Anything that expects to get at my guns must be prepared to fight one or the other of them, and often both. Unless he becomes frenzied, and doubles his number of attacks, then Kase will not be bothered by the restriction on only affecting enemy engaged with him or within 2" of them as he only has 3 Attacks. One cause for alarm is that he will no longer be able to pick off enemy unit leaders with irksome power fists as he used to. When charging in, therefore, it will be important to make sure that he hits the enemy somewhere where the

power fists aren't. I never depend on him laying waste to entire units anyway. Mainly he is there to tie down dangerous units before they can do what they want to do. Oh, and fire his twin-linked lascannon I guess.

As will be becoming obvious, my Iron Warriors counter-assault more than assault. There are times, however, and it saddens me to admit it, when the enemy can actually outshoot me. There are evil, wicked Tau, Imperial Guard, Space Marines, and even Eldar armies in the world that have more firepower at their disposal. That means I can either be sickened and disgusted by their blatant plagiarism of my tactical methods whilst losing, or compromise a bit. I choose to compromise a bit. Kaliban Tusk's squad is the result. It is a nine-man squad equipped with bolt pistols and chainswords, the odd meltagun and an Aspiring Champion with a power fist and combi-melta, riding in a Rhino with extra armour and smoke launchers. There is nothing really original about this – the combi-melta maintains the theme of the dominance of guns in the Iron Warriors, but I suspect lots of players use virtually identical units.

The first challenge Mr Tusk and his pals will have to overcome with the new rules is the stipulation that they can only charge what they shoot at. Many, many times I have delighted in disembarking, firing a nonchalant salvo of meltaguns at an enemy tank off to one side before charging into combat with some infantry. Fortunately though, I have an alternate approach, which involves disembarking the squad right in front of their intended target so that, even if I fire at them, there is no chance that I will be out of charge range after any casualties are removed. As there are lots of loyalist Chapters (Space Wolves, Black Templars, Blood Angels) with more potent assault units, a volley before charging in can be a good equaliser. This is now more valid than ever. The loss of the assault bonus when charging after firing is a nuisance, but I have concluded that the shooting is worth it; after all, every man effectively gets an additional attack, hitting on 3+ using the Strength and AP of their weapon which will always be as good as, or better than, anything they can do in close combat. Most importantly, the enemy die long before they can fight back. The only downside I can see is that the enemy might flee before I can charge them, leaving my squad looking a bit sheepish. The sight of a few pairs of smoking boots and a dust cloud disappearing over the horizon is not an uncommon one to an Iron Warriors player though, and it does give a reminder to anyone who will stand still long enough that enemies just aren't as worthy as in the days of the Heresy. The real benefit though is that Kaliban Tusk can get

stuck into Wraithlords or Dreadnoughts with his power fist, without getting squished before he gets a go. This factor alone is worth any other inconvenience.

So in conclusion, the trial Assault rules necessitate a few minor changes in approach, which I will inevitably forget all about for a few games until the consequences traumatise me into remembering. The improved clarity of the new rules is well worth the effort though, and I am looking forward to hassle free assaulting from now on.

DARK ELДАР

Agis Neugebauer: In my opinion, the trial Assault rules are shifting the game balance in the right direction. In Warhammer 40,000 2nd edition, the game was a bit static. With the 3rd edition rules, the Game Development team were doing a great job of putting some serious dynamism into the game. The game became a bit too close-combat oriented for my taste, but the new Assault rules are balancing the game. Under the trial rules, it's not always a good idea to charge into close combat, and you are forced to consider your decisions a bit more wisely.

So, how does this affect my more close combat oriented Dark Eldar army?



Basically, in how I equip my squads. Under the Assault rules in the rulebook, I always equipped my Wyches with two blasters per squad to give them some firepower before delivering the charge to the enemy. Since shooting before an assault will now remove the additional +1 Attack bonus, it is no longer a good idea to equip pure assault troops with good, and points-wise, costly, ranged weapons. For the 10 points that the two blasters cost I can almost get another Wych for the squad, which translates into three more Attacks in close combat when charging.

Another new rule is that you can force enemy units within 6" of a wiped-out unit to pass a Leadership test or fall back. Because of this, I tend to equip my Wyches now purely for close combat and use the maximum number of models per squad. Assault troops are no longer 'jacks of all trades'; they now have to become more specialized to be truly efficient. Under the old rules, my typical Wych unit consisted of five Wyches with splinter pistols and close combat weapons, and two with blasters, led by a Succubus with a splinter pistol and an agoniser. These were deployed in a Raider armed with a dark lance. This squad translated into 19 possible close combat attacks (plus the Succubus).

My new Wych squad consists of nine Wyches with splinter pistols and close combat weapons, all equipped with Wych weapons lead by a Succubus armed with a splinter pistol and an agoniser. Again, these are all deployed in a Raider armed with a dark lance. The new squad's possible number of close combat attacks is now 27(!) when charging (plus any additional havoc the Succubus can inflict upon her victims). OK, the new squad is really not good at shooting, but the potential close combat efficiency has dramatically improved. The chances of the squad delivering that important 'wipe out!' charge has improved greatly.

I am still unsure if I should shift the balance of my army a bit more into the shooty direction. I am a big fan of an army selection that gives me the opportunity to be good in shooting and is also able to deliver a tough charge when required. I'm sure some more games under the new rules will enlighten me still further!

TYRANIDS

Phil Kelly: Tyranid players the world over can be forgiven for thinking the new Assault rules pose a couple of nasty questions for their monstrous creatures. Whereas a Carnifex could previously stomp a Tactical squad into the floor

without raising a sweat, now he has to be very careful of the Veteran Sergeant with the power fist, as all the Carnifex's wounding hits will be meted out to the rank and file rather than directed squarely at the guy with the big hand. However, with a bit of thought this can be circumvented. As with any large and impressive close combat beastie, be it Dreadnought, Wraithlord or Hive Tyrant, the trick is to support them with a squad of little guys.

I've found that one of the secrets of using the Tyranids properly lies in the timing of the attacks, with the Gaunts forming a 'first wave' that ties up the opponents' firepower and blocks line of sight until the heavyweights of the second wave can close in for the kill. So, given this fairly basic tactic, I'll tackle the implications of the trial Assault rules in two main sections.

First wave: The humble Termagants and their Gargoyle cousins are affected quite strongly by these trial rules, as often the only time they really get to use those 12" fleshborers is before an assault. It's still worth loosing a volley if they are in range (S4 hits from shooting, S3 from close combat) but their close combat effectiveness is definitely reduced by doing this. Still, the way I see it, these squads aren't really there for their lethal combat prowess so much



Hormagaunts can surround a power fist equipped model before it gets a chance to attack your gribbly monsters.



A close combat weapon equipped Wych squad can unleash a horrendous number of attacks!

as to tie up enemy troops, so their battlefield role remains the same. Half of the time I find I use their Fleet of Claw rule to get into position for an assault in any case.

The good old Hormagaunt does quite well from the changes introduced in the trial rules. They have no guns, so the Termagant's fleshborer problem does not apply. More pointedly, in the Moving Charging Units section there is a sentence stating 'After the first model in the unit has been moved you may move the others in any sequence you desire'. This means that every member of those really large squads of Hormagaunts can get into the mix: simply move the one at the front first, then the ones at the back, then the rest. With the Leaping rule (12" assault, all those within 2" of the enemy make their full attacks) you should be able to get a full brood of 32 into combat with the victim squad, whereas before there would inevitably be stragglers. This will net you a healthy 96 attacks. Why not invest in a bucket and pour a tidal wave of dice over the table for the full psychologically damaging effect?

The fact that Sweeping Advance no longer involves running down the enemy, will stop those insane instances where a lone Termagant gets a lucky kill and, one flopped Morale test later, the entire enemy command squad has been run down and slaughtered by one

measly alien. The Hormagaunts can no longer chase their enemies down with their flashy 3D6" pursuit, but they can certainly lock them in place whilst the monstrous creatures wade into the mix, and they will stay in Synapse control range rather than gallivanting across the table. When you pile in your Gaunts at the end of the assault, try to get as many as you can around the guy with the power fist; the Carnifex will thank you for it in a turn or two.

This new Sweeping Advance rule also stops Gaunts being shot to pieces by the entire enemy army when they careen into another enemy squad. Remember this golden rule: for light assault troops, close combat is the safest place to be. That's what you bought them for, after all.

Second Wave: The larger gribbles in the Tyranid swarm are also affected pretty strongly by these rules. As stated above, they need to watch out for power fists, thunder hammers and the like; swamping him with smaller Tyranids is a good start (see above). You might find that accompanying your monstrous creatures with Genestealers really does the trick; they move at the same rate and can tip the balance. If the guy with the power fist can remain standing with a bunch of Genestealers ripping through his armour, then fair play to him.

The big guys also have a dilemma in the Shooting phase preceding their assault. Most of the heavy firepower that the Tyranids can throw out comes from those monstrous creatures you were intending to plunge into the thick of the fighting. At first, the fact that you can't squeeze out a few more venom cannon shots at the enemy tanks before crashing into the assault without losing an attack may leave you peeved. However, if you're about to plunge into assault, the tank won't be able to touch you until you're done squishing the enemy unit anyway. You might find the new rules encourage you to take more scything talons and rending claws biomorphs instead of ranged weaponry, especially for units like Raveners which can no longer slaughter one squad with devourers before assaulting another. Still, the prospect of making your units more formidable in close combat shouldn't irritate Tyranid players too badly, should it?

SPACE WOLVES

Paul Rudge: As a Space Wolves lord, I learned very quickly that the Assault phase is where my army excels, so when I heard that Games Development were working on a trial set of Assault rules I was, of course, more than slightly concerned. My army has always been based around a strong attacking combat



force of around 30 Marines mounted in three Rhinos, with a varied selection of supporting units. After the release of Codex Space Wolves, my feral warriors began to evolve into what I now consider to be my first choice army. It consists of:

- One pack of Grey Hunters.
- Two packs of Blood Claws, (each of which is led by a member of the Wolf Guard and mounted in a Rhino).
- Three Attack Bikes, (unlike Land Speeders, these can engage in combat, and under the new Assault rules still receive +1 charge bonus even after they shoot).
- A Lemn Russ Exterminator (Armour 14 and BS 4 – eat your heart out Imperial Guard generals).
- A Venerable Dreadnought with with a plasma cannon and dreadnought close combat weapon (BS 5 and WS 5 – better than your standard Space Marine Dreadnought).
- A Rune Priest, equipped with a whole host of nasty close combat kit (and the ability to cast Storm Caller, which when combined with the new Assault rules has become a very deadly defensive ability).
- Of course, no Space Wolves force would be complete without a unit of

sneaky Scouts, which always use their special ability to set up close to the enemy or enter the battlefield from behind them.

As I'm sure you can see, the army has been designed around the idea of quick movement, with every unit having the capability and intention of engaging in close combat. Even the Lemn Russ Exterminator can now help swing the outcome of a prolonged combat because the trial rules allow it to shoot at any models from a unit which is locked in combat but who aren't in the Kill Zone.

The Space Wolves' love of combat is represented by the fact that their wargear list is aimed, almost solely, at improving their combat abilities. The basic troops within the army are not allowed heavy weapons; instead they have access to more power weapons. My packs take as many of these valuable tools as they can carry; my current packs include one powerfist amongst their many power swords, giving them the ability to deal with any vehicles they may come across. The problem I have found in the past is that, all too often, a wise opponent simply targets as many close combat attacks as they are able to towards these individuals, killing them before they have a chance to do the harm intended. As I read the rules about losing the charge

bonus if the unit shoots in the turn that it charges, I found a smile begin to grow across my face. Blood Claws with the Ballistic Skill of Guardsmen will not have to ponder whether or not to shoot (unlike other Space Marine commanders) as their +2 charge bonus, and their inability to aim straight, means the decision is a simple one; time to convert a squad of Blood Claws to having a chainsword in each hand, I think!

These trial rules have also made me look at the Space Wolves' special skill 'True Grit' in a new light, as I must admit to never liking losing the +1 Attack bonus (for equipping my Grey Hunter pack with both a boltgun and chainsword) simply because I wanted to give a pack of Grey Hunters a more tactical role on the battlefield. Working within the new rules, they don't lose an attack for shooting and charging, as they never had it in the first place.

Of course, not everything about these trial rules is going to make me smile. The fact that the Storm Caller psychic ability no longer allows a charging unit to count as being in cover when it makes it attacks, is only a minor setback. Anyway, most of my regular opponents know that particular tactic all too well and have devised devious tactics to avoid the unit or nullify its effects. Besides, my Wolf Guard pack leaders, resplendent with their newly donned power fists and proudly wearing their treasured wolf tooth necklaces, are secure in the knowledge that under the new rules wearing a power fist will no longer make them the sole target for the unwanted attentions of the towering Wraithlords and monstrous creatures. Which reminds me, I must go and settle a few old scores with several of those deadly individuals and collect a trophy or two.

And there we have it. Although we do not have the space to cover every race and every unit in those we've already discussed, nor every single change listed in this month's Chapter Approved, we hope that we have at least shown all the major changes in context. Besides, if we published every little detail of how to get the biggest advantage from the Warhammer 40,000 rules, the game would be a lot less fun. We hope that you find the Assault phase a lot more realistic and smooth to play given the changes we presented this month and that, after a short period of getting used to them, they really add something to your game. Good luck, and may your blades stay ever sharp!

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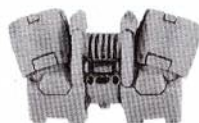
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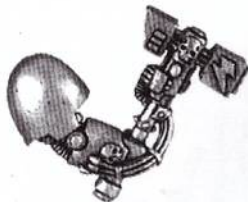
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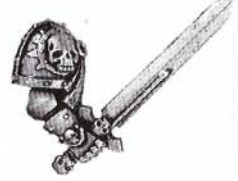
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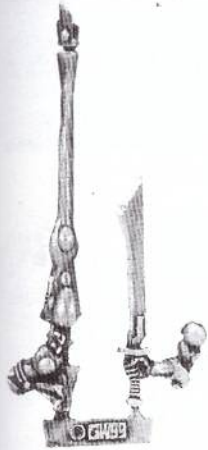


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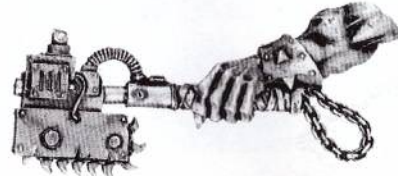
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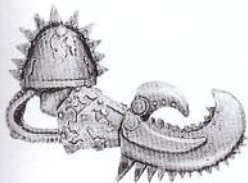
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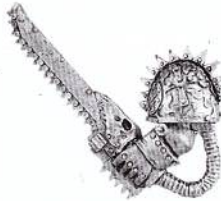
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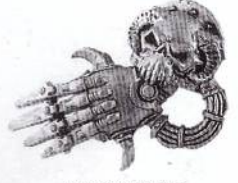
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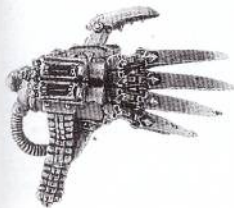
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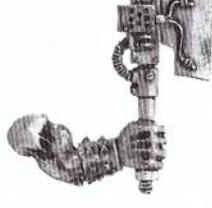
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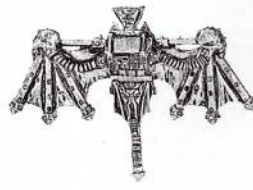
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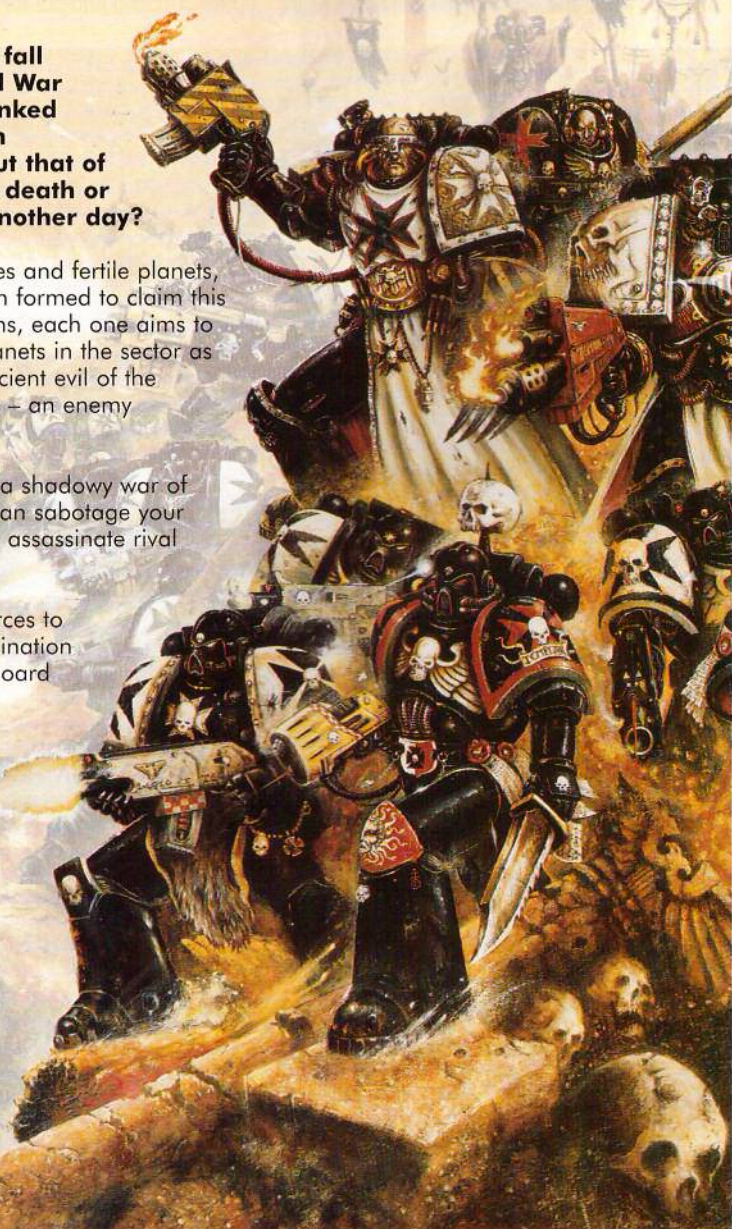
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FAITH IN VENGENCE

WARHAMMER 40,000 BATTLE REPORT

This month's battle report has one main mission – to show how the new trial assault rules for Warhammer 40,000 fare on the battlefield.

With the inclusion of the preview Assault rules in this month's White Dwarf you could be forgiven for thinking that we have gone a little close combat crazed recently. We decided that to do the rules justice we should showcase them in a battle report. Remember that although these rules are official, they are still optional for use in games of Warhammer 40,000, and that you should agree with your opponent if you wish to use them rather than those in the Warhammer 40,000 rulebook.

