

GAMES
WORKSHOP

EYE OF TERROR WORLDWIDE CAMPAIGN PREVIEW!

WHITE DWARF



Featuring

THE
LORD
OF THE
RINGS

THE TWO TOWERS

WD280 APRIL £3.50

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



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WHITE DWARF

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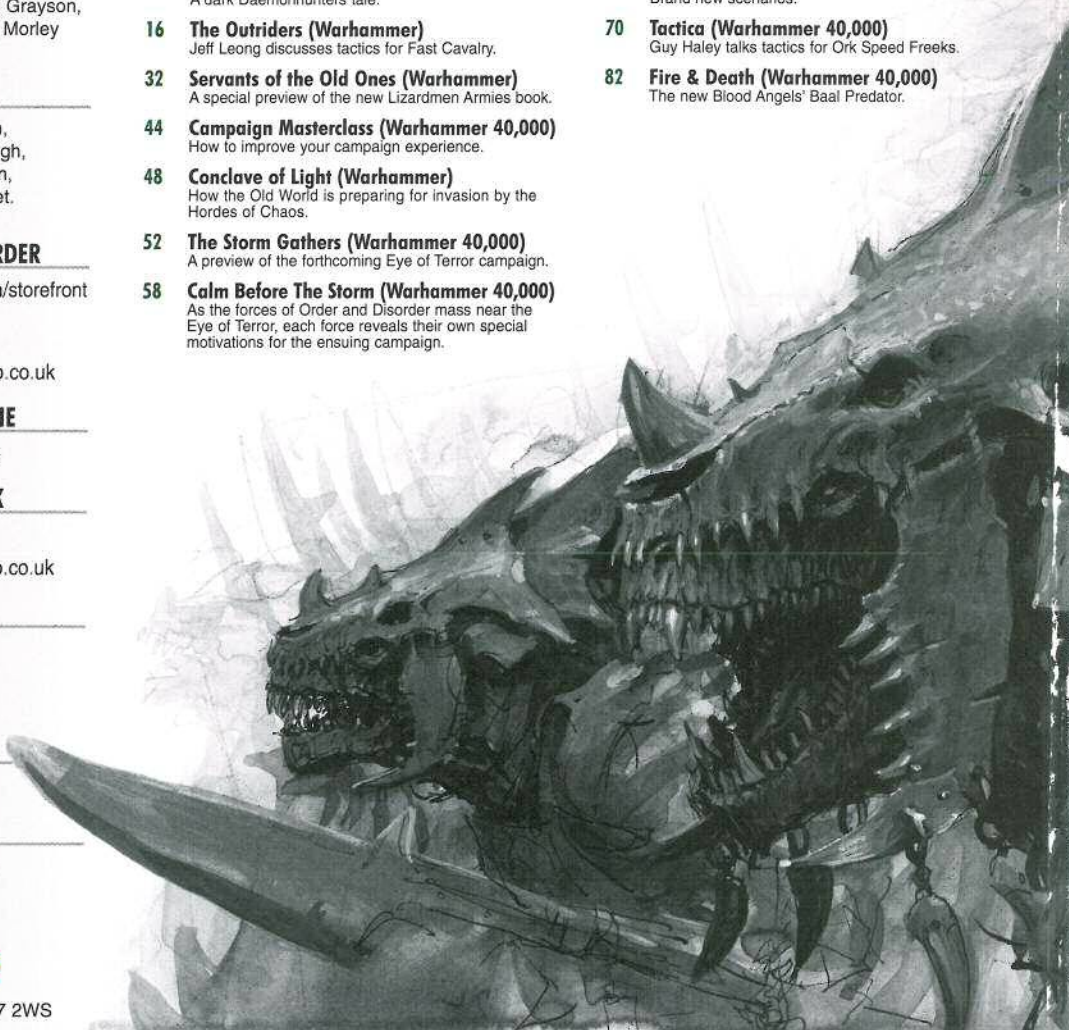
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THE LORD OF THE RINGS THE TWO TOWERS

In our The Lord of The Rings coverage this month, which starts on page III, Paul Rudge takes us through how to build a Rohan House. We also include full rules for 'Damrod's Gambit'— a brand new scenario for use in the game, and a masterclass on how to paint the Rohan Royal Guard.



GAMES WORKSHOP

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SINGING THE BLUES...

I first got into the Games Workshop hobby about ten years ago. Prior to that I was very much a role-player and enjoyed many board games. I don't think it would be too dramatic to say my introduction to Epic Space Marine was to be a turning point in my life.

Space Marine was a great, great game, held fondly in the memories of those who played it. All those detachment cards and the endless lists of stats. The card counters and the myriad of troop types. Ah, happy days indeed.

When I joined Games Workshop in 1994, to work in the German translation studio over at our Derby store, the second edition of Warhammer 40,000 was on the shelves. The plastic models in the main boxed game were Space Marines and Orks, and pretty much every Space Marine you saw was painted in the blue livery of the Ultramarines Chapter. For the Ultramarines player it was a golden age (okay, it was actually blue but you get my point...).

The models that the 'Eavy Metal team painted for the boxed sets were invariably Ultramarines. The Codex dedicated to the Space Marines, Codex: Ultramarines, included stacks of background on the Ultramarines and their successor chapters.

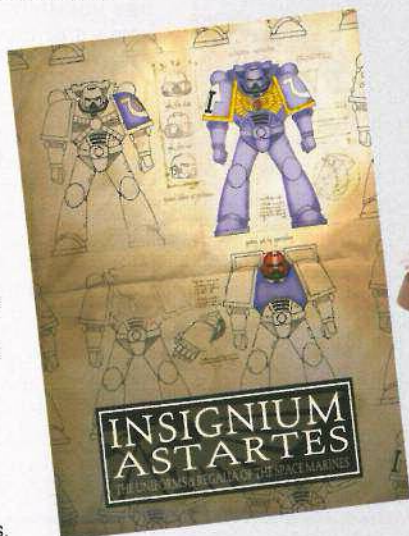
Nowadays the Warhammer 40,000 player has many more options open to them if they are looking to start a Space Marines army. We have new army lists for White Scars, Iron Hands, Raven Guard, etc as well as full Codex books for Space Wolves, Blood Angels and Dark Angels. Yes, Space Marines players have a lot of variety to choose from in terms of published material but not without a price.

Once the undisputed kings of the pages of White Dwarf, the Ultramarines seem to have passed into a shadowy realm only remembered by veteran players.

The newcomer into the hobby tends to be dazzled by the vows of the Black

Templars, the Death Company of the Blood Angels or the steadfast zealotry of the Dark Angels, and the Ultramarines, with their dearth of special rules and fancy wargear, are often overlooked in favour of the latest 'shiny thing'.

As someone who remembers the Ultramarines as the epitome of the Adeptus Astartes I find this sad to say the least. So, what do the Ultramarines have that the likes of the Black Templars, Blood Angels, et al, with their fancy special rules and new troop types, don't have?



For a start, only the Ultramarines can boast that their Primarch, Roboute Guilliman, drafted the most

holy of Imperial Tomes – the Codex: Astartes. Penned after the Horus Heresy so as to avoid more of the bloody treachery seen in that most despicable of insurrections, and to standardise the structure and military doctrine of Adeptus Astartes Chapters, the Codex: Astartes is quite possibly the most important book the Imperium has seen. Certainly its role in organising the legions into the smaller chapters following the Heresy cannot be underestimated.

Amongst the pages written by Guilliman can be found reference to the markings and structure of Space Marine squads, companies and indeed entire chapters. In the second edition of Warhammer 40,000, Codex: Ultramarines was the place for the Space Marine player to glean this

information. Now it can be found in the excellent Insignium Astartes published by the Black Library. This book is an invaluable reference aid for Space Marines players and indeed anyone interested in the background of the 41st millennium. It covers not only the Ultramarines but also chronicles the colour schemes of the many chapters following Guilliman's works.

The Ultramarines are the benchmark, the most pure of the Space Marine legions. Their record in service of the Emperor is exemplary and their gene-seed free of the taint seen in the likes of the Blood Angels and Space Wolves. If you're looking for the finest warriors Mankind has to offer then look no further than Macragge, the home of the Ultramarines.

For me the Ultramarines are the iconic Space Marines chapter. When I close my eyes and think of a Space Marine I think immediately of a white-helmeted 1st Company Veteran of the Ultramarines, advancing across a rubble-strewn battlefield, unleashing fiery death on the enemies of Mankind from his bolter, striding forward in perfect unison with his battle brothers. Images like that are indelibly etched on my memory and have led me to stretch my painting time to breaking point...

With the Eye of Terror campaign almost upon us I've decided to take the plunge and start an Ultramarines army. The Studio is just starting out on a new '40K in 40 minutes' campaign (check out WD274 Page 40) and with only 400 points to paint it will be the ideal opportunity to start the new force.

Of course, the downside is that all of my painting time is taken up with painting my Warhammer Chaos army for the Lure of the Gods articles and that won't stop any time soon – I'm enjoying it now more than ever. No, I have no alternative but to take a deep breath, stand before Her and ask for more painting time in the evenings (I'll just tell Her it's 'work'). As omnipotent as my wife is I doubt She reads this. Maybe, just maybe, I'll get away with it...

If I survive I'll see you here next month...



Paul Sawyer
Editor

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THE CALM BEFORE THE STORM

Abaddon the Despoiler's 13th Black Crusade eclipses all that has gone before. Under the eye of his diabolic patrons he has finally united many of the warring factions of Chaos under one banner. The Eye of Terror, a vortex of warp-space so large it sprawls across half a Segmentum, has vomited forth an unstoppable stream of mutants, traitors, heretics and scum. At the fore is Abaddon himself, leading legions of his elite Chaos Space Marines. Blood feuds that have lasted ten millennia have been set aside in the name of one common cause: the utter destruction of the Imperium.

"The Despoiler comes forth once again, and he cannot be stopped by force of arms alone. It is his will that the stars be stained red with the blood of all who oppose him. A numberless horde of fiends, mutants and cacodaemons obey his command, and his command is to devour Cadia alive. But he will not stop there.

If our faith in the Emperor and our force of arms prove strong, the forces of Chaos can be driven back into hell. If we are found wanting, Humanity will fall."

*Lord Inquisitor Hephaestus
Grudd of the Ordo Malleus*



OUT THIS MONTH: TOMB KINGS CHARIOT

TOMB KINGS CHARIOT	£12.00
Denmark	kr150.00
Sweden	kr180.00
Euro	€20.00

Tomb Kings are the ancient and long-dead rulers of the land of Nehekara. A powerful curse hangs over the mummified corpses of the royalty of Nehekara, striking down those who seek to wrong them.

This box contains 1 Tomb Kings Chariot, sculpted by Dave Andrews, Colin Grayson and Alex Hedström.

This model requires assembly.

GOTREK'S WAR CRY!

Fans of Gotrek & Felix have reached fever pitch waiting for this month's release of *Giantslayer*, the seventh novel in William King's *Slayer* series.

Well now there's another reason to get excited! All copies of *Giantslayer* will include a special coupon which can be traded in for an ultra-rare Gotrek & Felix promo card from Sabertooth's brand new collectable card game – War Cry!

As if you needed any more incentive!



OUT THIS MONTH: USHABTI

The Ushabti are powerful constructs magically bound by the army's Liche Priests. As a result, they are more resilient than normal Undead.

This blister pack contains 1 Tomb Kings Ushabti, designed by Alex Hedström.

These models require assembly.

USHABTI £9.00

Denmark	kr115.00
Sweden	kr140.00
Euro	€15.00



BULLET POINTS

- Warhammer World in Nottingham will be hosting a Lizardmen preview evening on Wednesday 16th April. The admission price will be the standard entry for events (£4.00) and as well as the usual games and painting sessions, it is hoped that Anthony Reynolds – the main contributor to the army book – will be making an appearance. Look out for a special game of Warmaster, featuring Rick Priestley and Steve Hambrook. Finally, some of the miniature designers responsible for the fabulous Lizardmen range will also be attending on the night.
- On the 31st of May and 1st of June 2003 at Warhammer World, Nottingham, spend a weekend in the company of the champions of the Games Workshop hobby. Learn new techniques and improve existing ones at 'Mastercrafted' – the Games Workshop Hobby Masterclass. Over the course of this weekend you will receive expert coaching from members of the Games Workshop Design Studio, Golden Demon winners and our team of Warhammer World hobby experts. You can choose two options from either the Scenery Workshop, Painting Masterclass or Conversion Clinic. Places are limited to 60 and will cost £80 (includes materials and Saturday and Sunday lunch). All the materials you need are provided but feel free to bring along your own current projects as well, our team will be only too happy to offer advice and guidance on your own projects. Attendance at 'Mastercrafted' is restricted to over 18s with a degree of modelling skill and painting ability. For more information please go to: www.games-workshop.com/events

OUT THIS MONTH: TOMB QUEEN KHALIDA

As the embodiment of the Asp Goddess in full fury, a wave of pure terror rolls over those who look upon her. With divine energy flowing through her limbs, Queen Khalida brings war and death to any who threaten her realm.

This blister pack contains 1 Tomb Queen model, designed by Juan Diaz. High Queen Khalida counts as a Lord choice in a Tomb Kings army.

This model requires assembly.

TOMB QUEEN KHALIDA £6.00

Denmark	kr70.00
Sweden	kr80.00
Euro	€10.00



ADVANCED NOTICE



Please note that the prices on our paint and ink pots are changing in the near future. From March 31st the UK price of a pot of paint will be £1.75 – so now is a great time to stock up on your paint supplies before the price rise!

FORGE WORLD UNLEASH NEW CHAOS DREADNOUGHT

There's been quite a few rumours flying around concerning the release of Forge World's new Chaos Dreadnought, so here's the facts. These are complete resin models, (well the base is plastic but everything else is resin!). Will Hayes has made a great new model and Simon Egan has sculpted some truly amazing symbols and iconography on them and even made a series of heads.

Initially, seven chapters have been released, (Black Legion, Thousand Sons, Emperor's Children, Iron Warriors, Night Lords, Word Bearers and World Eaters) with the Death Guard and Alpha Legion set to follow. Each model is sold without arms and weapons, to allow you to customise to your heart's content.

All are available for pre-order via post, phone and online now.

www.forgeworld.co.uk



OUT THIS MONTH: BLOOD ANGELS BAAL PREDATOR

The Baal Predator is a Heavy Support choice in a Blood Angels army. It can be equipped with any of the following vehicle upgrades: dozer blades, extra armour, hunter-killer missiles, pintle-mounted storm bolter, searchlight and smoke launchers.

This boxed set contains 1 Blood Angels Baal Predator, designed by Tim Adcock and Martin Footit.

This model requires assembly.

BLOOD ANGELS BAAL PREDATOR £25.00

Denmark	kr	300.00
Sweden	kr	350.00
Euro	€	40.00



OUT THIS MONTH: TOMB SCORPION

These ancient guardians of the Nehekharan underworld are a fearsome foe for the bravest of men. With a poisoned tail and the Killing Blow ability, these constructs can be deployed with the "It Came From Below" rules.

This blister pack contains 1 Tomb Scorpion, designed by Trish Morrison. *This model requires assembly.*

TOMB SCORPION £9.00

Denmark	kr	115.00
Sweden	kr	140.00
Euro	€	15.00



MORE EXCLUSIVE PICTURES FROM FIRE WARRIOR



Developed by Kuju, Fire Warrior is a first person shooter set in the Warhammer 40,000 universe. Set over the course of a day, the player takes on the role of Kais, a young Fire Warrior. Kais is part of a team selected to rescue the Ethereal Ko'vash, who has been kidnapped by Imperial Forces. What starts out as a routine mission posing no real threat quickly descends into a symphony of horror and torment.

Kais' mission takes him through intense trench warfare on a battle-ravaged planet to boarding action against his own orbiting ship. Fire Warrior features 19 exciting and diverse levels, 22 exotic characters to battle against and 17 devastating weapons to experience. The game also features four-player

multiplayer action with unique environments and a chance to play as the enemies faced in the single player game.

If you want to know more, check out the following website:

www.firewarrior.com



The Wrath of the Kings

WARHAMMER

In the deserts of Khemri, it is rumoured that there are artifacts and treasures beyond belief.

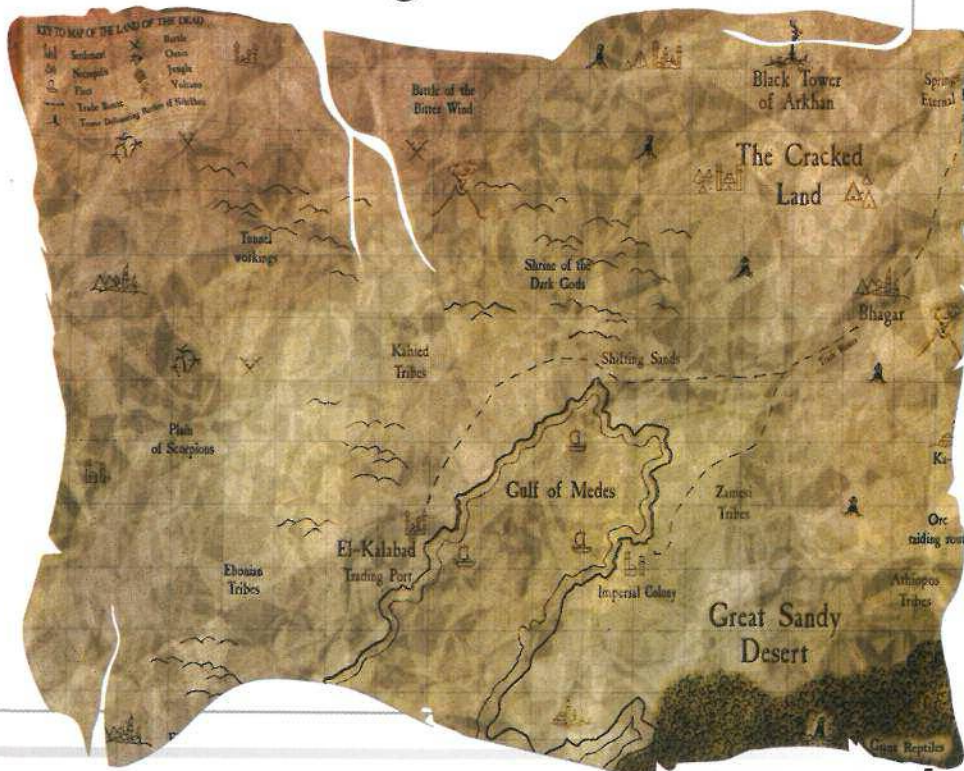
Armies from around the Warhammer World are often tempted to this region to seek these items, and claim them as their own.

Beneath the deserts, something stirs. The ancient armies of the Tomb Kings are always there to defend their sacred heritage. Very few ever escape to tell the tale of their battles against these Undead hordes.

This Easter, in all our retail stores, we will be running a map-based Warhammer campaign where your army has the opportunity to plunder the lands of the Tomb Kings.

During the week, you will also be able to take part in painting and modelling lessons, scenery building, and a whole host of other great activities.

Why don't you bring along your army and take part in the action. Call your local store for details.



rites of exorcism

GREY KNIGHT TERMINATORS

The elite warriors of the legendary Grey Knights Chapter are a fearsome force on the battlefield, trained to fight against seemingly insurmountable odds and triumph. They are armed and armoured with the most ancient and revered artefacts from the dawn of the Imperium. Each warrior is a potent psyker in their own right with access to the psychic power 'Holocaust' that can be used in the Assault phase. If the psychic test is passed, place an Ordinance template anywhere in contact with the Brother-Captain. All models under the template will suffer a Strength 5 hit. All wounds inflicted by this power count towards the combat result, allowing the Terminators to quickly deal with large sized enemy units without being bogged down in combat for several turns.

This 5-figure boxed set contains 1 Grey Knight Brother-Captain and 4 Grey Knight Terminators, designed by Jes Goodwin.

These models require assembly.



DEATH CULT ASSASSINS

Death Cults can be found on many Imperial Worlds; some are religiously, fanatically dedicated to the Imperial Creed and offer those they slay to the Emperor, a payment of the blood-debt that all Mankind owe him. Their skill and prowess in the arts of death make them the perfect executioners. Being Fearless they automatically pass all morale checks and their Infiltrate skill allows them to deploy closer to their chosen target. Extremely agile, they are able to dodge aside from all incoming fire, giving them an 5+ Invulnerable saving throw. All these skills combined means they'll always be able to close on their unfortunate victim and deliver the fatal blow.

This blister pack contains 2 Death Cult Assassins, designed by Alex Hedström.

These models require assembly.

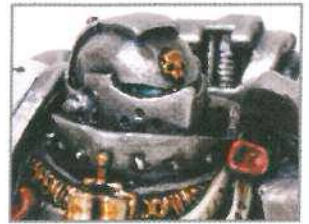


GREY KNIGHTS IN POWER ARMOUR

The warriors of the Grey Knights are amongst the greatest heroes of the Imperium and they have saved countless lives through their selfless dedication and steadfast heroism. The Grey Knights fight with a selection of the finest weapons and equipment that the Imperium can produce, such as the Nemesis force weapons. Each is consecrated and anointed with sacred oils and psychically charged. In battle a Nemesis force weapon adds +2 to its wielder's Strength making Grey Knights more than capable of dealing with the toughest opponents.

This blister pack contains 2 Grey Knights figures, designed by Aly Morrison.

These models require assembly.



GREY KNIGHT JUSTICAR

Each unit of Grey Knight Space Marines is led by its Justicar, a veteran Grey Knight who has proven himself worthy of the duty of command. The Justicar may be given any equipment allowed from the Daemonthunters Armoury such as psycannon bolts which can be fired from his storm bolter. These psychically impregnated bolts have an AP of 4 and only Armour saves may be taken against wounds they inflict; Invulnerable saves may not be taken. In addition, his Nemesis force weapon is automatically upgraded to a power weapon with the usual +2 Strength bonus.

This blister pack contains 1 Grey Knight Justicar, designed by Aly Morrison.

This model requires assembly.



GREY KNIGHT WITH INCINERATOR

A Grey Knight Space Marine armed with an incinerator provides a squad of Grey Knight Space Marines with a very powerful assault weapon. All models under its template suffer a Strength 5 hit which ignores both cover saves and Invulnerable saves, making it the perfect weapon for assaulting defended positions and fortifications.

This blister pack contains 1 Grey Knight with incinerator, designed by Aly Morrison.

This model requires assembly.



PRICE LIST

GREY KNIGHT TERMINATORS.....£30.00		
Denmark	kr 350.00	Sweden kr 400.00
Euro	€ 50.00	
GREY KNIGHT SPACE MARINES.....£6.00		
Denmark	kr 70.00	Sweden kr 80.00
Euro	€ 10.00	
GREY KNIGHT JUSTICAR.....£4.00		
Denmark	kr 50.00	Sweden kr 60.00
Euro	€ 6.50	
GREY KNIGHT WITH INCINERATOR.....£5.00		
Denmark	kr 55.00	Sweden kr 65.00
Euro	€ 8.00	
DEATH CULT ASSASSIN.....£7.00		
Denmark	kr 80.00	Sweden kr 90.00
Euro	€ 11.00	

Codex: Daemonhunters gives players the opportunity to include all manner of nastiness in their armies when playing against the elite Grey Knights. We asked players to tell us about the newest additions to their armies.

**ANDY HOARE'S ADVERSARIES:
SISTERS OF BATTLE**

Andy: There's a dark side to my Sisters of Battle, a side they don't like to talk about, a side that earns the most caustic of withering glares should outsiders ever bring it up in casual conversation. For, whenever my Sisters find themselves in dispute with the righteous forces of the Ordo Malleus, a hideous change overcomes them, transforming them into a twisted blasphemy of their former holy countenance. That some dark and ancient evil is at work, corrupting the innocent is self-evident, but basically, when I'm playing against Daemonhunters, I like to take advantage of the really cool Adversaries rules.

AKH'SLAA, GREATER DAEMON OF THE SEVENTH CONFIGURATION

Akh'Slaa started life as a delve into the bits box, and after raiding Phil Kelly's Tyranid spares I had a good pile of components I was sure would fit together somehow. The torso and head are from the Inquisitor

TURNING TO THE DARK SIDE

CONVERTING INQUISITOR ADVERSARIES

Devout Sisters, which I used as I wanted the Greater Daemon to be larger than the Lesser Minions I had planned.

To the torso I attached the tail of the Red Terror, and the arms of a Tyranid Ravener. The shoulder pads are the result of some serious hack-sawing and filing of a Sister of Battle: I needed the pads to give some visual clue as to the origins of the character. The wings are from an old Citadel dragon; pretty much any dragon in the catalogue would be fine for this.

Finally, I mounted the model on the skull-base that comes with the Warhammer Khorne Lord, and added some spare bits from the Land Raider kit to make it more '40k'.

DAEMON PACK: AKAMI'SLAA, THE HERALDS OF THE SEVENTH CONFIGURATION

These Lesser Daemons are based on Sisters of Battle Seraphim, with a number of extra bits to make them appear like smaller versions of the Greater Daemon. To start the conversion, I sawed off the

Seraphim's legs, and replaced them with the end section of the tail of a Tyranid Ravener. I replaced the arms with those of a Genestealer, and added the wings from a young Green Dragon (an old, old model – Ed). Finally, the head is from a Warhammer Dark Elf Witch Elf.

PAINTING

The painting of the models was a chance to experiment, whilst staying within the dark red colour scheme I use for the rest of my Sisters. After undercoating the models with Chaos Black spray, I applied a coat of Warlock Purple to all the areas I wanted to paint red. I then applied a coat of Red Gore over the purple, taking care not to go into every recess so a little purple showed through. After this I applied a Purple Ink wash, and then picked out the highlights with Blood Red. Finally, the red area was given a coat of Citadel Varnish. The flesh areas started out with a coat of Dwarf Flesh, to which a thinned-down wash of Scorched Brown was added. After this I applied more Dwarf Flesh, and blended this up to Pallid Flesh.



A unit of Grey Knight Terminators desperately try to halt Akh'slaa and Akami'slaa.

PHIL KELLY'S RADICALS

Phil: I've always found the Radical side of the Inquisition to be far more intriguing than the Puritan, and my Inquisitor warband is about as radical as they come. I decided to echo this in my Daemonhunters army, and naturally the first port of call was the Radical Inquisitor himself.

Inquisitor Thravian Flast is based on the Fabius Bile special character, because he looks like a truly ancient and wizened figure that still has an arrogance and pride in his bearing. I filed down the shoulder pad to remove the Chaos iconography, and replaced it with Green Stuff to look like skin stretched over the pad, echoing the design on the other side.

Radical Inquisitors are known for their widespread use of psychic powers, so I decided that Flast would be accompanied by a coterie of Familiars to boost his psychic potential. The Servo-skull was simply the head of an Eversor Assassin, chosen because of the arcane psy-booster array around its head. I added some fuse wire and bent it so that it was reminiscent of a spinal cord, and used a thin piece of wire to suspend it as flying bases tend to look unconvincing on such small models.

The two-headed Psyber-eagle was a combination of two Warmaster Carrion, with the exposed bone on the model painted gold as if there were a metal skeleton inside the bizarre construct. I used a pile of skulls I had in my bits box to counterbalance the base so that I could bend the wire supporting the Psyber-eagle, allowing it to fly over its master's shoulder or a battlefield combat whilst still having a base of its own for determining combat attacks. The robed Familiar, labouring under the weight of the Inquisitor's Grimoire of True Names, was taken from Arkhan the Black's chariot. Even the Acolyte, Respirus Cyte, has a Familiar of his own. These two echo the darker tendencies of Inquisitor Flast; the acolyte is an old Chaos Sorcerer and carries the Inquisitor's Sacred Incense, and his homunculus, faithfully bearing Flast's Consecrated Scrolls, is taken from the Chaos Familiars range. As you can see I've taken advantage of the rule that Inquisitors need not be exactly WYSIWYG (what you see is what you get) as their Henchmen can carry their wargear on their behalf.

The final addition to this Radical's collection of arcane servants is a Daemonhost I put together when I was frenziedly building the concept models for Codex: Daemonhunters. The main bulk of the miniature is taken from a really ancient Citadel miniature, a Fire Elemental, with the head sawn off and replaced by that of a grimacing Ungor



Thravian Flast uses his Sanctuary psychic power to stave off a Flamer of Tzeentch.

who looks like he's really not having a very good time. I thought the head was perfect (he even has little 'horn-buds' like his good friend Cherubael from the Inquisitor range), as I wanted to make it look like the daemon was billowing from its tortured host and the expression of anguish on this chap's face, and the emaciated body of the Fire Elemental, fitted the bill nicely. I even moulded in a duplicate of the grimacing Ungor face in the coalescing soul-smoke from which the daemon's head and wings are emerging. There are several other model parts in there, emerging from the smoke, including three daemon faces and a pair of vestigial wings to lend the appearance of some glistening, diabolic insect hatching from its human chrysalis. The addition of some fine modelling chain, pooling around the host's shoulders and waist, add to the impression that the daemon is escaping from its bounds. Finally, the daemon's head is taken from an old Steed of Slaanesh and its blood-covered proboscis is a piece of wire twisted into an S-shape. The end result is suitably disturbing, and one paint job later my Daemonhost was ready to terrorise the enemies of Thravian Flast on the field of battle.

So if this catalogue of insanity has inspired you to create your own Adversaries or Radicals, why not grab your bits box and see what you can come up with for your own force? After all, with the Ordo Malleus hitting the stores in grand style, there'll be no shortage of Grey Knights to tear into tiny pieces...