In order to demonstrate the rules to their best possible advantage, the decision was made to keep the scenario as simple as

possible. After leafing through the Warhammer 40,000 rulebook we decided upon the classic Cleanse (page 139) played on a 6' by 4' table, and set a limit of 1,500 points a side. We did this to keep it 'clean' therefore keeping the emphasis on the new rules.

As for players? Well Andy Chambers, the Warhammer 40,000 Overfiend, has written the new rules in conjunction with Pete Haines, so who better than these two to demonstrate how to use them. Andy will be taking his beloved Orks. Pete's normal Warhammer 40,000 army is the foul and twisted Iron Warriors, but they are tooled up for shooting and not for beating

Greenskins to a bloody pulp in hand-to-hand combat. After a look at the Studio armies, armed with a variety of Codexes, he decided upon the Black Templars, a dedicated close combat army if ever there was one!

So, the scene is set for a clash of titanic proportions. The Black Templars have succeeded in tracking down a fragment of Warlord Ghazghkull Mag Uruk Thraka's once all-conquering horde, and are determined to cleanse the battlefield of their green-skinned adversaries. Will the Orks prove to be too much for the crusading Space Marines? Or will the Black Templars sweep all before them...



Chaplain Cotea watched as the billowing dust cloud approached the Black Templars' position, the distant roar of crude Ork vehicles audible as a bass hum on the edge of hearing. The hot sun beat down upon Cotea's face and he narrowed his eyes against the glare as he cleared the action of his bolt pistol and whispered the Blessing of Munitions over the weapon. Beside him, Brother Akeris, the chosen warrior of the Emperor, knelt in prayer, his forehead pressed against the hilt of his sword, the blade buried in the golden sand.

Cotea watched as the Emperor's Champion completed his devotions and rose to his feet, plucking his black-bladed sword from the ground and swinging it in easy arcs around his armoured body, loosening the muscles of his shoulders. Akeris slowed his

breathing and held the blade before him, the quillons level with his face. Suddenly he lunged, spinning and twisting, the blade a sweeping arc as it spun before the warrior. His bladework was flawless, every movement perfectly balanced and controlled. Cut, thrust, parry and riposte. Akeris's sword became an extension of his arm, the Emperor's Champion effortlessly switching between using the weapon one- and two-handed. As always, Cotea felt great pride at the skill with which the Emperor's Champion wielded the sword and gave thanks to the Emperor that he had joined them this day.

Akeris completed his exercises and smoothly sheathed his sword, following Cotea's gaze as he watched the Orks approach, his lip twisting in a sneer of contempt. Though the Orks were still

many kilometres away, the two Black Templars could easily pick out the monstrous truck leading the swarming vehicles and the gigantic Ork with a smoke-belching power claw yelling commands to its underlings from a juddering platform fixed to its back.

"Do you think this is the one?" asked Cotea, pointing at the Ork leader.

"Does it matter?" said Akeris.

"I suppose not."

"They are xeno filth and it matters not whether this one is the one we seek. It will die by my blade. I have vowed that it shall be so."

Cotea nodded. The Ork Warlord was already dead. If Akeris had sworn a vow to see it slain, then the deed was as good as done.



ARMAGEDDON NOW



Andy Chambers

We chose to use my Orks versus Black Templars for this report as we could guarantee lots of complex fights involving mixed armour types, different

Toughnesses and so on, which would have been a nightmare to resolve

under the current third edition Assault rules. If you've read White Dwarf for long enough, you'll know that Pete and I are old adversaries, and as such this report made a great opportunity to continue our ongoing battles, with a bumper bonus for me of facing Black Templars as a follow-up to the last battle report I fought with Matt Sprange in WD258. I put together an army by the simple expedient of picking what would give us a good fight from my Orks. As ever, this started with my Warboss, the mighty Gorbag Gitburna, equipped with his mega-armour and an over-abundance of weapon upgrades. With the HQ selected, I filled out my Troops choices with a mob of Tankbustas with a Nob leading them and a mob of Shoota Boyz – the former to take down the inevitable Land Raider Crusader which Black Templars always field and the latter to act as my 'goalkeeper' which Orks could fall back on and mob up with instead of retreating off the battlefield.

With these bare bones picked I went on to flesh out the army with the essential components for inflicting maximum death. First was a ten-strong Trukk Boyz mob led by Boss Nashbad armed with a power klaw – these would be able to deploy forward quickly thanks to their trukks and pin a unit in place to get overrun. Next was a Battlewagon to carry Gorbag, a big mob of 'Ard Boyz to give him numbers back-up and, to protect the Battlewagon, a Big Mek with a kustom forcefield and a couple of Grot oilers to help fix any damage. This gave me two powerful mobile elements, so I added a couple of Buggies to increase firepower and give Pete some extra targets to worry about while the transports got into position.

Once I was satisfied that I had some troops that would be in close combat pretty much straight away, I went back to thicken out the ground pounder side of my force. Tankbustas are always an enemy's first priority for killing (especially when they have four rokket launchas) so I included a Gretchin mob with a Slaver to use as a living shield for them. As any Ork player will tell you, a mob of Killer Kans is virtually compulsory if you have any foot troops as these mini-Dreadnoughts pack loads of punch. This left me with a hundred or so points left to spend which ordinarily would go on my trusty looted Basilisk – doubly so against Space Marines of any sort. However, I've got a bit bored of using it in every battle, plus I had promised Pete to leave it out for once, so instead I included a smallish mob of Slugga Boyz with big shootas to give me more numbers for the coming battle of attrition.

DEPLOYMENT

I deployed with an eye towards hitting the Black Templars with maximum firepower first to take down their numbers a bit before engaging them with my Battlewagon

and trukks-borne forces. People often dismiss Orky firepower as irrelevant next to their close combat ability, which is missing the point a bit. Space Marines which specialise in close combat like Black Templars or Blood Angels usually sacrifice their shooting ability in some way. This means shooting them up can often be more profitable than getting stuck in too quickly where their advantages are more pronounced. When it came to assaults I intended to use the mobile force to pin the Black Templars in place and then feed successive waves of Ork reinforcements into the fighting and grind them down in a battle of attrition. I've fought Black Templars on enough occasions to know that they're a real handful in close combat – however many Boyz you think you're going to need, you should double it!

The Orkish gods smiled on me and I won the roll to choose whether to have the first or second move. With both forces poised eyeball to eyeball as they were it would have been suicide to give away the advantage of first move so I pitched in to make the Black Templars wish they'd never heard of Warboss Gorbag (again).



BY THE EMPEROR'S CLEANSING LIGHT



Pete Haines

Normally when battle report time comes around the emphasis is on showing off a new army, but this time it was all about showing off some new rules. As the rules in question are the revised Assault rules it seemed like a splendid

opportunity to use a no-holds-barred in-your-face assault army of the sort I normally eschew. A quick tour of the 'Eavy Metal cabinets narrowed the choice down to the Black Templars for no other reason than there were masses of jump pack equipped Assault Marines there that were clearly just the chaps I was looking for.

Under normal circumstances I am far more likely to be devising ways of shooting holes in Black Templars than using them myself, so the composition I devised was never going to be ideally optimised. Instead I simply selected a variety of troops as the point of this battle report is to show all manner of rules options. The Land Raider Crusader is synonymous with the Black Templars and I was really excited at the thought of what the hurricane pattern bolters would do to Orks. I filled the Crusader up with a big squad of Black Templars leaving room for the Emperor's Champion to lead them. This gave me my spearhead, and, to cover its flanks, I selected two Assault squads, one of them liberally equipped with storm shields just in case of Killer Kans, and each with a couple of power fists. As the Black Templars lack Veteran Sergeants I decided that an extra independent character was needed and added in a Chaplain with a jump pack and Terminator honours.

I still needed another Troops choice so I selected a fairly general squad to provide fire support with a plasma gun and a lascannon. As my

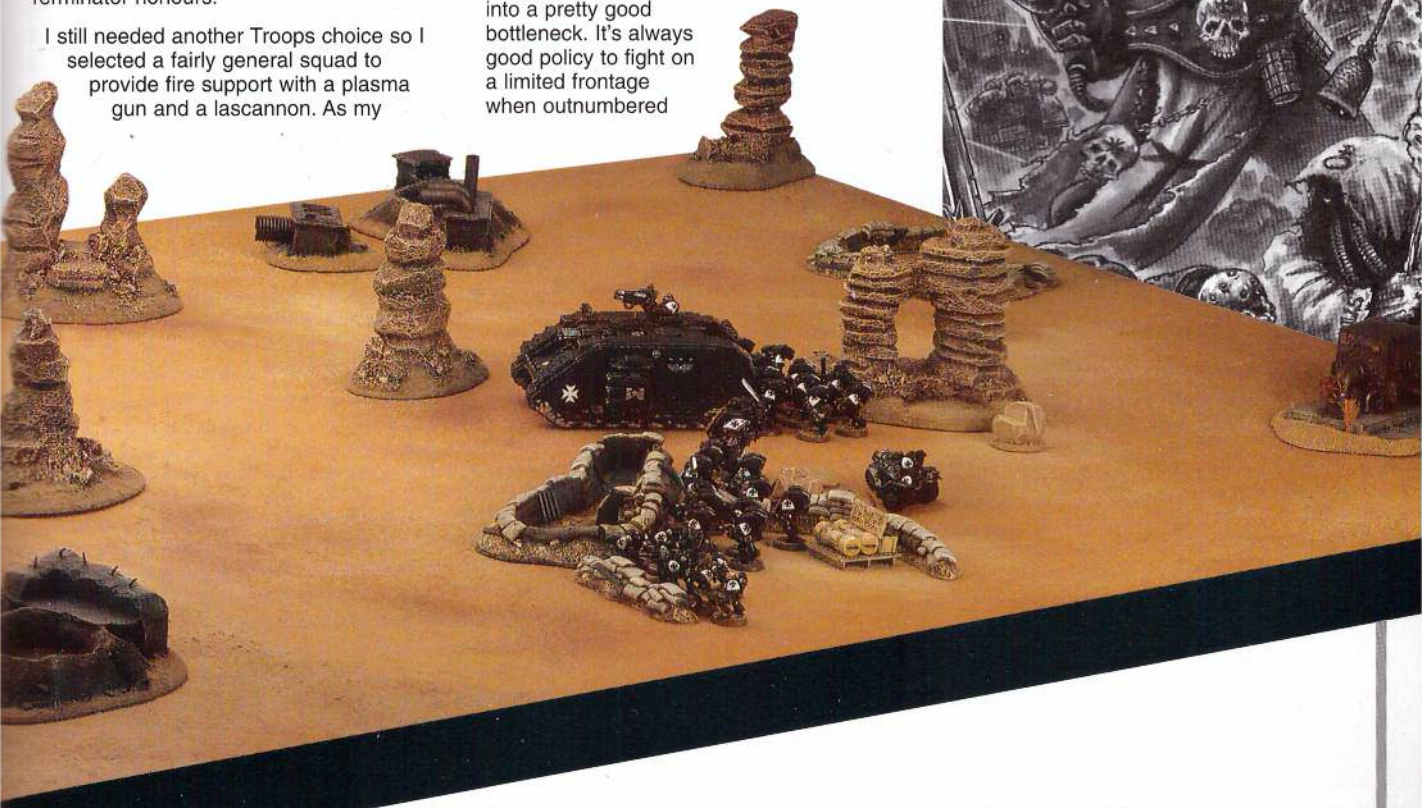
regular opponents will know, I LIKE lascannons and there was no way I could go into a game without one. I still needed some mobile fire support though, but, having splurged out on characters and a seriously big tank, it needed to be cheap. Consequently, I went the multi-melta equipped Attack Bike and a Dreadnought with an assault cannon.

Looking at the finished list it seemed a bit small, but it was definitely hard at the core and wouldn't require much finesse from me to do damage. After a quick study of the Black Templars rules (including a fit of manic giggling while reading the Emperor's Champion entry) I chose the 'Suffer Not The Unclean To Live' vow. Overall I reasoned that it was a better bet than 'Accept any Challenge' as the latter makes sweeping advance mandatory if the Black Templars win a close combat. Under the revised Assault rules a successful sweeping advance prevents an enemy from falling back, compelling them to keep fighting. Sometimes this is a good thing but sometimes it is not and I wanted to retain the choice.

DEPLOYMENT

For a Cleanse mission you really have two choices: either plan on occupying quarters whilst wearing down enemy squads to below half strength so they cannot contest them, or try to eradicate the enemy army utterly and worry about quarters on turn 6. Having picked a pretty unobvious army I saw no reason not to go for an unobvious plan. The terrain looked fairly open but it seemed to me that the two rocky spires that lay between my quarter and the Orks' quarter could be turned into a pretty good bottleneck. It's always good policy to fight on a limited frontage when outnumbered

so I deployed with a view to drawing the Orks into a fight in the pass. The Land Raider would be at point with an Assault Squad either side of it. The Attack Bike and Dreadnought would each support one Assault Squad while the lascannon-armed squad would stand back, maintain a presence in my home quarter, and blaze away. It took quite a bit of willpower to deploy in such an overtly offensive way against an Ork army instead of maximising the separation and looking to shoot it out for the first few turns, but that's the way the Black Templars fight so I gritted my teeth and hoped for the first turn.



GITBURNA'S WARBAND

HQ

Warboss Gorbag Gitburna

Mega armour, mega boosta, big horns, cybork body, kustom shoota – more dakka, shootier and blasta. **125 pts**



Bigmek Skarfang

Kustom force field, slugga – shootier, mek's tools and 2 Grot oilers. **62 pts**



Elites

15 'Ard Boyz

Burna and 2 rokkit launchas. **196 pts**



Troops

15 Shoota Boyz

Big shoota and 2 rokkit launchas. **138 pts**



11 Shoota Boyz
3 big shootas. **123 pts**



Ruknar's Tankbustas

10 Tankbusta Boyz, Boss Ruknar, rokkit launcha, choppa, iron gob and frag stikkbombz. **158 pts**



Morbag's Grot Mob

20 Grots, Slaver Morbag, slugga, big shoota, squighound, tankbusta bombz and frag stikkbombz. **91 pts**



Fast Attack

Da Freetks

2 Buggies, big shootas, armour plates and Grot riggers. **106 pts**



Nasbad's Trukk Boyz

10 Trukk Boyz, Boss Nashbad, big horns, 'eavy armour, power claw, slugga, truk with big shoota, Grot riggers and a bolt-on big shoota. **196 pts**



Heavy Support

Battlewagon

Zzap gun, 2 twin-linked rokkit launchas, armour plates, 2 bolt-on big shootas, Grot riggers and a red paint job. **170 pts**



Killer Kan Mob

3 Kans with rokkit launchas. **135 pts**

Total 1,500 pts





THE BAROSSA CRUSADE

HQ

Chaplain Cotea
with Terminator honours, jump pack, melta bombs and bolt pistol. **111 pts**



Emperor's Champion Akeris **105 pts**



Elites

Dreadnought Tancred
Assault cannon and smoke launchers. **105 pts**



Troops

Squad Conralivar
6 Initiates: 1 with bolt pistol and close combat weapon, 3 with bolter,



1 with lascannon, 1 with plasma gun.
1 Neophyte with bolt pistol and close combat weapon. **122 pts**

Squad Evgenius

5 Neophytes with bolt pistol and close combat weapon. 8 Initiates: 7 with bolt pistol and close combat weapon, 1 with flamer. **181 pts**



Fast Attack

Assault Squad Alexius
9 Initiates: 5 with close combat weapon and storm shield, 2 with close combat weapon and bolt pistol, 2 with power fist and bolt pistol. **270 pts**



Assault Squad Wachell

10 Initiates: 8 with close combat weapon and bolt pistol, 2 with power fist and bolt pistol. **280 pts**



Attack Bike

Multi-melta. **65 pts**



Heavy Support

1 Land Raider Crusader
Turret-mounted twin-linked assault cannons, sponson-mounted hurricane bolters, a multi-melta and smoke launchers. **258 pts**



Total 1,497 pts

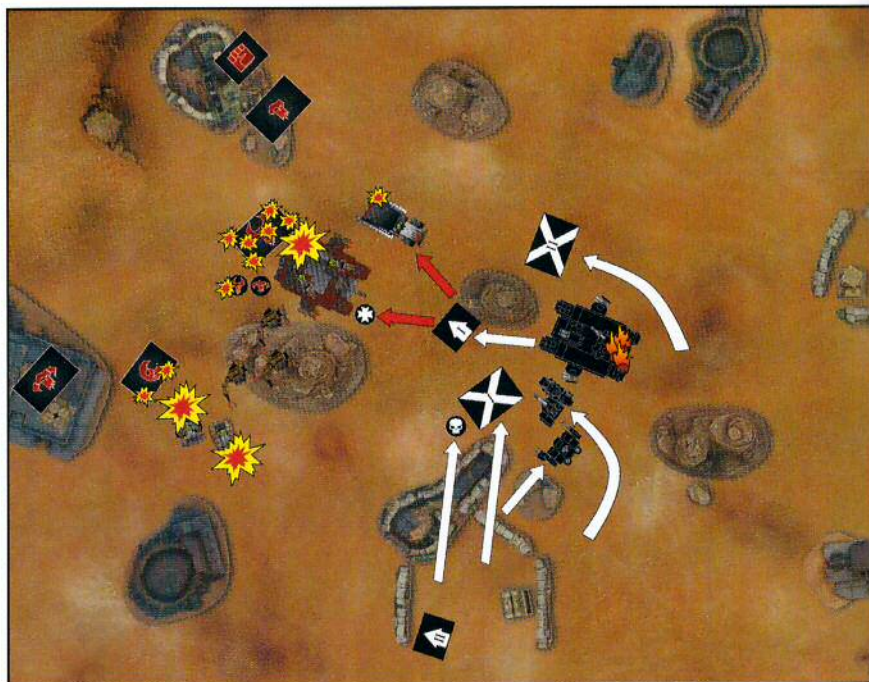
TURN 1 – ORKS

Andy: Tracks churning, wheels spinning, the Ork first wave charged off. I only moved the Battlewagon 6" (well 7" actually, thanks to its red paint job) so I could try to use its zzap gun on the Land Raider if the Tankbustas failed. The truck and buggies swung out and went 12" to start containing the Templars force. Most of the foot slogging mobs and the Killer Kans moved into cover to avoid getting shot up too badly before they could be committed into combat.

I started my firing with the Tankbustas duly failing to scratch the Land Raider Crusader with their single rokkit hit. However, the Battlewagon's oh-so random zzap gun then lanced out an uncharacteristically brilliant beam of energy (rolling a Str 10 attack) and blew the offending tank to pieces. To my great delight, the resulting explosion not only killed four of the Crusader's passengers, but squished a nearby Assault Marine, too. Unfortunately, this was the high point of my shooting and the only other casualty inflicted was the buggies gunning down one of the fire support squad on my far right. In the excitement of blowing up the Land Raider, I forgot to fire the Slaver's big shoota and use the Trukk Boyz – a stupid mistake I would come to regret later. Still, it was a good start.

TURN 1 – BLACK TEMPLARS

Pete: Not only did I not get the first turn but Andy's zzap gun also destroyed my beautiful Land Raider Crusader in that first turn, leaving my plan hanging by a thread. I did consider changing it to something less



aggressive but I had included so little firepower that it was plainly impossible to hold the Orks off that way. It was time to tough things out so the Emperor's Champion had to set the example. He and the other survivors of the Crusader rushed towards the oncoming Orks while the Assault squads advanced more cautiously to outflank them. I wanted to draw the Orks in against the squad from the Land Raider to set them up for a charge from the

Assault Marines. I also declared that the Emperor's Champion was no longer leading Squad Evgenius, as I had something special in mind for him.

Squad Evgenius opened fire on the truck accompanying the Orks' massive Battlewagon to no effect, the Dreadnought engaged the Killer Kans equally fruitlessly, but then my luck changed and Squad Conralivar's lascannon and plasma gun blew the outflanking Ork buggies to pieces with some impressive firing. The Attack Bike tried its luck against the Battlewagon but missed.

It was now time to unleash the Emperor's Champion who charged the Ork Battlewagon, while Squad Evgenius charged the truck.

Because Squad Evgenius had fired at the Ork truck, it was the only thing that they could charge. In this case, this wasn't a problem as I was determined to reduce the mobility of the Orks to keep them in the pass. As the squad had fired, they would not receive an extra attack for charging.

Squad Evgenius managed to inflict a glancing hit on the speeding truck, stunning the crew and passengers. A satisfactory result for now. Meanwhile, the Champion's battle cry rang out as he set about the Battlewagon with his Black Sword. He inflicted a penetrating hit, slicing through the zzap gun's power couplings and ripping the Battlewagon apart in a huge explosion. He survived the blast but 6 of Gorbag's 'Ard Boyz didn't. With his first blows, the Emperor's Champion had avenged the destruction of the Land Raider and had brought me back into the game. Now, it was a case of surviving the reprisal.



Pete contemplates the wreckage of his Land Raider Crusader.



Zzzzap! The Land Raider's occupants evacuate the stricken transport and prepare to engage the Orks.



TURN 2 – ORKS

Andy: Not a little infuriated by the destruction of his Battlewagon, Gorbag Gitburna led his 'Ard Boyz forward to clear the Black Templars away from the truck before they got another chance to destroy it. Everybody else moved up, the Killer Kans taking up position to assault the Emperor's Champion and end his miserable life, before he gave me even more grief (did I mention how much I hate the Emperor's Champion?). The Big Mek, Skarfang, scuttled for cover behind a rock spire with his two miraculously unharmed Grot assistants.

I could see the Templars Assault squads and Dreadnought squaring up to help out their brothers from the Land Raider and so I poured fire from the Slugga Boyz, the Killer Kans and Shoota Boyz into them, killing a couple of Assault Marines but not scratching the Dreadnought. The rest of my firing went into the disembarked squad. Once again, the Tankbustas did nothing and the 'Ard Boyz (choosing to sacrifice their +1 Attack for charging) shot at the squad with many hits, but no kills.

Things improved as the Grots and Slaver killed three and Gorbag another one – mainly due to the Neophytes being in the majority in the squad by now and suffering due to their lighter 4+ save. The disembarked Black Templars duly failed their Morale check and swept forward into the 'Ard Boyz (it's a Black Templars thing), making me feel a lot better about choosing to shoot with them.

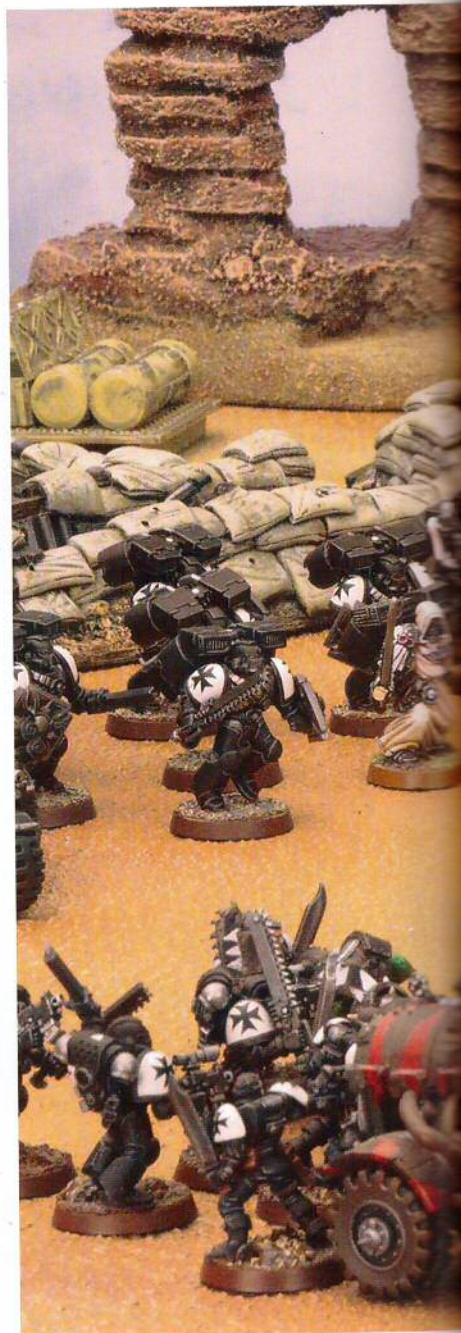
In the Assault phase, Gorbag charged into the Templars along with the unengaged 'Ard boyz. The 'Ard Boyz passed their Waaagh! test, doubling their Initiative to 4 in the first round of close combat – this would mean that they would be striking before the Templars thanks to their vow.

The vengeful Killer Kans clanked into action with the Emperor's Champion, two managing to contact him.

When moving a charging unit, the nearest model moves into contact with the nearest enemy model first – in this case it was Gorbag. Next, the rest of the charging models move with each model obeying two rules: firstly, they must move into coherency (2") of models which have already moved, and secondly, they must move into contact with unengaged enemy models if possible.

The 'Ard Boyz cut down only two Templars with their choppas. Unperturbed, the survivors continued their attacks on the now-stationary truck, comprehensively destroying it. Three of Nashbad's Trukk Boyz were killed getting out of the wreck. Mounting up my main strength in vehicles was starting to look like a distinctly bad move. Gorbag took a measure of revenge by snipping two more Templars in two with his power claw.

Speaking of vengeance, the Killer Kans now dished out their best efforts, inflicting three potentially fatal wounds on the Emperor's Champion. To loud cursing on my part, Pete duly made all three Invulnerable saves thanks to his Iron Halo. By a fluke of luck, the supporting Killer Kan managed to wound the Champion despite his 2+ save for artificer armour. This was cold comfort, and I cringed as the Black Sword was swung two handed (counting as a power fist) back at my flimsily armoured Kans. Fortunately, the only damage scored merely prevented two of the Kans from shooting next turn – irrelevant while they were in close combat anyway. Still, my best chance to off the Emperor's Champion had slipped away and now I could only hope to be luckier (and Pete less lucky) next turn. Now I would have to suffer the full bite of the Assault squad's charge in the next turn.



TURN 2 – BLACK TEMPLARS

Pete: I was still chuckling at the way the Emperor's Champion's Iron Halo had managed to thwart the Killer Kans. Now, if only the Emperor had the attention span to keep smiling on his Black Templars, all might be well. Stage one of my plan had been rescued by the Champion's gallantry (translation: extreme good fortune), the main strength of the Orks was pinned in place, and now it was time to unleash the Assault Marines. Both squads moved up, the one led by the Chaplain lined up to charge the Killer Kans while they snapped at the Champion, the other prepared to charge the Ork 'Ard Boyz surrounding the sad remnants of Squad Evgenius. The Attack Bike and the Dreadnought moved forward to support them.



The Emperor's Champion survives a hail of blows from the Killer Kans as the battle rages on around him.

My shooting was pretty minimal. The Attack Bike fired at Gorbag's 'Ard Boyz, killing one of them.

The Dreadnought fired at the Slugga Boyz on the Ork right flank and killed one of them, while Squad Conralivar gave them a volley. They scored plenty of hits but, sadly, the energy settings on the lascannon and plasma gun must have been inadvertently set to 'tepid' as no wounds were inflicted.

Bemused by the uncustomary paucity of shooting available to me I charged in with my Assault squads.

The Chaplain and Assault Marines were unable to hurt the Killer Kans before they struck at the Champion, inflicting two wounds. To my absolute amazement, I then made both Iron Halo saves! Clearly

Under the new Assault rules, it is fine to shoot at units engaged in close combat as long as you can target models which are not in base to base with the enemy or within 2" of an engaged friend. In this case the 'Ard Boyz outnumbered the Marines to the extent that they couldn't all get at 'em.

something spiritual was happening as the most glaring weakness in my play is normally an utter inability to make saving throws. Apparently the Emperor was still interested. The Champion, and the power fist armed Assault Marines, then struck back, destroying one Killer Kan, shaking a second and immobilising the third. It was actually looking like the Champion might

just survive rushing single-handedly into the front of the Ork army.

The other Assault squad killed a total of seven Orks at a cost of two Space Marines. The Orks were undeterred though, and the combat continued. This was a concern as I was hoping I might get a breather if the Orks were driven back. Overall though, the pass in which I had planned to halt the Orks, was full of wrecked vehicles and frantically hacking warriors, so the Orks could not get their full strength into the fight and I was still in with a decent chance. I was aware that, aside from the Dreadnought and Attack Bike, I had no reserves left, so I was going to have to depend on the Champion and Chaplain putting in some overtime to see me through.



To the rescue! The Chaplain and the Assault squad charge the Killer Kans.

TURN 3 – ORKS

Andy: Did I mention how much I hate the Emperor's Champion? The full implications of Pete's plan to pin me in between rock spires and wrecks was becoming apparent even to my dim, Orkish brain and I tried to manoeuvre my mobs around the fighting to bring their numbers to bear. Proving that long, dangling arms are useful for more than just strangling humies, the Slugga Boyz clambered across the rock spires with startling speed, and I lined up my reinforcements of Trukk Boyz, Tankbustas

and Grots to squeeze into the available gaps below. With an uncomfortable feeling that I might need them, I also brought the Shoota Boyz out of cover to start flanking the big fight.

Once again, the rokkit launchas of the Tankbustas and Shoota Boyz made exciting whooshing noises but came nowhere near their targets of the Dreadnought and Attack Bike. The rest of my firepower was held back so that the Trukk Boyz and Slugga Boyz would have

maximum Attacks when they charged in. The Grots were blocked by Gorbag's impressively bulky form, and the Warboss was looking rather lonely in a power fist rich environment. Not good...

In the Assault phase, the Trukk Boyz and Slugga mob charged into the two Assault squads. The Trukk Boyz failed to get off a ferocious enough Waaagh! and so had to suffer the Assault squads' attacks before they got a return. Net result: two dead Trukk Boyz for no Assault Marines, the surviving 'Ard Boyz with a burna (again) failed to wound. Striking last with their power claws, Gorbag and Nashbad made up for the callow performance of their minions, killing three and two Assault Marines, respectively. Not enough to kill off the last power fist wielding Templars, but mercifully these missed this time.

The Slugga Boyz, with more room to engage, were more successful and took down four Assault Marines. They couldn't stop the Emperor's Champion laying into the Killer Kans though, and two more immobilised results took the Kans' Attacks down to a measly one, which failed to wound. The Champion and Chaplain were looking particularly dangerous, and I was becoming acutely conscious of how few Nobz I had available to fight them with. With all my vehicles in smoking ruins, I started to wish I'd gone for strength over mobility. Ah, wonderful hindsight.

Did I mention how much I hate the Emperor's Champion?



TURN 3 – BLACK TEMPLARS

Pete: Another turn of Gorbag-led Ork brutality had passed and although the numbers of Black Templars were falling, they were still maintaining a decent kill ratio. The more the numbers involved on both sides fell, the more decisive the presence of the Champion and the Chaplain would be.

This would be the turn in which I had to commit my last reserves to the fray. It was clear that of the two big scraps going on, the one involving the Chaplain and Champion was probably going my way, whereas the one involving Gorbag wasn't. I decided to bring the Dreadnought across to intervene in the losing fight as it was vital that the Orks were kept fighting, as the consequences of them reorganising and charging into the other fight would be fatal.

Because I planned to charge, I did not fire with the Attack Bike (I could have done but I wanted the extra Attack for charging) and the Dreadnought had no angle, so this left me with Squad Conralivar to shoot. They managed to kill a single Slugga Boy and that was all the firing over and done with.

The Dreadnought charged in and reinforced the last Neophyte of Squad Evgenius and the last two Assault Marines. Honours were even until an Assault Marine with a power fist squared off against Gorbag. Although he was doomed to die, the Assault Marine dealt Gorbag a mortal blow that his bionics were unable to protect him against. The felled Ork fiend crawled

off (army commanders never actually die, after all) looking for a Mad Dok. The 'Ard Boyz fled, clearly demoralised by their master's demise, although the Trukk Boyz stood and continued the fight. Led by their power-klaw armed Nob, they piled in to the Dreadnought which was all that was left on the Space Marine right flank.

In the other big fight, the Chaplain warmed to his task, personally slaying three Orks to add to the five others killed by the remnants of the Assault squad and the bike. The Emperor's Champion was still trying to finish off the Killer Kans and failing (although he had to be pretty tired by now). Overall, the Templars lost three men thanks to a sudden return to my more conventional saving throw behaviour, but still won the fight. The last Slugga Boy tried to run off but the Attack Bike had other ideas and declared a sweeping advance.

Sweeping advances have been completely revised in the new rules. Instead of one unit fleeing and the enemy rushing after them, the emphasis is on whether the beaten troops successfully manage to effect a break-off. If they are unable to get away, then the fight continues. In this case, the faster Attack Bike was easily able to prevent the Ork escaping thereby ensuring that there would be no unengaged Space Marines getting shot in the ensuing Ork turn.



A taste of his own medicine – Warboss Gorbag finds himself on the receiving end of a powerfist!



TURN 4 — ORKS

Andy: Gorbag down, Kans all but destroyed, 'Ardboyz, fled, Slugga Boyz seconds away from being wiped out. I was down to the dregs and the initial hopes of victory had faded into a bitter thirst for vengeance. I still had a third line of reserves to commit, but they were going to be so overmatched I was going to have to be smarter with them. I moved the Shoota Boyz off towards the fire support squad — something I knew they could overwhelm, and brought up the Grots to keep the Chaplain and friends busy, buying time. With a mighty lump in their collective alien throats, the Tankbustas squared up to assist the Trukk Boyz in bringing down the towering Dreadnought. The wounded Skarfang limped in to stop the Attack Bike

doing doughnuts on the head of the last Slugga Boyz. Hopefully.

The Shoota Boyz hosed the fire support squad as they advanced, good wound rolls killing two of them. Sadly, the Templars passed their Morale check and so didn't foolishly charge out of their positions and a bit closer. Everything else was in combat and untargettable.

The squealing horde of Grots surrounded the Chaplain and he despatched four with distressing ease. Their puny attacks failed to wound him in return, but the Slaver's whip persuaded the little gits to stay in hand-to-hand combat.

The Dreadnought squished two Trukk Boyz, and Nashbad, even with the help of the Trukk Boyz and their boss, failed to

scratch it. The Templars battered the Killer Kans some more, wrecking the power claw on one and destroying another. The Attack Bike offed the last Slugga Boy and easily survived Skarfang's return blows. Appalling! The dregs had achieved nothing. I suppose that's why they're dregs.

TURN 4 — BLACK TEMPLARS

Pete: The arrival of a horde of Grots demonstrated how short of reserves the Orks were getting. Sadly, the Templars were down to a mere handful of men still wading through a sea of green. Fortunately, they were a very tough handful.

Squad Conralivar blasted another Shoota Boy with their lascannon. Everything else was dead or fighting for its life.

Having finally finished off the Killer Kans, the Emperor's Champion and the Chaplain began to cut down the Grot horde, killing four with no loss in return. They started to flee, but a sharp whistle from the Slaver ensured that they were herded back into the fight by his Squighound.

The Attack Bike found itself fighting the Ork Big Mek and started killing his Grot assistants, but just like the Grots themselves the Big Mek wasn't deterred and fought on.

The embattled Dreadnought finally killed the power fist wielding Nob, thereby finishing off the Trukk Boyz, but still had to contend with the Tankbusta Boyz, some of whom had got behind it to strike at its weakest armour. It took two glancing hits, was shaken and one of its weapons was destroyed. Needless to say, its Dreadnought close combat weapon seized up leaving it with no option but to kick and stomp on the Orks. The Old One was still alive though, and while it lived it gave the Champion and the Chaplain a chance.



A horde of Orks descend upon the Black Templars survivors.

TURN 5 – ORKS

Andy: The Shootas continued to pound towards the fire support squad's sand bagged positions. The prospect of four to one outnumbering was the most cheery aspect of the battle by now. Their shoota fire accounted for another dead Space Marine as they stormed forward.

In the Assault phase, Skarfang's other oiler died beneath the wheels of the Attack Bike while the Chaplain and Emperor's Champion made the Grot mob look as if it had run into a blender. The Slaver and his Squighound managed to sneak in and put a couple of wounds on the Emperor's Champion but Pete made both saves and denied me my revenge once again. Perhaps not before time, the Grots fled from the suicidal engagement with the

Templars, struggling off only 3" for their fallback, but Pete was determined not to get drawn into more pointless combat with the runts and let them escape while the last member of the Assault squad, the Chaplain and the Emperor's Champion consolidated towards the Tankbustas.

The Dreadnought crushed another Tankbusta underfoot as they struggled to find a weak point. Many hits were scored but none inflicted damage. Once again my opportunity to eliminate a major threat had slipped away; the Chaplain and friends would be bound to see to that.

TURN 5 – BLACK TEMPLARS

Pete: Squad Conralivar was still able to shoot, and, as what was looking like a last act of defiance, killed two Shoota Boyz.

Having driven off the Grots, the Emperor's Champion and Chaplain charged into the Tankbustas killing three each, and the Orks fled. Just as the Emperor's Champion had prevailed and survived, so had the Dreadnought. It was battered and in need of the help of a Techpriest, but it stood and had plenty of ammo for its assault cannon.

The Attack Bike and the Ork Big Mek continued to do their best to kill each other, but to no avail.



Finally done with the Grots, the Black Templars characters turn their attention to the Tankbustas.

TURN SIX – ORKS

Andy: Last gasp – after a couple of appalling turns the best I could hope to claw back now would be a draw and make sure there were as few Black Templars able to walk away as possible. The Grots and Tankbustas scurried off like the beaten curs they were, but took the opportunity to rake their old tormentors with fire as they did so. The Dreadnought was stunned by a rare Tankbustas rokkit hit, and the last Assault Marine fell prey to the Slaver's big shoota. The Shootas blasted another of the Templars as they pounded up to their foe's position and readied themselves to assault (even with the Orks' poor Ballistic Skill, I felt it was going to be better to take my shots in this case, to take advantage of the higher Strength and AP of their weapons).