ADI WOOD'S ADVERSARIES: ORKS

Adi: Daemonhunters are not restricted to just fighting Chaos. There are all manner of foes throughout the galaxy that can merit the attentions of the Ordo Malleus. The adversaries section of the Daemonhunters book offers gamers with any army the opportunity to get in on the action. I began innocently enough by converting some mutated Orks but soon found myself in the clutches of Father Nurgle (easy enough to do, Nurgle is green after all!)

CONVERTING ORK MINIATURES

I love converting miniatures and in particular I love modelling the bane of the Imperium, the green-skinned Orks. Amongst my many Ork models is an Ork with two heads; he always raises comment from my foes. I had also used a huge arm from the Chaos Mutation sprue on an Ork on a warbike. It was with these models in mind that I began to consider making some Mutant Orks, using the Chaos Mutation sprue. Little did I know that this would culminate in 30+ insanely converted models!

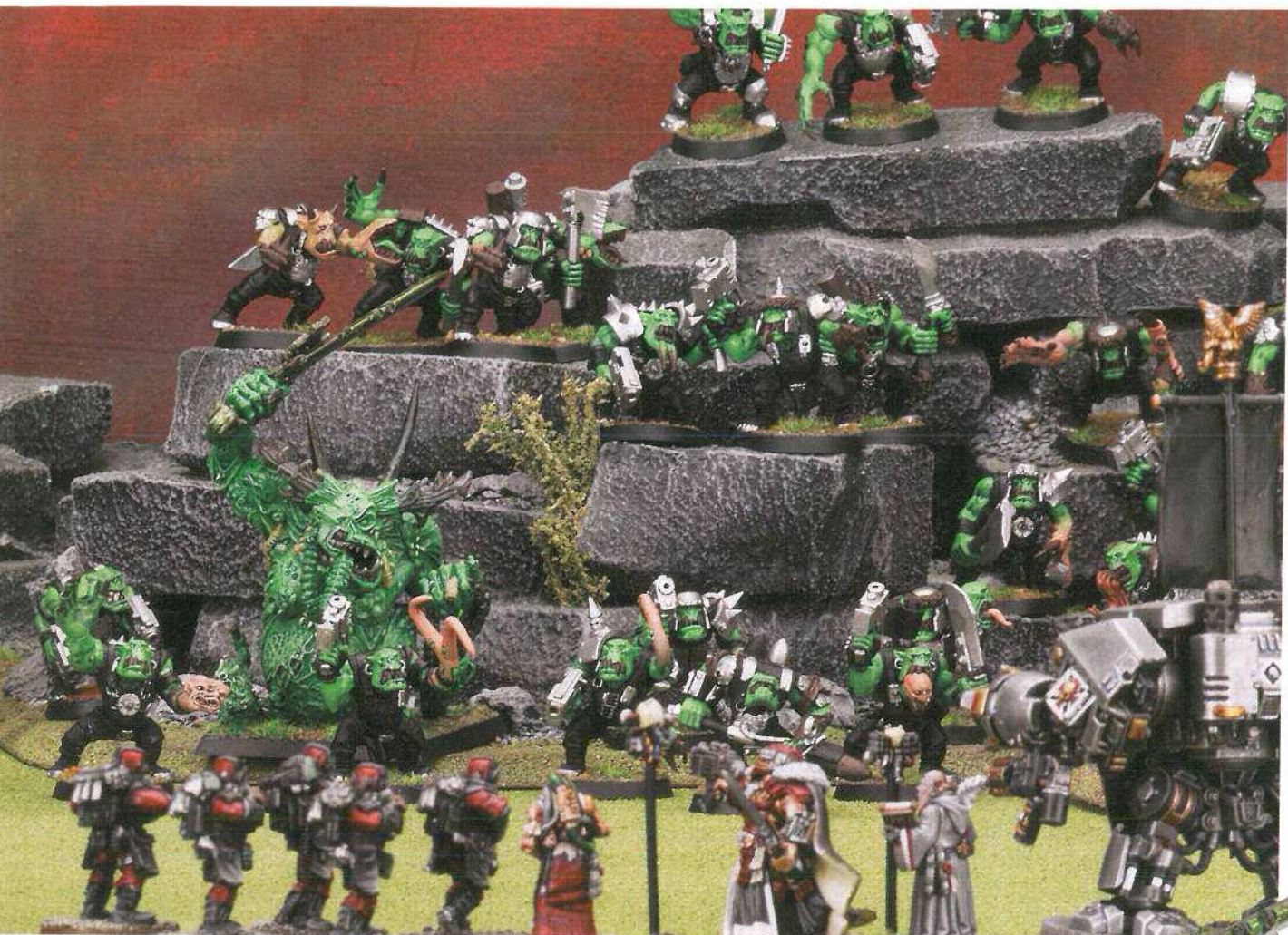
It was when I started reading the new Codex: Daemonhunters that the call of Chaos once again echoed in my brain. The rules for Adversaries really caught my attention and I could see a great opportunity to use my new mutated Orks in games and also to experiment with some of the dread Daemons of Chaos.

Put simply, Inquisitors will fight opponents other than Chaos if they believe they have been tainted in some way. Adversaries of the Daemonhunters can have Daemons in their armies, either from the four Chaos gods if they also own Codex: Chaos Space Marines, or the randomly generated daemons in Codex: Daemonhunters.



The possessed Warboss of Adi's army. A classic example of how to incorporate the most unusual model into your army!

Up close and (not very) friendly.



The Inquisitor and Imperial Guard realise the Ork horde was larger than first expected.

NURGLE

As far as Daemons of the four Chaos gods were concerned, I really liked the idea of a Great Unclean One leading an Ork army. Nurgle Daemons are green so they fit in with the Orks perfectly. The boys would think that Gork and Mork had visited his presence upon them and gifted them with the marks of his Orkyness.

My Warboss would have to be possessed in order to have a Greater Daemon in my army: he would be the Daemonvessel whose body the Daemon would use to enter the battlefield. With this in mind, as well as the Great Unclean One himself, I decided to make a new Warboss model, one marked by Nurgle.

I chose one of the new Spawn models as the basis for the model, one with a distinct face and head. I filed down the nose and jaw and added Ork fangs. I then built up the face again, applying more Green Stuff to bulk out the face. I added curled horns to the head and sculpted warts and buboes made from Green Stuff. My new Warboss looked like a miniature Great Unclean One. I

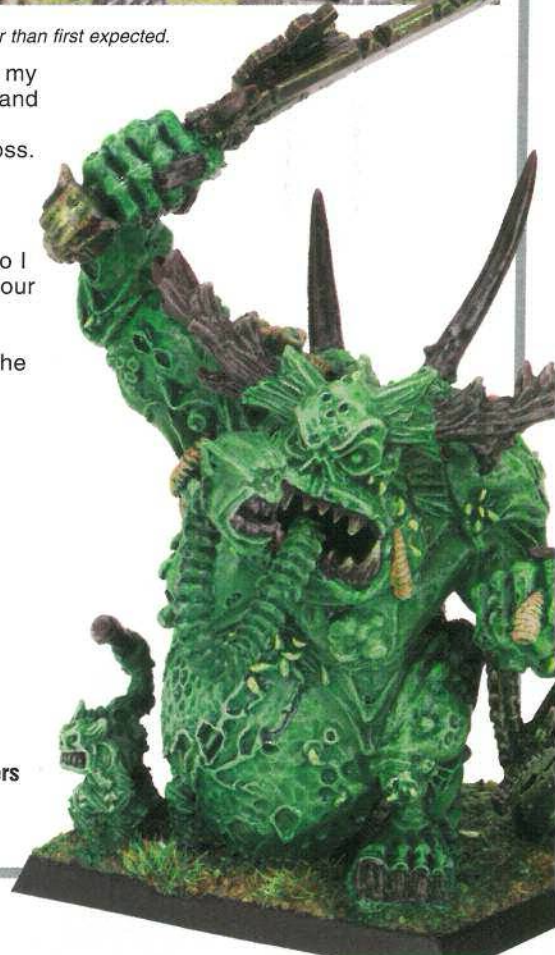
also made some subtle changes to my Daemon model, adding Ork heads and glyphs, as well as some spines to mirror the appearance of my Warboss.

PAINTING

I wanted to make a feature of the warped nature of the conversions so I deliberately chose a contrasting colour to pick them out. Many of the mutations were painted with Dwarf Flesh to stand out from the rest of the model, which is typically painted Goblin Green. For some variety I painted some mutations, particularly the ones with huge arms, in green skin. This looked a bit more natural. I also picked out warts, buboes etc, in Dwarf Flesh to make them stand out.

To see more of Adi's Ork Adversaries, including some very neat ideas for those Warlords who have entered into dark pacts with Chaos Undivided and Khorne, have a look at:

www.games-workshop.com/daemonhunters



RISE OF THE ZOMBIES

A tale of the Grey Knights, by Graham McNeill

Sweat glistened on the bald pate of Reystor Yelov and gathered in the folds of his preacher's robes as he cooked in the infernal heat of the Thunderhawk gunship's crew compartment. He could face creatures from the darkest nether regions - indeed he had once helped banish a Lord of Change - but travelling in this wildly swaying armoured behemoth, that seemed to defy every law of physics he had heard the master's calculus logi mention, was just about the most terrifying thing he had ever done. The deafening roaring of the aircraft's powerful engines penetrated the ear protectors he wore and his stomach lurched in time with its every motion. He gripped his book of exorcisms tightly, taking solace from the musty smell of the browned pages and the smooth texture of the worn leather cover. His books he could rely on: the information and words they contained were fixed and immutable, their meanings clear and unambiguous. Another judder of turbulence shook the gunship and his aspergillum tumbled from his robes and struck the armoured floor of the gunship. The perforated ball rolled down the deck, leaking water blessed by the wondrous figure of Saint Kathryn of Hive Siana that very day.

He yelped and struggled to undo the harness that held him firm in the metal bucket seat as more of the blessed water spilled out over the deck, but a gauntleted hand reached over from beside him and pressed into his chest, effortlessly pushing him back into his seat.

"Be seated," said Brother Captain Teraqua of the Grey Knights.

"But the water!" he yelled, straining to be heard over the roaring engines. "We can't lose the water."

A Grey Knight clad in silvered power armour dropped to one knee and scooped the fallen aspergillum up in one thick-fingered gauntlet and held it before the startled preacher.

"You should be more careful with such holy artefacts, preacher," said the Grey Knight, his tone reproachful. Yelov nodded, gratefully, tucking his holy water dispenser deeper into its moistened pouch and

snapping the leather thong around its handle. He glanced up the length of the crew compartment, taking some reassurance that this wasn't a suicide mission from the presence of the twenty Grey Knights that accompanied his master and his retinue to the depths of the Ash Wastes and the largest of the mass graves on Subiaco Diablo.

* * * * *

The gunship touched down in a screaming halo of smoke and engine fire, its skids sinking deep into the bleached dust of the ash plain before settling on solid rock. The engines whined as they kept the power ready to lift off the instant its passengers had debarked. The Grey Knights led the way, fanning out from the crew ramp as Inquisitor Xandrine and his retinue followed him onto the bleak, windswept plain. The inquisitor took a moment to get his bearings, grimacing in distaste at the stench of putrefaction on the air. Yelov followed his master outside, grimacing as he stepped onto the ash plain and he felt the cold seep into his bones through his sandals. The ground was soft and loamy, not at all like he had expected, but its very rankness gave credence to his master's theory that something darker and with more ambition than mere disease had taken root in this desolate place. He knelt and scooped up a handful of the tainted ground, smelling the lime the Departmento Munitorum had spread over the burial pits, but deeper,

there was something else, a rank stench that could mean only one thing.

Chaos.

The Grey Knights formed a protective circle around them, and Yelov and the six other preachers took position around their master. Together they moved towards the humped dune where giant earth-movers had deposited tonnes of the sulphurous ash atop millions of corpses that had succumbed to the Curse of Unbelief, as the zealots of this world were calling the plague.

"This place reeks of evil," said Brother Captain Teraqua, unsheathing his golden bladed sword.

"Aye," agreed Xandrine. "I feel it too. We should begin."

The group gingerly made their way towards the centre of the burial mound, the Space Marines sinking knee deep in the moist, sucking lime-stained ash. A heavy, oppressive dankness hung in the air, catching in the back of his throat and making his eyes water. As they reached the top of the dune, Yelov stopped, listening as he heard a soft, scratching sound. He glanced about himself, but could see no source of the noise and he shook his head, unsure whether he'd imagined it or not.

"Spread out," ordered Inquisitor Xandrine. "Form the Circle of Expulsion."

Pleased to have an instruction he could understand, Yelov took his place on the



circumference of the holy circle with the other preachers. Their master stood at their centre and raised his arms, sprinkling purifying ash from a powdered holy relic around him. Yelov balanced the leather bound tome in the crook of his arm and opened its cracked pages to a passage marked by a red silk cord before removing the aspergillum from his belt. At a nod from Inquisitor Xandrine, he began reciting the passage, a verse from the Benediction of Terra, while sprinkling the holy water before him.

His fellow preachers read similar passages from other holy texts and their voices gained in power the further they progressed through the passages. Yelov felt powerful stirrings of faith as the truth of the words he spoke resonated in the depths of his soul. As he spoke the words, Xandrine chanted in counterpoint, his voice a rich, deep baritone. As Yelov began his second repetition of the text, the soft scratching noise he had heard earlier came again, louder this time. Fearfully his eyes were drawn downwards as he heard it again, growing in volume and

urgency. He saw several of the other preachers casting nervous glances around them as they all became aware of it. Inquisitor Xandrine shouted, "Keep going!" as he also felt the vibrations beneath them.

Yelov felt his fear rising with every desperate scratch he heard from below and craned his neck to see what the Grey Knights were doing about it. Weren't they here to protect them? He yelped as he felt an iron grip clamp around his ankle and dropped his book as he saw a grey-fleshed hand, the bones gleaming whitely through torn flaps of skin, gripping him. The ground heaved and cracked, splitting to reveal a rotten and decayed face, streams of mud and ash pouring from its empty eye sockets. A body hauled itself from the ash, wearing the torn remnants of a

hive worker's overalls as he pulled desperately at his ankle, rapping the aspergillum across the stinking hand's knuckles. Bones broke, the grip was released and he stumbled backwards, arms windmilling for balance. Yelov flopped onto the ground on his rump as the preachers cried out in alarm and the ground erupted in heaving clouds of earth and lime.

Arms and heads emerged from the stinking ground, dragging rotted and scabrous bodies after them and awkwardly pulling themselves to their feet. Inquisitor Xandrine continued his chant.



desperation lending his words extra speed. Yelov rolled to retrieve his book and continued chanting, knowing that faith was his only weapon against such abominations.

"Gracious Emperor of Mankind, hallowed be thy majesty, bright be your light everlasting, vouchsafe your servant in this hour of peril."

The plague zombie before him hauled itself from the ground, its flesh grey and diseased and its jaw hanging slack, drooling a mixture of mud and slime. He cried out in fear as the zombie reached for him, a low moaning issuing from its rotted vocal chords. A golden blur slashed beside his head, cutting the zombie in two and Brother-Captain Teraqua stepped past him, swinging his glimmering sword at the emerging zombies as he pushed himself to his knees and continued chanting. The Grey

Knights roughly grabbed hold of the preachers and began hauling them towards the centre of the circle.

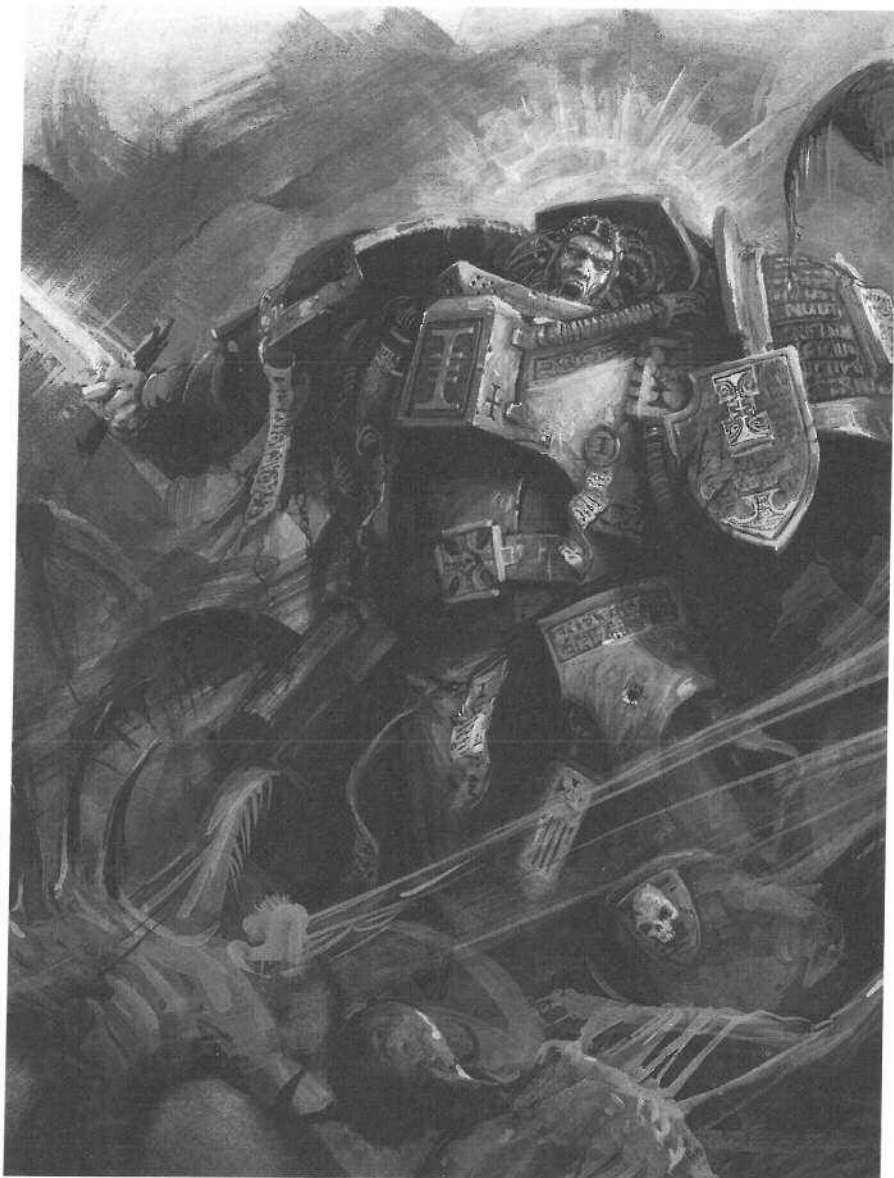
Before they could reach it, the ground below Inquisitor Xandrine heaved upwards, as though an explosive charge had been detonated beneath and spurts of stinking mud blasted skyward from cracks in the hardened lime. Xandrine dropped and the ground collapsed beneath them, sinking into a gigantic crater that groaned as sodden ash poured from the edges, ripping the crater wider. Yelov clambered to his feet and stepped backwards, his gaze fixed on the multitude of bodies buried beneath the ash. Hundreds, thousands, millions were buried here and as he watched, each broken body began twitching with a horrific mockery of life. But the supreme horror was formed behind the supine Inquisitor Xandrine at the centre of the mound of bodies.

Rising from the centre of the pit was a giant creature, its limbs and flesh formed from the shorn limbs and bodies of those unfortunates who had been cast into the pit. Rising nearly six metres above the carpet of corpses, the beast's features swam across its repulsive face; eyes of skulls, lips of thigh bones and eye sockets of woven arms. Ears formed from the looped entrails of the dead twitched as it gurgled wetly, watching its minions rise from the ground around it. Yelov continued reciting the Benediction of Terra, taking strength from the familiar words. Inquisitor Xandrine pushed himself groggily backwards, scrambling through the forest of grasping hands and biting jaws.

Then the air around Yelov exploded as the Grey Knights unleashed a withering salvo of gunfire from their gauntlet-mounted storm bolters. Yelov cried out, covering his ears as the thunderous noise of their firing threatened to deafen him. Bolts exploded wetly within the daemonic creature's body, blowing off sodden chunks of flesh, but otherwise having no effect on its form. The entire plain around them undulated as thousands of corpses clawed their way through the ash to the surface. A wall of moaning zombies, their eyes empty, their jaws slack and arms outstretched to grasp at them with blackened and cracked fingernails, surrounded them.

The thunder of bolter shells and the roar of incinerators continued snatching away the closest zombies, but even Yelov could tell that there were simply too many of them. Firearms alone would not keep this horde at bay for long.

Inquisitor Xandrine shouted, 'Loyal warriors of the Emperor, to me!' as he hacked at more emerging zombies with his power sword. Yelov clutched his book to his chest and dodged behind a Grey Knight, opening a passage dedicated to inspirational words of battle. The plague zombies died in droves, uncaring of the devastating firepower arrayed against them. Then Yelov noticed that the roaring of guns was diminishing as, one by one, the Grey Knights weapons ran out of ammunition. Words of piety and devotion spilled from his lips as the monstrous daemon behind them swayed on a column of decaying corpses, booming peals of laughter echoing from the crater's side. It reached down, scooped a screaming preacher from their circle and casually tossed him into the air, catching him in its fleshy maw and swallowing him whole.





The zombies drew close, their numbers no longer thinned by the gunfire of the Grey Knights. As one, the Space Marines raised their weapons in salute of one another and stepped forward to meet their foe. Their weapons flashed, lopping heads from shoulders and chopping apart the loathsome zombies by the score. But there were always more pressing in, and no matter that they made almost no attempt to fight back, the sheer weight of numbers would eventually prevail. The daemon loomed above them, smashing its macabre limbs into the ground in amusement at the slaughter around it, the impacts throwing up corpses and limbs. Choking ash and dead flesh filled the air. Yelov shouted the words that came automatically from his lips, waving his arms and exhorting his fellow preachers to follow his example, and soon words of holy power suffused the air with their purity and faith.

Inquisitor Xandrine fended off the swipes of the giant daemon's meaty fists with his shimmering sword, though it was clear that the daemon was merely toying with him. Yelov could see limbs falling from its substance and took fresh hope that their words were having an effect on the creature. Slowly but surely, the Grey Knights were being pushed back into the crater, the sheer mass of zombies too great to hold. Yelov watched as a Space Marine was dragged down by a score of zombies, his weapon entangled in one of the abomination's ribs. His fellow Grey Knights pulled him back, desperately hacking down zombies by the dozen as they pressed forwards in their hundreds, the ground writhing with the promise of yet more.

Then the world was filled with the screaming roar of jets and the thunder of

heavy calibre gunfire as the Thunderhawk blasted overhead, its wing-mounted guns hammering the zombies to pulp. A wide avenue of space was suddenly cleared as shells obliterated a swathe of the vile creatures. The gunship's jetwash hurled Yelov to the ground, amid stinking piles of limbs and bodies, but he never faltered in his recitation of the holy words of the Emperor. The daemon lashed out at the speeding gunship, but its movements were ponderous and the pilot easily evaded its clumsy blows, circling around for another strafing run. Inquisitor Xandrine lifted Yelov to his feet, shouting, 'We have to get out of here!'

Yelov nodded in agreement, following the inquisitor and the Grey Knights as they forged a path through the space the gunship's weapons had created. Explosive shells blew chunks of flesh from the daemon's form, but more always slithered into place from the tangle of limbs at the base of the pit. The zombies paid the gunship no mind as, time and time again, the Thunderhawk cleared a path through the shambling horde for them. Yelov wept as he sang the words of Imperial Hymnal XXIV - Emperor, we adore thee - convinced the gunship's firepower was only a heartbeat away from wiping them all out in the pilot's desire to clear them a path. Grey Knights and the inquisitor pushed him and his fellow preachers away from the daemon's crater, the number of zombies surrounding them lessening as they put greater distance between them and its putrid lair.

Eventually, the gunship ceased firing and circled around to hover above the ground twenty metres in front of them. They stumbled through the billowing clouds of choking dust and smoke surrounding the

gunship, at last reaching the swaying crew ramp. The Grey Knights lifted the preachers onto the lowered ramp as more zombies emerged from the smoke. Yelov scrambled up the ramp, watching as the Thunderhawk's guns cut down those plague zombies who came too near. Inquisitor Xandrine joined him as the last of the Grey Knights clambered on board.

Xandrine pulled himself upright as the ramp raised with a hydraulic whine and punched the internal vox controls. "Pilot, get us out of here now, and connect me to Captain Vilkas on the Spear of Purity."

Yelov pulled himself onto the benches along the fuselage of the gunship, suddenly not afraid of its wild motion any more and listened as Xandrine began speaking to the captain of the starship that had brought them to Subiaco Diablo.

"Captain Vilkas, I need an immediate lance strike on location Siana Tertius. Give us one minute to get clear then burn this place."

Yelov couldn't hear the captain's reply, but the inquisitor nodded and said, "Understood. Out."

He slumped beside Yelov, out of breath and coated with ash and blood. He closed his eyes and mouthed a short prayer.

"Will a lance strike destroy that thing?" asked Yelov.

Xandrine did not answer for long seconds, and the Preacher wondered if he had slipped into unconsciousness, but the inquisitor had merely been considering the question.

"It... will destroy its physical vessel, yes, but its essence will remain, Preacher Yelov."

Yelov cursed, suddenly realising he had left his book of prayers and exorcisms behind in the confusion of the fighting, and his heart sank as Xandrine continued.

"I fear we will need to return to this place."

Yelov did not reply as he saw burning light suddenly fill the gunship's interior through the vision blocks as the lance strike lit up the sky.

The thought of returning here filled him with nothing but dread.

Jeff Leong, a Warhammer veteran, gives us a detailed look at one of the most underestimated, yet potentially devastating, troop types around: Fast Cavalry.

While by no means a new phenomenon, Fast Cavalry have come into their own as a force to be reckoned with on the battlefields of the Warhammer world. From the swift and stealthy Dark Elf Dark Riders and the hot-headed Empire Pistoliers, to the barbaric Chaos Marauder Cavalry and mouldering Undead Dire Wolves, Fast Cavalry can be used in quite a number of Warhammer armies. While on the surface they seem relatively weak and fragile, the speed and agility of these forces can become a crucial component of a well-executed battle strategy.

FAST WHAT?

Fast Cavalry are the scouts and outriders of your armies, designed to harass the enemy, gather intelligence and support friendly troops once combat is joined. In general, they cannot win a battle on their own, but they do provide a critical piece of a comprehensive battle plan.

Your Fast Cavalry units provide you with a versatile force that has exceptional mobility to ensure that they are where you need them at the right time. The ability to reform at will throughout the Movement phase allows them to quickly zip off in the direction required and fit through small gaps in units and terrain. Although they can only charge units in their front arc, the ability to reform freely gives them a movement comparable to skirmishers, and Fast Cavalry units are able to negate the rank bonus of enemy units when they execute a flank or rear charge. Though



Very, very flexible.

CHAOS MARAUDER HORSEMEN

A unit almost spoiled with choices, the Marauder Horsemen can be customized for whatever mission you wish them to undertake. At 13 points each with hand a weapon, you can get a cheap, mobile troop type ideal to play the role of bait screen for your more expensive troops. With the ability to add shields, spears, flails, throwing axes, and throwing spears, you can customize your unit to suit your particular army's needs. You can take advantage of the +2 Strength in the first turn of combat from flails to add a close combat punch, or you could elect to equip your Horsemen with throwing axes, using the +1 Strength and increased chance to hit (thrown weapons do not suffer from to-hit penalties for shooting or long range).

Advantages: Can customize for any mission.
Disadvantages: They're not Chaos Knights!

RAPID RESPONSE

Tactics for using Fast Cavalry

DARK RIDERS

The emissaries of the Witch King come in at 18 points per model, complete with a spear and light armor. With a Movement of 9" and a march move of 18", these units can quickly become a thorn in your opponent's side. If you need a multi-role unit, Dark Riders are ideal – for another 6 points per model you can arm them with the deadly repeater crossbow in addition to their spears. Combine that with Elven Ballistic Skill and Leadership, and you have a unit capable of inflicting damage far from the General's influence. Although this unit can be a bit costly with the addition of repeater crossbows, the fact that they are a Core Unit make them a must for Dark Elf armies.

Advantages: Good leadership; repeater crossbow; multi-role unit.
Disadvantages: High points cost.



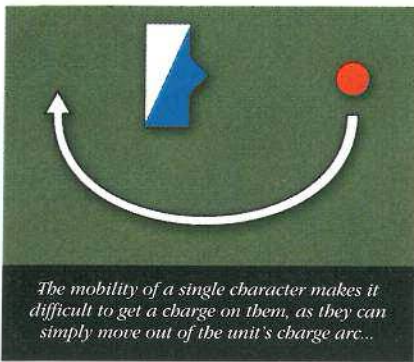
Dark Elf Fast Cavalry is expensive, but can perform a multitude of roles.

they do not have the 360-degree charge arc like skirmishers, Fast Cavalry can shoot missile weapons in a full 360-degree arc. In addition, Fast Cavalry may shoot even if they performed a march move, which gives their missile weapons a tremendous reach. The final benefit of Fast Cavalry is their ability to move after rallying from a Flee reaction to a charge. This ensures that Fast Cavalry do not lose their movement capabilities after baiting an enemy.

DISRUPTION – BREAK THE LINE!

While most units are designed to hold a friendly battle line, Fast Cavalry excel at disrupting and confusing the enemy battle line. If you are able to disrupt your opponent's formations while keeping your own battle line intact, your forces will have a tremendous advantage once you initiate close combat.