In the Assault phase, to my amazement, the Big Mek Skarfang killed off the Attack Bike and the Shootas charged in with a mighty Waaagh!

In this instance the last of the Templars is protected by cover and so counts as Initiative 10 when the Orks charge him. If they had frag stikkbombz, the Orks would also count Initiative 10 for the first round. They don't have, so the defender goes first regardless of the Ork Waaagh! increasing them to Initiative 4. As it is, the Space Marine misses and gets pounded flat by a horde of angry Shoota Boyz.

Skarfang and the Shoota Boyz both consolidated to move further out of range from the Emperor's Champion and Chaplain. For the Shoota Boyz, this placed them comfortably far away (and doubtless wondering where the rest of the warband had got to). However, Skarfang found himself still disturbingly close...

TURN 6 – BLACK TEMPLARS

Pete: All that remained was for the Emperor's Champion and the Chaplain to

kill the Big Mek and consolidate into cover on general principles. The Dreadnought was unable to shoot but was still mobile. The pass was a slaughterhouse, packed with the bodies of the dead and dying, but the Black Templars had held the line. Head to head and blade to blade they had met the Ork Waaagh! and survived.

The game was a draw, each army holding one quarter, although 'army' might be an inappropriate term for the tiny handful remaining on both sides.



The lasercannon gunner prepares to sell himself dearly as the Orks swarm towards him.

I REALLY HATE THE EMPEROR'S CHAMPION

Andy: As ever with Pete, this was a wonderfully hard fought battle and it was fascinating to see how he managed to wrest the initiative back with a numerically inferior force, after a setback many players would never have recovered from. I didn't really plan for the victory conditions of the mission until the end game as we wanted to get in some big fights. However, tactically spreading out more to grab table quarters would probably have given me more chances to whittle down the Templars with firepower, and fight in areas where my numbers would have counted for more. Mainly, I needed to roll better dice and Pete to roll worse ones.

The trial Assault rules worked really well, even when we tried to push them with odd combinations of different Armour saves, Toughness and weapons. I can't say that I need to modify my tactics or army to suit the new rules particularly; Nobz for every mob looks tempting, but then it always did. Leading with the Grots to break the Templars' initial charge might have been a better plan, but I didn't anticipate the vehicle rush stalling so easily. All in all, the extra tactical choices to be made for assaulting units made this a more interesting assault-orientated game than any I've had in a long time.



WALKING IN THE VALLEY OF DEATH

Pete: This was an enormously enjoyable battle. After losing the Land Raider on the first turn, it had been an uphill climb for the Black Templars, but they stuck to their task with typical resolve. Having two rock-hard independent characters made all the difference, especially when Gorbag died leaving the Orks with no one who could really stand up to them. I will remember the Champion's lone charge for some time, especially as he managed to walk away from it afterwards.

Overall, the Assault rules worked superbly. The game involved some of the most complex close combats imaginable: there were characters, Killer Kans, Dreadnoughts, Orks, Marines and Grots all getting stuck into one another and it was interesting to see how differently this sort of vast melee flows with the trial rules. In this case we got the game done in an afternoon, with a coffee break and including time to note down all the moves and take the piccies.



The valley was a charnel house. Greenskin corpses and smoking vehicles choked its width, filling the air with the stench of Orkish blood and burning fuel. Black Templars reinforcements scoured the battlefield, dispatching wounded Orks or tending to their fallen brethren. Much blood had been shed this day and Chaplain Cotea wearily dropped to his knees, offering a short prayer of thanks to the Emperor for this chance to smite His enemies. His armour was dented and torn, clotted blood coating his breastplate from a dozen shallow cuts. Brother Akeris stood swaying at the mouth of the valley, a mound of dead Orks surrounding him. The Black Sword dripped with gore, its blade dulled with Greenskin blood.

Cotea counted himself a formidable warrior, but knew now that he was a novice in comparison to the Emperor's Champion. The carnage Akeris had wreaked amongst the Orks was little short of legendary. Vehicles, Orks, the smaller, slave creatures and the blasphemous mechanical constructs had all fallen before his righteous zeal. Cotea rose to his feet and marched towards the Emperor's Champion, hooking his Crozius on his belt.

"Brother Akeris, you fought like the great Sigismund himself."

The Emperor's Champion turned, his face a mask of contrition.

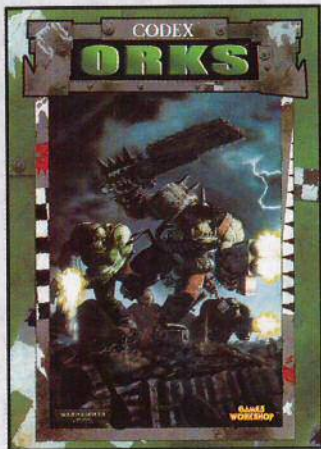
"You flatter me, Brother Chaplain, but their leader escaped just retribution upon the blade of my sword. I have failed in my vow and do not deserve your blessing."

"True, but your valour was unmatched by any I have seen. I shall pass word of your deeds to High Marshall Helbrecht upon your completion of penance for your unfulfilled vow."

The Emperor's Champion spun his sword to rest point down in the bloody sand and knelt before Chaplain Cotea.

"It shall be so, Brother Chaplain. Name my penance, I undertake it willingly."





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The Orks are the most barbaric of alien races, their armies cover the battlefield in vast numbers and overrun their foes in a torrent of bloodshed and mindless violence. While appearing crude and ramshackle, their technology is surprisingly effective, and they assault their enemies with a ferocity that overwhelms the unprepared.

This 48 page book contains army lists, advice on collecting, painting and playing with an Ork warband, and also special characters.



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Ork Nobz are the biggest and strongest Orks in the warband. They lead individual squads, or accompany the Warboss into battle, eager to get to grips with the enemy and give them a good kicking! This boxed set contains five models.



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Stormboyz are fierce Ork warriors willing to gamble with their lives (and their sanity) by strapping on crude Ork rokkit packs to blast the towards the enemy. This boxed set contains eight models.



Ork Warboss £8 blister pack

As the monstrous and all-powerful leader of the warband, the Warboss gets first pick of any wargear and the best fighters to make up his bodyguard.



Ork Boyz

£15 boxed set

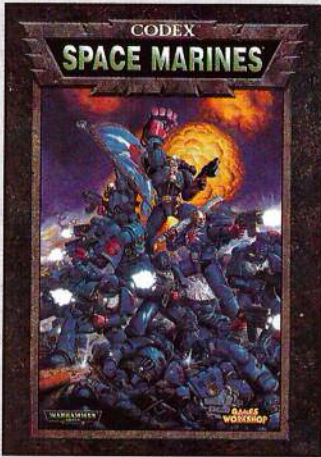
Ork Boyz are the backbone of an Ork warband. They can either be armed for close assault and formed into mobs of Slugga Boyz, or given hefty Ork shootas and formed into mobs of Shoota Boyz. This boxed set contains enough parts to make 16 Ork Boyz armed with either shootas, or choppas and sluggas.

Stikk Bommas £12 boxed set

Stikk Bommas are special among Ork society for one reason – they know that when you pull the pin out of a stikkbomb, you throw the bomb and not the pin! This boxed set contains 12 models.



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Created by the Emperor himself in the dark and distant past, Space Marines are Humanity's finest warriors. Deployed in the most hostile battlefields of the galaxy, these elite troops are armed with powerful weaponry, and wear specially designed power armour. They can fulfil any mission and destroy any enemy.

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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.



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£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.



Space Marine Devastator Squad

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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.

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 Assault Squad £12 boxed set

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.

Mordheim is one of the seven games in our Specialist Games range. Set in the Warhammer world, this is a game of small, bloody skirmishes in the ruins of the dark, Chaos-infested city of Mordheim. This article describes the newest warband for Mordheim, the tough, battle-honed Pit Fighters.

Pit Fighters

A new warband for Mordheim by Steve Hambrook



Concept sketch by Mark Bedford

All across the Empire there are Agladiatorial fighting pits where tough warriors are forced to take up arms against each other in brutal hand to hand fighting, often to the death, for the bloodthirsty pleasures of the baying crowd. From the vicious pits of Cutthroat's Haven to the Black Pits on the outskirts of the ruined city of Mordheim, there can be heard the clash of steel and the screams of the dying. In most regions of the Empire these fights are outlawed, but the culture itself remains a haven for ex-mercenaries, escaped convicts and itinerant comen, and bribes to local officials ensure that this brutal sport continues unabated.

There are as many different types of pit fights as there are venues, from small fist-fights in an old barn or back alley, to huge conflicts with many heavily armed combatants. Vast amounts of money are made by the illegal gambling cartels and on the sly by the merchant guilds, while in the more lawless areas of the Empire, such as around the Cursed City, the pit fights are bigger, more widespread and far more lavish. The range of different types of pit fighter is just as numerous, and includes huge and brutish Ogres; frenzied, fearless Dwarf Troll Slayers and even unfortunate humans who are sold as pit fighters

Each type of pit fighter is easily recognisable as his armour and weapons are heavily stylised on the appearance of the Empire's many foes. Close combat specialists wear heavy plates of armour across their shoulders, thick iron gauntlets and heavy greaves. They wear heavy horned helmets that caricature warriors of Chaos, helmets with fake tusks and leering faces akin to Orcs or skull-faced helmets that look like the Undead. The weapons these warriors carry are invariably heavy flails, gauntlets with razor-sharp iron claws like Ghouls and Orc choppas. There are also specialist pit fighters called pursuers who fight

in the style of the expert light skirmish troops of other races such as Lizardman Skinks or Witch Elves, and their weapons and armour reflect this. They wear very little armour besides a stylised helm and often carry two light swords, a spear and net or several javelins. Unlike the heavy pit fighters, these warriors harry their foes with hit and run attacks using speed and agility over brute strength.

The most feared and respected type of pit fighter is the Pit King – a veteran fighter of many bouts, he is a heavily scarred killing machine with muscles like iron. Pit Kings are often dressed in heavy armour reminiscent of Empire heroes of old, adorned with a laurel wreath which is the symbol of his status. These dynamic warriors have access to many weapons, often favouring great axes and swords which they wield with consummate skill.

The vast majority of fighters are slaves who work for the so-called 'circuit' and they have to go through rigorous training before they are let loose in the bloody world of the fighting pits as they are considered an expensive investment by their owners. They strive to survive long enough to earn their freedom by paying off their owners with a large cut of the winnings. Most successful pit fighters live for the sport (and, of course, often die for it also!) because they know of little else.

Enough pit fighters either earn their freedom or, as is more often the case, escape and form bands of fugitives on the run from their former owners. These bands of outcasts make ideal warbands for hire to those shady characters who wish to explore the ruins of Mordheim. The warriors in a pit fighter warband are very dangerous adversaries indeed for they are entirely ruthless and offer no quarter.

Pit fighters are especially adept at fighting in close quarters with little room to manoeuvre, such as the cluttered streets and ruined houses of Mordheim, and this makes them much-feared opponents amongst the denizens and warbands of the Cursed City.

You can find the full rules for the Pit Fighter warband in issue 21 of *Town Cryer* magazine. We encourage all Mordheim players to try out this new warband and let us know what you think by sending your feedback and suggestions to the Fanatic Studio at: fanatic@games-workshop.co.uk



Pit Fighter Veterans

Pit fighter veterans are experienced fighters who carry out the orders of the Pit King with ruthless efficiency. These men ensure that the warband is held together with iron-hard discipline and always keep a watchful eye on the Pit King's back lest an over ambitious fellow pit fighter gets any ideas.

Pit Fighters

Pit fighters are close combat specialists armed with a variety of weapons and armour. Usually, they are fairly heavily armoured and equipped with sword and shield, although sometimes they will be skilled in the use of two-handed weapons.

Pit King

The Pit King is the leader of the warband. He is a renowned warrior; a spectacular fighter used to pleasing the baying crowd with his martial display and bloody triumphs. He has managed to buy or free enough fellow pit fighters to start a warband of his own. He's the smartest and toughest pit fighter around and will fight anybody who puts his position in danger. He is held in a mixture of awe and fear by his fellows and his loyalty to his men is undisputed.



Ogre

These are large, brutish creatures standing some ten feet tall, and all of it is bone and muscle. It is unsurprising then, that they are one of the most brutal and feared of all pit fighters. These massive, savage fighters are often called upon to fight such fearsome beasts as captured Trolls in some of the most incredible bouts held at the pits.



Dwarf Troll Slayer

Troll Slayers are members of the morbid Dwarf cult obsessed with seeking an honourable death in combat. Having committed some unforgivable crime or been dishonoured in some way, a Dwarf will forsake his home and wander off to die fighting the enemies of Dwarfkind. Troll Slayers are insanely dangerous individuals, psychopathic and violent. There are, however, few better fighters in the known world, so which place would be more fitting for them than the dangerous fighting pits! Battling against the most hardened veterans and monsters in the Old World, it appears that they have truly found their vocation.



Pursuers

Pursuers are a special martial type of pit fighter often used for 'warm-up fights' before the main show. These men are usually lightly armed with spears, nets and javelins with which they harry their enemies in a hit and run style of warfare. This style of fighting dates back to ancient times in Tilea when gladiators, as they were known in the Tilean tongue, would fight in massive stone arenas full of huge crowds of citizens baying for blood.

You can order these miniatures through the store order point, on our website at www.games-workshop.com/storefront or from direct sales on 0115 91 40000.

Town Cryer magazine is a bi-monthly publication dedicated to supporting the game of Mordheim. Each issue contains a mixture of new rules, trial rules, new warbands, scenarios, battle reports, tactics and modelling articles that allow Mordheim players to expand and further enjoy their games. Town Cryer magazine also provides a forum for veteran players to give their input on trial rules and take a hand in the development of the game.

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OUT THIS MONTH:

PIT FIGHTER WARBAND

The streets of Mordheim are filled with even more danger as escaped gladiators join together in a common goal, freedom! The complete rules for using a Pit Fighter warband in your games of Mordheim can be found in Town Cryer 21, available from Mail Order & our stores.

PIT FIGHTER WARBAND £18.00

The boxed set contains enough parts to make a warband of 6 complete Pit Fighters, designed by Mark Bedford, and is available from Mail Order or the on-line store on our website.

PIT FIGHTERS £15.00

The blister pack contains enough parts to make 3 complete Pit Fighters, designed by Mark Bedford. This pack allows you to add extra models to your warband, and is available from Mail Order or the on-line store on our website.

These models require assembly.



PIT FIGHTER OGRE £7.00

This blister pack contains 1 Ogre Pit Fighter model, designed by Mark Bedford, and is available from Mail Order or the on-line store on our website. The complete rules for using this model in your games of Mordheim, can be found in Town Cryer 21, available from Mail Order.

This model requires assembly.



PIT FIGHTER TROLL SLAYER £3.00

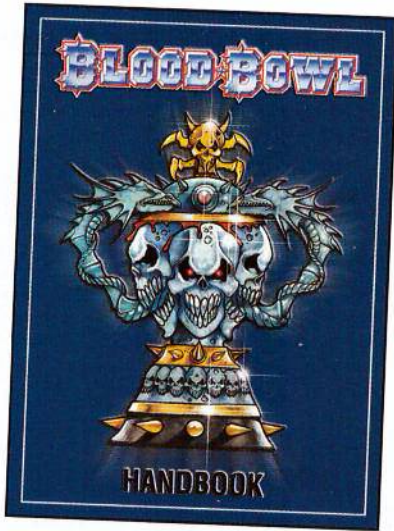
This blister pack contains 1 Troll Slayer Pit Fighter model, designed by Mark Bedford, and is available from Mail Order or the on-line store on our website. The complete rules for using this model in your games of Mordheim can be found in Town Cryer 21, available from Mail Order.

This model requires assembly.



Pit Fighters take on a Skaven warband deep in the streets of Mordheim.

BLOOD BOWL HANDBOOK

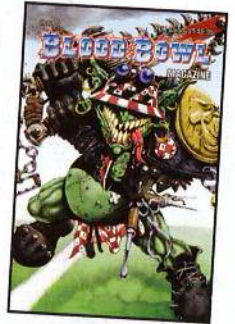


The boys down in the Fanatic Studio have been very busy organising the re-release of the Blood Bowl boxed set. This is not just a re-print of the original, as the Handbook has been completely updated, and now includes the Death Zone expansion rules. These allow you to become a league commissioner and play with Star Players, amongst many others! To make sure that the Handbook is completely up to date it also incorporates the changes that were made in the 2002 Blood Bowl rules update.

For those coaches eager to get hold of a copy, the Handbook will not only be included in the re-print of the Blood Bowl box set but will also be available separately from Mail Order.

**OUT THIS MONTH:
BLOOD BOWL
MAGAZINE 3 £2.00**
Published by Fanatic.

From issue 3 onwards, Fanatic's Blood Bowl Magazine will continue in a new 24 page 'comic' format (just like its sister publications Battlefleet Gothic Magazine and Epic Magazine). Each issue will be packed full of experimental rules for you to try, such as cool house rules, as well as tactics and Blood Bowl commentaries from the best Coaches and League Commissioners in the world.



OUT THIS MONTH: KHEMRI BLOOD BOWL TEAM

The Blood Bowl pitch finally sees the arrival of the long awaited Khemri Blood Bowl team. The complete rules for using a Khemri Blood Bowl Team in your games of Blood Bowl are available in Blood Bowl Magazine 3.

KHEMRI BLOOD BOWL TEAM £20.00

The boxed set contains enough parts to make 2 Mummies and 10 Skeleton Khemri Blood Bowl models, designed by Phil Bowen, and is available from Mail Order or the on-line store on our website.

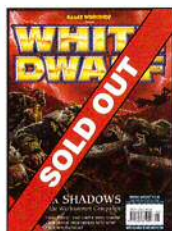
KHEMRI BLOOD BOWL £10.00

The blister pack contains enough parts to make 1 Mummy and 5 Skeleton Khemri Blood Bowl models, designed by Phil Bowen. This pack allows you to add to the models from the team box and is available from Mail Order or the on-line store on our website.

These models require assembly.

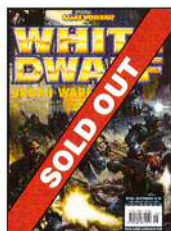


BACK ISSUES



WD 260

Index Astartes:
Night Lords, Chapter
Approved: Feral Orks,
Dark Shadows,
Skaven vs Dwarfs vs
Empire vs Dark Elves
Battle Report



WD 261

Chapter Approved:
Cityfight, Index Astartes:
Blood Angels,
Warhammer Chronicles:
Bretonnians Army List,
Cityfight Battle Report.



WD 262

Designing Tau, Empire
Steam Tank Masterclass,
Index Astartes:
Iron Hands, Index Xenos:
Tau, Empire vs
Bretonnians Battle
Report.



WD 263

Inquisitor Scenery
Workshop, Warhammer
Chronicles: Albion Magic
Items, Index Astartes:
World Eaters, Tau vs
Tyrnids
Battle Report



WD 264

Index Astartes:
Ultramarines, Index
Xenos: Kroot, Arcane
Lore: Albion, Games Day
2001 report, Inquisitor
Battle Report, WH Grand
Tournament 2001



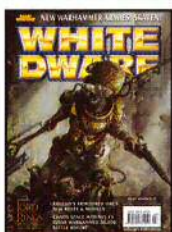
WD 265

Arcane Lore: High Elves,
Index Astartes: Death
Guard, Painting High
Elves, Warhammer
Online Update,
Tau vs Space Marines
Battle Report



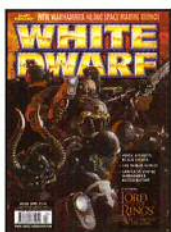
WD 266

New Plastic Chaos Space
Marines, White Scars
Bikers, High Elves vs
Lahmian Vampires Battle
Report, Imrik and Teclis
Masterclass.



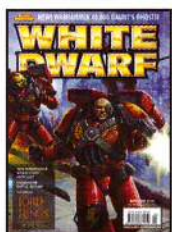
WD 267

War of the Beard, The
Battle of La Maisontaal,
Index Astartes: Thousand
Sons, Warhammer
Chronicles: Ruglud's
Armoured Orcs.



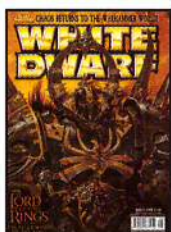
WD 268

Tactica Chaos Space
Marines, Index Astartes:
Sons of Horus, Space
Marine Rhino, Iron
Warriors, Empire vs
Skaven Battle Report.



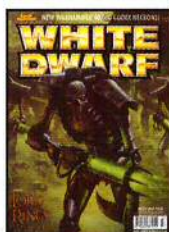
WD 269

Index Astartes: Space
Marine Rhino,
Chapter Approved:
Gaunt's Ghosts,
Inquisitor Battle Report,
Collecting a
Skaven Army.



WD 270

Hordes of Chaos release,
Codex Necrons preview,
Tzeentch Chaos
Marauders Painting
Workshop, Codex Dark
Eldar update.



WD 271

Necron Awakening,
Hordes of Chaos:
Khorne, Bloodbowl
Resurrection event,
Painting Necron
Warriors, Empire vs
Chaos Battle Report.



WD 272

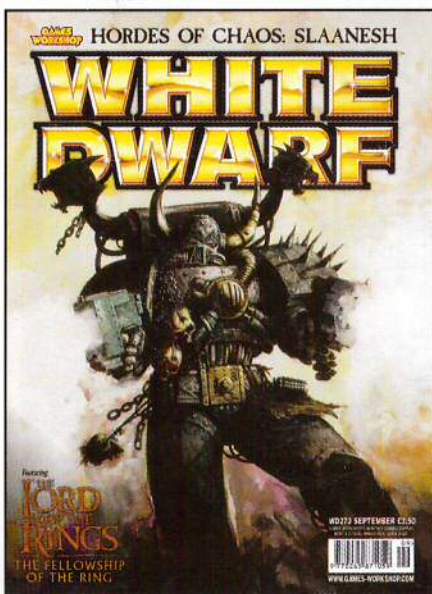
Hordes of Chaos: Nurgle,
Lure of the Chaos Gods,
Tactica Predator, Dark
Angels vs Necrons Battle
Report, Diorama
Masterclass.



WD 273

Codex Chaos Space
Marines Preview,
Painting Monoliths,
Chapter Approved Assault
Rules, Black Templars vs
Orks Battle Report.

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THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING™



In This Issue:

- Race to Bruinen Ford Mini Game
- Arwen Painting Masterclass
- Sauron Unleashed! Battle Report
- Weathertop scenery piece

THE LORD OF THE RINGS Q&A

Ring Bearer Alessio Cavatore answers some of the rules questions that you have posted on the website. You'll see from his replies that your feedback really counts in shaping the game.

Q. Merry and Pippin are listed as having zero Will, but as being 'Resistant to Magic' (p44). This is inconsistent since at least one Will point is required to resist magic so how does this work?

A. *Merry and Pippin have zero Will. Their characteristics will improve though, as people who have read the book can guess.*

Q. Can you clarify the rules on the use of Might as they seem a little unclear / inconsistent?

A. *Might points can be used to add to or subtract from any dice roll made to resolve something the Hero has done – by far the most useful and usual occasions are:*

When fighting – To boost a dice roll to win a combat.

When shooting – To hit a target.

Shooting and Combat – To inflict a wound on an enemy you have hit or struck.

Courage – To pass a Courage test.

Making tests – To affect jumping, climbing or thrown rider results.

When using Will – To cast a spell or pass a Magical Resistance test.

When using Fate – To pass a Fate roll.

Q. Spears (p35/36). If a spearman is fighting an enemy, can a second spearman join in by going into base contact with his friend, and fighting 'through' him?

A. *Yes.*

Q. Spears (p35/36). Can a spearman fight 'through' a model with a larger base than his own, eg, can a Moria Goblin with a spear fight 'through' a Cave Troll?

A. *Yes.*

Q. Spears (p35/36) and Heroic Combat (p34). Say a spearman is fighting 'through' a friend who is fighting a Hero in a heroic combat. If the Hero kills the friend of the spearman, he cannot strike at the spearman because he is not in base contact (p36), although the spearman is knocked back through losing the combat. The spearman has not been killed. Does this mean that the Hero cannot then move again before the Fight phase, since not all enemy models in the fight are slain (p34)? Or does the spearman not count as being in the fight?

A. *We'll change the wording of the heroic fight to say that the Hero is successful and can move again if all the models in base contact are killed, so that spearmen don't automatically prevent Heroes from having heroic fights.*

Q. Spears (p35/36) and Boromir's Horn (p47). Do spearmen fighting through friends in combat with Boromir also count in the numbers to determine if Boromir is outnumbered or not? Or do the spearman not count because they are not in base contact with Boromir?

A. *They do count.*

Q. Is there a mistake in the Wounds chart (p25/127) for Strength 5 versus Defence 10? It looks like this value should be 6/4, not 6/5 as shown.

A. *No, the chart is right.*

Q. Is there a mistake in the 'Getting Started' example on page 116 & 117? In Turn 3, it states that the Goblin (S3) needs a 6 to wound a Man of Gondor (D5), whereas the Wound chart (p25) shows that a 5 is sufficient, and the Wound chart (p25) also shows the same example requiring only a 5.

A. *Yes, the example is wrong. The Goblin should wound on a 5.*

Q. Have some of the stats for Elrond and Gil-Galad been accidentally transposed, since Tolkien's books (not just The Lord of The Rings) make much of Gil-Galad's fighting ability?

A. *No, the stats have not been transposed.*

Q. What is the benefit of the bladed bow feature of Orc bows (p35), since Moria Goblins, Orcs and Uruk-Hai can have a hand weapon for free anyway (p61/62), and equally Men and Elf warriors all carry swords too (p53&54)?

A. *Hand weapons need to be shown on the model. If the model does not have any visible hand weapon it counts as armed with a dagger. If it has a bladed bow, that will be his hand weapon. Of course, players are free to agree with their opponents that all models have hand weapons if they wish.*

Q. If a model is immediately adjacent to the edge of the gaming area, he is not intentionally allowed to move off (p13) unless retreating or if required by a scenario. What happens if he loses a fight, but is not killed, with an enemy on the other side of him from the edge? He would normally be required to move back 1" but that would require leaving the gaming area – is he allowed to move along the edge, counting as trapped or removed from the battle?



A Moria Goblin armed with a spear fights through a Cave Troll.

A. Good question. We haven't thought about it because it never occurred to us during playtesting. It does not seem to be a very likely event, but we do need to consider it. If only two models are fighting, you can always back away without leaving the table (remember that backing away does not need to be directly away from the winner, but it can be done at an angle as long as the two models end up separated). If two or more models are effectively preventing the defeated enemy from backing away on the table, and the model cannot back away without leaving the table, then the model counts as trapped.

Q. What happens if a flying Gwaihir (p52) is struck by a Sorcerous Blast (p58)? Does he get knocked back/down/to the ground? Does the rider get unseated and/or injured himself?

A. We can extend this question to: "What happens to a mounted model hit by a Sorcerous blast?" The answer is that both the steed and the rider are moved back two dice, both suffer a Strength 5 hit, the rider is automatically thrown and both the rider and his steed are knocked to the ground.

Cavalry models in the path of a model that has been blasted away by a Sorcerous Blast (or fighting it in close combat) suffer a similar fate. Both the steed and the rider are moved aside, both suffer a Strength 3 hit, the rider is automatically thrown and both the rider and his steed are knocked to the ground. Nasty!

If Gwaihir is flying the same results apply, except that the Eagle is not knocked to the ground (and being automatically thrown is not too good for the rider if the eagle is flying!).

Q. Can Command/Compel/Sorcerous Blast be used to move a model off the gaming area, thereby removing it from the battle? The rules as written (p13) "do not allow models to intentionally" leave the gaming area, but it is less clear whether the use of these magical powers means such a model leaving the gaming area would be doing so unintentionally (since it is intentional for the source of the magical power, but unintentional for the target). Some gamers are using this tactic, for example, walking the Balrog off the gaming area (not just into a chasm) and thereby eliminating him.

A. As a general rule, models can leave the gaming area only if retreating, otherwise they must stop at the edge of the table (and count as trapped if backing away from combat).

Q. Related to the previous question. Can the use of Command/Compel, or the Evil side controlling the movement of Frodo/Bilbo/Isildur with the Ring, be used to make a warrior injure himself, eg,



Gandalf confronts Saruman.

jumping off a bridge/into a river, etc? For the Ringbearer this would be a little against the spirit of the game to risk losing the Ring, but not against the rules, however. How much can the target do in this sort of event, eg, could a warrior be Compelled to open a gate or perform some other manual action (throw away his weapon?) as well as being moved (after all, he can be Compelled to put on the Ring)?

A. In both cases models cannot be forced to do anything that involves the chance of suffering any harm (like jumping down from a height of more than twice the model's). In both cases though, models can be forced to charge an enemy. This is the definitive answer and will make its way to *The Two Towers* edition of the rules.

Q. According to the rules, if any warrior, even a small warrior like a Goblin or Hobbit, is Sorcerous Blasted into a Balrog, then the Balrog falls down. To some people, common sense says that something so big wouldn't fall down like this, but according to the letter of the rules, that's what happens. Others argue that this is perfectly reasonable. Some gamers are using this tactic (eg, keep the Balrog laying down by playing 'Goblin snooker' as one person put it), even though some people believe this is against the spirit of the rules. Is this what was really intended, and therefore should continue to be allowed? It does seem somewhat embarrassing for the poor Balrog! Or should it be ruled that, for example, a creature with a larger-than-standard base cannot be knocked down (although it will still take the Strength 3 hit) by a creature with a regular sized base?

Or at least a special case for the Balrog even if the normal case is allowed for the Cave Troll?

A. We agree that the Balrog and a few other largemighty creatures should not be knocked to the ground by small flying models. The rules for the blast will be modified as follows:

"If a model with a Strength of 5 or less is blasted into a model which has a Strength of 6 or more, it stops immediately. The model with Strength 6+ is not moved or knocked to the ground, but it suffers the hit from the impact as normal. If the model blasted away has a Strength of 6 or more, then it will affect normally any other model along its path."

This ruling will set apart the Balrog, Cave Trolls, Sauron, the Mumakil, Treebeard and possibly Shelob.

Q. Does the Balrog suffer from the same movement restrictions over rubble as other warriors? Common sense would suggest that rubble, eg, in the Bridge at Khazad-Dûm scenario, would have to be very large to slow down his movement, and that therefore he can move at full speed. In the aforementioned scenario it states that the Balrog "is tall enough to step over without penalty". Does this mean he does not have to take a Jump test, but is still slowed down because of difficult terrain, or can he move unhindered? Is it right to think that not having to 'take a Jump test' (Moria Goblin) and 'stepping over without penalty' (Balrog) mean both are unrestricted?

A. *The rules for movement are quite clear in this respect. The Balrog and other large creatures are affected normally by difficult terrain. Obstacles have rules that compare the height of the model with the height of the obstacle itself, so what counts as an obstacle to a Hobbit might not count for a Balrog, see the rules on page 16 of the rules manual.*

Q. *Why do the rules state that Might can be used to lower a dice roll, as well as raise it (p32)? It is very difficult to think of any examples since having a higher dice roll is always better. One example suggested was Aragorn deciding to attack the Bridge at Khazad-Dûm before all his comrades are across (so as to 'soften it up'), rolling well and inflicting 3 Wounds, and using Might to lower the roll to inflict only 2 Wounds so as not to leave his comrades stranded. Are there any other more common examples? One reason for the question is that some people had taken the idea of lowering dice rolls to mean that you could use this on an opponent's dice roll, although clearly that is not allowed by the rules.*

A. *It's there just in case in the future we introduce a different rule where rolling low is a good thing.*

Q. *What are the intended limits of the objectives for the Good side in the two-part Amon Hen scenario from White Dwarf? They do not seem to be as clearly defined as the other scenarios. For example, is it sufficient to make the Uruk-Hai flee, or do they all have to be killed? Are there other options, because in theory (however silly) it would be possible to drown the Hobbits in the river, and since they then avoid capture, to win the scenario (possibly an extreme example, but some gamers will use the letter of the rules rather than the spirit)? In the battle report in White Dwarf, the Good side wins when the remaining Uruk-Hai flee, so presumably there is no obligation to kill them all?*

A. *Killing Uruk-Hai does not make any difference, it's just about how many Hobbits are taken off as prisoners by the bad guys or freed by the good guys. And, of course, the Uruk-Hai cannot kill the Hobbits because they are too afraid to disobey Saruman, and he made it very clear that he wants the Halflings "unharmd and unspoiled".*

Q. *A question related to the previous answer which stated that all hand weapons must be shown on the model. Many Heroes have additional weapons/equipment available at additional points cost. Is this to be strictly applied, eg, if you want Haldir to have a bow (extra points cost, but a commonly chosen option because of his extra shot), you have to convert a figure? And do you need to model Elven cloaks if they are 'bought' with points?*

There appears to be a large number of Hero models without the 'correct' equipment. For example, the Ringwraiths, Isildur and Arwen are not listed as having weapons in the rules manual even though the models do – presumably these are just rules manual omissions? Also, Galadriel and Celeborn are not listed as having weapons, and their figures don't carry weapons, so is it right to assume that they fight at -1 (p36)? The standard Balrog figure doesn't have a whip, so does that mean he can't use one? The Balrog is perhaps a silly example, but it does illustrate the point that for Heroes especially, a combination of common sense and the context of the film/book can dictate what weapons are being carried, without the necessity of having to model all these weapons.

Other examples include the Orthanc model of Gandalf, which has no sword, the Amon Hen model of Lurtz has no shield, Lurtz appears to have the same armour as regular Uruk-Hai (although he's supposed to have heavy armour), and no Aragorn models have an Elven Cloak. The Wood Elves are listed as having an ordinary sword, although it looks more like a two-handed sword from photos and the film.

Because of the fact that a large number of Hero models do not appear to have the 'correct' equipment, there is concern amongst many gamers that a large amount of customisation will be required to comply with this answer, especially since this appears to have been standard practice for other Games Workshop games.

A. *The fact that Heroes have different weapons options is sometimes due to us working so much ahead of releases and with little or no information about the looks of a particular character.*

Communication is now getting better and the problem should slowly disappear in future editions of the game. In gaming terms, it is better to stick to the WYSIWYG principle, but of course people will make use of their common sense to decide where to draw the line. In tournaments, it's down to the organisers to decide what line to adopt, and make it clear in their information packs. We will do the same when we get to The Lord of The Rings Grand Tournaments in 2003.

Q. *Gandalf and Saruman's staffs are described as two-handed weapons (p46, 58). This would seem to mean they use the two-handed weapon rules on p36 but they don't appear to fit in with the characteristics of the other two-handed weapons on p36, which are described as large, heavy and dangerous. The rules on p36 mention swords, axes and halberd-type weapons, but not long, light weapons like staves. Is it correct that a staff should use the two-handed weapon rules? If so, is this to reflect some sort of extra magical damage that the staff can cause?*

A. *Yes, the inherent magical properties of a wizard's staff make it more dangerous than a mundane weapon of the same type.*

Q. *Can a model be moved more than once in a turn via multiple uses (from multiple models) of Command/Compel, eg, could several Ringwraiths all use Compel to move a model several lots of a half move, in addition to the model's usual move that turn? This does not appear to have been limited in the rules, so can a model be moved multiple times?*

A. *Yes, it can.*

Q. *Again, a clarification question about using Compel/Command. The disallowing of Compel/Command to move warriors into base contact (eg, the Ringwraiths moving Frodo into base contact with them so they can kill him and take the Ring) has caused a certain amount of concern among gamers. This is because Compel/Command had been frequently used by gamers to 'tie up' warriors/Heroes by diverting them to fight with other models. Is there a possibility that this may be reconsidered? This ruling appears to be at odds with what happens in the book, ie, Frodo being Compelled into combat with the Ringwraiths.*

A. *We have changed our minds (see previous answer).*

Q. *Can Compel/Command be used to move a model out of base contact? For example, the Good side has priority, and Aragorn moves into base contact with a Ringwraith. Can a second Ringwraith (who is not in base contact with any opposing models) then move Aragorn back out of base contact when it is the Evil side's turn to move?*

A. *No, the main rules state that once a model is in base contact it cannot move any more in that turn. This means he cannot be moved out of combat. I suggest you transfix Aragorn in the situation described above. We know this answer changes what was previously said in the book's Q&A, but experience has convinced us now that this is the best answer to the problem, more intuitive and in line with the rest of the rules.*

Q. *When the Evil player 'controls' a model wearing the Ring, although the rules only currently allow the model to be moved, would it not be feasible for the Evil player to make the model take the Ring off – eg, if there are lots of Evil models nearby who can attack the model if he is visible? This is exactly what happened to Isildur at The Gladden Fields (in the book and the film), where the Ring seemed to choose to slip off his finger and allow him to be shot at.*

A. *I like this idea! Keep your eyes peeled for the Ring's rules in The Two Towers edition of the game.*



Aragorn confronts the fighting Uruk-Hai.

Q. When exactly can a model put on the Ring? The rules manual (p43) says 'any time'. Should this be taken literally? For example, if the Evil player announces he is going to shoot Frodo, can Frodo then choose to put the Ring on at that point (even though it is not his turn to act and the Evil side is carrying out its shooting)? If the Evil player has already rolled dice for shooting and has hit Frodo, can Frodo then choose to put on the Ring? This seems to be pushing things a bit far, but the rules do say 'at any time'. If an Evil model charges Frodo, can Frodo choose to put on the Ring, and if so can this be done while the Evil model is moving, or only once the Evil model has moved and before the Fight phase starts? If Frodo is fighting an Evil model and he loses the fight, can he then choose to put the Ring on to avoid getting a wound?