The first way to accomplish this goal is to quickly move your Fast Cavalry units towards the enemy battle line and ensure that they get within 8" early in the game to stop march moves. This greatly slows down the affected portions of your opponent's army, which will often result in an uneven advance and, if your opponent is not very careful, a piecemeal attack on your own battle line. If your army has significant shooting power, this can have the added advantage of giving you a precious turn or two more to fire on your enemy as they slog across the battlefield. This tactic depends mainly upon mobility, so all Fast Cavalry units are effective in this role, but watch out for the Dwarfs – with a move of only 3" they rarely move out of their battle line anyway, but if they do, their Relentless special rule (which allows them to march even when they are within 8" of the enemy) means that this manoeuvre simply won't affect them.



Another way to disrupt the enemy formation is to bait key units into charging your Fast Cavalry, who can then flee and (hopefully) reform in their own turn. Your goal is to present seemingly easy prey for the desired charge. This tactic is especially useful when the enemy unit you wish to bait is frenzied, as they will be forced to charge if you are within range. Once the charge is declared, you either stand and (most likely) sacrifice your unit or you can flee, which should get your unit quickly out of harm's way, and in your following turn they can hopefully rally and present themselves as a target again. Be careful of *fear*-causing troops, however – if your Fast Cavalry fail their *fear* test and flee as a result of being outnumbered, they are not then able to move freely if they rally. If at all possible, you want to present a slightly off-centre facing upon which to accept the charge. This is called diverting. I have found that units such as Dark Riders with repeater crossbows, Empire Pistoliers, and longbow armed Glade Riders are especially effective in this role – even the little damage they can cause with their missile weapons can often make them good bait.

A final way to disrupt your opponent is to use Fast Cavalry as 'bait' during deployment. By deploying your Fast Cavalry units far away from your main force, you may force your opponent to deploy units equally far from his main force to 'counter' your Fast Cavalry. Once the battle has begun, however, the mobility of your Fast Cavalry allows your unit to quickly rejoin the fight, whereas the enemy units will likely be out of the action far longer.

ASSASSINATION – SEARCH AND DESTROY

Single characters and war machines can be very difficult to deal with using standard missile infantry. Characters cannot be targeted if they are within 5" of a friendly unit and the fact is that most shots at a war machine will strike the tough war engine rather than the softer crew. Fast Cavalry can easily solve these problems for you.

For lone enemy characters, the ability to march move and still fire means that your shooters can often get into a position where it is legal to target an enemy character who is skulking next to a unit for

BRETONNIAN MOUNTED SQUIRES

At 16 points each with both a spear and bow and the option for a shield, Mounted Squires are a solid unit who can perform all Fast Cavalry roles. The biggest advantage for Mounted Squires is that Bretonnian Knights do not need to make a Panic test if a non-Knight unit (such as Mounted Squires) are destroyed by shooting or broken in combat. This can be a big advantage if you choose to use your Squires as bait to protect your Knights (although the Blessing of the Lady of the Lake, which means that your opponent's models must roll a 4+ to even be able to target your Knights, should minimize the impact of enemy shooting at your Knights). This unit does take a Special Unit slot, which could minimize the number of units available to you.

Advantages: Multi-role unit.

Disadvantages: Special unit choice.



A solid Fast Cavalry choice, but they will take up one of your Special Unit choices.

cover. Whereas normal missile infantry cannot target this individual, Fast Cavalry can use its mobility to ensure that the character is the closest target and thus no longer protected by a nearby unit. Once you pull this off a few times, your regular opponents will begin to put these characters in units, greatly reducing their flexibility and lines of sight. You can also attempt to kill lone enemy characters in close combat, but the mobility of a single character on foot makes this difficult without the coordinated use of multiple units. Because of this, a unit of missile-armed Fast Cavalry, such as Empire Pistoliers or Chaos Marauder Horsemen with throwing axes, are perfect in this role.

Enemy war machines, on the other hand, are far easier to kill in close combat than by shooting. The lack of mobility of war engines and the relatively poor fighting prowess of their crews makes them prime targets for a charge from a Fast Cavalry unit. Once around any defending enemy units, Fast Cavalry should be able to account for an enemy war machine on most occasions. Chaos Marauder Horsemen with flails and Undead Dire Wolves with their Strength 4 on the charge (due to their Slavering Charge special rule) are ideal to take out war machines in this manner.

ENCIRCLEMENT – CUT 'EM OFF

The most desirable aim of any unit is to charge an enemy in its flank or rear. In Warhammer, the devastating impact of this move is represented by the loss of rank bonus for the unit being charged from the flank or rear if you have a unit strength of 5 or more. Given the ebb and flow of the battle, it is very difficult to provide specific tactics. However, in general, this tactic is most effective when a Fast Cavalry unit is

used in conjunction with another unit, such as a ranked infantry formation. The key is to ensure that you manoeuvre your units so that the enemy cannot reform in such a way as to place both your units in his unit's frontal arc, or block your Fast Cavalry somehow. One thing to remember in this situation – if your opponent does turn to face your Fast Cavalry unit, you have often won an important victory, even if you never charge him. By turning to face your mobile Fast Cavalry unit, your enemy has essentially taken the target unit out of the fight for two to three turns (i.e. one turn to face your unit, a second turn to reform towards the battle, and a third turn to resume movement). By the time the unit turns back around to re-enter the battle, the game is almost over. Again, as mobility is the key in this situation, both shooters and fighters can perform equally well.

There will be times when the target unit does not turn to face your Fast Cavalry. At this point, you must make the choice of whether or not to charge. There is no right answer, but definitely some things to consider. First off, do you still have a Unit Strength of at least 5? If not, it would be folly to charge – you no longer negate rank bonus and do not receive the combat modifiers for a side or rear charge. This seems to be common sense, but I know that I have forgotten it in the heat of battle. Even with a Unit Strength of at least 5, the Fast Cavalry unit (without a Standard Bearer) will most often start close combat with a combat resolution one lower than the target unit. This can be overcome with a good close combat round, but is still an important consideration. This relates to the goal of your attack – if your goal is to destroy the target unit, you want to ensure a favourable combat resolution score. If you are happy enough just tying them up, a lower combat resolution score may be sufficient.



Cheap but unpredictable, Wolf Riders make up in sheer numbers what they lack in strength.

GOBLIN WOLF RIDERS

The cheapest Fast Cavalry unit in the game at 10 points each, these ladz can be upgraded with spears, short bows, and shields to make a decent multi-role unit. Since they are a Core Unit, they can be rather numerous in your force, but this unit is especially fragile. With a Leadership of only 6, it won't stick around long when the going gets tough. They also suffer from Animosity, meaning that they may just decide to squabble amongst themselves rather than do what you want them to do.

Advantages: Cheap; multi-role unit.

Disadvantages: Low Leadership; Animosity.

BAIT

Fast Cavalry units are easily faster than their heavily armoured counterparts, but they rarely have the combat power of heavy cavalry and are significantly cheaper to field. Most enemies will unleash all the shooting at their disposal at a heavy cavalry unit, trying to stop them from coming into close combat. While the speed of cavalry in general means that your heavy cavalry do not have to withstand this fusillade for long, even a turn of dedicated shooting can critically weaken such a unit. Your Fast Cavalry are an ideal solution to this problem – they can easily keep up with the heavy cavalry and have the manoeuvrability to place themselves as required to minimise exposure of your more expensive units. By placing themselves in the line of fire between enemy missile units and your heavy cavalry, Fast Cavalry can provide a mobile missile shield for your shock units. There are a couple of important things to remember when performing this manoeuvre, however.

First, you need to make sure that your Fast Cavalry are positioned so that they block line of sight as completely as possible. This can often be accomplished by closing with the enemy missile units. Where possible, you would like to block as many units as you can. This can be accomplished through the use of terrain – essentially using your Fast Cavalry unit to artificially 'extend' a piece of terrain that blocks enemy line of sight.

The second item is to make sure that your Fast Cavalry do not block the charge of your heavy cavalry unit. A missile screen is great, but if it means that your heavy cavalry cannot now charge their intended target, your plan has backfired.

The last consideration can really hurt you if you don't take heed. Make sure that your Fast Cavalry unit is more than 4" away from your heavy cavalry unit. Since you are using the Fast Cavalry as bait and are hoping that your enemy targets them instead of the

heavy cavalry, your Fast Cavalry unit will often be destroyed in the Shooting phase. This will cause a Panic test for friendly units within 4". By keeping your heavy cavalry unit further away from the potentially doomed Fast Cavalry unit, you ensure that you don't have to worry about this test. It bears noting that this does not apply to units which are Immune to Psychology, such as Undead Black Knights and Chaos Knights of Slaanesh.

FAST CAVALRY 101

All right, you say, all good thoughts, but the question remains as to how to actually accomplish any of these missions in a real battle. While we don't have the space to address every situation, we can discuss some general principles that will help you get the most out of your Fast Cavalry units: composition and manoeuvre.

SO, WHAT'S OUR JOB?

The first thing to decide when putting together a Fast Cavalry unit is what part they play in your battle strategy. If your



HIGH ELF ELLYRIAN REAVERS

Like their decadent cousins, Reavers cost 18 points each with spear and light armour. Just as quick as their Dark Elf counterparts, this unit will swiftly get to grips with the enemy. You have the option of either replacing your spear with a bow or adding a bow in addition to the spear, giving you the ability to create a single role or multi-role unit. Again with the typically exceptional Elven Ballistic Skill and Leadership, this unit is a solid investment. However, Reavers are a bit costly when armed with bows. Also, the fact that they are a Special Unit means that they compete for spots with the likes of Chariots, Swordmasters, and Dragon Princes... not an easy choice.

Advantages: Good Leadership; multi-role unit.

Disadvantages: High points cost; Special Unit.

Again, a Special Unit choice, but just as effective as their Dark Elf cousins.

biggest concern is to search and destroy enemy war machines, you'll probably lean more towards a strong hand to hand unit. If you want to break the line, a missile-armed unit is often better bait. Although some units can perform either function, it is still helpful to keep clearly in your mind the unit's primary mission. The focus of the unit will drive the rest of your unit's composition decisions.

UNIT COMPOSITION – WHO'S IN?

The composition of Fast Cavalry units is an important factor in their abilities on the field of play. Perhaps one of the most contentious issues among players is how many models are 'ideal' for such a unit. Almost all Fast Cavalry units have a minimum size of five models, although there are a few people who would argue for a unit size of more than ten, so let's consider the pros and cons of these two extremes.

A unit size of five makes it easier to zip around the enemy, staying out of charge arcs and essentially playing a 'hide and seek' game with your opponent. However, this small unit size is vulnerable to concentrated missile fire and can easily be reduced to only two models, which lowers its Unit Strength below five and means that the unit is no longer capable of negating an enemy's rank bonus. You should also remember that if a character joins this unit, you need only take a single casualty before enemy shooting can begin to hit the character.

A unit size of ten, on the other hand, is more cumbersome to manoeuvre on the battlefield, and may prove difficult to keep out of enemy charge arcs. In addition, since Fast Cavalry do not receive any combat bonuses for ranks you tend to pay for a useless second rank of troopers in close combat. It can also be difficult with this large a unit to bring all your shooters



As the Dwarfs brace themselves for the Undead attack, they fail to see the Dire Wolves approach from the rear, negating their rank bonus.

to bear on a single target, although you could split your fire between targets in your front and rear arcs due to the Fast Cavalry unit's 360-degree arc of fire. The biggest benefit of a unit this large is staying power – you have a significant ability to absorb wounds while still being able to remove enemy rank bonuses. This size of unit is ideal if you are using it as shooting bait, since it can take significantly more casualties and still cover your more expensive heavy cavalry.

Sometimes it is worthwhile using Fast Cavalry in larger units if the troops used cause *fear*, such as Dire Wolves. With a Unit Strength of 2 per model it is often the case that enemies will be outnumbered by your Fast Cavalry unit and will flee when a *fear* test is failed, thus giving you the run of his flank.

I personally use Fast Cavalry in units of 5 or 6, relying on my manoeuvrability to keep me from harm, but there is no right answer. You simply need to try out different unit sizes to see what works best for your troops.

UNIT COMMAND – WHO'S IN CHARGE HERE?

Now that you have a favourite unit size, the next question is whether or not to include a Musician, Standard Bearer and/or Champion in a Fast Cavalry unit. Again, the answer varies with your style, so we'll examine the advantages and disadvantages of each.

A Musician is a great addition to any Fast Cavalry unit that can have one. The +1 Leadership on a Rally test that the Musician provides is a critical benefit to a unit that will most often be well outside the range of the General's Leadership. In addition, as the lowest points cost upgrade available, the advantages of a Musician in a Fast Cavalry unit are almost too good to pass up. If you plan to use your unit as bait for a charge, you have a much greater chance of rallying after you flee if you include a Musician.

A Standard Bearer is a trickier decision. You will only benefit from the Standard if you engage in close combat, and do not forget that your opponent can get a hefty +100 Victory points for this item if you are beaten or destroyed in close combat. As such, these should be reserved for special situations, since they are a bit more difficult to fully exploit. I personally run three Fast Cavalry units with my Dark Elf army, only one of which is equipped with a Standard Bearer. Remember that a Fast Cavalry unit with a Standard Bearer will become a huge target of enemy attention but, used wisely, can swing a critical fight in your favour.

A Champion is an even harder choice most of the time. Although an Empire Marksman in a Pistolier unit can augment both the shooting and close combat ability of his unit, most Champions can only assist one or the other. The answer then comes down to

two things – use and cost. If you have a Champion that augments your unit's shooting and you wish to employ your unit in a shooting role, he may be worthwhile. Likewise, if your Champion provides you additional close combat attacks for a unit designed to engage the enemy, this could tip the scales in your favour. Either way, you must have the points to make this a feasible addition.

CHARACTERS – WHO IS REALLY IN CHARGE?

As alluded to in the discussion of unit size, the last decision is whether or not to include a character in a Fast Cavalry unit. Mounted characters are allowed to join a Fast Cavalry unit, but they do not benefit from its shooting rules, which means that a character who joins the unit cannot shoot if the unit marched and cannot shoot in a 360 degree arc. Therefore, characters are far more effective at adding close combat rather than shooting power to a Fast Cavalry unit.

If you do intend to utilize a Fast Cavalry unit to engage the enemy in close combat, a mounted character can greatly enhance the effectiveness of your unit. The higher Leadership (in most cases) that a character brings, along with the fighting ability of combat characters, can ensure that a Fast Cavalry unit really packs a punch. For me, the addition of a mounted Dark Elf Noble with heavy armour and a lance to a Dark Rider

HOBGOBLIN WOLF RIDERS

Very similar to their Goblin cousins, this unit is only slightly more expensive at 11 points each. They can also be equipped with bows and shields, but lack the option for spears. This means that the Hobgoblins cannot get the +1 Strength on the charge that spears impart, and that this unit will not be able to exceed Strength 3 for any of its attacks. This unit also suffers from low Leadership and Animosity, much like the Goblin Wolf Riders. This unit is Core, but does not count against your minimum Core Unit requirement, which will limit the number of units you can employ.

Advantages: Cheap, multi-role unit.

Disadvantages: Low Leadership, Animosity.

*No spears mean weakened attacks;
low Leadership; Animosity.*



unit transforms the unit from a harassment force to one capable of winning a flank charge against a ranked opponent. The addition of a mounted Warrior Priest to an Empire Pistolier unit can be particularly effective against Chaos, Skaven and Undead, where the Hatred this model imparts to his unit means the already massive combat punch of the Pistoliers' charge is now even more likely to hit your opponents and do damage.

However, the addition of a character to a Fast Cavalry unit is not without its drawbacks. The unit itself is still fragile and can be easily destroyed by

concentrated missile fire. Also, without the benefit of ranks and outnumbering to back up your character, your unit can still easily lose close combat against ranked opponents, especially if the enemy is astute and places their own characters in a position to engage you. The inclusion of a character in a Fast Cavalry unit must always be viewed as a calculated risk, and one that tends to lean heavily one way or the other.

MANOEUVRE

The Fast Cavalry unit is all about manoeuvre. The key to using such a unit correctly is to ensure that you

coordinate the manoeuvres of the rest of your army with this highly mobile force. There is no single solution to manoeuvre against every opponent, but there are a few basic concepts to remember when using Fast Cavalry.

USE TERRAIN TO YOUR ADVANTAGE

Fast Cavalry are extremely vulnerable to enemy missile fire and, as such, must be shielded for as long as possible. By using your unit's ability to reform throughout movement, you can closely follow terrain without losing mobility. Dancing back and forth among a stand of trees, a ruined building or a hill may seem like a waste of a turn of movement, but if it gets you closer to where you want to go without exposing you to a withering hail of enemy arrows it may be worth it. This is not to say that you should hide simply because of the presence of enemy archers, but that you should carefully weigh the danger against the potential benefit of such a move. If you are able to use terrain to cover your advance, you can often cross the field with only minimal risk to your Fast Cavalry units.

Even if you are using your Fast Cavalry as bait to screen your more expensive heavy cavalry units, you must still take terrain into account. You still need to evaluate the terrain to determine where your enemy can bring your



Goblin Wolf Riders attempt to entice Chaos Warriors away from the battle line.

Pull that unit out of the battle line... at whatever the cost.

units under fire. Your Fast Cavalry unit, with its high mobility, can then be used to block enemy line of sight or threaten exposed missile-armed units. By knowing where you want your heavy cavalry to go, you can keep your nimble Fast Cavalry ahead of them to absorb expensive missile casualties.

The proper use of terrain can have the added benefit of helping to set up flank charges on advancing enemy units. It is very difficult for your opponent to maintain the coherence of a battle line as it advances around difficult or impassible terrain, which presents a perfect opportunity to isolate portions of the enemy force.

REFORM!

The key to the mobility of Fast Cavalry is their ability to reform as many times as they wish during the Movement phase without any movement penalty. Most units may only reform once in a Movement phase – and they give up their entire move and their opportunity to shoot when they do. Fast Cavalry give up neither. This ability allows Fast Cavalry to reform as necessary, to slip through gaps in the terrain or the enemy battle line that may be too small to fit through with a ranked unit, and then use their missile weapons to shoot. It is important to remember that you are still not allowed to travel within 1" of an enemy unit – you can only come this close when you are charging. Also, you must make sure that, even with



Not as flexible thanks to their inbred Frenzy, but highly resistant to Magic.

enemy unit if that unit is in range. This tends to make them a bit less controllable, but the additional combat punch is often worth it. In addition, these little beasties have Magic Resistance (2), giving you an extra two Dispel dice to stop any spells which target them. This usually means that few opponents will be able to harm this unit using magic. Also, remember that if you are using a Daemonic Chaos force, Flesh Hounds do not count towards your minimum Core Unit requirement (if you are using a Mortal Chaos army, they're a Special Unit, so this doesn't matter).

Advantages: Magic Resistance; Frenzy.

Disadvantages: Frenzy: don't count towards Core Unit requirement.

EMPIRE PISTOLIERS

For only 19 points per model, this unit really packs a punch both in shooting and close combat. Pistols do not have any shooting penalties for moving or for firing at models over half range, which means that your Pistoliers will be hitting on a 4+ most of the time. Add in the fact that your pistols are armour piercing, and your opponent is now making saves at -2! This gets even better in close combat, where the Fusillade special rule comes in. This rule means that, unlike most mounted models, Pistoliers are able to use two pistols when they charge, making a massive attack. A unit of 5 Pistoliers has 10 Strength 4 pistol attacks... and then their horses hit. Their major weakness is Leadership – with a Leadership of only 7, this unit can easily fail a critical Panic test and, without the option for a Musician, you will always have to rally on a 7 as well. In addition, since this unit takes up a Special Unit slot, it is competing with Greatswords, Cannon and Mortars for a place in your army.

Advantages: Pistols; Fusillade Attack.

Disadvantages: Leadership 7; no option for Musician; Special Unit.



Low Leadership, but they pack a punch – both in shooting and hand to hand combat.

the reforming, none of your models moves further than its maximum movement distance. I find that the easiest way to ensure this is to measure movement along my intended path from the furthest model in the unit.

TOO CLOSE OR NOT TOO CLOSE...

More often than not, if your Fast Cavalry unit is close enough to stop your opponent's march moves in his Movement phase, his troops will still be close enough to you to stop your Fast Cavalry's march moves in your turn. While not always the case – the enemy may move further away so that you can march them – it is important to remember that you may restrict your own unit's movement as well as that of your opponent. This is most critical when you are still in the frontal arc of your enemy's battle line. If you move close enough to be able to stop a march move, you may not have enough movement in your next turn to get around the enemy's units and into the rear area of his forces. While this may not adversely affect your battle plan, you must ensure that you take these consequences into account when manoeuvring. Simply put – stopping march moves will probably mean giving up your Fast Cavalry's ability to march as well.

MAKE A HOLE

Sometimes it is relatively easy to move around the enemy battle line, but this is not always the case. If your opponent has used either favourable terrain or canny deployment to anchor his battle line, the usefulness of your Fast Cavalry units can be significantly diminished. Without the ability to

manoeuvre into the flank or rear areas of the enemy advance, your Fast Cavalry units are often forced into a break the line mission as the only course left to them. In this case, you have two options – either accept this reduction in your Fast Cavalry's effectiveness or force an opening in the enemy battle line for them to exploit. You can create this opening in a couple of ways: your Fast Cavalry could attempt to break the line and pull units out of formation in failed charges, or you can do it the old fashioned way – brute force. A solid unit of heavy cavalry can punch a hole through your opponent's line, paving the way for your Fast Cavalry to manoeuvre through (Chaos Knights, Empire Inner Circle Knights, and Dark Elf Cold One Knights are superb at this role). If the enemy unit flees, your Fast Cavalry can move through the hole in your turn. Even if the enemy unit stands and is beaten in combat, your opponent will have a difficult time covering the now gaping hole in his line. This is a risky tactic, and should only be used when you are quite sure of your ability to break the unit in question on the charge.

THE CHARGE OF THE (VERY) LIGHT BRIGADE

Fast Cavalry units are definitely a powerful force, but they are also quite fragile. When used to their maximum ability, an enemy Fast Cavalry unit can turn the tide of the battle against you with a well-timed flank charge or the untimely demise of a character or war

machine. Now that we have evaluated how to use Fast Cavalry correctly, we will consider how to counter them effectively. You must remember that it is not important to actually kill a Fast Cavalry unit to counter it – you must simply limit its effectiveness and minimise its impact. An enemy Fast Cavalry unit may try to use terrain to advance on your position, but if you can force that unit to stay in cover the entire battle, they have done nothing and you have effectively countered them.

WAIT 'TIL YOU SEE THE WHITES OF THEIR EYES

With their consistently average Toughness and low armour save, Fast Cavalry units must always fear missile fire. The key to countering Fast Cavalry with missile fire is to ensure that you will be able to bring as much fire to bear on them as possible, and there are two key things to remember: mobility and deployment.

Since your enemy will often attempt to sweep around your flanks while staying out of your fire arcs, the use of missile troops who can move and fire is critical to countering Fast Cavalry. The ability to reposition your shooting troops to bring the Fast Cavalry into your fire arcs allows a single unit of missile troops to cover a wide area of the board and protect your flanks and rear. Standard crossbows or Empire handguns must depend on deployment, rather than mobility, to counter Fast Cavalry. Some war machines can also be used in this role, including Repeater Bolt Throwers,

the Empire Volley Gun, the Dwarf Organ Gun, and (while not technically a war machine) the Skaven Ratling Gun. Several magic lores also offer *magic missile* spells with D6 or 2D6 hits, such as Fiery Blast or Crow's Feast. The key is the ability to provide a large number of hits on a unit in a single Shooting phase. War machines such as a cannon, a bolt thrower, or a stone thrower may be able to kill one or two models in a Fast Cavalry unit, but these machines have little chance of destroying the unit outright, leaving your expensive war machine vulnerable to a charge from the Fast Cavalry unit. The key to success here is the ability to quickly reduce a Fast Cavalry unit so that it can no longer accomplish its intended mission.

If your enemy is using his Fast Cavalry unit to screen more expensive troops, the key to success is the appropriate timing of your shooting. Guess range weapons such as an Empire Great Cannon or Goblin Rock Lobber are ideal for destroying heavy cavalry – the fact that their hits ignore armour means that they make a mockery of even the most heavily armoured knight. Since guess range weapons must be fired before other shooting, you will not be able to fire past a well-placed screening unit. However, there are several other war machines such as the Bolt Thrower, the Empire Volley Gun, and the Dwarf Organ Gun which are also quite adept at destroying heavy cavalry units. If you use other shooting to destroy or deplete a screening Fast Cavalry unit before shooting your heavier weapons, you can often open up a line of sight to the unit they are attempting to protect. A final note on this tactic is positioning – if you are able to position your war machines on elevated terrain, they can ignore the screening Fast Cavalry altogether and fire into the troops beyond.

Initial unit deployment is always a critical phase of any battle, but is made even more so when the threat of Fast Cavalry units is involved. You must make a careful review of terrain to ensure that your shooting units, especially those move-or-fire weapons such as crossbows and Empire handguns, are positioned to cover likely avenues of approach for Fast Cavalry. When you do this, keep in mind the mobility of the Fast Cavalry units in question and make sure that the enemy cannot move them around your position without giving you the opportunity to fire on them. Since Fast Cavalry are not the only worthy target for your missile troops, it may be quite difficult to properly seal all your flank areas, but it is important to keep in mind which areas are covered and which are not so that you are not surprised when the enemy Fast Cavalry suddenly appear.

Skirmishers are excellent for negating Fast Cavalry, as are units of flyers such



As heavily armoured as Fast Cavalry can be, but they will cost you. Their ability to move freely through woods cannot be over estimated.

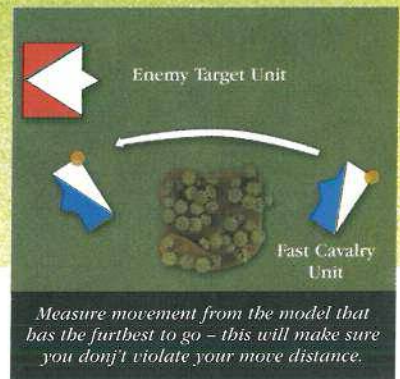
WOOD ELF GLADE RIDERS

At 21 points each, this is the most expensive Fast Cavalry unit, which will limit the number of them that can be used. However, to make up for this, you get a 4+ armour save from the combination of light armour, shield, and your Elven Steed – this is the best armour available to a Fast Cavalry unit. For a little bit of missile punch, you can upgrade a unit to long bows, but you will sacrifice both your spear and shield to do this. Because of this, Glade Riders tend to be useful in a single role – either close combat or shooting. Don't forget however that, as Wood Elves, this unit can move freely through woods. This can be a nasty surprise as your Glade Rider unit pops through a wood that your enemy thought was safe. Also, don't count out their Leadership of 8, which can be very useful for units often far from your General's Leadership.

Advantages: High Armour save (for Fast Cavalry); Good Leadership; movement through woods.

Disadvantages: High point cost; single role.

The Wood Elf Glade Riders spot an opportunity to attack the Marauders – within the cover of woods.



as Fell Bats. Armies that are composed mostly of combat troops should really include something that can negate Fast Cavalry, because otherwise your flanks and rears will be very vulnerable.

CHOP 'EM UP GOOD

When a Fast Cavalry unit chooses to charge you, combat is often stacked in their favour. If you can charge them, however, the low Toughness and poor armour saves of Fast Cavalry troops means they will sustain significant casualties. Most of the time, you will not be able to get a ranked unit into range to charge a Fast Cavalry force, but skirmishers and well-armoured characters are excellent for hunting Fast Cavalry. Even Fast Cavalry that are designed as missile units will have a difficult time getting sufficient kills to significantly deplete a skirmish unit. Since your skirmishers do not have to worry about combat resolution bonuses for ranks from a Fast Cavalry unit, you have a much better chance of winning combat on the charge. Characters, while often a target of Fast Cavalry units, can significantly augment a skirmish unit in this role, and will often make short work of enemy Fast Cavalry.

STAY TOGETHER

Finally, when countering enemy Fast Cavalry, ensure that you maintain the coherence of your battle line. Even Fast Cavalry cannot come within 1" of your units unless they have declared

a charge. This means that, so long as your units are about 2" from one another, Fast Cavalry cannot pass between them. As you advance down the battlefield, this will become more and more difficult, but can still be accomplished through the canny use of terrain. Although Fast Cavalry can reform to skirt terrain where possible, they are not allowed to march while within difficult terrain, meaning that (with the notable exception of Wood Elf Glade Riders) a forest can easily protect your flank from marauding Fast Cavalry.

CONCLUSION

Swift but fragile, the perfect description of a Fast Cavalry unit. These troops can easily swing the battle in your favour, but you have to use them properly. I hope that this has been helpful for you – use your Fast Cavalry well. May your steeds be swift and your enemy's aim poor – best of luck and see you on the battlefield!



Dependent upon the General, unable to flee and no missile weapons. They do cause Fear though...

Dire Wolves cannot flee as a charge reaction, making them a bit more difficult to use to divert enemy units out of a battle line. Their Slaving Charge special rule gives them a +1 Strength on the turn that they charge, which greatly enhances their ability to inflict casualties on unwary enemy units. They do lack any missile weapons... but so do the rest of the army – how do you expect a Zombie to work a handgun?

Advantages: Low points cost; cause *fear*; Slaving Charge.

Disadvantages: Single role; Undead unable to march if over 12" from General; limited charge reactions.