A. *Once again, I will limit this in The Two Towers edition, so that the Ring can be used by Frodo only when it's his turn to move in the Move phase (allowing him to turn invisible after he's been engaged and therefore essentially moving out of combat).*

Q. An example of gameplay regarding the Ring, which could be regarded as stretching the rules a little, is the case where every turn Frodo takes the Ring off, moves and then puts it back on. This means no chance of being attacked

(assuming no Ringwraiths in the scenario), with only a 1 in 12 chance of failing to take the Ring off (given Frodo's Courage), and then only a 1 in 3 chance of being 'controlled' by the Evil side, there is little risk for Frodo with such a tactic. Although allowed by the letter of the rules, this does seem rather against the spirit of the game (and of the film and book, where Frodo used the Ring very reluctantly and at great risk). Should there perhaps be a penalty for continued use of the Ring, eg, a deduction in Courage each time it is put on?

A. *It's a genuine problem and it will be fixed in The Two Towers. Once more, thanks for the useful feedback. At some point I will publish the revised rules for the Ring from The Two Towers rules manual as a special preview.*

Q. Can a special rule be applied for shooting into/out of dense forests (eg, Flight to Lothlorien) where the gamer does not have enough tree models to fully model the forest (as is often the case)? For example, every inch of dense forest represents a tree 'in the way', perhaps? For the fortunate gamer with sufficient tree models, the 'in the way' rule (p22) can of course be applied for each tree that is in the way of shooting. Or should this simply be dealt with via 'house rules'?

A. *Unfortunately, this depends too much on people's different collections of terrain pieces and therefore it must be agreed by*

the players beforehand as a 'house rule'. This is just one of the natural aspects of three-dimensional wargaming.

Q. Since the Balrog is a very large model, it would not seem unreasonable for Good models to be able to shoot at it with no risk of hitting any allies already in combat with the Balrog, due to the size differential. However, this is not allowed in the rules and would require some sort of exception. Can an exception be made for very large creatures? In the film, Legolas shoots at the Cave Troll (another large creature, though not as large as the Balrog) while other members of the Fellowship are fighting it.

A. *No, for simplicity's sake we won't allow this. Things would get too complicated with the introduction of lots of mounted troops in The Two Towers.*

Q. Does a warrior's Defence value purely reflect his armour, or does it also include his general defensive skills in fighting? For example, Elrond and Gil-Galad have the same Defence as a High Elf Captain, even though they have no shield or helmet.

A. *It includes a lot of different factors, the ones you've mentioned and others such as the quality of the equipment (for example, their armour might have been made of Mithril).*

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ATTACK AT WEATHERTOP

A look at Forge World's Weathertop terrain piece

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The weary Hobbits arrive at Weathertop.



Frodo puts on the Ring!



Strider to the rescue!

The new mounted Arwen miniature is ideal for the Race to Bruinen Ford scenario. We asked the 'Eavy Metal team how they painted the latest figure in The Fellowship of The Ring range.

Painted by Tammy Haye



ASSEMBLING THE MODEL

The two halves of the model were assembled and any gaps were filled with green stuff. The model was then given an undercoat of Chaos Black spray, before any areas of poor coverage were touched up with thinned Chaos Black paint.

PAINTING THE MODEL

Both Arwen's and Frodo's skin were given a basecoat of Bestial Brown. This was first highlighted with an equal parts mix of Bestial Brown and Dwarf Flesh, followed by Dwarf Flesh, then an equal parts mix of Dwarf Flesh and Elf Flesh. Elf Flesh on its own was used for the final highlight stage.



Arwen's lips were painted with a thinned mix of equal parts Bestial Brown and Dwarf Flesh.

Frodo's face was given a glaze with a thinned mix of Yellow Ink and Flesh Wash. The eyes were then given a wash with thinned Red Ink.



A basecoat mix of equal parts Regal Blue and Chaos Black was used to paint Arwen's dress. Shadow Grey was added to this for two separate highlight stages, followed by

PAINTING MASTERCLASS

Arwen Evenstar on Asfaloth

adding Fortress Grey for the final highlight around the edges of her dress.

The underdress was painted with a basecoat mix of Bleached Bone and a small amount of Liche Purple. This was then given a glaze with Purple Ink, to which a small amount of Black Ink had been added. The underdress was then given a highlight with the original basecoat mix.



The sleeve was painted with a basecoat of Bleached Bone. Small amounts of Skull White were then added to this for each successive highlight.



An equal parts basecoat mix of Dark Angels Green, Chaos Black and Snakebite Leather was used to paint Frodo's cloak. Increasing amounts of Bleached Bone were added to this mix for each highlight stage.



Asfaloth was painted with a basecoat of Codex Grey. Fortress Grey was used for the first highlight stage, followed by Skull White for the final highlights.

FINE DETAIL

Codex Grey was used as the basecoat for Asfaloth's tail and mane, which were then drybrushed with Bleached Bone.



Chaos Black was used as the basecoat for Arwen's hair and this was then highlighted with Codex Grey, followed by a glaze with Black Ink.



Arwen's saddle was painted using the same method as her dress. This then had the detail applied using Mithril Silver.



The fur between the saddle and the horse was painted the same way as the mane, but an extra highlight of Skull White was applied.



The sword was given a basecoat of Boltgun Metal and highlighted with Mithril Silver.

FINISHING TOUCHES

The hilt of the sword, and gold trappings on the horse, were painted with Shining Gold.



Asfaloth's hooves were painted with Chaos Black.



The reins were painted with a basecoat of Scorched Brown, with Vomit Brown being added to this for several highlight stages.

BASING

Sand was glued onto the base with PVA and then, once dry, given a Brown Ink wash. This was drybrushed with a mix of Snakebite Leather and Fortress Grey, and was finally flocked with Static Grass.



The method used to paint Arwen's face, dress, sword and base were also used on the alternative Arwen miniature on foot.



Painted by Kirsten Mickleburgh



RACE TO BRUINEN FORD

A Mini-game for The Lord of The Rings by Alessio Cavatore

This mini-game recreates one of the most dramatic scenes in The Fellowship of The Ring: the chase on horseback with the evil Ringwraiths trying to stop Arwen from taking the wounded Ringbearer to safety.

WHAT YOU WILL NEED

Race to Bruinen Ford is played down the length of the table, and the more wooded terrain you have, the more exciting it will be.

The Good side has Arwen carrying the wounded Frodo on the elven horse Asfaloth.

The Evil side has all nine Ringwraiths mounted on their black steeds.

SET-UP

This game is played down the length of a table at least 60" (150cm) long. You must decide which direction the chase is moving in. One of the short table edges is designated as the leading table edge. This is where the ford on the river Bruinen lies, and it is towards this direction that the chase will take place. Arwen is set up first,

anywhere on the table that is at least 48" from the leading table edge and pointing in its direction. The Ringwraiths can then be set up anywhere that is more than 48" from the leading table edge and at least 12" from Arwen, pointing in any direction. The diagram below shows how this works.

SEQUENCE OF PLAY

- Chase phase
- Movement phase

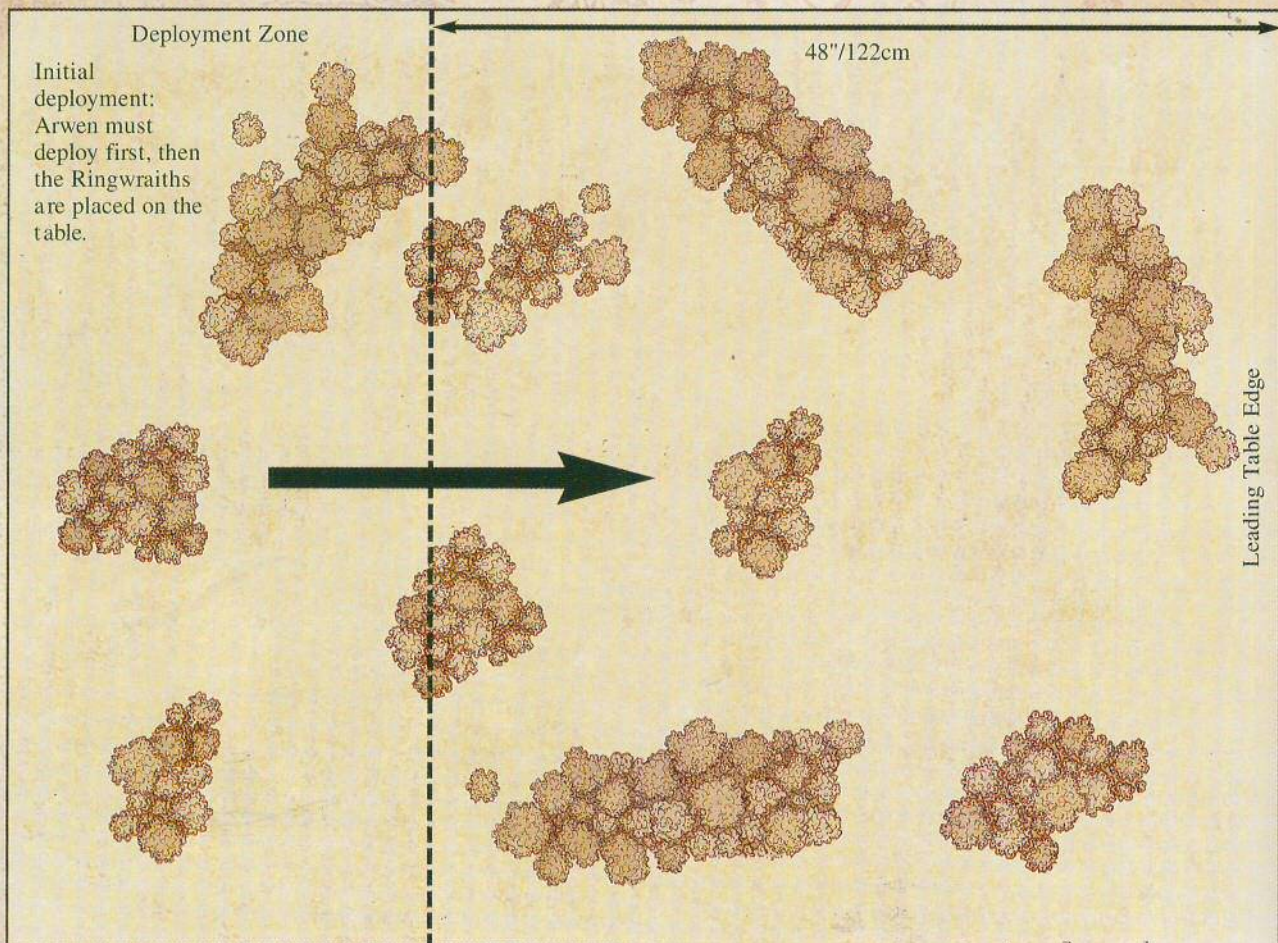
1. THE CHASE PHASE

As this scenario is a chase, movement works slightly differently to give the illusion of speed. At the start of each turn there is a special Chase phase. During this phase, the players work out the effects of racing along at full gallop. This is done by moving everything on the table away from

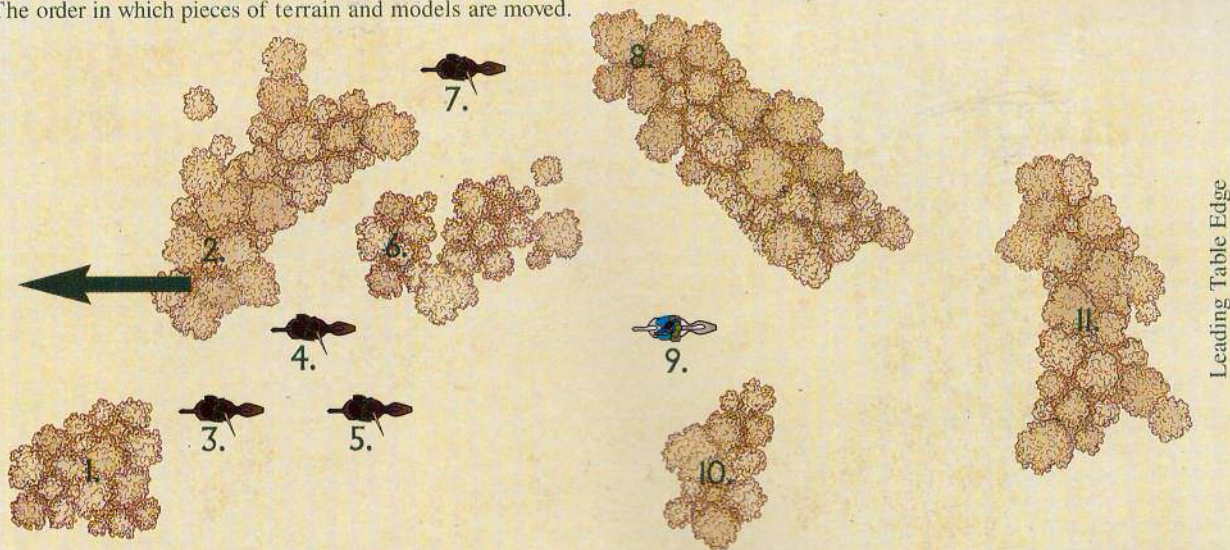
the leading edge. Pieces of terrain always move back, while models can decide either to remain where they are (keeping up at full speed) or to move away from the leading table edge by reining in.

Pieces of terrain and models are moved in a strict order, from the one closest to the end of the table to the one closest to the leading table edge, as shown in the diagram opposite. If it is difficult to decide which one among several models or terrain pieces is closest to the leading table edge, simply put the decision to a dice roll.

When it is the turn of a piece of terrain to be moved, it is always moved directly backwards 12" (ie, away from the leading edge of the table). If any part of a piece of terrain is moved off the end of the table, the piece is 'recycled' and immediately placed back at the front of the chase.



The order in which pieces of terrain and models are moved.



Players take turns to place the pieces of recycled terrain, always starting with the Evil side. Players can place the terrain pieces anywhere within 2 dice" (multiply by 2 for cm) of the leading edge but not within 2" of another piece of terrain or model.

When it is the turn of a model to be moved, the controlling player must decide if the model is keeping up the chase at full gallop or is going to rein in and drop back. The table is assumed to be moving backwards at 12" per turn. If a model does not use its reins, it stays in place. If a model reins in, then the player must declare how hard he is pulling on the reins. A model can drop back 1 dice", 2 dice" or 3 dice" (all of these are at x2 if using cm). A model at more than 45° from the direction of the chase cannot keep up and drops back 12", along with all the terrain (note that the model cannot rein in as well, it automatically falls back 12" exactly).

If a model reins in 3 dice"/3 dice x2cm and rolls high enough to hit a piece of terrain that has already been moved, stop the model as soon as it touches the terrain piece.

2. THE MOVEMENT PHASE

In the Movement phase, models may move and turn. This works slightly differently to the normal The Lord of The Rings battle game rules.

Models at the front of the chase must move first (roll a dice in the case of very close calls).

Each model can move 6". For every full 2" moved forward it can make one 45° turn. The model must move at least 2" forward before every turn (ie, you can't move 4" and then combine the turns into a single 90° turn). Alternatively, a model can spur his steed (or whisper "Noro lim



Arwen races to the ford.

Asfaloth" in the animal's ears in the case of Arwen...), in which case it can move 12" but may only make a 45° turn after every 4" of forward movement.

Note that you do not have to move a model if you do not wish to do so.

If Arwen manages to get within 12" of the leading table edge and survives to the end of the Movement phase, she is deemed to have reached the ford, where the power of her people will protect the Ringbearer and destroy the Ringwraiths. This is a victory for the Good side.

COLLISIONS, JUMPS, ATTACKS AND MOVING OFF THE TABLE

If, either in the Chase phase or in the Movement phase, a model moves into or is moved into by any piece of terrain, except an obstacle, it crashes against it and is removed from play. If the piece of terrain is an obstacle (see page 16 of The Lord of The Rings battle game rules manual for a definition of obstacles), then the model can attempt to jump it as described on page 17 of The Lord of The Rings battle game rules manual. Remember that mounted models can re-roll the dice when attempting to jump an obstacle, and remember to deduct -1 from the roll if the obstacle is taller or wider than the height of the mount. For this Race to Bruinen Ford game, the results on the Jump chart are simplified as follows:

Dice Result

- 1 The model crashes into the obstacle and is removed from the game.
- 2-6 The model jumps successfully and the obstacle is ignored; continue to move the obstacle (Chase phase) or the model (Movement phase) as normal.

If a model moves off any table edge it is assumed to have broken off the chase and is removed. The only exception to this is Arwen moving off the leading table edge, which wins the game instead of being removed.

If a model moves into base contact with a friendly model (in either phase), it must stop immediately. If a model moves into base contact with an enemy model, it must stop immediately and the two fight a normal combat following the rules of The Lord of The Rings battle game. After the fight is resolved, continue to move the remaining models. This means that several fights can be fought during the same Movement phase if several Ringwraiths make it into contact with Arwen, but all these fights will be one-on-one combats. This represents glancing attacks as the speeding horses move close enough for the riders to exchange a blow and then separate again. If a horse is killed, the rider falls behind in the chase and is removed as well.

Note that Frodo is too weak to do anything and is therefore completely

ignored. On the other hand, Arwen is burdened with the wounded Ringbearer and this hampers her fighting skills. To represent this, she counts as being armed only with a dagger during fights (ie, she suffers a -1 penalty to her rolls when fighting).

It is very unlikely that each Ringwraith will get a chance to attack Arwen more than a few times, so you don't need to worry about recording the points of Will each one of them loses when they fight (which saves a lot of bookkeeping!).

3. SHOOTING AND USING MAGICAL POWERS

Due to the frantic nature of the chase, neither are allowed, as simple as that!

FAST RESOLUTION

Decisions and actions must be as near to instant as possible – no thinking allowed! A player is allowed five seconds to begin resolving a model's actions in any given phase. If they hesitate longer than this then the model does nothing that phase!