UNDEAD DIRE WOLVES

For only 10 points each, Dire Wolves are a wonderful addition to the forces of the Vampire Counts. At such a low points cost, they are ideal as missile screens for your more expensive Black Knights. Just like all Undead units, these Wolves cause *fear*, but are unable to march unless within 12" of the General. The inability to march means that, to take best advantage of their movement of 9", they cannot venture too far out to the flanks. In addition, as Undead,

Following on from Jeff Leong's revealing Fast Cavalry article, we've decided to show you all the Fast Cavalry choices you can have in your Warhammer forces.

SWIFT AND DEADLY

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Heroes & Villains this month looks at one of the greatest heroes the Imperium has ever produced: Logan Grimnar. He is a man who, over the centuries, has earned the respect and trust of his men and that of almost every other chapter that makes up the Adeptus Astartes.

HEROES & VILLAINS OF THE 41ST MILLENNIUM

WOLF LORD LOGAN GRIMNAR OF THE SPACE WOLVES



Logan Grimnar,
bloody-handed warrior,
He piles the skulls of his enemies,
He builds a mound of the fallen,
His foes weep rivers of woe.

Logan Grimnar,
the strong wolf of the pack.
His sword hungers for red flesh,
His guns thirst for battle,
He laughs amidst the battle-din.
Logan Grimnar, father of wolves,
His sons hunt his enemies,
Slay them where they falter,
And bring their pelts to Fenris.

taken from
"The Saga of Logan Grimnar."

Of all the Chapter Masters, Logan Grimnar is the most belligerent and headstrong. He is the latest in a line of Space Wolf Masters that stretches back to the Great Crusade and the time of the Space Wolves' Primarch, Leman Russ. He is also one of the Imperium's oldest and most renowned warriors with an immense martial pride and tolerates no interference in the running of the chapter by any outside authorities, being more willing than any other Chapter Master to fight for the Space Wolves' independence.

Logan's suspicion of other Imperial organisations, including other Space Marine chapters, runs deep, and with good reason. Ever since the Age of Apostasy, the Space Wolves have been wary of the intentions of others

and have had numerous clashes with the Ministorum of Terra. This cunning and fierce old man has led the Space Wolves for over five hundred years, earning him the nickname 'Old Wolf'. Five hundred years is a long time even for a Space Marine, who often live for several centuries. During this time he has willingly and fervently led his Great Company and the forces of his fellow Wolf Lords in open battle against the forces of other Imperial organisations whose actions he deemed to threaten the Space Wolves and their thinly scattered domains. This has led to many accusations of heresy and treason being levelled at Logan, along with rumours of genetic deviancy within the chapter. However, more than any other chapter, the Space Wolves stand ever ready to fight the foes of the Emperor.

THE SPACE WOLVES

The Space Wolves are one of the most famous of all the Space Marine chapters, and their name and deeds are known throughout the galaxy. The Space Wolves were one of the original twenty Space Marine Legions, founded by the Emperor over ten thousand years ago.

From these times, there are few details of any certainty. It was a time of legends. It was an age of war. Such records as were made have not survived and only later did chroniclers of the Administratum describe the bloody events of those days. The Imperium was rent by a terrible civil war, commonly known as the Horus Heresy after the Warmaster that led half of the Space Marine Legions in rebellion against the Emperor. According to their own tradition, the Space Wolves were pivotal to one of the early campaigns in this war, when the entire Legion attacked and devastated the rebel Thousand Sons Space Marines on their homeworld of Prospero. The superhuman Primarch of the Thousand Sons, the cyclopean giant Magnus the Red, is said to have fought against the equally superhuman Space Wolves Primarch, Lemar Russ, whilst all around the rival Space Marines battled for supremacy. Eventually the Thousand Sons gave way and Magnus the Red fled with what remained of his forces.

For ten thousand years since the end of the Horus Heresy, the Space Wolves have continued to serve the Emperor faithfully and with honour. The Chapter has endured ages of constant battle. It has survived times of anarchy within the Imperium and periods of occasional isolation from Earth. The Imperium itself has weathered crises from within and

without but at times it has been deeply riven by rebellion or divided by invasion. On other occasions, tumultuous warp storms have stranded parts of the galaxy for hundreds of years. Through all these years of mixed fortune, the Space Wolves have held true to the vow of Lemar Russ to serve the Emperor, though not always in the way that the High Lords of Terra might have approved. As many administrations have found to their cost, the one way you can guarantee to get the Space Wolves to do something is to order them not to do it.

This headstrong attitude means that the Space Wolves have fought in more conflicts and campaigns than any other Space Marine Chapter, so much so that it would be impossible to describe at any length the wars fought by the Space Wolves over their ten thousand year history. Indeed, not even their own extensive records give a full account.

Legends tell of fierce battles fought against the Chaos Space Marines following the Horus Heresy. However, no formal history of those times has survived. Some of the Chapter's earliest history is preserved only in the form of epic sagas, tales of heroism composed by Fenrisian bards at the courts of the Wolf Lords.

Such tales form an important part of the Space Wolves' tradition and it is in this form that all Space Wolf warriors habitually recall the deeds of the past. There are many thousands of these sagas. Some seem so improbable as to be pure invention but most contain a germ of truth and all are accepted for what they are – a fitting testament to the heroes of the past.

Logan Grimnar's rise amongst the ranks of the Space Wolves began many years ago, and now only one living Space Marine remembers him as a young Blood Claw. Ulrik the Slayer, greatest of the Wolf Priests, witnessed the rise of Logan Grimnar and accompanied him during many of his greatest exploits, fighting every imaginable kind of foe, from brutal, unforgiving Orks to the foul abominations of Chaos.

Logan Grimnar has fought battles in space as well as upon the surface of planets, and has led expeditions into the Eye of Terror to attack the Chaos Space Marine legions. It was upon one such expedition that he acquired the Axe

Under Logan's guidance, and fuelled by his own renowned thirst for battle (which many of his supporters claim equals that of the legendary Lemar Russ himself), the Space Wolves have defeated many threats from without and within the Imperium, and the majority of the Imperial commanders within the sectors surrounding Fenris are grateful to be under the Old Wolf's watchful eye. A large and powerfully built warrior, Logan Grimnar towers above even his own Wolf Lords. His great mane of hair is grey and coarse, his beard stretching to his waist. In common with all older Space Wolves, his canine teeth have grown into substantial fangs.



The rune stones clattered across the rough-hewn wood of the feasting table, filling the dark, lonely room with echoes. Logan Grimnar regarded the wizened features of Gretrir the Rune Priest as he studied the meaning of the casting. Grimnar cared little for the vagaries of fortune telling, but knew better than to test the patience of the man who had made their study his life's task by interrupting him.

At length, Gretrir looked up, meeting the steady gaze of the Great Wolf. "Once more the runes tell of dire events my lord. Once more the Enemy approaches the Gate."

Grimnar cast his mind back to the war against Chaos on Armageddon. The conflict had seen him lead the defence of an entire world against the filth that had vomited forth from the Eye of Terror, led by Angron, Dacmon Prince Primarch of the World Eaters Traitor Legion. That war had seen the millions-strong horde rampage across the surface of the Hive world, reducing an entire continent to ashes. Only with a terrible cost in lives was Angron stopped, and the rebuilding of Armageddon took generations to complete.

As if he read the Great Wolf's mind, Gretrir spoke against the crackling roar of the hearth. "Aye my Lord, Armageddon was Hell itself. But what I see in these stones makes the First War for Armageddon appear a drunken scrap amongst Blood Claws."

"Speak on, old friend, for you know I have sworn before the Gates of Morkai that I will not allow what happened at Armageddon to be repeated."

Gretrir knew that Grimnar spoke of the atrocities committed by the Administratum in the aftermath of the war as much as the horrors perpetrated by the forces of Chaos during it. Deemed tainted by Chaos, the survivors were despatched to forced-labour camps where they lived out their miserable lives in brutal slavery. Only Grimnar had spoken out against this injustice, but his words had fallen upon deaf ears.

He stared at the rune stones scattered between them. "I was always a poor student of the stones. Speak their meaning plainly."

"See, here" said Gretrir as he indicated a group of stones that lay close to the table's edge, the glow of the fire glittering from their polished surfaces. "These indicate the sū, the horde. 'Op ke' is to attack, and the configuration suggests in great strength."

Grimnar's blood began to rise as he pictured the servants of the Ruinous Powers intruding once more upon the Emperor's domains. His proud warrior spirit railed against the thought, and with a grunt of disgust he slammed his fist down upon the heavy table. The runes leapt several feet into the air, scattered by the blow before coming to rest once more.

Grimnar made to sweep the runes from the table with a backhanded gesture, but Gretrir's vice-like grip caught his arm before he could do so.

The pair froze, gazes held for a tense moment before Gretrir indicated with a glance that his lord should look down at the runes.

Grimnar's steely gaze left the Rune Priest and took in the pattern the runes had fallen into after his blow had upset them.

"Damn it priest, I would have you tell me plain the riddles you read."

Gretrir ignored his master's fit of pique, ascribing it to the distaste a dyed-in-the-wool warrior always feels towards such abstract matters as rune-casting. He released his grip on the Wolf Lord's arm, and indicated three runes that had landed together behind the main mass.

"The Ulfhedinn," Gretrir said, and it seemed to the pair that the fire crackling in the hearth died down as the word left the Rune Priest's lips.

Comprehension dawned in the Wolf Lord's eyes as he recalled the teachings of the Rune Priests, and other, whispered sagas that only the most senior of the Chapter were permitted to hear.

"The Lost - they return?" asked Logan.

"Aye, my Lord. For good or for ill, the Were-kin shall once more stalk the domains of Man."





Logan leads his company into battle against the Space Wolves' mortal enemies the Thousand Sons.

Morkai, taking it as a trophy from a defeated Champion of Chaos. This weapon has been reforged by the Iron Priests but still glows darkly with the power of Khorne, the bloodthirsty god of Chaos. It is engraved with the symbol of Morkai, the double-headed wolf guardian of the Gates of Death.

Logan's exploits are known throughout the Imperium. He is one of the great heroes of Mankind, whose image is universally recognised and respected, and his conquests span the galaxy. Many human worlds owe their existence to his might, and on several planets he is hailed as a saviour and patron. Every year prayers are offered up in his name on a dozen worlds. To this day tributes continue to arrive at Fenris from grateful planetary lords and the Old Wolf remains possibly the most highly respected and best loved warrior in the entire galaxy. Only enemies of Mankind fear his name, and curse the warrior who has driven them to defeat and despair.



Logan Grimnar

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Grimnar	250	6	5	4	4	3	5	4	10	2+

A Space Wolves army of 2,000 points or more may include Logan Grimnar. If you decide to take him then he counts as one of the army's HQ choices. He must be used exactly as described here and may not be given extra equipment or wargear. In addition, he may only be used in a battle where all players have agreed beforehand to allow the use of special characters.

Wargear: Terminator armour, storm bolter, wolf tooth necklace, wolf tail talisman, wolf pelt, the Axe Morkai, Belt of Russ.

SPECIAL RULES

The Axe Morkai: Logan carries the Axe Morkai, a fearsome weapon taken from a defeated Chaos Champion and reforged into the image of Morkai, the guardian wolf at the Gates of Death. Morkai is a master-crafted weapon that Logan can choose to use either as a frost blade or as a power fist. He can choose to split his attacks between the two different weapon types, for example taking two of his attacks as frost blade attacks and two as power fist attacks.

Legendary Leader: Logan Grimnar is a name that instills fear in the hearts of the enemies of the Imperium. Because of this, once per battle Logan can call on all those nearby to redouble their efforts and attack with all their might. When he does this, all friendly models within 12" of Logan, whether they belong to the Space Wolves or not, get a +1 Attack bonus for the rest of the turn. Note that Logan can make this call during the opponent's turn if desired.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Wolf Lord. See the Wolf Guard entry in the army list for details.



FROM THE BLACK LIBRARY

WARHAMMER MONTHLY 67

The All-action Comic

In this issue: Bounty hunting with Hellbrandt Grimm! Blood Angel action in Bloodquest! Kal Jerico blasts his off-world enemies! The Catachans explode out of the jungle in the 19'ers. Plus the usual mix of high-octane strips and features.

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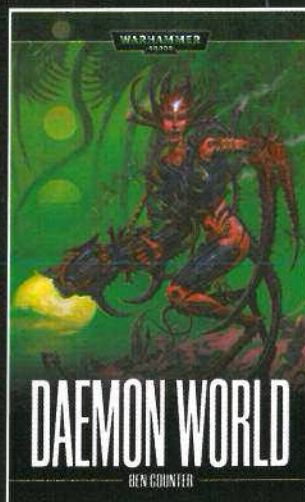


DAEMON WORLD by Ben Counter

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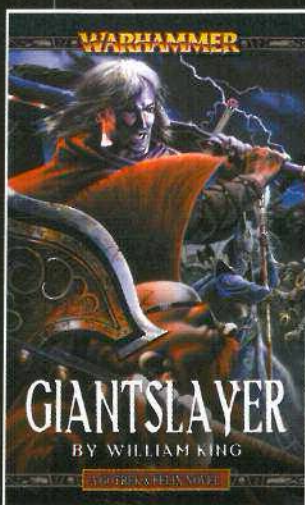
By William King

Gotrek and Felix fight the malignant evil that terrorises the storm-wracked isle of Albion.

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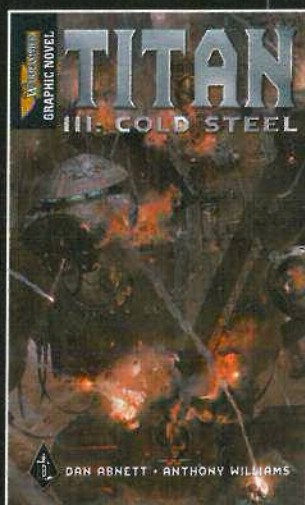
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By William King

The first two novels in the Gotrek & Felix series are back with a smart new cover design and artwork. The action comes thick and fast as Gotrek seeks a noble death in battle whilst Felix just tries to survive!

Novels

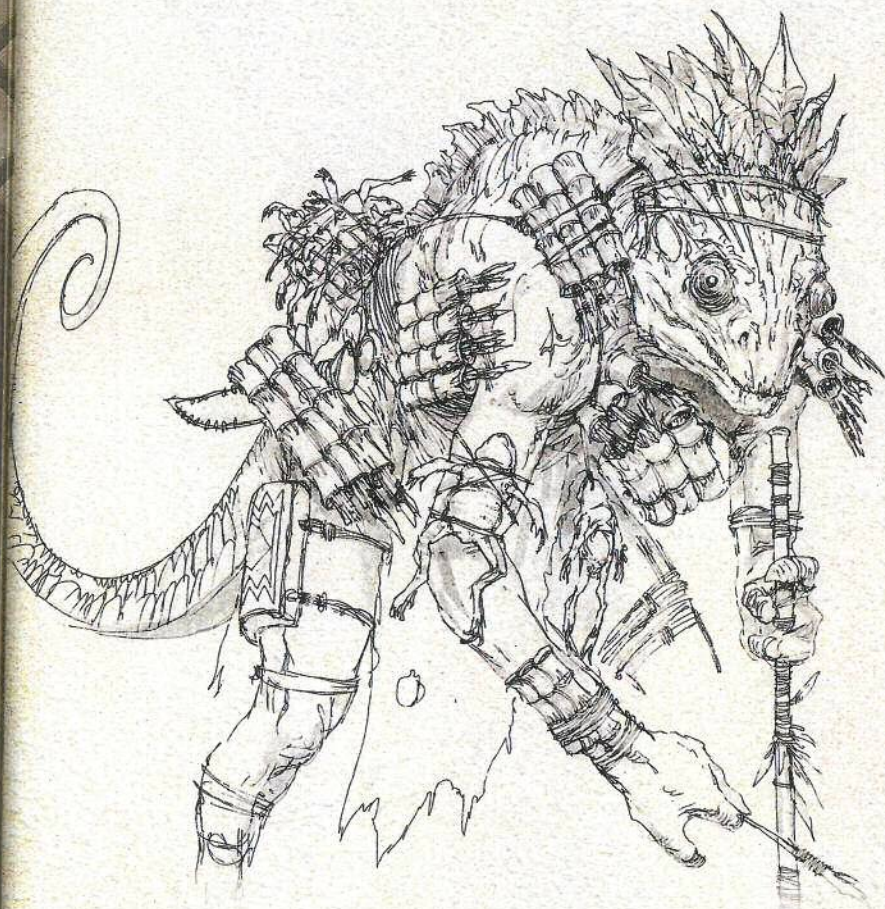
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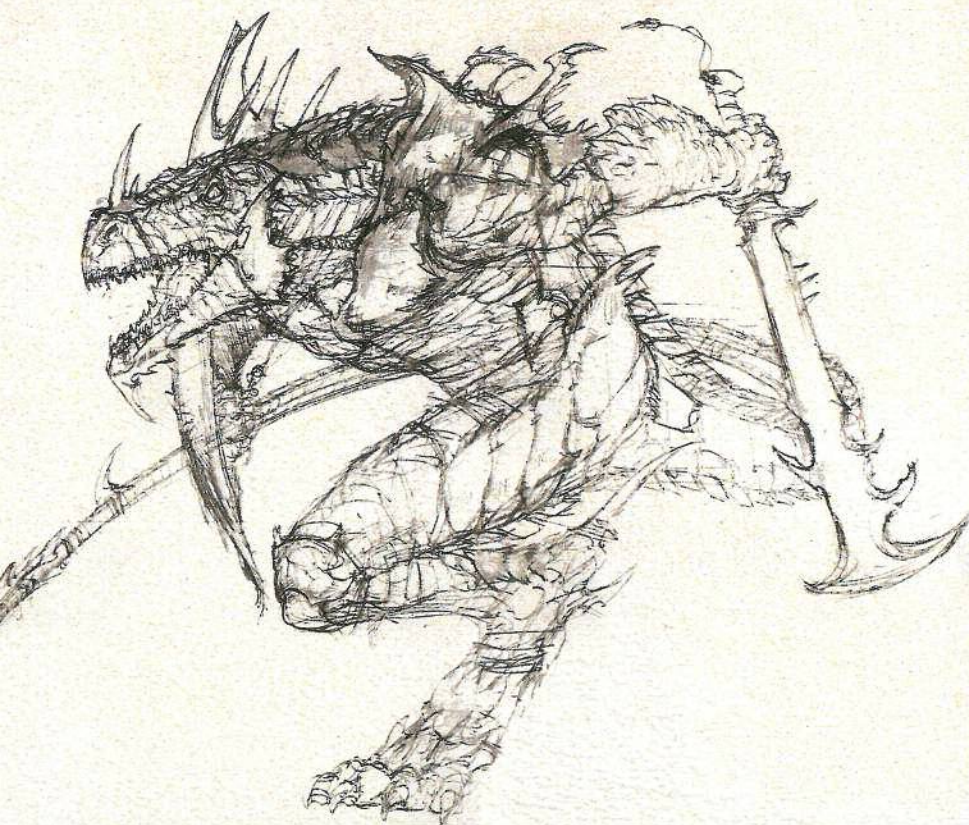


Next month sees the release of **Warhammer Armies: Lizardmen**. The Lizardmen are an ancient race, created by the god-like beings known as the Old Ones to be the guardians of the Warhammer world. Their age-old civilisation is based deep within the steaming jungles of Lustria and the Southlands where bloated Slann Mage-Priests, the original servants of the Old Ones, oversee the entire Lizardmen civilisation. In ages past, the Old Ones departed the world in an event of catastrophic proportions and without the guidance of these creator-gods, the Slann now work to interpret their Great Plan.

This book describes in detail the troops that fight when the armies of the Lizardmen march to war.



LIZARDMEN SPECIAL PREVIEW



DEATH STALKS THE JUNGLE

A lesson told by Anthony Reynolds, of the fate that befalls those who steal from the jungles of Lustria.

Reinhold swatted at his neck and swore as yet another blood-sucking insect bit him. Sweat drenched the grizzled sergeant's skin beneath his heavy armour as he struggled through the knee-deep mud, mingling with the rainwater that seeped through his mail. He used his heavy halberd as a staff, pushing it deep into the quagmire before him. It sunk deep into the sludge before striking firm ground. Each step was painful, but still he pushed onwards resolutely – the Captain had spoken to the men several hours ago, urging them to push onwards; the last thing he wanted was for his company to be stuck in these cursed, Lizard-infested jungles when night fell.

Their ship had foundered that morning, pushed onto the deadly, sharp rocks beneath the waves by an unexpected squall. They had been making towards the port of Swamp Town when the weather had suddenly changed. Most of the soldiers had survived, though some had been dragged beneath the waves by the strong currents. The cannons had been lost with the ship however, and the black powder of the handgunners was soaked. By the reckoning of the Captain, after careful consultation of the rather vague maps, they were only a few more hours march from the settlement, yet time was passing painfully slowly.

Reinhold and his regiment of halberdiers were the second unit in the column. Ahead of him, Reinhold could just make out through the rain the black and red livery of the swordsmen in front, the Captain's own regiment. They came to a stumbling halt, and Reinhold bellowed to his own regiment to stop. Standing in the rain, he leant against his halberd and ran a calloused hand over his short-cropped hair.

"Why the hold-up, Sergeant?"

Reinhold turned to the speaker – it was Michel, a burly, bearded warrior who had fought under Reinhold for nearly three years now. The sergeant shrugged his shoulders.

"Who knows. It's not for us to ask the whys and the whats."

Michel pulled out his flask, took a swig and handed it to his sergeant. Reinhold nodded his thanks, and put the flask to his mouth. The hot liquid burned its way down his throat. He raised an eyebrow, and Michel's broad face broke into a grin.

"Been saving that for months now. The Bloated Dragon's finest, all the way from Carroburg."

Movement caught the corner of Reinhold's eyes and he turned his gaze to scan the jungle. There it was again; a flash of blue amongst the gloom. He narrowed his eyes, but couldn't see anything. His attention was dragged away from the jungle by Michel's voice.

"What do you make of these, Sergeant?"

Michel was gesturing to a series of ancient looking stone blocks off to the side of the muddied path, half hidden beneath the undergrowth. Old and worn, they were painted in reds and greens, but whatever pattern or picture was once depicted had long been lost. Reinhold stared at them, his eyes following the stones up into the jungle-undergrowth. Several skulls had been impaled on sharpened sticks on the edge of the dense trees – matted black hair hung down from the scalp of one of them. He shrugged.

Movement again caught Reinhold's eyes, and he saw one of the Captain's scouts scrambling from the undergrowth near the stones. He stumbled frantically down the slope, tripping over the thick vegetation. His clothes were in tatters, and his eyes were wide and staring. As he staggered nearer, Reinhold heard a sharp exhalation of breath. A feathered dart struck the scout in the neck, and he let out a gasp. As he fell to the ground, he half twisted around, and a second dart shot by the unseen assailant embedded itself in his face.

"Left turn!" bellowed Reinhold. His men, though tired, were well drilled and turned neatly through ninety degrees to face the jungle. They gripped their halberds firmly as they watched, horrified, as the scout thrashed around on the ground, his face turning a sickening purple colour only metres from them. Still, they could not see the foe.

The Captain, accompanied by a pair of bodyguards, was at the side of the scout in a moment. He knelt in the mud, beside the dying man. Froth seeped from the scout's mouth, and Reinhold saw the Captain pull something free from the scout's clenched fist. He saw a flash of gold, and heard the Captain swear under his breath.

Reinhold found himself suddenly staring into the slitted eyes of a blue-skinned lizard-creature, looking out at him from the undergrowth mere feet away, where a moment before he had seen nothing. Its skin was smooth, and as it saw him looking at it, a webbed crest on its head raised, changing hue to a brilliant crimson. It opened its jaws slightly, displaying an array of thousands of small, sharp teeth. Flicking its head to the side, it let out a shrill cry. Suddenly the jungle was alive with movement, as scores of other creatures rose from the dense undergrowth, staring at the humans with cold, yellow eyes.

"Hold your fire!" shouted the Captain, as crossbows strings were quickly pulled into position.

From deeper in the jungle emerged rank upon rank of larger lizards, walking on their hind legs like men. They were powerful, lean creatures that had a line of spines running down their scaled backs, and bony plate protecting their heads. Over one arm they wore serrated, crescent-shaped shields, and clutched vicious-looking weapons. It was instantly apparent that the humans were surrounded, as more Lizardmen emerged from the jungles all around them.

As Reinhold's men fingered their weapons uneasily, a new group of lizard-creatures appeared. Larger than the others, their heads were adorned with horned skulls and their bodies were covered in armoured plates and hammered gold. They snarled and growled at the humans, reptilian lips curling back to display fearsome teeth. In the midst of these vicious warriors, borne aloft on an ancient looking platform that hovered above the ground, came a creature of legend.

The massive, bloated creature sat unmoving on the arcane platform, its legs crossed beneath it. Long fingered hands rested lightly on the smooth, mottled skin of its knees. Its head was large and sloping, and a pair of slitted, utterly alien eyes blinked slowly as it stared lazily at the human interlopers. Reinhold quickly lowered his gaze; glancing only briefly into the depthless, glassy eyes of this creature, he had felt as though all his darkest secrets were laid bare, that his very soul was under scrutiny.

A small, skittish creature hopped down from the curving back of the stone platform to the side of its master. Looking up, its eyes became locked to the deep orbs of its lord, and it became suddenly still. Some form of silent communication seemed to pass between the two, and then the spell was broken. The small, crested lizard leapt down from the hovering dais, and swiftly skittered towards the humans, darting around the heavier creatures that stood protectively around the platform.

Coming to a halt in front of the Captain, it began to speak quickly in a voice that was filled with clicks and hisses. It took a moment for Reinhold to realise in shock that it was communicating in an ancient version of the common tongue of the Empire.

"...unholy trespass against the most blessed divinities of the Old Ones, defiling the sanctity of the Temple of the Golden Skull."

The creature paused for a moment. Behind it, the bloated creature in the midst of the ranks of warriors raised one hand, and began to weave a slow pattern in the air with its multi-jointed

fingers. Reinhold felt a sudden panic rising within him, and the hairs on his arms rise.

"This is not the place for warm-bloods," spoke the diminutive lizard.

Without waiting for a response, the calmly reclining figure on the hovering dais finished its hand-motions, and clenched its fingers into a fist. It blinked its heavy lidded eyes once, and when it opened them, a burning witch-light crackled at their corners. It unfurled its hand, fingers stretching out like delicate, waving branches.

With a loud crack, arcing tendrils of electricity burst from the extended digits, smashing into Reinhold's halberdiers with tremendous force. The crackling beams struck warriors in the chests, hurling them backwards into their comrades, filling the air with the stench of burning flesh. A contorting arc of power surged into the warrior next to Reinhold, Michel, passing through his head. Michel's brain burst in an instant, before the lightning continued on through his smoking body and plunged into another warrior behind him. Reinhold felt the crackling tingle of energy coursing through his metal breastplate, and his whole body shuddered involuntarily.

Just as the lightning arcs tore across the clearing, the small translator-lizard's pale-blue crest turned a startling red colour, and dozens of blowpipes were raised to reptilian mouths. Darts filled the air, and scores of them pierced the flesh of the Captain, who fell convulsing to the ground.

"Detachment Fire!" roared Reinhold, recovering his senses. The crossbowmen to the side of the halberdiers launched a volley of bolts into the undergrowth. Several of the diminutive creatures were hurled backwards as the powerful bolts thudded into their bodies. The others turned and leapt off deeper into the jungle.

Screams and roars of pain and anger echoed through the rain-soaked clearing, and the sounds of clashing weapons rose. Glancing frantically from one side to the other, Reinhold could see the other regiments of the Captain were already engaged in brutal combat as the vicious lizards poured from the jungles. Seeing a unit of the creatures loping towards his halberdiers, Reinhold screamed above the cacophony of noise to his men.

"Forwards!"

His men were a step behind him, still in shock from the suddenness of the attack. Nevertheless, they responded to the familiar roaring orders of their sergeant, and hefted their halberds, stepping over the smoking corpses of their comrades.

Reinhold suddenly felt the fear seep from his body, as he half ran, half stumbled through the mud towards the approaching monsters. He knew he would die here, that the entire expedition would likely be slaughtered to a man. He seemed to perceive those last moments of his life from a vantage point, seeing the battle unfolding as if it were happening to someone else.

With a snarl, he swung his halberd down from above his head as the lines of humans and Saurus collided. It impacted with the bony skull of one of the creatures, cracking open its reptilian head. Nevertheless, the Saurus snarled and swung its cruelly serrated weapon, smashing into Reinhold's left arm. The barbed teeth of the weapon ripped through tendon and bone, cleaving through the arm in spray of gore.

The Saurus Warriors fought with savage fury, hacking left and right with weapons and shields, each blow ripping deep into soft human flesh. They tore at their foes with snaps of their powerful jaws, and punched others from their feet with blows from their serrated, whip-like tails.

Drawing a short-bladed sword with his remaining hand, Reinhold pushed himself forward against the wounded Saurus, plunging the weapon into its throat. Its dark blood spilled out over his arm, gurgling from the deathblow, and he felt a surge of savage exaltation wash through him as he slew the creature. An instant later, he knew no more, as he was hewn in two by a heavy downward blow from a serrated weapon.

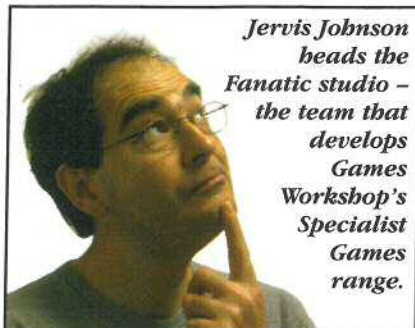
In moments, the battle was over.

Quana-Toc nimbly picked his way through the sea of corpses. Hundreds of warm-blood bodies were strewn across the blood-soaked clearing. The few Lizardmen who had been slain had already been removed, to be carried back to Hexoatl with honour.

Finally, the Skink found what he had been searching for. He knelt beside the body of the human leader - the warm-blood's face was purple and swollen from the amount of toxins within his body; countless darts protruded from his flesh. His delicate hands working quickly, Quana-Toc pried open the Captain's fingers and pulled a golden token from their dead grasp.

Raising it to his large eyes, Quana-Toc examined the tiny ornament carefully. Shaped in the guise of the serpent-god Sotek, its eyes were tiny, glimmering rubies and each scale had been meticulously crafted. Satisfied that the interlopers had not damaged the precious artefact, Quana-Toc reverently wrapped it in soft quanga leaves and tucked it under his armband. Then, he stood, and began to make his way towards the Temple of the Golden Skull, where the carving of Sotek would be returned to its proper place, with thousands of others crafted identically.





*Jervis Johnson
heads the
Fanatic studio –
the team that
develops
Games
Workshop's
Specialist
Games
range.*

APRIL'S FANATIC NEWS

Specialist Games news from the Fanatic studio

This month sees the release of some really lovely new models for Inquisitor, Warmaster and Battlefleet Gothic. In all three cases the models that are coming out are designed to add real depth and variety to the games, but without requiring players to buy a whole new army.

The Daemonhunter, Daemonhost and Familiar are three very good examples of what I mean. Inquisitor players have been crying out for some female character models for the game for some time now, and Mark Bedford's new Daemonhunter will allow players to include a really superb female Inquisitor as the leader of their intrepid band on adventurers. Bob Naismith's Daemonhost gives the Daemonhunter someone suitably daemonic to hunt, and these two models are nicely complemented by Juan Diaz's Familiar and Michael Anderson's Force Weapon Booster Pack. Taken all together the four releases open up a whole range of gaming possibilities for games matching members of the Inquisition against followers of the Chaos gods. Rules, background and modelling tips for all these miniatures can be found in Exterminatus Magazine 6.



*The brand new
Daemonhuntsress,
designed by Mark
Bedford, and Juan
Diaz's Familiar. Both
are now available
from the Inquisitor
range.*

NEW RELEASES

This section lists all of the latest releases from the Specialist Games range. To find out about prices and availability you can visit your local Games Workshop store, or contact Games Workshop Mail Order on 0115 91 40000, or visit the Games Workshop online store at: www.games-workshop.com/storefront.

Item	Game	Release Date
Town Cryer 24	Mordheim	February
Dwarf Treasure Hunter Warband	Mordheim	February
Dwarf Noble	Mordheim	February
Dwarf Champion	Mordheim	February
Dwarf Treasure Hunters	Mordheim	February
Dwarf Beardlings	Mordheim	February
Blood Bowl Magazine 6	Blood Bowl	February
Blood Bowl Ogre	Blood Bowl	February
Blood Bowl Ogre Thrower	Blood Bowl	February
Necromunda Magazine 12	Necromunda	February
Exterminatus 6	Inquisitor	March
Daemonhunter	Inquisitor	March
Daemonhost	Inquisitor	March
Familiar	Inquisitor	March
Force Weapon Booster Pack	Inquisitor	March
Warmaster Magazine 16	Warmaster	March
Forest Goblin Infantry	Warmaster	March
Forest Goblin Spider Riders	Warmaster	March
Dwarf Hammerers	Warmaster	March
Battlefleet Gothic Magazine 14	BFG	March
Apocalypse Class Imperial Cruiser	BFG	March
2003 Blood Bowl Annual	Blood Bowl	March

Warmaster players with Orc & Goblin or Dwarf armies should be delighted with this month's Warmaster releases. We have two new units for the greenskins in the shape of Bob Naismith's Forest Goblin Infantry and Colin Grayson's Spider Riders. These lovely models can easily be included in an existing Orcs & Goblins army in order to add a bit of variety and colour, or can form the basis of a whole new army in their own right. Meanwhile Colin Grayson's Dwarf Hammerers will provide much needed reinforcements for Dwarf armies beset by our new Goblin horde. Rules, background and a battle report featuring the Hammerers can be found in Warmaster Magazine 16.

Last, but very far from least, we have Mark Bedford's version of the Apocalypse class battleship for BFG. The rules for the Apocalypse appeared

as part of the Armageddon campaign that we ran a couple of years ago, and there was so much demand for a model that in the end we just had to let Mark make a version of the ship. You can find updated rules and background for the Apocalypse in BFG Magazine 14.

Whoops! I almost forgot! This month also sees the release of the 2003 Blood Bowl Annual. This year's annual includes the finding of the 2003 Blood Bowl Rules review, new teams, an updated FAQ and a collection of the best articles from Blood Bowl Magazine over the last year. It also includes a small four-page appendix at the back that contains a précis of the FAQ, new rules and new teams from the 2002 Annual. What this means is that as long as you have the annual you will be completely up to date on all the latest Blood Bowl rules. No serious Blood Bowl coach should be without a copy!

QUESTION OF THE MONTH

Every month we answer a question that's been received within our mailbox.

"Does Fanatic accept submissions for its magazines?"

Yes we do, very gratefully! All you need to do is write the article, and then submit it to us along with a submission form that you can download from our website at

www.games-workshop.com/fanatic/sp_fancustomer.asp.

We're interested in seeing your scenarios, house rules, tactics, event reviews, and your ideas for collecting, modelling, converting and

Contact Us! We welcome feedback on the magazines and experimental rules we publish. We also have letters pages that need filling, so don't hesitate to get in touch! We can be contacted via e-mail at: fanatic@games-workshop.co.uk or by post at: **Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.** (Note, if you have a sales or purchasing issue then you should contact your local Mail Order, as they will be able to help you much better than we can!).

painting Citadel miniatures. We also publish a letters page in each of the Specialist magazines, so if you don't feel up to writing a full-blown article you can always write us a letter instead. All we'd ask is that you AVOID sending us Army Lists, as these really need to be done 'in-house' by us. You can rest assured that we're busy working on lists for all your favourite armies. Be patient, everything comes to those that wait.

This point is so important we'll write it again! We want REAL hobby material from REAL hobbyists! These are your mags, so please don't feel shy; please write in, we'd love to hear from you.

LIFE IN THE BUNKER

Some highlights of life down in the Fanatic bunker over the last month:

- Work carries on apace with playtesting of the new Epic rules. The Chaos army list has been posted on the Epic Armageddon playtesters vault, and an Eldar list should be up by the time you read this. You can find out more about joining the Epic playtesting team by visiting the Epic website at www.Epic40000.com.
- Colin Grayson has delivered some fantastic new Skaven units for Warmaster, and playtesting has just begun on the Skaven army list. While on the subject of Warmaster, Rick Priestley confounded all expectations by actually winning a Warmaster battle report game recently! You can read about Rick's amazing and quite unexpected triumph in Warmaster Magazine 16.
- Work is progressing well on the Empire in Flames project for Mordheim. Empire in Flames will appear as a series of articles in Town Cryer that provides rules, background and scenarios allowing

Mordheim players to take their warbands out of the city and into the surrounding countryside. We plan to collate the material together after it has appeared in Town Cryer in order to create the first official supplement to the Mordheim game.

- Tim Adcock has finished some more ships for the upcoming Tau fleet for Battlefleet Gothic, and they really are superb models. It won't be long now until we have the whole fleet, and I for one can hardly wait!

SPECIALIST GAMES MAGAZINES

Most of the Specialist Games have their own bimonthly magazine, jam-packed full of new rules, articles, letters and other cool stuff. Here's a list of the magazines that are currently available:

- Blood Bowl Magazine
- Town Cryer Magazine (for Mordheim)
- Necromunda Magazine
- Warmaster Magazine
- Battlefleet Gothic Magazine
- Exterminatus Magazine (for Inquisitor)

Fanatic magazines are extremely popular and are always highly sought after. The only way to guarantee your copy is to have it delivered to your door by subscription! Subscriptions run for the next 6 issues, plus you get the following benefits:

- Your copy delivered direct to your door
- You'll never miss an issue
- You'll save money on the postage



Bob Naismith's Daemonhost

To find out about prices and availability you can visit your local Games Workshop store, contact Games Workshop Mail Order on (0115) 91 40000, or visit the Games Workshop on-line store at:

www.games-workshop.com

CONCLUSION

And that is all for this issue of Fanatic News. Please don't hesitate to get in touch with us at fanatic@games-workshop.co.uk or write to us at Fanatic, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS, UK if you have any comments, questions or suggestions about anything you've read.

Best Regards

Jervis Johnson
Head Fanatic

SURFING THE WEB

All the Specialist Games have great websites full of free downloads, resources and up-to-date news. Here are their URLs:

www.BloodBowl.com
www.Mordheim.com
www.Epic40000.com
www.Necromunda.com
www.Warmaster.co.uk
www.BattlefleetGothic.com
www.Exterminatus.com
www.Specialist-Games.com

The websites now contain an article archive. This will tell you rules are experimental, official or House rules. Some can be downloaded as free PDFs. Check out the website for more details.



Colin Grayson's new Spider-Riders for Warmaster.

This month we take a look at Mynarc the Unforgiven and his warband and give you some ideas on how to go about bringing your own Chaos heretics and abominations into existence. Death to the false Emperor!

CONVERTING THE MASSES

Mynarc the Unforgiven by Phil Kelly and Andy Hall

There are those among the distinguished and powerful individuals of the Inquisition who have, at one time, sought to wield the potent energies of Chaos to their own ends. They dedicate their researches to turning Chaos against itself, freely using their psychic gifts and becoming steeped in the blasphemous law of the Dark Gods. But over time, Chaos corrupts, and many an Inquisitor who believed he was master of the ruinous powers he consorted with has found that he was in fact the servant.

Many hundreds of years ago, Interrogator Mynarc became known within the Ordo Malleus as a promising student of the venerable and well-respected Glorian Sarck. Sarck had, at

one point, been under the tutelage of none other than Inquisitor-Master Zaranchek Xanthus himself, founder of the Xanthite faction of the Inquisition. Like Xanthus, Sarck believed that Chaos was but a reflection of Humanity, and could no more permanently be destroyed than a shadow. Sarck indoctrinated many of his pupils with this belief, but Interrogator Mynarc constantly called into question the methods of his superiors. It was this capacity to challenge the wisdom of his elders that impressed Sarck, and the ancient took it upon himself to forge the confident and capable Mynarc into a worthy protege.

Early in the 32nd millennium, Xanthus came under suspicion for his unorthodox actions, ultimately being

declared Excommunicate Traitoris and burnt at the stake by a cell of his former peers. His associates and students went into hiding, but the puritan factions responsible for Xanthus's execution were not idle. Sarck and Mynarc were hounded mercilessly for years before they were finally able to escape the pursuit of their fellows. They encountered a tribe of nocturnal troglodytes on the remote planet of Cneiras near the Freisen Cusp, the winding maze of subterranean tunnels providing a perfect refuge from prying eyes. Sarck, using sheer force of personality and a little of his psychic ability, convinced them he was the prophet of their gods and once again took up his researches into the Immaterium.



Mynarc soon came to realise that the discovery of the troglodyte civilisation had a far darker reason than pure happenstance. The pallid degenerates that scuttled around Mynarc as he wandered their labyrinth disgusted him, for they were ravenous and fed indiscriminately upon insects, night-soil, and even their own kin. Worse still, they openly worshipped the Ruinous Powers, something his master Sarck seemed to encourage rather than condemn. A change was coming over Sarck, with the passing of each week he came to resemble their cave-dwelling hosts to an alarming extent, all but ignoring Mynarc as his fevered research slowly bore its sickly fruit. Sacrifice, ritual torture, and cold-blooded murder had all become commonplace in the ancient Inquisitor's 'experiments'. Mynarc could see what was happening, but his pleas for moderation and caution fell upon deaf ears. Over the endless months of confinement in the dark tunnels his respect for his master's esoteric knowledge turned to jealousy, and his concern for the ancient's spiritual well-being soured into contempt.

Over time, Mynarc built up the resolve to confront his master and force him to pay the price for his blasphemous and heretical studies. He found the being that had once been Sarck crouched over a struggling troglodyte in his laboratory,

rivulets of its dark blood glistening in the light of the glowing rune-glyphs around the walls. The thick, guttural syllables coming from his master's fang-ridged mouth seemed to roil and pulse around the small room, and it was all Mynarc could do to retain consciousness. On a carved tabernacle in the centre of the room lay a long-bladed falchion, its surface shimmering and steaming as Sarck poured the warm blood of his sacrifice onto the thirsting metal of the blade. Mynarc was well-versed in Chaos lore, and when comprehension of his master's purpose dawned his suspicions of his mentor's true allegiance were confirmed.

As the ritual neared its conclusion, Mynarc sprinted from his hiding place and smashed into the crooked form of his master with bone-splintering force. The venerable Inquisitor was thrown into a rack of specimen jars and slid down amidst jagged splinters of glass into a crumpled heap, spluttering and coughing a bloody gruel of spittle down his ceremonial robes. Mynarc snatched the sword from its gory resting place, spinning it round and stabbing down with it so that it skewered Sarck from collar to hip just as the last words of the ritual left the ancient's bloodied lips. A hideous, shrieking wind escaped from the robes of the dead Inquisitor, extinguishing the torches that lined the

passages and knocking Mynarc from his feet before it was drawn into the fabric of the sword itself. The room was plunged into silence and near darkness, a faint glimmer from the smoking sword in Mynarc's hand the only source of light. Mynarc recoiled from it as if it were a serpent before realising the sword was all that lay between him and incarceration within a pitch-black maze full of flesh-eating degenerates.

The journey through the labyrinth cost Mynarc dearly. His decision to take the daemonsword, replete with the soul of his former master, no doubt saved his life on numerous occasions as he was forced to fight through pack after pack of frenzied troglodytes seeking to avenge the death of their Dark God's prophet. He found that the sword gave him strength, both physically and psychically, and closed his ears to the honeyed words and dark temptations promised by the soul within the sword. At first, the silent denizens of the warren were easily repulsed by his superior strength and ability, and they proved extremely susceptible to his burgeoning psychic powers.

But over a week of cramped, hellish confusion and starvation took its toll, and Mynarc began to listen to the tainted whisperings of his murdered master. He started to look forward to the skirmishes





with the troglodytes, exhilarated by the feeling of power he gained from the kill. Eventually he gave in to the gnawing hunger within him and the cajoling of his master trapped within the sword, and feasted on the cold, clammy flesh of those that stood in his way.

By the time Mynarc reached the surface, he had begun a transformation of his own. The gore-drenched creature that crawled and scrambled out of the warrens of Cneiras, clutching the daemonsword to his breast as if it were his own child, was no longer the Mynarc that had entered them.

Over the centuries, Mynarc has come to embrace Chaos in all its glory, and is now far more powerful than his master ever was. His face has twisted and distorted into a sneering, horned mask, and he wears a baroque suit of daemon-infested power armour stained with the blood of his countless victims. Mynarc has kept his propensity for eating the flesh of those he kills, sporting strips of their desiccated flesh with the pride of which a Space Marine would display a purity seal. He still carries the daemonsword Sarck, with which he has developed a symbiotic relationship; the daemonsword guides Mynarc's actions and acts as a conduit to the Warp, whilst the slaughter Mynarc perpetuates with casual abandon fulfils the evil lusts of his mentor. His psychic powers have blossomed, and he is able to bend reality on a whim with a gesture and a word, for he has become one of the favoured sons of Chaos. In the last few years alone, Mynarc has caused the massacre and wholesale sacrifice of no less than three entire planetary

populations in the Freisen Cusp, and is thought to be carving a trail toward Terra itself. He is closely pursued by the Ordo Malleus, who will go to any lengths to terminate this monstrosity before he causes further devastation.

Mynarc was last seen in the Belis Corona sub-sector, close to the Cadian Gate. Ordo Malleus intelligence pinpoints him on the Hive World of Subiaco Diablo where an unidentified plague has spread through the densely populated hives like wildfire. Apocalyptic sects have sprung up preaching doom saying that it is a punishment from the Emperor himself. The continued health

of the flagellants seems to reinforce their fiery rhetoric causing civil unrest and mistrust of the authorities. The already stretched Imperial forces are attempting to quarantine the infected hives but due to the rioting masses a difficult task has been made impossible.

The Ordo Malleus is fully aware that Mynarc is not directly responsible for the plague – its origins still remain a mystery. However, they believe he is the shadowy figure behind the Apocalyptic cults. Two Ordo Malleus cells have been sent to investigate, hopefully they will return with the heretic dead or in custody.

MYNARC THE BUTCHER

Mynarc is right-handed.

Equipment: The daemonsword Sarck (see below), power armour on all locations except head, master-crafted bolt pistol (may re-roll one failed to hit roll per turn), two bolt pistol reloads.

Special Abilities: Feint, Force of Will, Leader, Fearsome

Psychic Powers: Warp Walk, Curse of Charybdis, Warp Strength.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Mynarc	89	74	73	65	84	96	80	81	89

The Daemonsword Sarck: This daemonsword, possessed not by a true daemon but by the soul of Mynarc's corrupted mentor, influences and guides Mynarc down the dark path he has chosen. It counts as a falchion and possesses the Bound, Brain Leech and Vampire powers. Sarck has a Willpower of 94; if ever Mynarc falls below this Willpower total himself, Sarck will count as having the Deathlust power for the rest of the battle.

Cannibal Hunger: Whether the result of his peculiar corruption or purely habit, Mynarc has taken to eating parts of those he kills. He often keeps trophies such as the heads, eyes or strips of flesh that he has torn from his foes. If he takes someone out of action in close combat he will spend all remaining actions that turn feasting on the body of his foe. Treat these actions as unarmed attacks.



CREATING A CHAOS WARBAND

By Mark Bedford

Designing your own Chaos Warbands can be as simple or as complicated as you desire. The Fanatic Inquisitor range offers a multitude of weapons, body parts and heads for all you budding Fabius Biles out there. You can use any of the Mutant or Chaos Henchmen booster pack parts straight off the peg. Armed with your trusty snips and superglue you can delve into the depths of your bits box, to make a warband worthy of the Chaos powers!

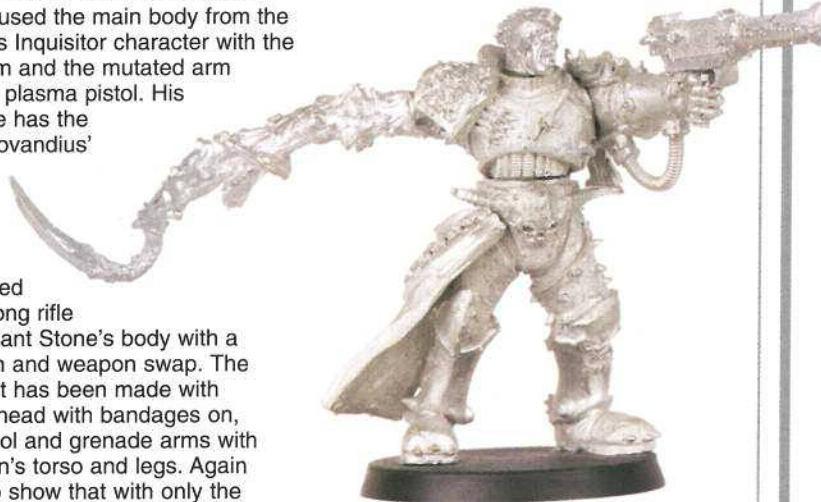
The Chaos Magus, Mynarc, was created straight from the box, no extras were added to him. However, if you are feeling ambitious, your Chaos Magus would be the place to let the creative juices flow. As you can see from my own conversion which uses the elongated head from the Chaos booster pack, the Warhammer Chaos Dragon's tail and the Warhammer Chaos Dragon's tail and a 40k Ork Dreadnought heavy weapon.

The Chaos Henchmen were created, using the Chaos Henchmen booster pack. One used the main body from the Quovandius Inquisitor character with the tentacle arm and the mutated arm holding the plasma pistol. His banner pole has the original Quovandius' head fixed to its top.

The Chaos Cultist with the elongated head and long rifle uses Sergeant Stone's body with a straight arm and weapon swap. The other Cultist has been made with the Chaos head with bandages on, custom pistol and grenade arms with Slick Devlan's torso and legs. Again this goes to show that with only the conversion booster packs and a little modelling you can dramatically change a

stock Inquisitor model into a worshipper of the Dark Gods.

The last Chaos Henchman uses various bits including Devotee Malicant's chainsword and another Quovandius body and banner pole. The dust goggles were carefully removed from the Cultist with stretched head and glued onto the other head to give a subtle variation.



CHOSEN WARRIOR

For an expansion to the warband, a Chaos Space Marine would make a great addition to scare any foe unfortunate enough to face him. Fanatic have just produced an Inquisitor scale Space Marine helmet and I've done a few quick conversions on three of them to show you what you can come up with in just a few hours. Guitar wire makes great hosing on the helmets. I also got my snippers on a plastic banner from the Chaos Marauders sprue and used the hook ends from the banner pole. The other thing you will notice is that I have used Green Stuff to sculpt new details on the helms, one in particular is the Chaos helm with the skull-type face. I made this by clipping the top crest and skull icon off the original helm and then using Green Stuff to build up the cheekbone and brow areas (this same method could be used in a Marine Chaplain conversion as well). This isn't as difficult as it looks, just take your time and have a go. If you can't get hold of

Green Stuff, Blu-tack can be a good substitute just as long as you paint a couple of layers of PVA over it before you paint. Another good use for PVA is as a filler on small gaps between joins and in making tiny rivets. Just put a small amount of the glue on an old blister pack – this makes a cheap disposable palette – and then using a cocktail stick to apply a small dot to your model. Allow this to dry and then add more if you want to make the rivet larger, or if not, paint it.

The rest of the Space Marine could be converted using various resources including 40k Chaos plastic sprues, as these are full of chains, skulls and all things spiky. The Chaos Mutation sprues offer the converter a useful amount of mutated body parts. Warhammer sprues are crammed full of skulls, spikes and many other sharp and pointy objects. 40k Orks are a good resource as they use lots of sharp brutal over-the-top type

of weapons, from chainswords to Warlord Ghazghkull's mighty power claws. Also, a Warhammer daemon or the new 40k Daemon Prince would not look out of place in an Inquisitor scenario.



FIGURE PAINTED BY JÉRÉMIE BONAMANT

This Easter each UK Games Workshop store is running a host of activities covering all our games systems:

With the Eye of Terror looming, every store is getting its forces ready. It's time to choose... will you fight to defend the Imperium or do you want to see the fall of Humanity? This Easter every store will be running a gaming league where you can test your forces in preparation for this upcoming campaign which will change the future of the 40,000 universe!

It's not all guns and tanks though! The Warhammer Wrath of the Kings campaign continues this month, with the action hotting up as the new Lizardmen army enters the fray in April.

Our The Lord of The Rings game sees the first ever map-based campaign kicking off over the two week holiday period mid-April, with plenty of action centring around the plains of Rohan.

In addition to all this we have a host of other store events and activities from painting, modelling and scenery demonstrations, tactics and army building advice, to painting and modelling competitions and more.

EASTER HOLIDAYS

WHAT'S GOING ON IN YOUR LOCAL GAMES WORKSHOP STORE

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Warhammer Spring Campaign

WRATH OF THE KINGS
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Pick up a registration card for the Warhammer Spring Campaign from your local store.

For more details on what's happening, ask at your local Games Workshop store or looking on our website at: www.games-workshop.com

CONFLICT

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2003

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- The latest releases, previews and hobby supplies.
- Be among the first to join in the prelude to the 'Eye of Terror' Campaign.
- Special Guests.
- Conversion Competitions.
- Terrain Factory – make scenery and take it away with you.
- Warhammer 40,000 patrol mini campaign.
- Warhammer Skirmish mini campaign.
- Fanatic - Specialist Games.
- Participation Games.
- Painting Masterclasses – advice and tips from the experts.
- Super detailed kits from Forge World.
- Archive and Component Service.
- Army Workshops – tactical advice on army composition.

Please note that content may vary. Please ask at your local Games Workshop store for more details. Prices and times are subject to change. Other forthcoming events include:

DUBLIN TOURNAMENT

Burlington Hotel, Upper Leeson Street, Dublin.
Sunday 9th March 2003.

Tournament Tickets cost £25, Open Pass Tickets cost £6

LEEDS

Leeds Royal Armouries, Armouries Drive, Leeds.
Sunday 6th April 2003. Tournament Tickets cost £25,
Open Pass Tickets cost £6

MANCHESTER

Sheridan Suite, 371 Oldham Road, Manchester.
Sunday 11th May 2003. Tournament Tickets cost £25,
Open Pass Tickets cost £6

EDINBURGH

The Corn Exchange, 11 Newmarket Road, Edinburgh.
Saturday 19th April 2003. Tournament Tickets
cost £25, Open Pass Tickets cost £6

LONDON

Alexandra Palace, Alexandra Palace Way, Wood Green,
London. Sunday 1st June 2003. Tournament Tickets
cost £25, Open Pass Tickets cost £6

BRISTOL

British Empire and Commonwealth Museum, Clock
Tower Yard, Temple Meads, Bristol. Sunday 29th
June 2003. Tournament Tickets cost £25,
Open Pass Tickets cost £6

SLAYER DAY

Northamptonshire.
Sunday 19th October 2003.
More details to follow

SPECIALIST
GAMES RANGE

WARHAMMER

WARHAMMER
40,000

LORD OF THE RINGS
THE TWO TOWERS

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

A simple way of adding real depth to your games of Warhammer 40,000 is to have some kind of backstory that gives a context for the battle. It's much more satisfying to know that your victory has some importance in a larger scale of things. Narrative plotlines are a great way of introducing this to your games and allow you to really develop your army's character. **Graham McNeill and Phil Kelly look at some of the myriad ways you can introduce a narrative into your games of Warhammer 40,000.**

CAMPAIGN MASTERCLASS

HOW TO IMPROVE YOUR CAMPAIGN EXPERIENCE

Graham: Part of what attracted us all to playing games of Warhammer 40,000 is the rich background universe the games are set in. The dystopian gothic nature of the Imperium is such an atmospheric setting that it's such a shame that it often gets left behind in the rush to get blasting each other's armies. When we came to write *Codex: Daemonhunters*, a major part of the thinking behind it was to bring the gothic nastiness of Warhammer 40,000 to the fore and reinforce the storytelling aspect of the game. As part of this process, I sat down one day and worked out a whole bundle of reasons why the *Daemonhunters* would be fighting each particular race. With some it was easier than others, after all, it's easy to see why an *Inquisitor* and the *Grey*

Knights would fight the forces of *Chaos*, but what about the *Tyranids*, the *Tau* or the *Necons*?

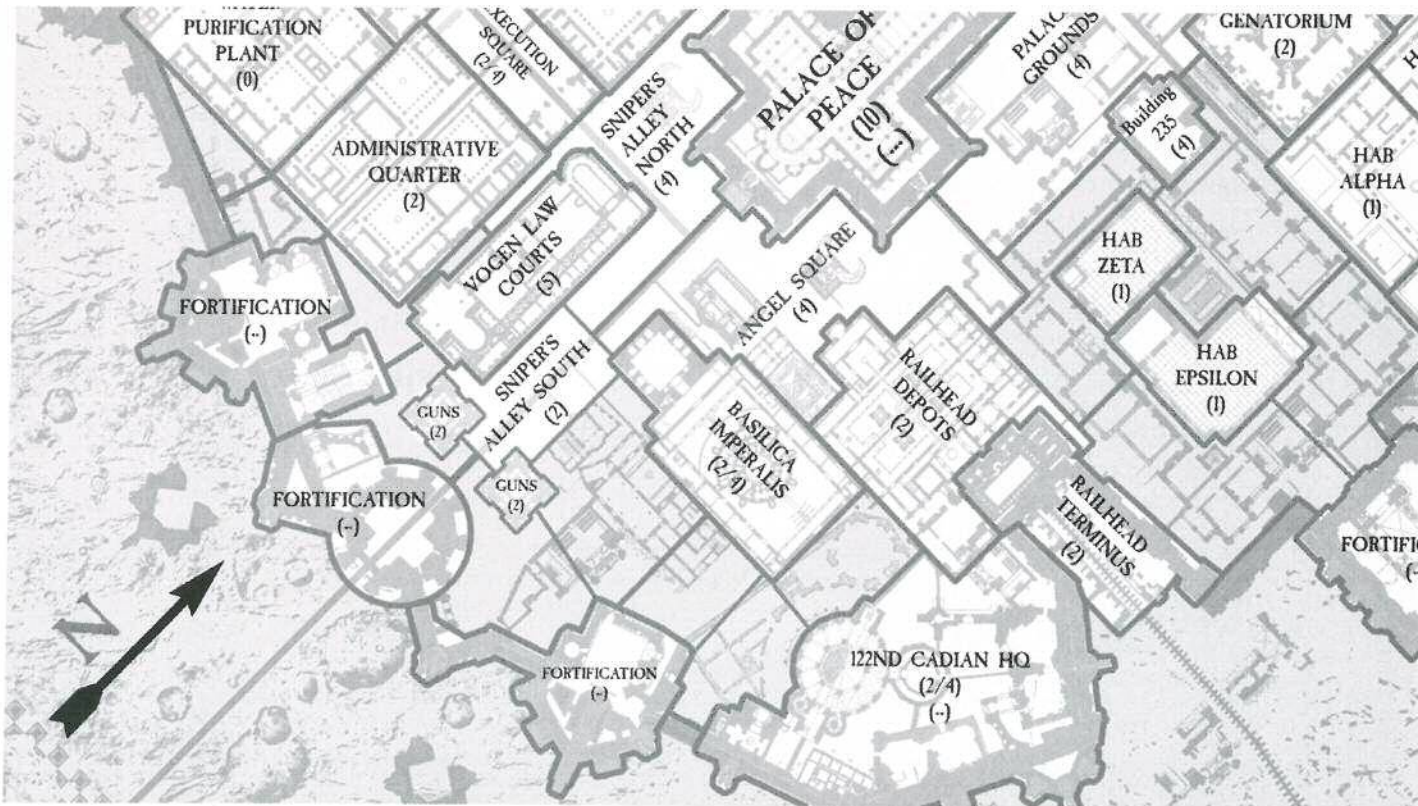
Even then, just saying they're fighting for one particular reason didn't seem enough. What we wanted to do was point people in the right direction so that each idea presented in the book would act as a springboard for follow-up games. So we created a host of simple narrative hooks that would allow people to wrap one of the missions in the *Warhammer 40,000* rulebook around it, or go off and invent their own. In this way we hoped that we could stimulate players' imaginations and get them playing games with more backstory to them than just a simple stand-up fight.