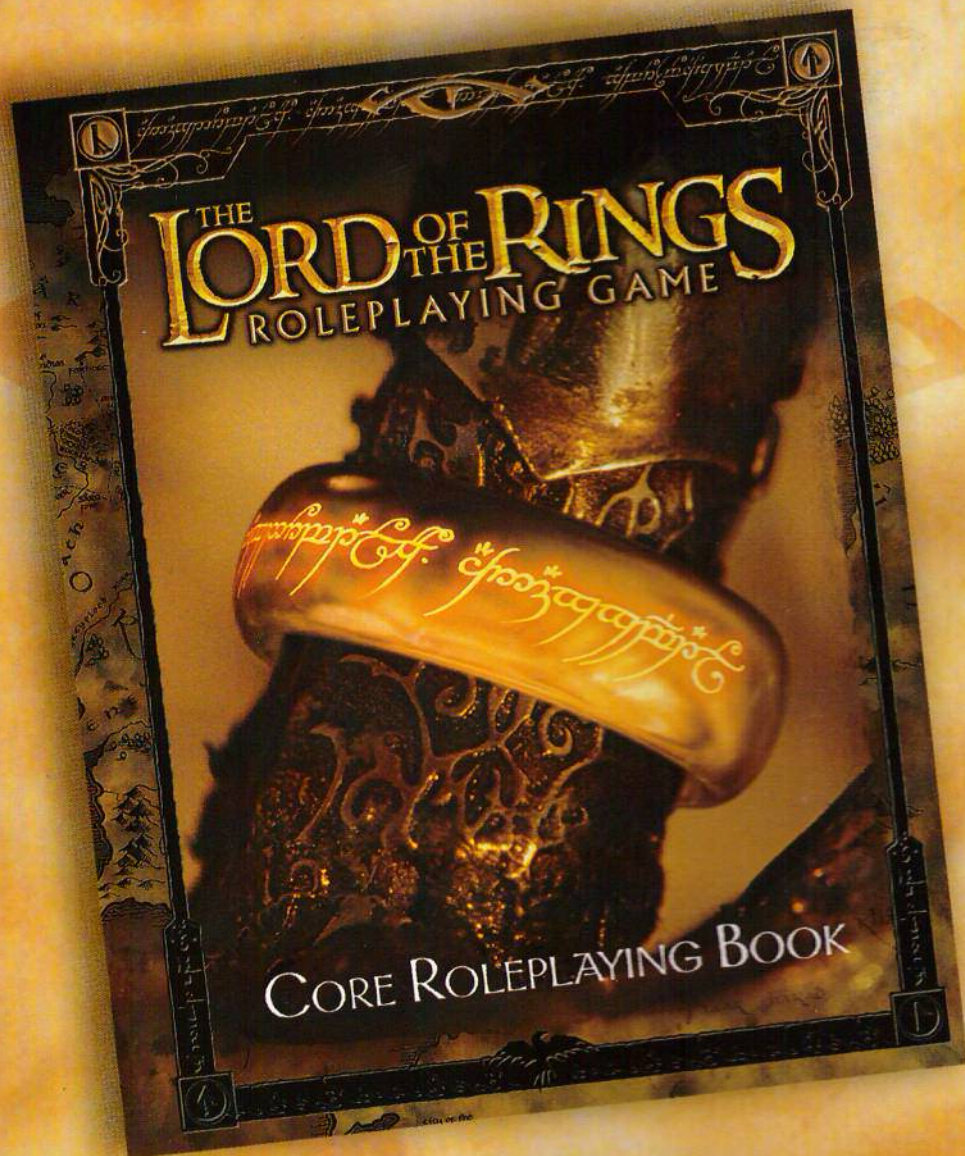
VICTORY CONDITIONS

If Arwen escapes, or if all the Ringwraiths are removed from the game, it is a victory for the Good side. If Arwen is removed from the game before reaching the Ford, it is a victory for the Evil side.



Ringwraiths in pursuit.

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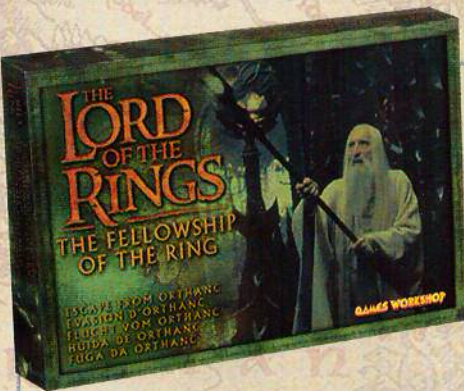
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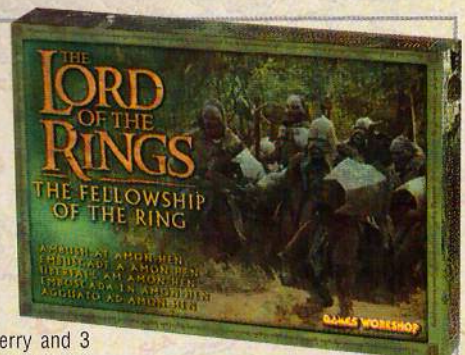
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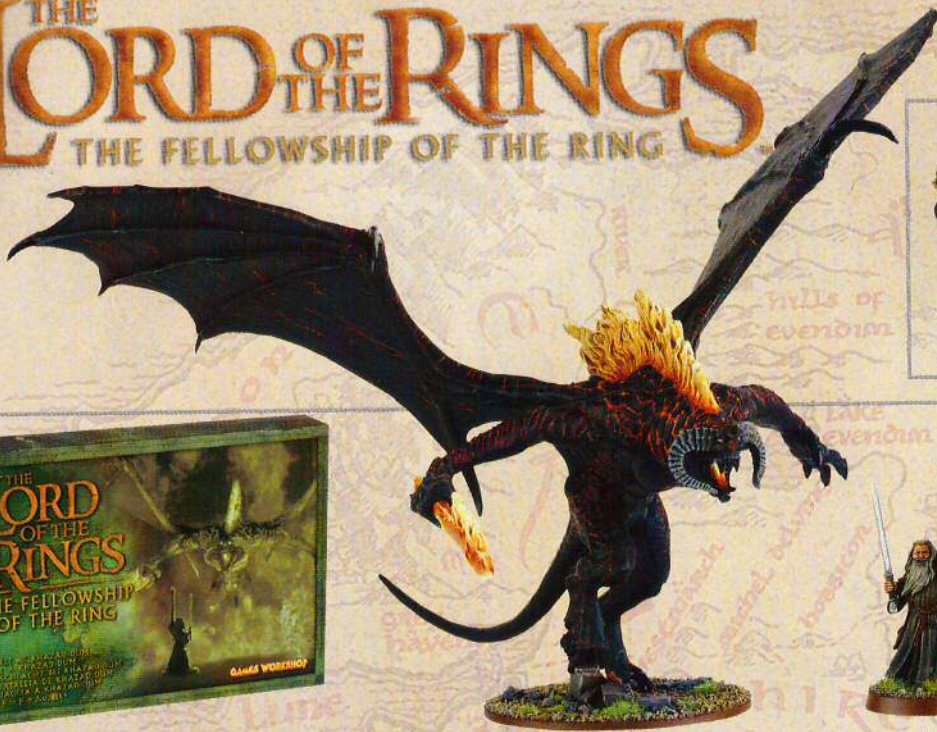
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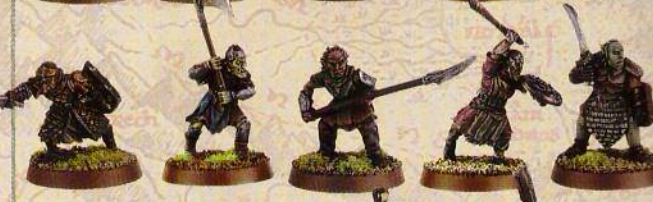
Blister pack contains four miniatures.



Moria Goblin Bowmen

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Orc Bowmen

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Sauron Boxed Set
£20 boxed set

This boxed set contains one Sauron model, and both Elendil and Isildur.



THE LORD OF THE RING

A battle report for The Lord of The Rings

Using the new scenario from last issue, this battle report recreates the epic confrontation between the forces of Good, led by Gil-Galad, Elrond, Elendil and Isildur, against Sauron and his Orc followers.

The Last Alliance of Men and Elves – an army of the most powerful of each race leading massed ranks of thousands of their best warriors against the Orc hordes and their supreme master, Sauron, the Dark Lord, the Lord of the Ring. Should Sauron win, the lands of Middle-earth would fall under his fell rule and so this battle was the final chance to stop this becoming reality.

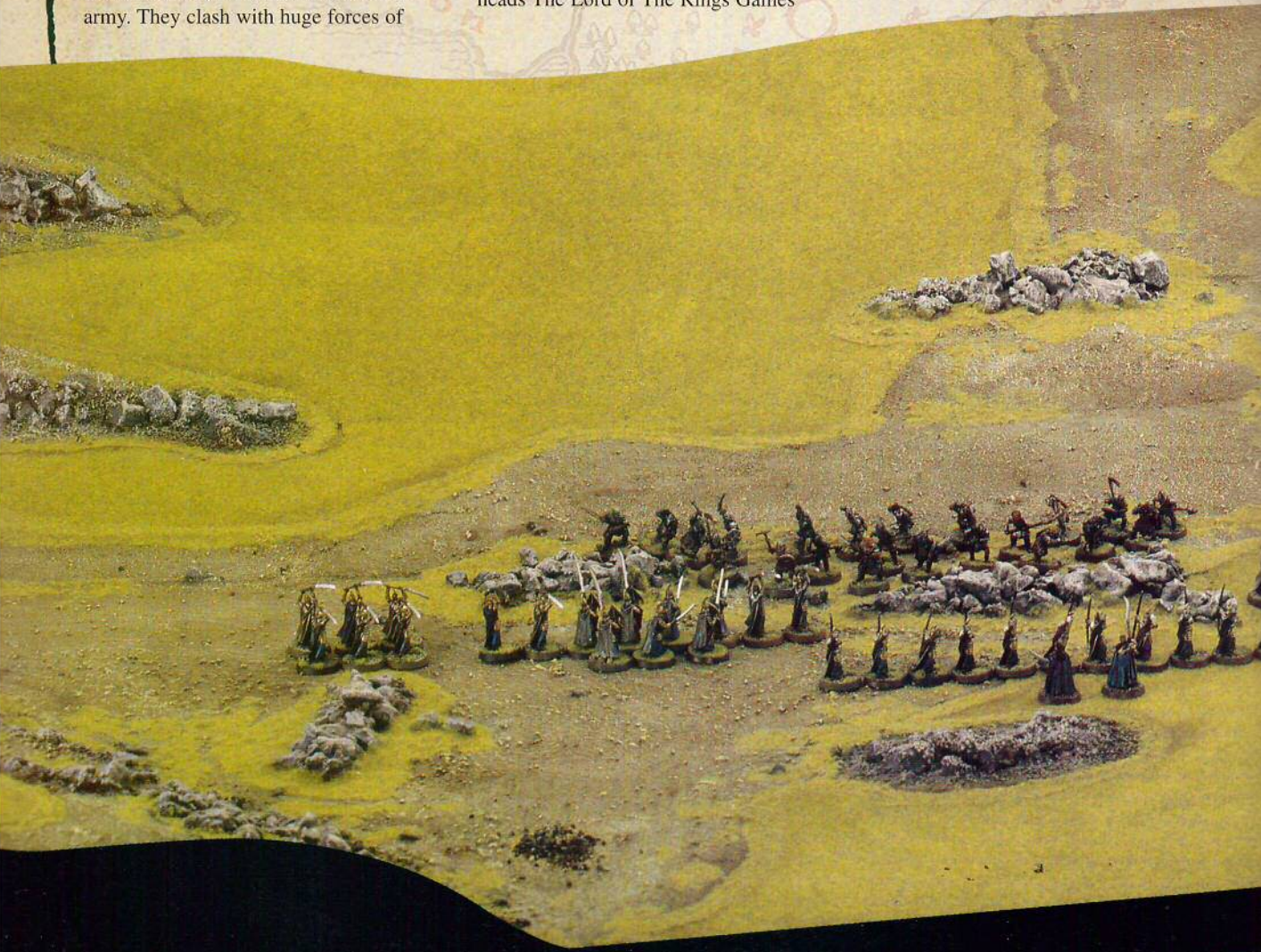
In The Fellowship of The Ring film, the action starts with the Last Alliance and sees the mightiest of Elven heroes, Gil-Galad and Elrond, join forces with the mighty leaders of Men, Elendil and his son Isildur, to command a colossal army. They clash with huge forces of

Orcs and eventually the Dark Lord himself strides into the fray smashing apart a dozen or more warriors with each sweep of his mace. With the One Ring on his finger he is a colossus that none can stop.

In this battle report we'll be replaying this most famous of battles in Middle-earth history. The alliance will be led by Matt Hutson, who has been undefeated so far in The Lord of The Rings battle reports, and Rob Wood, one of our The Lord of The Rings team. They will try, through weight of numbers and the valiant actions of their Heroes, to stop Alessio Cavatore from leading Sauron to victory. Alessio now heads The Lord of The Rings Games

Development department and rejoices in his new title, 'Ringbearer'. To say he's a fan of the books and the film would be an understatement of enormous proportions!

We'll be using the new scenario found in WD271, 'Sauron Unleashed', and it's worth noting the changes to Elrond found in that same issue. We also used one of the great battlefields from the newly refurbished Warhammer World. The scene is all set for a titanic battle – can Matt and Rob stop the Dark Lord or will Alessio cover all the lands in a second darkness? Read on...





THE LAST ALLIANCE



Rob Wood

Rob: Always put your trust in an Elf – well that would be the plan anyway. When you are going up against Sauron you need the most capable troops to hand, and during the Last Alliance the Elves were second to none. The plan for Matt and myself was simple; take care of as many of Alessio's Orcs as quickly as possible through concentrated bow fire and the

use of Spearmen and Gondor swordsmen. At the same time, we needed to protect all of the characters and the Elves armed with two-handed swords, as we would need all of these for the showdown with the Dark Lord.

With this in mind, we split our forces directly down the middle, Men on the left and Elves on the right. This would give me around 20 Orcs to deal with and, knowing we would have priority on the first turn my entire contingent of spearmen and a few of my swordsmen,

were placed in a position to charge the Evil ranks immediately. The Bowmen were placed to the side looking for any possible angles where they might put their deadly aim to use. Once we had dealt with the Orcs, I would then look to link up with Matt's dogged Men of Gondor and try to surround Sauron.

Hopefully the superior Fight value, high Courage and Elven accuracy with the bow would cut a path through those Orcs and lead straight to the destruction of the Dark Lord himself.



Matt Hutson

Matt: Let's face it, one on one an Orc is just as good as a Man in combat. Hopefully my superior numbers would be the telling factor in eliminating my allocated quota of Orcs. From playing this scenario before it had quickly become apparent that the High Elves were far better at taking on Sauron due to their higher courage and two-handed weapons. The Men, however, struggle as their lower

Courage means that you can usually only rely on about 50% getting into combat. When they do get in, they need to roll two 6s in a row to do any damage to the Dark Lord. To this end, Rob and I had decided to protect the Elves with two-handed weapons and, of course, the characters. We would commit these only when Sauron appeared. The troops left over from killing Orcs would be used to encircle Sauron and ensure that we take him on in one go. The worst thing to happen would be to let Sauron take us on

piecemeal. It would take the combined power of all our characters and troops working together to ensure victory.

When it comes to fighting Sauron, previous experience has taught me that Elrond is easily the best character for wounding him. To this end, Rob and I decided that we would keep Elrond's Might for helping him wound Sauron and use the other characters for ensuring that we get to move first and win close combat.



GIL-GALAD

ELROND

ISILDUR

ELENLIL



THE MASTER PLAN



Alessio Cavatore

Alessio: Ah! Pathetic weaklings! In their foolishness they dare challenge the Dark Lord Sauron. They shall pay for this.

They shall be taught a lesson in humility. Of course they can defeat my useless Orcs, but this time they are facing their doom! None will be spared! I'll slaughter them all!

OK, now let's calm down a bit from the delirium of omnipotence that playing with Sauron inspires and try to work out a plan to win this game. It would be embarrassing if, after all this big talking, they cut down Sauron in two turns.

I've written this scenario so that it's extremely difficult for the Dark Lord to make it out from the battle alive – it would certainly ruin the book/film otherwise, but he can do some damage before that and take quite a few Men and Elves with him.

The Orcs are certainly not going to last long, outnumbered as they are by such a superior force. It is vital, though, that they try to deal as much damage on the

Good side to facilitate a bit of the work of their Master. It would be perfect if some of them could still be alive when Sauron joins the fray, so that I can use them to stop the Good army from surrounding him. Even the mighty Dark Lord can be brought down by sheer weight of numbers, especially when among the many Elves and Men surrounding him there are characters of the calibre of Gil-Galad, Elendil, Elrond and Isildur.

I will try to split my Orc force into two groups and deploy them separately to divide the Good force into two as well, so that when Sauron turns up he will hopefully still be able to take on one group at a time. I will also try to make use of the terrain to my advantage, deploying so that it is difficult for the enemy to attack en masse and surround the Orcs. The minions of the Dark Lord should execute a fighting retreat, to shorten the time before their Master can join in the fray.

No matter what happens, previous games taught me that this scenario invariably comes to a point where all the Orcs are

dead and Sauron is surrounded by dozens of enemies. I will therefore try to fight Sauron's last stand with the Dark Lord's back against one of the impassable rock formations. At least there, if he's defeated in combat, he will still be trapped, but the number of attacks that the enemy can dish out on him will be reduced.

Experience also showed me that enemies armed with two-handed weapons are the most dangerous, because if the Good side wins the fight, the guys with the big swords have a much better chance of doing some damage. Elrond in particular, with his combination of 3 Attacks (doubled to 6 against a trapped Sauron!), Strength 4, 3 Might points and a two-handed sword is really deadly! Spearmen are also annoying because they allow the enemy to bring more Attacks to bear against Sauron, all doubled when he's trapped.

I think that it's a good idea to go for these opponents first, both with the Orcs and with Sauron's Gaze.

And now let's see how hard they are!

TURN ONE

As with most The Fellowship of The Ring scenarios, the Good side started the proceedings. With Matt's forces spread across one half of the deployment zone and Rob's Elves on the other, there was little choice for either player other than to advance towards the enemy. Those who could, unleashed the full force of their missile fire upon the few Orcs who were not in combat. The Men fired their bows first, killing a single Orc, whilst the Elves managed to dispatch two of the hated forces of Mordor. Only the rocks between

the warriors of the Alliance and the Orcs prevented nearly all of their troops from entering the fray. In the ensuing combat the Men managed to kill a single Orc for the loss of two of their own, whilst the Elves fared considerably better, dispatching five foul servants of the Dark Lord. In the spirit of friendly competitiveness, Matt and Rob began to tally their kills. It was clear even at this early stage that, until Sauron arrived, the battle would be somewhat of a picnic for the forces of Good.

TURN TWO

Alessio began the turn with the roll to see if Sauron would arrive. The dice rolled down the table and all participants held their breath. A twisted laugh from Alessio told all in the Studio that Sauron had been unleashed. A small consolation for the Good side was that they were able to retain priority and so both Men and Elves surrounded the now heavily outnumbered Orcs. With so many models now within charging distance, Matt and Rob were able, for the most part, to arrange the separate combats in their favour, making



The two lines smash into each other.



Sauron enters the fray.

use of combinations of weapons. The Men were only able to kill three Orcs for two losses of their own numbers, but once again Rob's tally grew as the Elves killed no less than five Orcs for the loss of only a single Elf.

TURN THREE

As the ever-looming presence of Sauron marched closer to Matt's brave Men, the roll for the all-important priority was once again won by the forces of Good. Matt and Rob made the most of their tactical and numerical advantage and charged into combat, throwing everything they could at the Orcs. The sword Narsil allows Elendil to initiate Heroic Combat and, after easily dispatching his first opponent, he then used his special move to back off. With Rob's Elves killing a total of nine Orcs, Matt knew that now he had lost the Orc kill competition, but the big question of who, if anyone, would kill Sauron still remained, and both knew that the Dark Lord would be no walkover.