So once players had added a narrative to the game, that was all well and good, but what happened once they'd fought the game and had a result? If you're anything like me, then you'll want to find out what effect your heroic victories or crushing defeats (more likely in my case)

have on an ongoing storyline. As a long-suffering *Games Master* – for various role-playing systems and *Inquisitor* – it irks my storytelling instinct to leave a plotline undeveloped and we normally feel the need to add more and more levels to any games we play. Here in the *Studio*, it's unusual to find any games going on that aren't part of a campaign.

NARRATIVE CAMPAIGNS

Probably the easiest form of campaign to play that doesn't require a great deal of planning beforehand is a narrative campaign. As the name suggests, this type of campaign relies on the players or a referee (if you have someone willing to step into the breach and play the part of evil overlord of the campaign) deciding after the game how the narrative develops based on the result of the battle. The first game should be a balanced affair that doesn't particularly favour one side over the other, but allows for different developments of the



This map was used for the Studio Cityfight campaign.

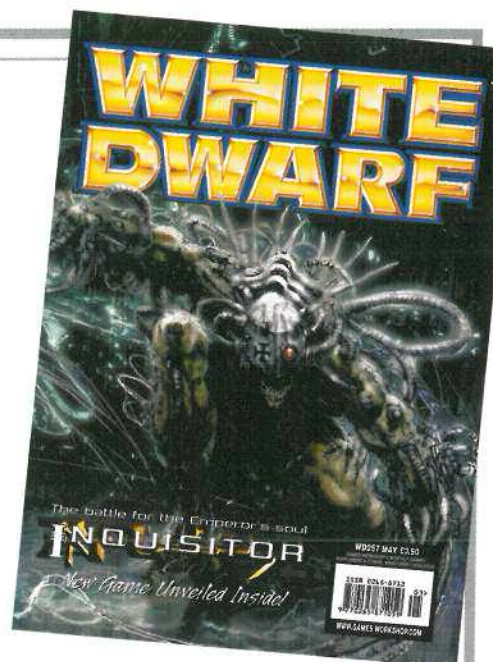
narrative depending on who wins. For example, a narrative campaign could revolve around the Daemonhunters attempting to discover the whereabouts of a Chaos cult in order to prevent them from summoning a Greater Daemon.

The first mission might be a simple Recon mission that the Daemonhunters need to win in order to gain valuable intelligence regarding the disposition of enemy forces. If the Daemonhunters prevail, then the referee might decide that there could be advantages in deployment in the next game or they might find an approach to the enemy headquarters that's perhaps not as heavily defended as the others, allowing the Daemonhunters to take extra points into the next battle. The result of this mission will lead onto others and it's up to the referee to decide what will follow next, and the more dramatic and exciting the better. As each game is played, more and more possibilities will suggest themselves and the narrative can continue for as long as the players and referee desire or until it comes to a natural conclusion. As an example of this in action, take a look at the three Inquisitor battle reports, which I linked together, not using any tables or scenario links, but simply by deciding what was likely to happen next. Admittedly, they're not Warhammer 40,000 battles, but you can see how the narrative developed from one game to the next and there's no reason you can't apply the same process to your own games.

INQUISITOR

"Her body was almost completely obscured by the shimmering light and Kessel realised that the daemon's transmutation would soon be complete... they would need to act quickly and decisively if they were to thwart the daemon and capture the girl."

Inquisitor is a game itself that relies more on narrative than that of Warhammer 40,000, but it again reinforces how much of an impact a detailed backstory can have on both the atmosphere, and outcome, of a battle. Graham McNeill's Inquisitor campaign, which began in WD257 and culminated in the four-player 'Abomination' battle in WD275, is a classic example of how the narrative drove the campaign, to great effect.



Narrative campaigns are great fun for both the players and referee and allow you to really use your imaginations to come up with all manner of bizarre inventions and fun scenarios. You also shouldn't feel that you have to stick doggedly to the missions in the Warhammer 40,000 rulebook, you can invent all manner of missions to play in your campaigns. A good example of this is the battle report in White Dwarf 272 where Andy Chambers came up with a mission based on a piece of colour text Phil wrote for the Necron Codex and we fought a couple of linked games where the narrative drove the battles.

However, if you decide you want something a little more structured than a narrative campaign, then you can try your hand at running a tree or map based campaign. These require a little more work beforehand, but are extremely rewarding to play.

MAP-BASED CAMPAIGNS

Phil: Some of the most successful in-house campaigns here in the Studio have been map-based, and it isn't coincidence. Although they require a bit of expenditure of time and effort, and ideally a computer with at least rudimentary desktop publishing capabilities, they are well worth it and add so many new angles to the gaming experience that the games themselves can become events within a larger and far more intriguing master game. This is especially valuable when Inquisitors are involved; such individuals fight with words as well as with swords, after all, and map-based campaigns almost always generate plotting, scheming and shaky alliances.

THE CAMPAIGN COORDINATOR

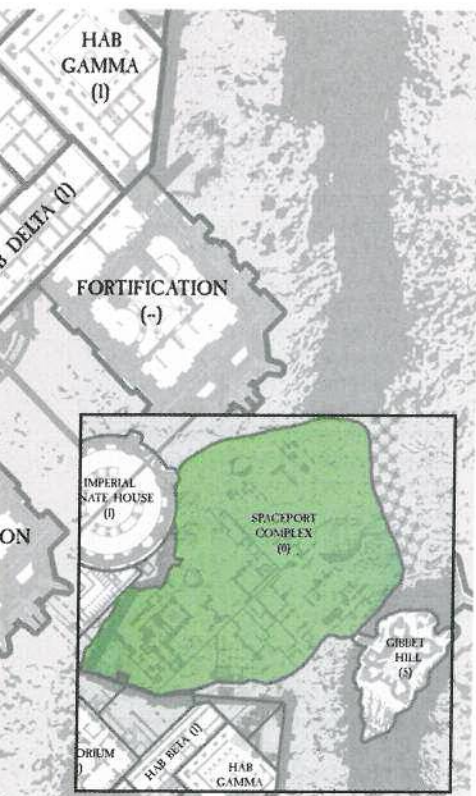
Someone will need to step into the role of campaign coordinator (GM or Games Master is the now-traditional term), the guy who generates the map, rules and guides the campaign along, but don't worry, you'll probably end up playing just as many games as the other participants, if not more (see Launching the Crusade, below).

A map-based campaign, where all players have their forces placed on a communal map and the movement of their forces determines who they play (and often steal territory from in the event of a win), is usually quite lengthy. Alone amongst the varieties mentioned here this is the one with the real trump card: a strong visual element. Once the map's sorted out the majority of the work is done, all you have to do then is decide on a simple rules system allowing the players to pick on each other. Perhaps you might want to break the campaign into weekly or fortnightly 'phases' and allow each player one move per phase, giving them a chance to invade their neighbour's territory. When two players' markers clash, it's time for a game.

Although it sounds simple enough, it's important to get each stage of your preparation right before you start. Here are a few guidelines.

THE MAP

Unless you're feeling really ambitious (or happen to be a city planner with too much time on your hands) it's easier to download a map from the internet or go to a library and photocopy one that you can scrawl all over rather than try to draw your own. You might want to use





The Blood Angels stoically defend the statue of their Primarch, Sanguinius, from the invading warriors of the Black Legion.

an old map of a city, for instance, or a mountain range, or a sewer network, or just look around till something captures your imagination. At one point the Studio's Cityfight campaign was going to be set in a 40k version of Victorian London! Next, divide the map into sections, using natural boundaries (the borders of a park, a copse, a market square, or a building) to define each location, and then write an evocative 40K-style name over that section. Do this for the whole map and bingo, you have your campaign setting.

When choosing starting places for your players, don't put everybody right next to each other, packed together like sardines; leave a little room for them to expand into without having to fight tooth and nail from the very beginning. This also ensures a fairly easy 'first phase' to get everyone used to the system. Make sure there are plenty of unclaimed/GM-controlled spaces on the map so that you get the odd game in or your players can make a non-confrontational move.

THE RULES

Although this might seem like the complicated bit, provided you keep it simple the campaign will practically run itself. Remember that provided everybody is using the same rules and there is an even spread of juicy locations, nobody will have an advantage they haven't earned.

Make a simple ruling so you can tell who's winning. This could be as simple as the player with the most territories, or a system where you assign victory points to certain key locations and the guy with

the most after so many turns is the winner. It could even be something outlandish, such as headhunting in the midst of a mass daemon infestation. This is where the Adversaries rules from Codex: Daemonhunters come in really useful: the winner is the player that has killed the most Greater Daemons (or Inquisitors if you're the Adversary player) over the course of the campaign! If you're feeling thorough it's often a great idea to pick out the really key locations on your map and write a bit of text for them, even applying a special rule if you like. It will give a great background to the battle and indicate the scenery you should use: there will be a cool storyline in place even before a single dice has been rolled. Here's an example:

THE DEFILED CATHEDRAL

This shattered ruin was once a glorious shrine to the Emperor populated by devout members of the Ecclesiarchy. Since the invasion of the forces of Chaos, the cathedral has been torn down and rebuilt in a fashion pleasing to the Chaos gods, with corpses hanging from the rafters and blood running between the flagstones as foul sacrifices are made on the once-sacred altar. The boundary between reality and the Warp is especially thin here, as the gibbering daemons infesting the rafters testify.

Daemons may add one to their summoning rolls in the Defiled Cathedral. In addition they roll three dice for their Instability tests, adding the two lowest for their final result.

LAUNCHING THE CRUSADE

Make sure the map is placed somewhere central where everybody can gather round to plot and conspire, such as the wall of your gaming area or your local store. (We normally place ours above the Studio kettle). Get hold of some pins, stickers, or some other kind of markers, and give each player a set of them. They can be colour-coded with a guide to what colour belongs to whom alongside the map, or they can bear the initials of each player: just bear in mind they are going to be moved around a lot, and that you will need plenty of spares.

Hand out copies of the campaign rules and a small version of your map to all players well before the campaign kicks off in a semi-official 'campaign pack'. Then get everyone together around the map just before the campaign starts for a final briefing where people can ask any questions they have, throw challenges at each other and plan their initial moves. Write a brief newsletter-style journal for the campaign every so often and stick it up next to the map. We cannot stress just how important this is, because it is a great place to chronicle hard-fought victories and ignominious defeats and it makes the player feel they are making history instead of just pushing miniatures about. Seeing your Inquisitor, Grand Master or general's name in an invented newspaper or diary that describes his banishment of the diabolic minions of Chaos is good fun. It makes the games feel like they really count, and after all, that's the whole essence of a campaign. Aim for one newsletter every phase if you can, every other phase if it proves too much of a tall order.

Encourage plotting and scheming. A Radical and Puritan Inquisitor may have to join forces against a particular diabolic threat, only to turn on each other over the fate of a recovered artefact. The forces of Slaanesh might turn on their Khorne allies, because they want to take their enemies alive... Encourage each player to get into the spirit of their army, and it'll make for a much richer gaming experience. A notice board near the map is a great forum for your players' threats, wanted posters and challenges.

One of the golden rules of a campaign is that once it has run for a couple of months, and it looks like it could wrap up soon, make sure that it does. If a campaign drags on too long people will begin to lose interest, and it's much better if they are left with good memories rather than the impression that the campaign has gone stale. A good way to do this is to stage an impressive finale game. This might be a clash between two rival Inquisitors and their armies in the bowels of a city, an entire army of Grey Knights mobilised to take down a ravaging sea of daemons about to consume a settlement, or a full-scale storming of a powerful Daemon Prince's palace. The grander the better; you can even make it a multi-player game if you fancy it.

There are plenty of other ways to run map-based campaigns, but these tips are based on the style we've found to be the most successful. If you need a little more guidance, the rules and map for the Vogen campaign that myself and Graham ran last year are contained in White Dwarf 271 and 272; feel free to crib as much as you need – alternatively, check out the campaign in more detail at:

www.gamesworkshop.com/wdmagazine/cityfight/

TREE CAMPAIGNS

Graham: Another simple form of campaign that requires a little work beforehand, but is very simple to run once you've put in the initial work, is a tree campaign. The battles you fight in a tree campaign follow a predetermined path depending on the result of previous games, rather like a flow diagram. In a tree campaign, you start from an initial battle and the result of the first game will tell you which path to follow from there to the next game, and so on.

The paths of the diagram can intersect, overlap and even loop back on one another as you invent sub-plots that can further influence the campaign. Just remember not to go too far overboard and overload your campaign with so much detail that it collapses under the weight of its own worthiness.

Whenever I'm working out a storyline, be it for a piece of colour text, short story or novel, I start at the ending I want to achieve and plan backwards through the events that could lead to it. Once you

THE LADDER OF SUCCESS

In more involved campaigns you could also include paths on the diagram that loop back, or sub-plots which branch off the main tree. You could also experiment with allowing victors a few extra points in their armies after winning a particularly important battle, or perhaps losing a fight for control of a tank factory might mean less Heavy Support choices next time. The amount of variation depends only on your campaign background and your imagination.



A simple ladder campaign system.

work back far enough, you see the possibilities and different ways that different battles can lead to different outcomes. Before the campaign starts, you would draw up a diagram showing the different battles that the players must fight as they progress through the campaign. Using this method, I designed a tree campaign based around Daemonhunters attempting to destroy a possessed Ork Gargant and if you fancy having a go at this, check out the Games Workshop website:

games-workshop.com/daemonhunters/

One such campaign ladder could involve the Daemonhunters attempting to recapture a world that has fallen to heretics and have taken control of the governor's palace. The premise of a campaign need not be overly complex to work; it just needs some thought as to what might be involved in it. For example, the campaign mentioned above starts with a Sabotage mission involving the forces of the Daemonhunters attempting to destroy a generator facility in order to prevent ground based lasers from firing on

the Strike Cruisers of their Space Marine allies as they move into low orbit to bombard the planet's surface. If the Daemonhunters are successful and manage to wrest the objective from its defenders then this leads to a Take and Hold Mission where they have to hold out until their allies can arrive. Should they fail however, this means that they are wiped out (or at least forced from the building) and the Space Marines must fight a Planetfall mission, perhaps with the defender allowed to pick an additional Heavy Support slot to represent the extra firepower he can bring to bear. Each of these missions has a path to follow based on who wins the mission and you simply follow the correct path leading from each mission until you reach the end and one player is victorious.

These example campaigns have been written with Daemonhunters in mind, but there's no reason it can't be any other army from the Warhammer 40,000 range and you should stretch your imaginative muscles here to come up with some suitably evocative missions for your armies to play.

While Archaon musters his horde in the Chaos Wastes, the rest of the world has begun preparing its defences against the inevitable invasion. Gav Thorpe delves further into developments of the Old World.

THE CONCLAVE OF LIGHT

The threat of Chaos grows

The year 2522, as reckoned by the chroniclers of the Empire, started with ill omens. As a particularly harsh winter gripped the Old World, it seemed as if the end of the world had begun. The crops had failed the year before, Beastmen were seen in growing numbers and their attacks became more bold and daring, and mutation ran rife amongst livestock and humans alike, until the pyres of the Witch Hunters filled the leaden skies with smoke. And in the sky, a twin-tailed comet burned across the heavens; a sign of hope for some, a portent of disaster for many.

News came from the north that a horde was gathering strength. Traders who visited north Kislev and southern Norsca reported that even the barbarian tribes that they had dealings with were unusually bellicose and aggressive, and several trade caravans and merchant ships were lost in the first months of the year. All the while, a single name is

whispered in terror in the garrisons and palaces, in alehouses and coaching inns: Archaon. Tales abound of the monstrous lord of the Dark Gods. Some say that he was once a Templar of Sigmar, driven mad by forbidden knowledge, sworn to the gods of Chaos in return for the power to overthrow the Empire he once loved and now despises.

Starved and afraid, the population of the Empire is in the grip of a growing hysteria. The number of flagellants, doomsayers and prophets of death wandering the roads and rivers has grown to epidemic proportions, and the sparse fields are left untended, the spring grain abandoned to rot in the barns, bringing further deprivation.

Amidst this growing turmoil the Emperor Karl Franz, Prince of Altdorf, struggles to keep the Empire he rules from devouring itself with suspicion and discord. Even in the fastnesses of the great cities of Middenheim, Talabheim, Nuln and Altdorf, the foul minions of Chaos are being rooted out in greater numbers

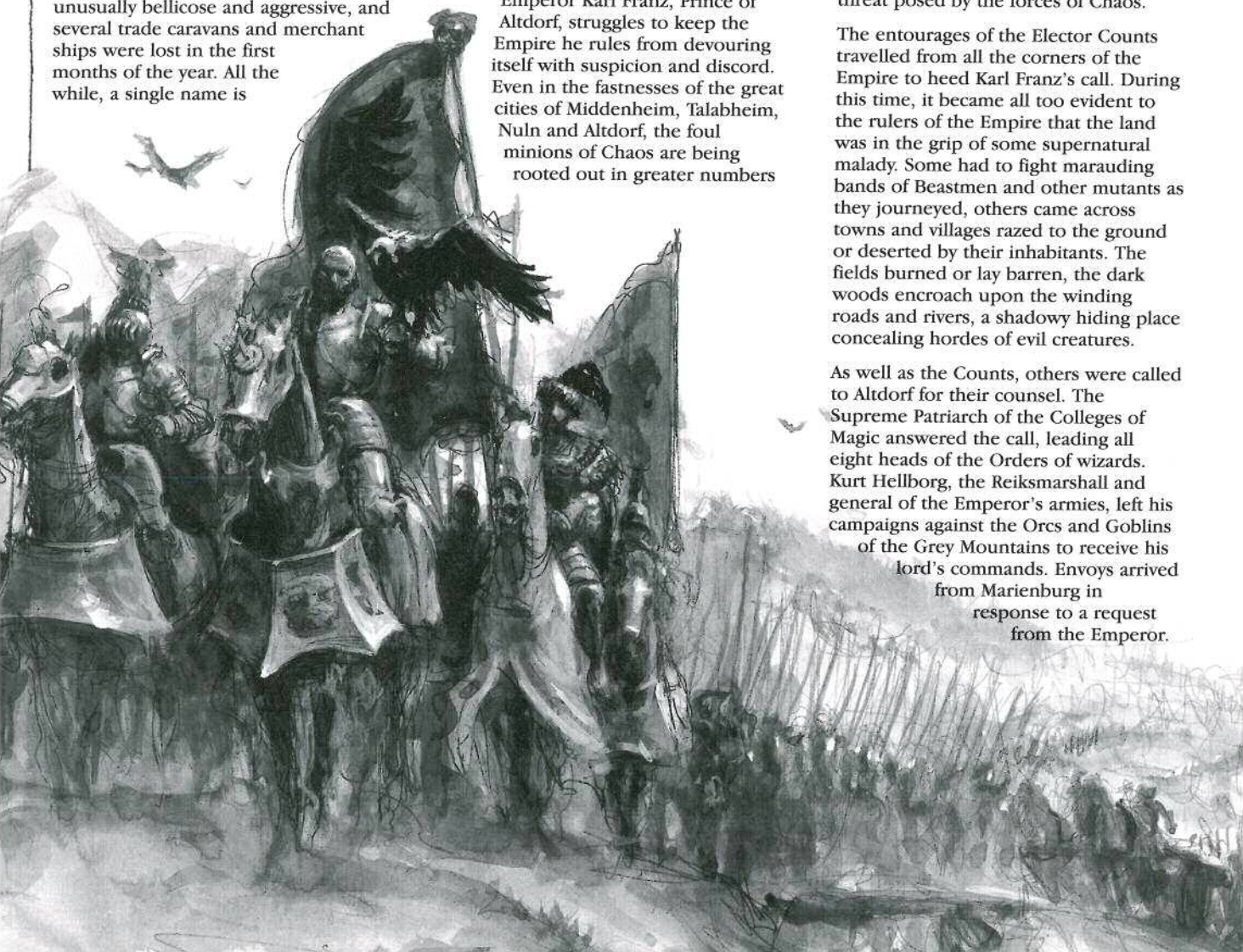
than ever before. Mutant creatures, vermin that walk like men and undead apparitions stalk the catacombs, some even daring the light of day in their eagerness to despoil the civilised world of men.

KARL FRANZ MUSTERS THE COUNTS

And so it was that on the day of the spring equinox, Karl Franz issued an Imperial Decree summoning the Electors to Altdorf to devise a plan to combat the growing menace within the Empire and from the barren northlands. Karl Franz's election as Emperor is the only time in living memory when the Counts had been assembled, an indication the Emperor's estimate of the threat posed by the forces of Chaos.

The entourages of the Elector Counts travelled from all the corners of the Empire to heed Karl Franz's call. During this time, it became all too evident to the rulers of the Empire that the land was in the grip of some supernatural malady. Some had to fight marauding bands of Beastmen and other mutants as they journeyed, others came across towns and villages razed to the ground or deserted by their inhabitants. The fields burned or lay barren, the dark woods encroach upon the winding roads and rivers, a shadowy hiding place concealing hordes of evil creatures.

As well as the Counts, others were called to Altdorf for their counsel. The Supreme Patriarch of the Colleges of Magic answered the call, leading all eight heads of the Orders of wizards. Kurt Hellborg, the Reiksmarshal and general of the Emperor's armies, left his campaigns against the Orcs and Goblins of the Grey Mountains to receive his lord's commands. Envoys arrived from Marienburg in response to a request from the Emperor.



A month after issuing the Decree, the assembly had gathered. For nearly ten days, the great and the wise of the Empire debated and argued the best course of action. Helmut Feuerbach, Elector of Talabecland, had only recently returned from his foray into the north accompanying the crusade of Grand Theogonist Volkmar. His army had been all but shattered by Archaon's immense host and their quick retreat had left all in the province demoralised and fearing the worst. He strongly advocated a highly defensive policy, advising the Emperor and Electors to evacuate the people of the most distant farms, villages and towns to within the high walls of the castles and cities. Most vocal opponent to this approach was Boris Todbringer, Count of Middenland. Accompanied by representatives of Middenheim's burgomeisters, he reasoned that the hordes of the north would only grow in strength with the passing of time. A hard, decisive strike was needed to crush them before they took the offensive. He counselled the Emperor to beat the war drums and rouse the Knightly Orders, to assemble in its entirety the army of the Empire and march north.

There were many other viewpoints, including some who believed that perhaps they could bargain with the Norse and Kurgan leaders and effectively bribe them to abandon Archaon. Others proposed razing wide areas of the northern Empire so that the Dark Host would be unable to subsist off the land and sustain itself, causing it to fracture and disperse – a plan wholly opposed by the Counts of the Ostermark and Ostland who saw such action as equally devastating as any impending invasion.

The Patriarchs of the Colleges of Magic warned of the change in the winds of magic. They spoke of roiling mystical tempests that streamed from the north, and of hearing unnatural voices carried on the magical winds. Their spells were hard to cast, even the most experienced among their Orders finding it difficult to siphon the power they needed for enchantments they once practised as apprentices. The wizards had devised strategies of divination that would allow them to foretell where the attack would fall, and promised that they would conduct great rituals to drain the fell host of its magical power. They suggested setting up a magical wall of wards and hexes to act as a barrier against daemonic intrusion.

All through this, the Emperor Karl Franz sat silently and listened without comment. He offered no opinion, and deftly avoided answering any question concerning what he had in mind, lest he sway the opinions of others. Only once did he speak, to subtly berate the Elector of Nordland who complained of the increasing Norse raids on his coastal

villages, accusing the Emperor of not caring about affairs so far from his throne in Altdorf. To this Karl Franz simply replied, "The Emperor rules not just his lands, but those of the whole Empire, and the fate of all his subjects, from the lords in their grand halls to the poor farmhand in the wasted fields, are his every concern." Even when pressed by his close friend Kurt Helborg to intervene in the increasingly vitriolic arguments, he told the Reiksmarshall that he would only speak when all opinions had been heard. No one was quite sure what he meant, since the same viewpoints had been repeatedly discussed with almost monotonous consequences for several days.

EMISSARIES OF THE TZARINA

Shortly after noon on the eleventh day of the council, as the delegates muttered sullenly over their midday meal, messengers arrived bringing recent news from Kislev. They had been sent by the Tzarina Katarina herself, to request aid from the traditional allies of her nation. They spoke of hundreds of thousands of warriors gathering in the north, baying for blood like hunting hounds waiting to be let loose. They warned that the horde rivalled in size the army faced by Magnus the Pious during the Great War against Chaos.

The horse tribes of north Kislev, fiercely independent of rule from the cities, had sent word to their more civilised countrymen that they required shelter and military aid, something previously unheard of from the proud nomads. They were moving south, abandoning the steppes to the Kurgan who were steadily moving from the east, driven out by the sheer number of their foes. They hunted the Chaos worshippers where they could and interrogated captives taken in battle. They all said the same thing – Archaon was the favoured of the Dark Powers, the Lord of the End Times, crowned by the Chaos gods to lead their legions in the final conquest of the world of the southerners. He had promised them great riches looted from the palaces of the Imperial nobles, and asked only that the lands of the Empire be completely razed from the face of the world in a tide of blood and fire. The eyes of the gods, he had said, were gazing upon the world and he offered immortality to all those who fought under his banner.

Some of those present scoffed at these tales, accusing the Kislevites of exaggerating the situation. The ambassadors of the Tzarina coldly argued that their countrymen died in their thousands every year battling against the northern tribes, keeping the Empire safe without thanks or reward, and they knew when their strength of arms would not

be enough to hold back the inhuman tide waiting to unleash itself.

For five more days, this news was digested by the counsellors, argued over in detail, questioned and examined, and yet Karl Franz still remained silent. A quiet impasse was reached, with no agreement between the Counts, and some began to whisper against Karl Franz, accusing him again of indifference. Others, some might say the wisest among them, urged patience with their ruler, who was known for his due consideration and as one who did not act rashly.

NEWS FROM THE EAST

Seventeen days after the conclave had been convened, there were more newcomers in Altdorf. Having marched from their distant holds in the Worlds Edge Mountains, envoys from the Dwarf Kings arrived with their bodyguards. It caused quite a scene at the east gate of Altdorf when three hundred Dwarf warriors armed for war arrived at the gatehouse. The unfortunate captain on duty at the time had been unsure what to do, and whilst seeking orders from his superiors had refused entry to the Dwarfen contingent. That was until their nominated leader, Snarri Thungrimsson, told the Reiksguard officer that it was Dwarf stone and workmanship that had built the walls on which he stood, and that they would reclaim it stone by stone if he did not let them in. In the face of such stubborn argument, he opened the gates to avoid further trouble.

Karl Franz met the Dwarf ambassadors amidst great ceremony. Each of the six messengers gave a long (and near-identical) speech about the ancient bonds between Dwarfs and the Empire, and how their two races had sworn oaths in ages past to come to each others' aid. It was for this reason that they had come. Many of the council were encouraged by this news, as Karl Franz met with the Dwarfs in private. However, the more experienced and canny amongst the representatives thought the speeches had been directed towards reminding Karl Franz of the vows he had taken when he had become Emperor. After two days of closed audiences with the Dwarfs, Karl Franz emerged to pass on what he had learned.

Their news caused great consternation amongst the gathered nobles. The Kurgan tribes were indeed being drawn westwards in great numbers, and were coming together in the Zorn Uzkul, the Great Skull Land east of the High Pass. Here they traded tens of thousands of slaves captured over the years, giving them to the Chaos Dwarfs of the Dark Lands in return for finely forged weapons and armour, and monstrous half-daemonic machines for levelling town walls and blasting the foe from

afar. A few desperate runners from Kraka Drak had broken through to Karak Kadrin, telling of how the Hold of the Norse Dwarfs was now under virtual siege, encircled by a legion of marauders and strange beasts.

The envoy of Ungrim Ironfist, Slayer King of Karak Kadrin, passed on his lord's oath that the Dwarfs of the Slayer Keep would march northwards to the Troll Country itself to seek battle against the hordes of Chaos. Crazed followers of the Slayer cult were amassing from all over the Old World and beyond, drawn by their strange fate to gather at the massive Shrine of Grimnir in Karak Kadrin. Once the messenger returned from his dealings with the Emperor, they would march forth to seek their death in battle against the fell beasts of the north. The Kislevite delegates thanked the Dwarf profusely for this effort, and promised them whatever provisions they required if they stopped at Kislev and Praag on their journey.

But this good news was tempered with tidings of a grimmer nature. The Orcs and Goblins of the Worlds Edge Mountains, relatively dormant for the last few years, had been roused from their infighting. Many had flocked to the army of the fearsome warlord Grimgor Ironhide, who had long battled against the migrating Kurgan warriors, but had now thrown in his lot with the fighters of the Dark Gods. The Dwarfs could not say for sure what had caused him to align himself to the army he once fought, but rumour had it that he had been defeated in battle for the first time ever, and now sought to prove himself again in the eyes of Gork and Mork. Other Orc chieftains and warlords were doing the same, joining forces with the Champions of Chaos for the fierce battle and looting that the invasion would bring.

When asked what he would now do, considering the news the Dwarfs had brought, Karl Franz replied that he had yet to make a decision, and that there was still a little more time for him to consider his options. Again, the murmurings against Karl Franz's leadership, or lack of it, began to grow. There were those who sympathised, saying that the decision was too big for one man to take on his own. They claimed that Karl Franz was avoiding committing himself because once he had chosen a course of action, he feared it might be the wrong one.

THE PRIESTS INTERVENE

It was at this time that a delegation from Ar-Ulric, the high priest of the god of war, wolves and winter, arrived from Middenheim. They were mightily vexed that their master had not been summoned along with the other Electors, and cited this as more proof that Karl Franz was little more than

puppet for the Arch-Lectors of Sigmar. Amongst themselves, the Counts and wizards had grave misgivings, for this was the worst time for the court to become embroiled in another political struggle between the churches of Ulric and Sigmar.

The newly elected Grand Theogonist, Johann Esmer, had risen to his position following reports of Volkmar's death battling Archaon in single combat. He had not been present for the deliberations of the conclave, but made his presence known when the emissaries of Ar-Ulric arrived. He did not address the council as a whole, but instead spoke to many of its members individually, speaking against Boris Todbringer's aggressive course of action, claiming it was simply another Ulrican attempt to steal power from the true Emperor. He gained much support from Stirland, Talabecland and Wissenland, who had supported his promotion to Grand Theogonist, but many in the council were turned away by Esmer's obvious politicking at this time of crisis.

In the end, he declared that the church of Sigmar's stance was one of defence. He cautioned against sending an army to Kislev, and proposed that the ranks of the Templars of Sigmar, the feared Witch Hunters, be swelled in order to maintain order and purity in the cities and towns. He requested that the Emperor order Luther Huss to be arrested and imprisoned as a heretic and subversive, saying that the self-proclaimed prophet of Sigmar merely heightened the fears of the ordinary folk of the Empire, rather than allayed them. This caused a great outcry from the priests of Ulric, who shouted down Esmer and accused him of cowardice. They reminded the council that Sigmar, like Ulric, was a warrior and said that the Grand Theogonist did not speak truly for the worshippers of the Empire's patron.

Karl Franz remained impassive throughout the debate, thoughtful and slightly distracted. The calls questioning his right to rule grew more insistent, and even the Grand Theogonist, traditionally a position that was a staunch ally of the Prince of Altdorf, refused to directly endorse the Emperor's silence.

A MESSENGER SETS OUT

Faced with the unresponsiveness of Karl Franz, the conclave met in secret. Some were for calling on Karl Franz to be supplanted and said that the reason he had gathered the Electors was to find his own replacement. Middenland, Nordland and Averland, which popular opinion might have dubbed opponents of the Reik Emperor, laughed at this accusation. Not even during the incompetent and self-serving reign of Boris Goldgather had a properly elected

Emperor been ousted whilst in power. The wisest on the council warned against such talk, speaking of the need for unity now more than ever in the Empire's history, and spoke in whispers of the anarchy that nearly doomed Mankind before Magnus the Pious fought the Great War.

Not knowing the mind of Karl Franz, they suggested that perhaps he was still waiting for others to make their views known. It was decided to send messengers to the King of Bretonnia, Louen the Lionhearted, to see if his knights were prepared to march north and help in the defence of the Empire. It would be a long while before the news returned, but they hoped that with this counsel Karl Franz would be able to finally speak his mind.

In a similar vein, there were those amongst the counsel who raised the subject of the Border Princes. An untamed land ruled by dispossessed nobles of the Empire, dishonoured knights of Bretonnia and many other vagabonds and robber barons, there were still many in the Border Princes who had strong ties with the Empire. It was thought that perhaps they too could be persuaded to march north and lend their armies to the battle. It is well known, they said, that the armies of the Border Princes are veterans hardened by long years of war against the Greenskins of the Badlands and each other, and would prove valuable in the defence against Archaon's horde.

More messengers were sent south, with promises of riches, pardons and other incentives to any who would heed the Emperor's call. Of course, there were a few dissenting voices who warned that the rogues of the Border Princes were fickle allies and as likely to turn on the Emperor as they were to aid him.

UNEXPECTED COUNSEL

On the thirtieth day of the conclave, the Counts, wizards, Kislevites, Marienburgers, Dwarfs and priests found themselves roused early from their beds by the servants of the Emperor. Grumbling at such rough treatment, their complaints soon subsided when they realised this could mean Karl Franz was ready to make his declaration. However, after a hurried breakfast, the councillors were not taken to the audience chamber, but instead led to the ramparts of the palace overlooking the Reik. There Karl Franz waited for them, wrapped in a heavy cloak against the cold winds blowing from the west. For a long while they stood peering over the parapet and muttering amongst themselves, wondering what the Emperor was up to. They wondered if the strain had finally affected his mind. Then, as they started talking about going indoors out of the inclement weather,

Karl Franz called on the counsellors to stay, and pointed westwards.

The assembled dignitaries pressed against the battlements and peered through the dispersing morning mist, as the sun began to glint on the waters of the Reik. There was movement in the distance, a whiteness amongst the grey of the fog. Within minutes, it became clear that it was a sailing ship, gleaming white, its prow fashioned in the shape of a hawk. The advisors and Counts fell silent as they realised it was an Elf ship. There were derisive snorts from the Dwarf contingent, who stamped angrily from the rampart, scowling and muttering to each other in their gruff tongue.

The ship moved effortlessly along the river, mooring silently at the palace's quay, and a single figure disembarked. Swathed in blue robes and leaning heavily on an ornate staff, the figure made his way up the path to the gatehouse, as the council members nudged each other aside and strained over the parapet to gain a better view. As the Elven visitor entered the palace, they followed the Emperor back to the audience chamber. The Elf was waiting for them there, leaning on his staff, his gaze distant. There they were joined again by the Dwarfs, who darted suspicious glances at Karl Franz, suspecting him of some kind of trickery or foul play.

Karl Franz introduced the Elf as the fabled Teclis, the High Mage who had helped the Empire during the Great War and founded the Colleges of Magic. As they looked upon Teclis, his piercing eyes swept over the councillors, some flinched immediately from that knowing stare, others met his gaze for a few seconds. Later they spoke of the bottomless wisdom held in those eyes, as if their souls were open to view. They listened without comment as Teclis spoke, his lilting voice carrying easily to the corners of the hall.

"I have come, as I came to you over two centuries ago," the Elf told them. "Four lifetimes in your reckoning, less than a generation in ours. Though the people of the Phoenix King have our own woes, the time has come again when our paths must cross, for the fate of the world will hang in the balance. No race can stand aside against the threat that gathers in the cold wastes of the north. Not alone the mighty numbers of men, nor the stone walls of the Dwarfs, nor the fleets of Ulthuan will hold back the tide of darkness if we are divided."

The Dwarfs had a growling conference amongst themselves before Snarri Thungrimsson stomped forward.

"A curse upon all Elves," he spat. He turned and addressed the others. "Though the memories of others may grow dim with time, the Dwarfs

remember the wrongs done to them, and few are they greater than the treachery of the Phoenix King and his beardless kin. But, before the deceit of the beard-maimers, the Elves and Dwarfs stood side-by-side on many occasions to face the hordes of Chaos and put aside their differences during the time of Magnus. Though we shall never forget the wrongs they did us, we shall not let it be said of us that we would rather damn the world than listen to an Elf. When the horns sound from the walls of Karaz-a-Karak, the Dwarfs will heed them and if need be we shall march at the side of the Elves."

Karl Franz looked pensive and asked Teclis if he brought an answer from the Phoenix King. No one else knew the question that had been asked, and had not known even that a message had been sent. Teclis' reply was short.

"Yes," is all he would say.

THE CALL TO ARMS

And so the great defence of the Old World was set in motion. Karl Franz decreed that the Elector Counts begin assembling their armies, and promise free passage and assistance for any Dwarf travelling through their lands. The ships of the Elves would patrol the Sea of Claws to guard against the Norse longships, and could dock at Marienburg whenever they required, to receive supplies or converse with their kin in the large Elven quarter.

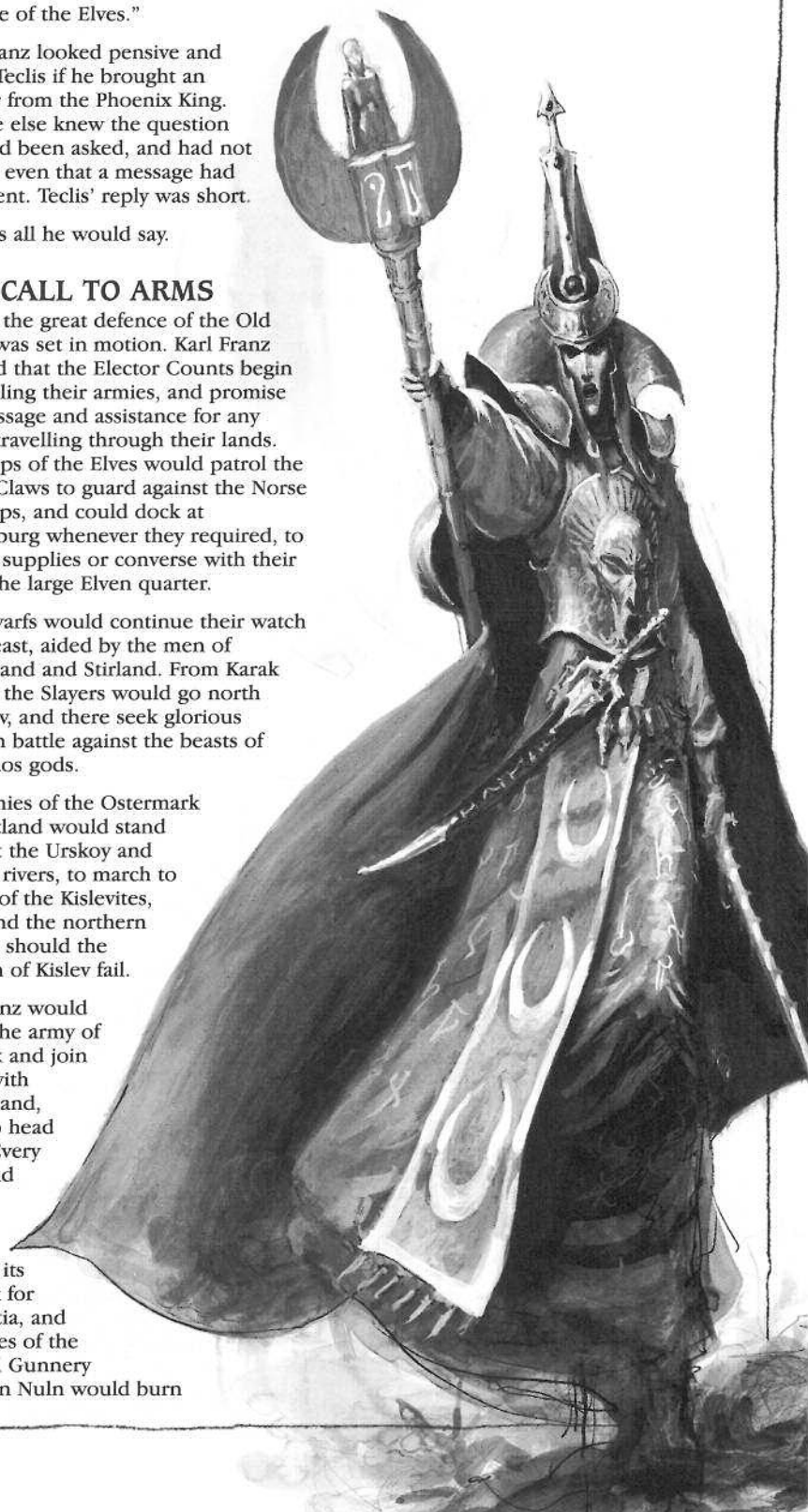
The Dwarfs would continue their watch to the east, aided by the men of Wissenland and Stirland. From Karak Kadrin, the Slayers would go north to Kislev, and there seek glorious death in battle against the beasts of the Chaos gods.

The armies of the Ostermark and Ostland would stand ready at the Urskoy and Talabec rivers, to march to the aid of the Kislevites, or defend the northern borders should the strength of Kislev fail.

Karl Franz would gather the army of the Reik and join forces with Talabecland, ready to head north. Every town and village would begin training its menfolk for the militia, and the forges of the Imperial Gunnery School in Nuln would burn

day and night manufacturing cannons and guns. The heads of the College Orders would put out the call for all their wizards trained in battle magic to return and give their services free of charge, and Ar-Ulric and the Grand Theogonist were to spread the word to their followers to prepare for war.

Whatever Archaon was planning to unleash upon the Empire, Karl Franz swore that the Lord of the End Times would not find them unprepared.



THE STORM GATHERS

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

The Imperium faces its greatest challenge in ten millennia. Abaddon the Despoiler has forged a fearsome alliance and assailed the Cadian Gate. This summer sees the Eye of Terror campaign unleashed upon the world. Through playing games you will be able to direct whether the force of the Imperium hold out or whether Abaddon will be feasting on the corpse of the Imperium. Warhammer 40,000 Overfiend Andy Chambers reveals all...

Abaddon the Despoiler, the Arch Heretic whose name is a curse on a thousand worlds, once led the First Company of the Luna Wolves and was as devoted and brave a warrior as any. The Emperor later honoured Horus's Legion by decreeing that its name be changed to the Sons of Horus, but when the Heresy erupted, it was clear that Abaddon's loyalties lay with the Warmaster. Abaddon fought at the forefront of the war, zealously tearing asunder that which he had once helped conquer in the name of the Emperor. Abaddon was Horus' most favoured warrior and it was rumoured that he was in fact the Warmaster's clone son. When the final battle of the Heresy came, Abaddon was fighting on another part of the Warmaster's battle barge,

though he felt the psychic shockwave of Horus' death resonate through the Warp and his scream of anguish plunged him deeper into madness than any mortal should ever fall. He fought his way to the bridge and found the corpse of his beloved Warmaster, tearing the lightning claw from Horus's wrist and taking it for his own.

Though every instinct screamed at Abaddon to wreak his vengeance, he knew that the forces left to him were not enough to win the day. Horus's last gamble had failed and the war was over. Taking command of the battle barge, Abaddon led the retreat to the Eye of Terror, assuming command of the Sons of Horus and renaming them the Black Legion. Abaddon vanished into the Eye of Terror and entered the realms of dark legend. Decades passed before Abaddon was to return, surging from the Eye at the head of a massive army and smashing aside the

defenders to pour forth into Imperial space. For a time, it looked as though Abaddon would succeed in breaking through the defences around the Eye of Terror, and only the combined might of several Space Marine Chapters and the Titan Legions finally halted this first of Abaddon's Black Crusades.

Since that day, there have been eleven separate Black Crusades, ranging from small raids to sector-spanning conflicts that have cost the lives of millions of Imperial soldiers. On the world of E'Phanor, the Despoiler exterminated the kin of the Kromarch, and on Mackan, Abaddon earned the eternal hatred of the Blood Angels when he slew their warriors and violated their flesh. Beneath the Tower of Silence on Uralan, Abaddon was led to the daemon sword Drach'nyen by a golden-skinned stranger, and with this cursed item, carved himself a realm of diabolical evil within the Eye of Terror before plunging the Gothic sector into war. Once more the Imperium was victorious, but the cost of victory was high and two of the Blackstone Fortresses, powerful weapons created in ancient times by long-forgotten hands, were lost to the Despoiler. Numerous other incursions, too scattered and random to be called Black Crusades, have plagued the Cadian Sector and there can be no respite while this most evil of heretics still lives.





Now, dire portents wax nigh and even the most blinkered cannot fail to see a pattern emerging in the attacks in the sectors surrounding the Eye of Terror. The Emperor's Tarot regularly displays powerful cards representing war and death on an apocalyptic scale, and Astropaths report horrifying visions of torrents of blood raining from the sky to drown the Imperium of Man. Even the Eldar, aloof and cruel aliens, have given warning of the rise of a great Uniter, as deep within the anarchy of the Eye of Terror, ancient feuds have been set aside in the face of Abaddon's leadership. Bitter hatreds, such as that between the World Eaters and the Emperor's Children following the battle of Skalathrax, have been quelled and even the Alpha Legion and the Word Bearers share an uneasy peace. Binding oaths and debts have been called to account and a force, the likes of which has not been seen since the Horus Heresy, has been

assembled, ready to strike the Imperium like a thunderbolt.

As the end of the forty-first millennium drew closer, the first signs that Abaddon's long-feared attack was imminent came in the form of numerous sightings of drifting vessels emerging from the Warp in the surrounding sectors. All were converging on the core systems of each sub-sector and, while this number of space hulks was rare, it was not unheard of. System defence ships scrambled to intercept them and prevent them from reaching their systems' inhabited worlds. The vessels of the Adeptus Astartes boarded those they could, but their numbers were limited. The Space Marines found them to be twisted and disease-ridden nightmares, encrusted with all manner of necrotic matter and toxic filth. Subsequently, every such vessel encountered was destroyed with torpedoes and bombardment cannons, but for some it was already too late.







The Hour is at Hand

Andy Chambers: The Imperium faces its greatest challenge in ten millennia. The Arch Heretic, Abaddon the Despoiler, has forged a fearsome alliance of Chaos Space Marine legions, deviants, traitors, foul mutants and daemons to hurl against the Imperium. The fate of the Imperium rests on the desperate battles being fought around the Eye of Terror and the garrison world of Cadia, home of the famed Cadian regiments of the Imperial Guard.

The Emperor's loyal servants have resisted Abaddon's Black Crusades in the past, but always at a terrible cost. Can they prevent this, the greatest so far, the 13th Crusade, from breaching the Cadian Gate to assail the very heart of the Imperium – ancient Terra?

This summer, the Eye of Terror campaign will be unleashed across the globe. You (yes, you!) will be able to

directly affect the outcome of the campaign and the future of the whole Imperium. Fighting in support of the Imperium or the forces of Chaos, you can participate in this massive war by submitting results from your own games to our spangly Eye of Terror website and by playing in the huge number of events we have planned over the summer. As well as being able to access the website for continuous updates on the campaign's progress, White Dwarf will feature campaign news, features and some stonking battle reports to boot.

This conflict isn't limited to just the forces of the Imperium and Chaos – all races and armies can participate as war erupts around the Eye of Terror and the shock waves are felt across the length and breadth of the Imperium. The Eldar and Dark Eldar both have their own objectives among the crone worlds within the Eye and

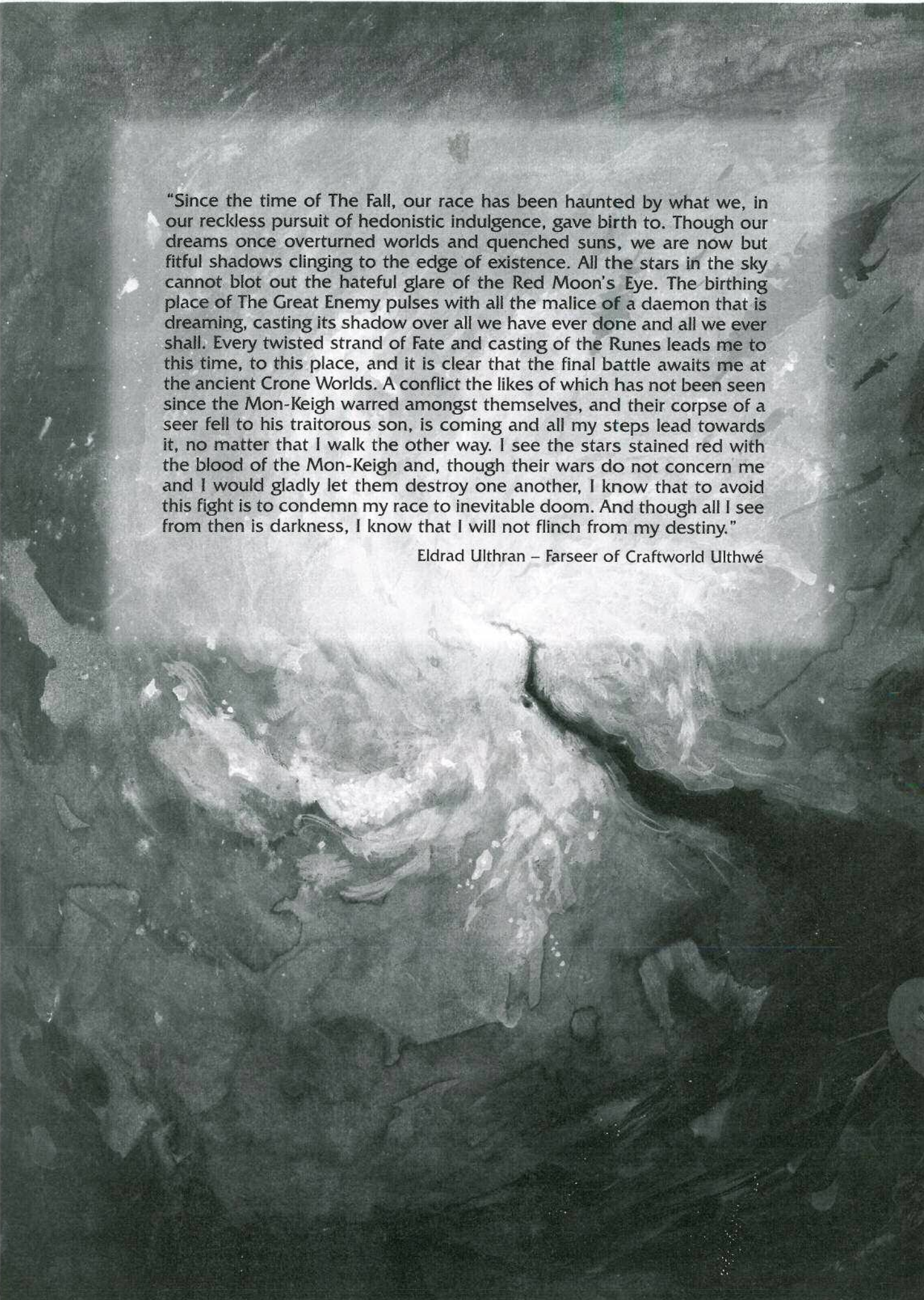
the labyrinthine paths of the webway. The Necrons, shaking off their aeons' long slumber, have their own agendas and vendettas to pursue against the young races. Amidst the confusion, Ork and Tyranid raiding fleets have free reign to assail the embattled forces of the Imperium in their darkest hour. Even the Tau empire, although tens of thousands of light years away from the Eye of Terror, will have to weather the storm of raids, invasions and migrations triggered by the opening of the Eye.

Next month sees the release of Codex: Eye of Terror, a companion work for the campaign detailing the histories of Cadia, the Eye of Terror and the incessant conflict first bred in the Horus Heresy at the dawn of the Imperium and the Emperor's unification of Humanity. The opening moves of Abaddon's great plan are revealed, as are the terrible fates

awaiting those who lose faith in the beneficent God-Emperor of Mankind. Codex: Eye of Terror also features no less than four army lists covering the Cadian Shock Troops and a new special character (Lord Castellan of Cadia, Ursarkar E. Creed), the Space Wolves lost company of Wulfen, the special strike forces of craftworld Ulthwé and the scrofulous hordes of Chaos: mutants, traitors and daemons which make up the legions of the Lost and the Damned.

We'll tell you more about the web campaign and how to register for it, events, battle tours and campaign weekends, and show you the amazing new miniatures for the Codex in next month's White Dwarf (including the Chaos Defiler).

In the meantime, brace yourselves and prepare for war. You can make the difference between defeat or victory, life or death!



"Since the time of The Fall, our race has been haunted by what we, in our reckless pursuit of hedonistic indulgence, gave birth to. Though our dreams once overturned worlds and quenched suns, we are now but fitful shadows clinging to the edge of existence. All the stars in the sky cannot blot out the hateful glare of the Red Moon's Eye. The birthing place of The Great Enemy pulses with all the malice of a daemon that is dreaming, casting its shadow over all we have ever done and all we ever shall. Every twisted strand of Fate and casting of the Runes leads me to this time, to this place, and it is clear that the final battle awaits me at the ancient Crone Worlds. A conflict the likes of which has not been seen since the Mon-Keigh warred amongst themselves, and their corpse of a seer fell to his traitorous son, is coming and all my steps lead towards it, no matter that I walk the other way. I see the stars stained red with the blood of the Mon-Keigh and, though their wars do not concern me and I would gladly let them destroy one another, I know that to avoid this fight is to condemn my race to inevitable doom. And though all I see from then is darkness, I know that I will not flinch from my destiny."

Eldrad Ulthran – Farseer of Craftworld Ulthwé



EYE OF TERROR

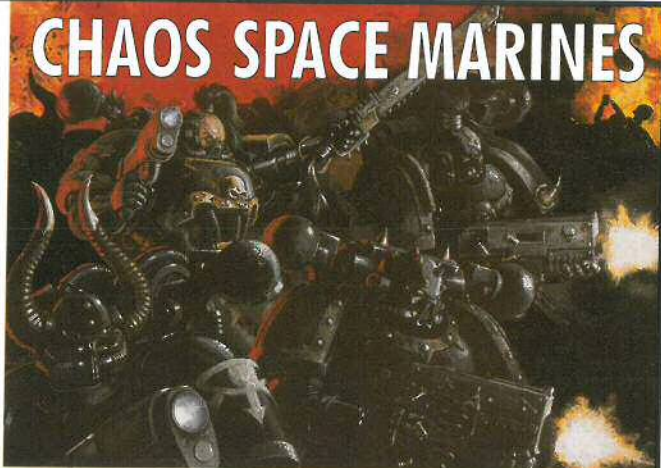
WARHAMMER 40,000 SUMMER CAMPAIGN

Deep in the Cadian Sector tension is rising. The forces of Disorder, including the 13th Black Crusade of Abaddon the Despoiler, are preparing to mount an all-out assault with the intention of breaking through into the heart of the Imperium. The forces of Order, led by the Imperium of Man, ready themselves to repel the invaders. Each army may fight on one of the two sides, and each has their own reason for being there. Here we explain a little more of the reasons behind each force's presence.

The choice is made Brother, you have pledged yourself, body, mind and soul to the cause of Abaddon the Despoiler.

Together, we will raze the weakling Imperium with steel and flame. We will cast down the works of Man and slaughter any who stand in our way. For an age we have been exiled and reviled but at last vengeance is at hand. It is our time now. Let terror be our harbinger, death to the False Emperor.

CHAOS SPACE MARINES



DARK ELДАР



There are intruders in our domain, those who would seek to tear it from our grasp. They must be punished. There are those who think Commorragh is a pretty bauble, to be moulded and shaped as a Haemonculus crafts his Grotesques. They must be educated. There are many who fear us, but the minions of Chaos are not amongst them. They must be taught the meaning of terror.

But most deliciously of all, our Eldar cousins have come to play in the labyrinth dimension. They toy with technologies they cannot comprehend, and they will pay the price. Slavery. Disgrace. Degradation. Pain.

Such choice gifts are abundant in the dungeons of Commorragh, and we have always been a most generous race...



ORKS

Da humies are fightin' each uvver again! Dere's loads of Chaos boyz comin' out a da big spacehole and dey is givin' us guns and ammo fer helpin' them (dey is too puny to win on their own).

Ghazghkull sez ta go for it and bash the humies good wherever you can find 'em. If da Chaos boyz win we'll bash 'em good later. If da humies win dey'll be too chopped up to fight back properly by the time we's done with 'em.

Waaagh!

From the abyss we have gazed upon the bright light of a galaxy ruled over by the lickspittles of the Corpse God of Mankind. A galaxy where our whims are denied by the laws of those too weak to appreciate the grandeur of our vision.

How long now has the pain of that denial been a knife twisting in our souls? How long has our hatred festered within us demanding release? Be denied no longer, obey the voices that come from the darkest core of your being and grant them license.

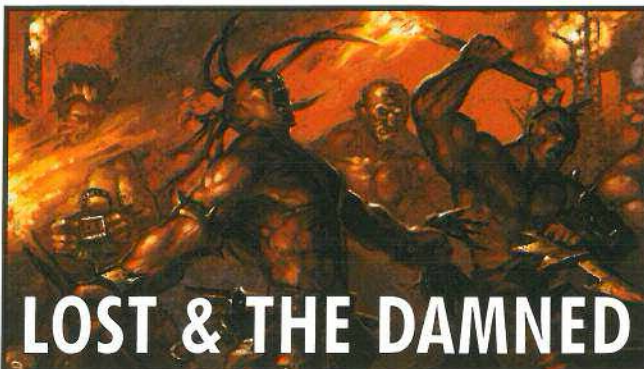
There is no order, do what thou wilt and let the galaxy burn!