Matt: Rob and I knew the full importance of engaging Sauron with all of our Heroes at the same time. Throwing our characters in one at a time would just be playing into Alessio's hands. To this end I used my free move after Elendil's heroic combat to back off with my Heroes rather than put them into combat nearer Sauron.

TURN FOUR

At last Alessio managed to win the roll for priority. His first action was to demonstrate the power of Sauron's deadly stare upon Elendil. Rolling a 5 Matt decided to take no chances, and used all three of his Will points, rolling 3 dice to save the wound. Moving ever closer to the combat between the Orcs and Men, it looked increasingly doubtful that Sauron would arrive in time to help support his minions. A few Orcs

were able to back away from some combats. In doing so, they exposed themselves to bowfire and one fell. A further two Orcs were killed by the swords and spears of the Men. The Elves moved into position to deal with the ever-threatening Dark Lord. Rob's confidence in the three Elves he had left to dispatch the lone Orc on his flank proved justified as they cleared their side of the battlefield of every last evil creature.



Elendil and Isildur back off from the Dark Lord.



Sauron charges into combat.

TURN FIVE

Priority again fell back to the Good side, and having seen Sauron looming so close, Matt decided to back away from the menacing figure with his Men so that he could gather them and regroup. A combination of bowfire from Men and

Elves saw off three Orcs leaving only four from a starting number of forty to aid Sauron in his battle. The final combat between Orcs and Men brought that number down to three, but by now Sauron was in charge distance of a group of Men and the real test of the Alliance would begin.

TURN SIX

Evil won priority and Sauron charged into combat. As Sauron's stare is a magical power he is able to initiate it at any point during his move. Staring at an unfortunate Man, Sauron killed the mortal where he stood before charging into his comrades. Winning the combat automatically with a roll of 6, to no ones surprise, three Men were instantly sent to their doom.

TURN SEVEN.

The few remaining Men on the far right flank charged the last of the Orcs, killing one. In return, Sauron once again stared at a Man, killing the victim of his gaze. The rest of the Men had now joined with the advancing Elves who approached Sauron warily, regrouping to attack him by force of numbers.

TURN EIGHT

Once again Alessio despaired as the Good side retained priority. Matt moved the two remaining Men on his right flank away from certain death at the hands of Sauron, back towards his own lines. Sauron stared at one of the retreating warriors but failed to kill him. Now Sauron and his remaining two servants moved back up the hill towards the rock formations. Here, the Dark Lord would be able to protect himself better from a massed combat. The Elves unleashed their volley of arrows on Sauron but failed to inflict any damage, whilst the Men killed an Orc with their missiles, bringing down their number to just one.

URNS NINE AND TEN

With no combats in range, the next two turns saw both sides seeking to use the terrain to their advantage. Alessio moved

Alessio: As long as I roll at least one 6 on Sauron's three Attacks, the Dark Lord will always win the fight and will surely kill scores of enemies with one sweep of his huge mace.

If I roll a 5 though, I am then plunged into a terrible dilemma: to use one point of Might to win or not?

You see, Might points are precious to me, because they can save Sauron if I roll a 1 on the Fate roll of his last wound. Should I save them up for when I roll the 1 or use them to kill enemies?

A hard one to call, but in the end I always used it to turn a 5 into a 6, because it's just too entertaining to kill so many enemies in one blow!

And there is, of course, the reasoning that if they are dead they cannot wound you...



Rob and Matt push forward with the vast hordes of miniatures.



The Forces of Good form a battle line.

Sauron into cover behind a rock formation. The Men and Elves now began lining up in a semi-circular formation in an attempt to surround their enemy, advancing cautiously towards the Dark Lord. All bow fire proved ineffective as the lone surviving Orc cowered behind the rocks, whilst Sauron's armour deflected any missile fire that came in his direction.

TURN ELEVEN

With the Alliance troops now in charge range, priority for this turn could prove to be crucial. At last Alessio won the roll and his first action was to use his deathly stare on Elendil who used all of his Will to save himself. Sauron now charged into the Elves who had moved around the top of the hill in an attempt to encircle him. Rob moved those who were in range into combat to surround Sauron, hoping that he could make use of the extra rolls to wound. Unfortunately, Sauron rolled a 6 and all Rob could do was watch as Alessio rolled individually to determine the fate of each of the Elven warriors. A look of shock crossed both Matt and Rob's faces as no less than seven Elves were smashed apart by Sauron's mace.

TURN TWELVE

Once again, the Evil side won priority and, after killing an Elf with his deadly glare, Sauron dispatched another two Elves in close combat.

Alessio: Should a model that is joining a fight against a terrifying enemy by fighting through a friend with a spear, need to take a Courage test like one that is going into base contact with the said enemy?

From a careful look at the rules I've decided that he does not have to test.

TURN THIRTEEN

Alessio was now enjoying his good fortune and for the third successive time kept priority. He was now able to utilise his stare upon Elendil a second time. Having succeeded with a roll of 5, Matt, having used all of his Will earlier, was forced to use a point of Fate if he wanted to save the wound. Rolling a 4, Elendil was spared the wrath of Sauron for this turn. Having dispatched all the enemy nearby there was no combat this round and Matt and Rob moved their characters into position, hoping to gain the priority for the next round.

TURN FOURTEEN

The gamble by the forces of Good paid off and, winning the roll for priority, Matt and Rob moved Elendil and Gil-Galad into combat. An Elven host surrounded the Dark Lord hoping once again to double the number of attacks. Unfortunately, Alessio again rolled a 6 and won the fight. As a result five more Elves died. On the roll of a 5, Elendil also suffered a wound. With his remaining Fate points Matt tried twice to save the wound but failed. Gil-Galad was more fortunate, saving the wound with his Fate roll.



Sauron confronts the High Elves.



The last Orc is finally cut down in combat.

TURN FIFTEEN.

By now things were looking grim for the Good side and when Alessio won the priority Matt and Rob decided it was time to use a point of Might to initiate Heroic Movement. All of the Heroes were forced to make a Courage test in order to charge into combat. Elendil failed, but Gil-Galad, Elrond and Isildur all united in an attempt to bring down their nemesis. Winning the combat, Isildur caused one wound whilst Elrond managed to score two. Gil-Galad failed to wound Sauron, rolling a 6 followed by a 4, but Rob decided to use a point of Might to change the result of his dice so that it succeeded. A spearman managed to wound Sauron but, as he was now down to his last wound, the special save came into play and Sauron saved the wound. The last spearman struck and to everybody's amazement also wounded. Alessio rolled a 1 meaning that unless he used a point of Might, Sauron would be banished. Now Sauron was down to his last wound with only 2 points of Might remaining.

TURN SIXTEEN

Once again Good won priority and everybody except Isildur passed their Courage tests and charged in. Rolling a 5, Alessio decided it would be wise to try to see off his foe and changed the roll to a 6 to win the combat, killing three Elves and

Alessio: A problem for the Good army was that each time the surrounded Sauron won priority, he was going to use his deadly gaze on an enemy (possibly a wounded character) before charging in. To stop the Dark Lord from using his magical powers, the Good side sometimes had to come to the hard decision of spending one of their vital points of Might to call up an Heroic Move and engage Sauron in combat, as a wizard already in combat cannot cast spells.

two Men. Although Sauron succeeded in wounding both Elendil and Elrond, Matt and Rob used their Fate points to save them.

TURN SEVENTEEN

Evil won priority, but Matt and Rob knew that the game was at a vital stage and used a point of Might to initiate Heroic Combat. Amazingly on his test for Courage, Elrond failed as Rob rolled two ones, but with plenty of Might points left he altered the result of one dice by a single point to get him into combat.

Once again though, the forces of Good were unable to capitalise on their position

and lost the combat. Sauron killed 5 Elves and 3 Men, also wounding Gil-Galad who was forced to use a point of Might to save himself.

TURN EIGHTEEN

Winning priority again, neither Matt nor Rob could finish off Sauron as his save protected him from all harm. Sweat was beginning to appear on Alessio's brow now though as he realised he would inevitably roll a 1 sometime soon.

TURN NINETEEN

Alessio won priority but with so much at stake now Matt decided to initiate Heroic Movement from Isildur. To his horror Isildur failed his Courage test and fled. This allowed Sauron to use his gaze to wound Elendil. Charging into combat, Sauron won and now dealt a deadly blow to Gil-Galad. Elrond was not spared the Dark Lord's fury and was forced to save a wound whilst Elendil, with no Fate points left, died as Sauron's attack broke through his defences.

TURN TWENTY

The game really hung in the balance now and Matt and Rob breathed a sigh of relief as they won the roll for priority. Once again, though, their hopes were dashed as Alessio used his last remaining point of Might to win the combat. Four Men died, but even more damaging was the loss of



Isildur flees in terror from Sauron.

Gil-Galad. Elrond suffered a wound and had to use two points of Fate to save himself.

TURN TWENTY ONE

With only Isildur and Elrond remaining and Sauron without any points of Might left, it was clear that the game would have to come to an end soon. Evil won priority and for a moment it looked as though Sauron would triumph, but Matt used his last point of Might to initiate Heroic Combat. Winning the fight, Rob managed a hefty three wounds on Sauron with Elrond. Alessio rolled to see if he could save. A dice roll of 5 followed by a 3 left everyone holding their breath as the last dice rolled down the table. Hitting a small outcrop of rock the dice flipped onto a 1 and Matt and Rob cheered victorious. It had been a very close fought battle indeed.



The Dark Lord, Sauron, is finally banished.

PLAYERS' CONCLUSIONS

Alessio: Wow! Sauron certainly showed them and flattened both Elendil and Gil-Galad (just like in Tolkien's books!), together with two-thirds of the allied army! All that was left at the end were the archers of the Elves and Men and a battered Elrond and Isildur.

As predicted, Elrond was to prove the undoing of the Dark Lord, scoring an impressive average of three Wounds on him every time the Good side won the fight. If I only got a few more 6s in the last fights, the history of Middle-earth could have been changed forever and Sauron would have triumphed!

Unfortunately it wasn't to be, but the outcome felt more right this way.

It had been a very tense game, with the fate of the world often resting on a single dice roll. Towards the end there was a palpable sense of desperation mounting among the ranks of the allied army, as their ranks thinned more and more, their best warriors got crushed and even the Kings of Elves and Men were vanquished! The towering giant was apparently unstoppable, but still the forces of Good kept throwing themselves at him. It was great for them when they won a fight and got another chance at taking down the Lord of the Ring. I had to make several Fate rolls on my last Wound, and I recommend that Sauron always rolls them one at a time, just to make the Good guys more and more tense.

But eventually I rolled the fatal 1 and, having spent all his points of Might, Sauron was defeated and the Free Peoples of Middle-earth were saved, at least for the moment.

I'll be back!

Rob & Matt: What an amazing scenario! At times it felt just like those opening scenes from the film. The plan worked superbly with enough of the Orcs killed in the first few turns to allow us to reform ready to surround Sauron. However, as expected, Alessio had a few tricks up his sleeve; he made sure he didn't engage the centre of our battle line and used the rocks to maximum effect, stringing out our forces so we couldn't hit him in one giant charge. For at least three turns we could only hit him piecemeal and we paid the price with Men and Elves flying across the battlefield at all angles.

When we did finally get to grips with him it was the characters that proved their worth. Protecting them during the

first part of the battle, from the Orcs and Sauron's gaze as he strides across the battlefield, is a necessity to ensure that you save as many Might and Fate points as possible for the final showdown. Elrond is an amazing character in the game and without him I think the forces of Good would struggle in this scenario. He was supported well by both Gil-Galad and Isildur, with Elendil giving his life for the greater good using his Might for some last-ditch heroic charges.

It's amazing to think that so many figures started the battle and that so few were left by the end. The Dark Lord should never be underestimated, but put your trust in Elves and you can't go far wrong!



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B & O BØGER, Redovre Centrum 116, Redovre. ☎: 36410485.
B & O BØGER, Sturups Plads 1, Helsingør. ☎: 49215600.
B & O BØGER, Gerritsgade 28, Svendborg. ☎: 62210323.
B & O BØGER, Kolding Storcenter 52, Kolding. ☎: 75503834.
B & O BØGER, Rådhusstorvet, Vejle. ☎: 75820544.
BOG & IDE, Asnæs Centret 2, Asnæs. ☎: 59650014.
BOG & IDE, Kongensgade 33, Esbjerg. ☎: 75121177.
BOG & IDE, Espergærde Centret, Espergærde. ☎: 49131946.
BOG & IDE, Østerg. 10, Grenå. ☎: 89321933.
BOG & IDE, Nørregade 13, Holstebro. ☎: 97420144.
BOG & IDE, Holsted Alle' 16, Næstved. ☎: 55734241.
BOG & IDE, Algade 32, Nykøping Sj. ☎: 59910006.
BOG & IDE, Flensborg Sct. Hans Gade 9, Ringsted. ☎: 57610010.
BOG & IDE, Vestergade 33, Silkeborg. ☎: 86820287.
BOG & IDE, Østergade 14, Struer. ☎: 97850408.
BOG & IDE, Jørgensborg Alle 5, Charlottenlund. ☎: 39643840.
BOG & IDE, City 2, Tåstrup. ☎: 43990387.
BOG & IDE, Farum Bytorv 64, Farum. ☎: 44951225.
BOG & IDE, Amagercenteret 103, Amager. ☎: 32543666.
BOG & IDE FISKETORVET A/S, Kalvebode Brygge 59 1560, København V.
DORTHE'S HOBBYSTUE, Midgaardsvvej 2, Rønne. ☎: 5695449.
FANTASK, Sct Pederstræde 18, København K. ☎: 33938538.
GENBRUGSBØGER, Køgevej 95, Taastrup. ☎: 43716115.
HOBBY HOUSE, Nørregade 51, DK-8000 Århus C Danmark.
HOBBY & LEGETØJ, Nørregade 38, Frederiksværk. ☎: 47721693.
HOBBY WORLD, Sct. Matiasgade 45 C, Viborg. ☎: 86601740.
JYDSK BOGHANDEL, Nørregade 19, Skive. ☎: 97512599.
LEGEKÆDEN, Storegade 17, Åbenrå. ☎: 74622404.
LEGEKÆDEN, Hospitalsgade 15, Horsens. ☎: 75616011.
LEGEKÆDEN, Østergade 9, Maribo. ☎: 54782521.
LEGEKÆDEN, Rosens Gade 32, Odder. ☎: 86544276.
LEGETØJSCENTRET, Søndergade 12, Nakskov. ☎: 54922697.
ONKEL BUCH, Jernbanegade 31, Frederikssund. ☎: 47383959.
ROSES BOGHANDEL, Søndergade 41, Frederikshavn. ☎: 98921744.
TIVOLI LEGETØJ, Algade 63, Vordingborg. ☎: 55340431.
ULDTOTTEN, Nygade 2, Slagelse. ☎: 58535035.
AALBORG HOBBY SERVICE, Nørregade 18, Aalborg. ☎: 98121315.
ARNOLD BUSCK, Boghandl, Rådhusstræde 2, Randers. ☎: 86420113.
COMIX, Gråbrødrepassagen 12, Odense C. ☎: 66113658.
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JN CENTER, Kirkevej 7, Hadsten. ☎: 86980839.
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LILLYS LEGETØJ, Vesterbrogade 9, Gilleleje. ☎: 48303090.
RANDERS HOBBY IMPORT, Adelgade 13, Randers. ☎: 86433923.
SNURRETOPPEN, Stenløsecentret, Stenløse. ☎: 47173220.
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BARNENS HUS, Björnvägen 11, Umeå. ☎: 0046 90777702
BARNENS HUS, Hantverkargatan 7, Borlänge. ☎: 0046 24382001
FANTASIA, Storgatan 44, Umeå. ☎: 090-770360.
FACT AND FICTION, Norra Kungsgatan 7, Karlskrona. ☎: 0046 45516710
FLAMMANS SPEL, Tegnersgatan 8, Göteborg. ☎: 031-188346.
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GAMESHOP MÖRBY, Mörbypplan, Mörby. ☎: 0046 87559800
GAMESHOP SOLNA, Råsundavägen 157, Solna. ☎: 0046 87304030
GAMES IMPORT, Lilla Södergränd, Lund. ☎: 046-184570.
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HELGES HÅLA, Klostergatan 4, 352 30 Växjö. ☎: 0470-21802.
HOBBEX JARFALLA, Flygvärdsten, Jarfalla. ☎: 0046 858018091
HOBBEX LEKSAKSITY, Flygvärdsten, 17538 Jarfalla.
HOBBEX, Skaraborgsv 62-64, Borås. ☎: 0046 33418380
HOBBYBODEN, Köpmangatan 31, S-831 30 Östersund.
HOBBYHÖRNAN, Drottninggatan 18, Norrköping. ☎: 011-162120.
HOBBYHUSET, Skolngatan 7, Uppsala. ☎: 018-711590.
HOBBYSHOPEN, Drottninggatan 25, Gävle. ☎: 026-186299.
HÖNAN AGDA, Västra Storgatan 39, Kristianstad. ☎: 044-102288.
KALMAR LEK & HOBBY, Södra Långgatan 32, Kalmar. ☎: 0480-24717.
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LEKCENTER, Norra Esplanadan 13, Falkenberg. ☎: 0046 47610002
LEKHÖRNAN, Oden huset, Trollhättan. ☎: 0046 52080380
LEKIA UPPLANDS VÄSBY, Dragonv. 86, 194 00 Upplands Väsby.
LEKSAKSAFFÄREN, stortorget 2, 31222 Laholm.
LEKSAKSAFFÄREN, Trädgårdsgatan 14, Laholm. ☎: 0046 43010069
LEKLÄDAN, Bergmangatan 17, Karlskoga. ☎: 0586-53325.
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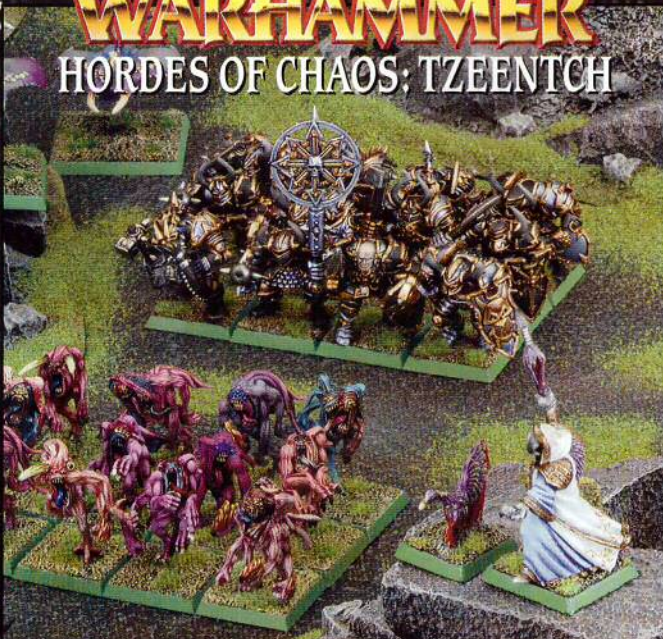
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