THE FORCES OF DISORDER

The Hive mind is aware of a rippling in the spaces between worlds, confusion and destruction can be sensed spreading across the gulf. The prey are weak and scattered at this time, many worlds are ripe for the hive ships to suckle upon.

It matters not at all why this has come about, only that it serves the Great Devourer as a show of weakness.

Now is the time to descend from the gulf and feed.



Long have the prayer gangs and daemonkin sung of this day. Abaddon the Despoiler, Chosen of Chaos has unleashed a Black Crusade to shake the Imperium to its foundations. The time of absolution is at hand, when the False Emperor will be overthrown and the Gods of Chaos are once again worshipped in the very cradle of Mankind's birth.

Rich rewards await those brave and strong enough to dedicate themselves to the ruinous powers - wealth, power and the blessings of the very gods themselves. Utter destruction awaits those who resist the inevitable victory of Chaos. Rejoice in the slaughter of the Emperor's slaves! Free them of their idiot idolatry of Him on Earth!

The will of the Star Gods infuses you with a hatred of the spawn of the Old Ones and life itself. The young races make war upon one another, and though this conflict is but a flickering shadow of the wars that once tore the heavens apart with their fury, it has seen the last two Talismans of Vaul return

to the realm of flesh. At last, they lie within our reach and must be destroyed before the Eldar reclaim them. As the stars align and the Great Work nears completion, it falls to the warriors of the Necrontyr to destroy the last Talismans of Vaul and all who would seek to make use of them.



THE TAU EMPIRE



Greetings, Commander. The wisdom of the Ethereals shall guide you through these perilous times. The constant squabbling of the Gue'la are of little concern to us, but their wars now begin to impact on our glorious Empire. The foes of the Gue'la sow discord, fanning the flames of war on our doorstep and the warriors of the Gue'la's Emperor are drawn

away from the true objective of battle. It shall be your appointed task to quash any who dare to encroach on our territories, be they Gue'la or their foes. The furtherance of the Greater Good is paramount and nothing must be allowed to set back our Empire's expansion.

Ko'vash Tau'va vor Shi.

The time has come. The power of the Great Adversary is ascendant; all that we have strived so hard to uphold is in danger of being torn down and replaced with anarchy and death. The denizens of the Eye of Terror, mustering their forces and marshalling their diabolic power for ten long millennia, have chosen this moment to strike. Without utmost resolve and ceaseless vigilance they will deliver the galaxy itself a mortal wound.

Chaos must be contained, for the price of failure is beyond imagining.

THE FORCES OF ORDER



SPACE MARINES

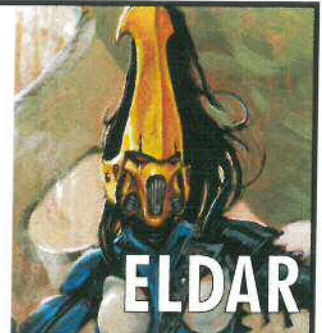
The Emperor's blessing be upon you, commander. The Arch Heretic, Abaddon, has returned to the realm of Humanity, and his foul traitors destroy all before them. The call to arms has been issued to your chapter, and it is a call you cannot refuse. Arm your warriors with faith, armour them in devotion and instil in them the honour and pride that must burn within each warrior's breast. Your chapter

has a long and glorious history, reaching back through the ages to the dawn of the Imperium, and all those that have gone before you shall judge you by your actions in this campaign. I charge you and your warriors with seeking out those Traitors who turned from the Emperor's light; hunt them down and punish them for their betrayal. This is your holy task, this is your sacred duty.

Farseer, you have seen the skein of the future laid before you. Each thread blackens and withers as it nears the poisonous horror of the Great Incursion. There is no evading this apocalypse; we must meet it on the field of battle, plunge through its festering heart like a burning spear. Would that we could allow the forces of the Mon-

Keigh to march unaided to the slaughter, culling their own teeming numbers whilst halting the tide of filth spewing from the Red Eye. But if Chaos prevails, the Gate will vomit forth the denizens of the Eye until the fabric of reality cracks and splits apart, dragging us into the living hell of the Warp for the rest of time.

Don the mask of the warrior and the warlock. Awaken the incarnation of your Craftworld's wrath. Go forth with war in your heart and hatred in your veins. We take the fight to Chaos, and at the hand of Khaine, the Despoiler will be destroyed.



ELDAR



DAEMONHUNTERS

This is our greatest test. The daemon comes forth, not singly or in packs, but in an innumerable tide that consumes everything in its path. In such times we find our divine purpose, and we must not shirk from it. I shall not counsel you against fear of the daemon: the Emperor knows you have none. But even psycannon and daemonhammer cannot carry the day against such a foe, for

what use is the bolter shell against the horrors of disease, terror and madness?

No, it is faith! Faith is our shield, when faced with unshakeable belief the daemon becomes weak. Faith is our sword and with it we will burn out the diabolic cancer of Chaos wherever it is found. It matters not the cost, the Ordo Malleus must succeed or be forever shamed.

War has come to the domains of Man, Master Shaper, and the Children of Pech shall feed on the spoils and grow strong. Seek out the strongest of foes and lay him low—devour his flesh and ingest his bold warrior soul that your kin may inherit his vigour. Take for yourself his tools of war that your

warriors may lay waste to all who oppose you.

And when the tides of destruction recede, return once more to the homeland, that you may share the inheritance you have won with all the Kin of Pech, and the ancestors shall be pleased for all time.



KROOT MERCENARIES

As we foresaw, our long vigil has finally borne a terrible fruit. The Despoiler of Worlds has come forth for the final time, with countless armies of warspawn at his heels. We cannot hope to fight a war with a foe that outnumbers us a hundred to one, yet Eldrad has decreed that direct confrontation is the only way we can survive. Although all hope seems lost, we can yet prevail. Phoenix Lord Maugan Ra, the Harvester of Souls, has returned from his long quest within the Eye to show

us the way; proof that Khaine is with us and that Eldrad's prophecies are indisputable. Through his vision, each of our Strike Forces will storm from the webway into the crucible of war at the crucial moment. With his guidance, we can break each wave before it crashes into the Mon-Keigh defences. With the strength of Khaine and the wisdom of Eldrad, we can tear the poisonous heart out from the forces of Chaos and send them screaming back to the hell we created.



ULTRAMARINE STRIKE FORCE



IMPERIAL GUARD

Welcome Sister,

I thank the Emperor your Order is to be counted amongst the Faithful standing against the Great Enemy, for truly the darkest of times is upon us. As the plague afflicting the sector spreads, only those few whose faith is absolute will oppose the will of the Despoiler.

But our foes assail us from

many quarters, not just from beyond the Cadian Gate. I urge you, Sister, to be ever watchful for the heretic and the traitor in our midst, for in these gravest of times, the enemy is to be encountered at every turn.

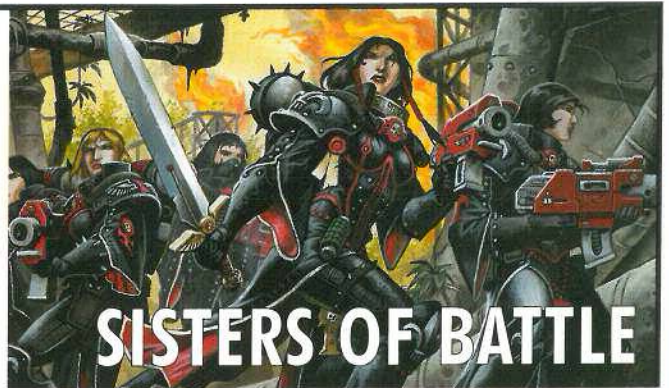
Cast out the mutant, the traitor, the heretic.

For every enemy without, there are a hundred within.

You have sworn an oath to the Emperor of all Mankind, an oath of duty and honour. Now that oath is to be tried as never before. We must march proudly into the maelstrom of battle and as we do so remember that we bear the hopes and prayers of all Humanity. If we falter then the

galaxy will enter a new dark age from which it may never emerge.

Marshal your loathing of the dark forces that confront us. Our righteous wrath is our greatest weapon against the denizens of the Warp. Use it well. The Emperor Protects.



SISTERS OF BATTLE



CADIAN DEFENCE FORCE

Atop castellum all across Cadia the warning beacons are being lit. On any other world in our great Imperium there would be panic and fear at such a thing. There is no panic here on Cadia though because each of us has been trained from the day of our births to know how

to react. We have a divinely assigned purpose to be the keepers of the gateway to madness and evil. Once again we must do our duty. Once again we will be the bastion of light that turns back the darkness. For the Emperor, for Cadia, for Honour!

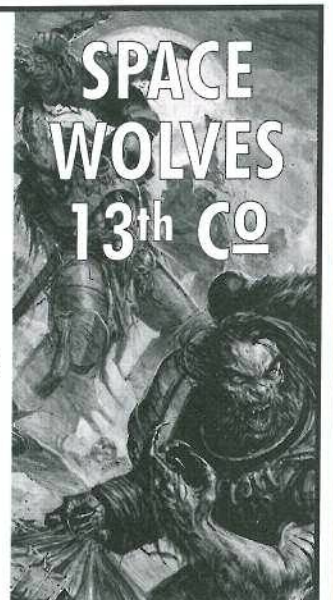
The Bear shall take up the mantle of Gatekeeper, and the Lost Kin return to the Realms of the Man.

Brother shall slay brother, as at the Dawn of Time. But the Were-kin stand aloof Their task set in stone before them.

The Son of the Traitor shall lay waste First the Gate, then the Palace The Children of Russ shall oppose him Or perish, their names reviled for all time.

Now is the time, mighty Wolf, Your hunt is nearing its end Your quarry is set before you Your saga shall be sung for all time.

The Prophecy of Frode



SPACE WOLVES 13th CO

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Here is a list of independent stockists in Finland, Poland and Eastern Europe. Each of the independent stockists has a large range of Citadel Miniatures boxed sets and blister packs, as well as boxed games, rulebooks and supplements for Warhammer and Warhammer 40,000.

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THE EYE OF TERROR



This summer the galaxy will be ripped apart by Chaos hordes advancing from the Eye of Terror. Imperial forces are converging around the planet Cadia in preparation of the upcoming conflict.

Battles and events will take place all over Scandinavia and The Netherlands during this time. Keep checking your local store/club to see what they have got planned and please keep reading these pages for further details.

TO CLEANSE THE STARS

Full rules for deploying the specialised fleets of the Adeptus Astartes in *Battlefleet Gothic* by the combined efforts of Gav Thorpe, Andy Chambers, Andy Hall, Warwick Kinrade and Matt Keefe.

Space Marine fleets in *Battlefleet Gothic*

When Guilliman set about the long and arduous task of preparing the Codex Astartes, the role of space vessels amongst the Adeptus Astartes proved a particular sticking point. For an Imperium still reeling from internecine heresy that almost tore it apart, the division of power was a vitally important consideration. Of the most extreme options on offer, it was ventured by some that the Space Marines should be denied any vessels at all, barring intra-system transports for movement between homeworlds and attendant moons, satellites or outposts. Corax, amongst others, protested strongly that in fact had the Space Marines been better equipped with fleets of their own, his own legion might not have been so horrendously decimated when trapped on Istvaan V by Horus and the newly revealed traitors. Instead compromise was reached which limited the Space Marines to vessels whose primary role was that of transport, delivery and suppression designed to facilitate planetary assault, rather than full fleet duties, which would become the sole preserve of the Imperial Navy. Only the smallest of vessels would be permitted

to act exclusively as gunships, with the larger battle barges and strike cruisers remaining predominantly as aids to invasion, ensuring the Space Marines would never present a threat to the Imperial Navy proper. Inevitably, the wrangling over interpretation of a ship's 'primary role' lead to some chapters opting for rather more versatile fleets than the Imperial Navy would prove entirely comfortable with.

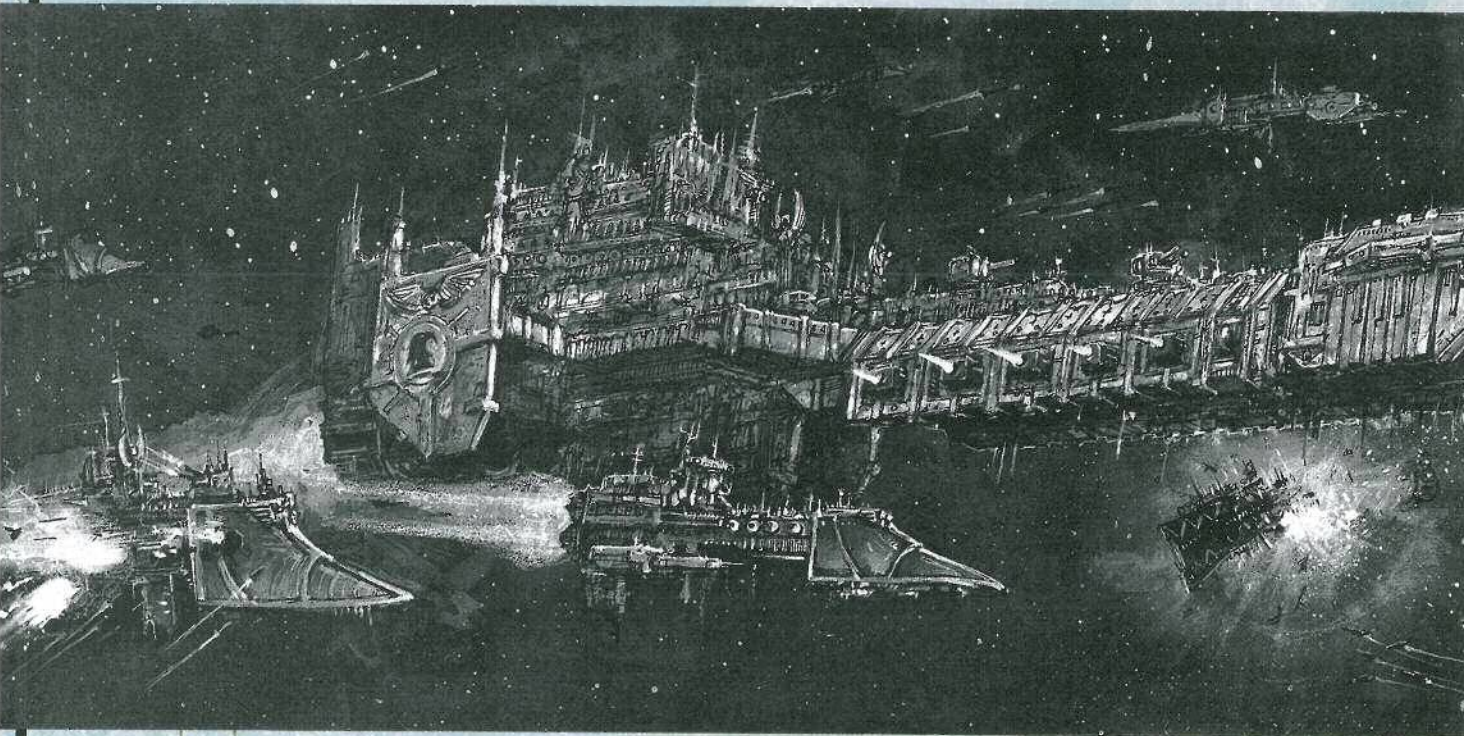
Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors; half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such

honoured tasks. These serfs come from the chapter's home planet or the enclave they protect, many of them Novitiates or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and indoctrinated into many of the lesser orders of the chapter's Cult. Although human, they still benefit from remarkable training and access to weapons superior to those usually found on a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.

SPACE MARINE LEADERSHIP

Space Marines are highly organised, efficient and disciplined, allowing them to out-perform their enemy in almost any situation. When randomly generating the Leadership value for a Space Marine ship, use the table here.

D6 roll	Leadership
1-2	8
3-4	9
5-6	10



BOARDING ACTIONS AND HIT & RUN ATTACKS

Space Marines are the supreme fighting force of the Imperium, and excel at ship-to-ship boarding actions, where their skill is paramount and their lack of numbers irrelevant. To represent this, Space Marine ships add +2 to their D6 roll when they fight in a boarding action and +1 when they make a hit and run attack.

Enemy hit and run attacks against a Space Marine ship deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

PLANETARY ASSAULTS AND EXTERMINATUS

Space Marines excel at planetary landings and attacking enemy-held systems. Their entire organisation and the weapons and ships at their disposal are designed solely for the purpose of reclaiming or destroying planets that have fallen into enemy hands.

In a Planetary Assault scenario, Space Marine strike cruisers and battle barges earn 2 Assault points for every turn they spend landing troops or bombarding the planet, rather than 1 point as is normal. In an Exterminatus scenario, a Space Marine battle barge can be used as an Exterminator, unchanged from the following data sheet (battle barges are equipped with virus bombs and cyclotronic warheads as standard). In addition, once a battle barge is in position to exterminate the planet, you need to roll a 3+ to do so rather than a 4+.

SPACE MARINE WEAPONS

Some weapons function differently on Space Marine vessels, as described below.

BOMBARDMENT CANNON

Space Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons are huge, turret-mounted linear accelerators, capable of launching a salvo of heavy magma bomb warheads. As their name implies, bombardment cannons are used primarily for pounding planetary defences into rubble and giving devastating orbital support to Space Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvos.

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

- Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even against ordnance).
- Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

ORDNANCE

Rather than the bombers and fighters employed by Imperial Naval forces, the Adeptus Astartes make exclusive use of the Thunderhawk gunship. They also make use of other types of ordnance not widely used in the Imperial Fleet.

Boarding Torpedoes

Space Marine vessels may fire boarding torpedoes instead of ordinary torpedoes, as detailed in the Ordnance rules in

Battlefleet Gothic. Remember that as these are Space Marines, they will have a +1 bonus to their hit and run attacks if they hit an enemy ship.

Drop Pods

There are no specific rules for drop pods – they have been taken into account with the Space Marines' special rules for planetary assaults.

Thunderhawk Gunships

Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy as fighters would. However, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk marker (though Thunderhawks can only remove one enemy marker in any given Ordnance phase and stop moving as soon as they intercept an enemy). Note that against Eldar fighters, which also have this ability, it is possible that you end up with neither marker being removed! If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again.

When a Thunderhawk marker moves into contact with an enemy ship's base, they are treated exactly like assault boats (with the +1 bonus to their hit and run attack for being Space Marines). Once a Thunderhawk marker has made its hit and run attack, it is removed from play.



Onwards they came and we were ready. A tide of filth and heresy swept towards us but it could not pierce the adamantine shield of our purity and devotion. Our righteousness flung back the traitors, back into their daemon-haunted fastness and from thence into the void where the Emperor's justice was served upon their craven souls.

From the report of Captain Palatine of the White Consuls, during the Scouring of Lethe.

SPACE MARINE BATTLE BARGE

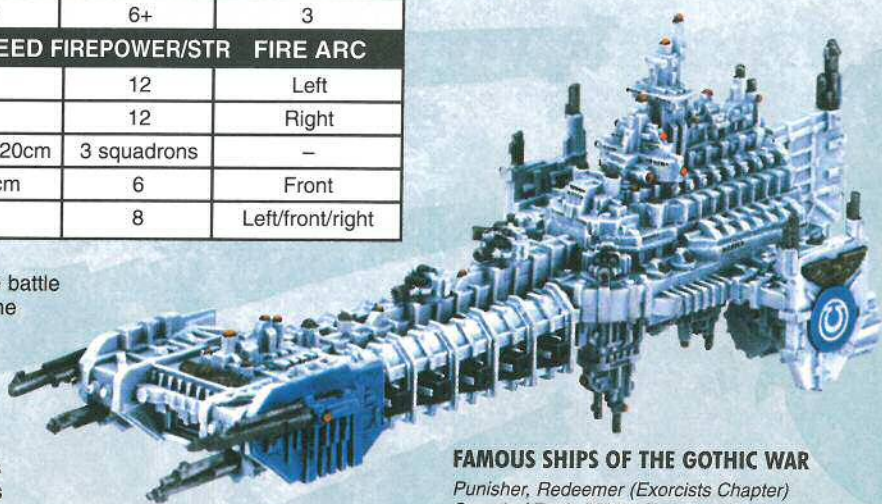
425 pts

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	3	6+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		45cm	12	Left	
Starboard weapons battery		45cm	12	Right	
Prow launch bays		Thunderhawk: 20cm	3 squadrons	-	
Prow torpedoes		Speed: 30 cm	6	Front	
Dorsal bombardment cannon		30cm	8	Left/front/right	

Most Space Marine Chapters control two or three battle barges. They are very brutal vessels, with only one purpose behind their design.

As might be expected, a battle barge is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods, observations indicating that up to three companies can deploy simultaneously.

The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.



FAMOUS SHIPS OF THE GOTHIC WAR

Punisher, Redeemer (Exorcists Chapter)
Sword of Truth (White Consuls Chapter)
Emperor's Blade (Red Talons Chapter)

Notes: The battle barge is heavy to manoeuvre and cannot use Come to New Heading special orders.

SPACE MARINE STRIKE CRUISER

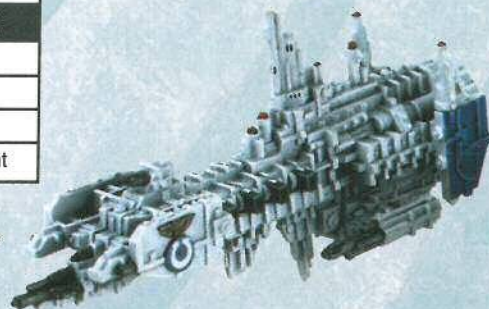
145 pts

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	1	6+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		30cm	4	Left	
Starboard weapons battery		30cm	4	Right	
Prow launch bays		Thunderhawk: 20cm	2 squadrons	-	
Prow bombardment cannon		30cm	3	Left/front/right	

While a Space Marine Chapter only rarely employs the might of its battle barges, Adeptus Astartes strike cruisers are a more common, although still rare, sight. Often the arrival of a Space Marine strike cruiser is enough to quell a rebellious system. The Space Marines are quick to act if their enemies' surrender is not immediately forthcoming.

Strike cruisers are fast, lightly-armed vessels which mass slightly less than our own Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet.

Strike cruisers appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit.



FAMOUS SHIPS OF THE GOTHIC WAR

Titus (Imperial Fists Chapter)
Hermes, Eternal Faith (White Consuls Chapter)
Captain Augusta, Hunter (Exorcists Chapter)
Holy Execution (Red Talons Chapter)

SPACE MARINE RAPID STRIKE VESSELS

pts: varies

All Space Marine Chapters make use of ships known collectively as rapid strike vessels. These ships are mainly used for patrols through the Space Marines' domains, and for providing a mobile escort for the battle barges and strike cruisers. Rapid strike vessels are crewed by the chapters' serfs, overseen by a cadre of Techmarines and other specialists.

Using Rapid Strike Vessels: There are many different types of rapid strike vessel, and their design can vary from chapter to chapter. Space Marine Fleets may represent these various rapid strike vessels by using the escorts from the Gothic Sector fleet list, with the additional Space Marine rules listed earlier, at the points cost indicated in the Adeptus Astartes fleet list. As you will see from the fleet list, these vessels cost an additional 5 points, due to the additional Space Marine special rules.

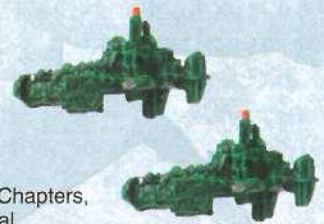
Of course, these must be painted in the appropriate fleet colours – you can't just take your Imperial Navy escorts and say that they are rapid strike vessels!



SPACE MARINE HUNTER CLASS DESTROYER

40 pts

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Torpedoes		30cm		2	Front
Weapons battery		30cm		1	Left/front/right



The Hunter class destroyer, although based on a design long available to almost all Space Marine Chapters, was pioneered primarily by the Dark Angels, whose deep distrust of other factions within the Imperial hierarchy made acquisition of vessels from shipyards and forge worlds far more problematic than for most other chapters. As such, the Dark Angels chose the Hunter class destroyer as the most viable counterpart to the Imperial Navy's cobra and maintain large flotillas of the vessel in all their battlefleets.

SPACE MARINE GLADIUS CLASS FRIGATE

45 pts

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Weapons battery		30cm		4	Left/front/right

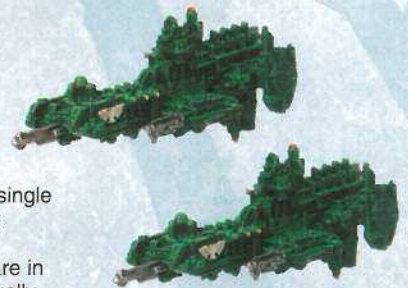


Invariably the Gladius is the most numerous escort within a chapter-fleet, being one of the few escorts in relatively uniform usage across the chapters. The vessel, although larger than any genuine gunboats likely to be in use, is relatively small by Space Marine standards, seldom carrying much more than a single squad of Space Marines who are invariably spread across its decks and control centres supervising the much more numerous chapter serfs upon whom it relies for actual operation of its vessels. As such, the Gladius lacks the genuine punch of other Space Marine vessels, and is of little use in their favoured planetary assaults, but instead earns itself an admirable place as the foremost ship of the line when it comes to more mundane border patrols and deep space blockades.

SPACE MARINE NOVA CLASS FRIGATE

50 pts

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Lance		30cm		1	Left/front/right
Weapons battery		30cm		2	Left/front/right



Of all the vessels in the service of the Adeptus Astartes, the Nova class frigate is commonly the single class to which the Imperial Navy take the most exception. It lacks sufficient size to really fulfil the deployment and assault roles for which Space Marine ships are primarily intended and its lance armament and speed make it a menacing gunboat in its own right. As such, the Nova remains rare in most Space Marine fleets, a trend the Imperial Navy, the Inquisition and other institutions perpetually concerned by the balance would dearly love to see continue.

ADEPTUS ASTARTES FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge in preference to a strike cruiser. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet.

One re-roll 25 pts

Two re-rolls 50 pts

Three re-rolls 75 pts

In addition, the Master of the Fleet's ship may carry a Terminator boarding party for +50 points. Taken from the elite First Company and wearing the heaviest armour

known to man, Terminators are the greatest ship-to-ship fighters in the galaxy. Once per battle you may use the Terminators in a teleport attack. All the normal rules for a teleport attack apply (see the Battlefleet Gothic rulebook) except that this teleport attack may be made in addition to a normal teleport attack that turn. The Terminators' teleport attack rolls 2 dice for its hit and run attack, and applies both results (including the normal +1 bonus for being Space Marines). Once the Terminators have performed their attack, they may not be used for the rest of the battle.

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet.

Space Marine battle barge 425 pts

0-10 Cruisers

Space Marine strike cruisers 145 pts

ESCORTS

Hunter class destroyer 40 pts

Gladius class frigate 45 pts

Nova class frigate 50 pts

Rapid strike vessel (Firestorm) 45 pts

Rapid strike vessel (Sword) 40 pts

Rapid strike vessel (Cobra) 35 pts

ORDNANCE

Any ship with launch bays carries Thunderhawk gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

Battlefleet Gothic fever has been gripping our colleagues in the American White Dwarf office. They've been having fun coming up with new scenarios and, never being ones to miss out on a good thing, we've shamelessly copied them here...

ALL AHEAD FULL!

Two new Battlefleet Gothic scenarios to fight out

CONQUEST

OVERVIEW

Two fleets are racing to the planet below. On the planet lies treasures untold: technological archives from an unknown race that, if attained, could advance the victor's knowledge of archaeotech weaponry! Who will be first to get to keep the spoils of war?

FORCES

Forces should comprise of equal points value.

BATTLEZONE

Place a planet in the centre of the table.

SET-UP

Both players roll a D6. The higher scoring player chooses his deployment zone (within 30cm of any table edge) and places a ship or squadron first. The lower scoring player then places a ship or squadron within 30cm of the opposite table edge. Alternate placing ships/squadrons until all are placed. No ships or squadrons may be closer than 50cm to an enemy ship.

FIRST TURN

Both players roll a D6. The highest roll may choose to go first or second.

GAME LENGTH

The game lasts for 8 turns or until one fleet disengages or is destroyed, whichever comes first.

VICTORY CONDITIONS

At the end of the game, add up the total points value of the ships from each side that are within 20cm of the planet (crippled or destroyed ships do not count towards this total). The side with the highest total wins.

THE CHART

OVERVIEW

A Rogue Trader has sold the fleet commander detailed charts of an asteroid field providing an ideal opportunity for an ambush.

FORCES

Enemy forces are chosen to an equal points value. Determine before the battle who will be the Attacker and who will be the Defender (either agree or dice off).

BATTLEZONE

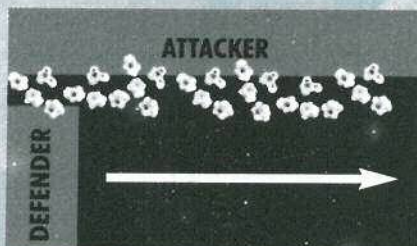
An enormous asteroid field runs the length of the table (from short edge to short edge) and should be placed along an imaginary centre line. The field is around 15cm wide.

SET-UP

The Attacker sets up on one side of the asteroid field; the Defender sets up on the other side, within 20cm of a short table edge.

Each player rolls a D6. The higher scoring player sets up a ship or squadron first.

Alternate placing ships/squadrons until all have been placed. No ships may be closer than 50cm to an enemy ship.



FIRST TURN

The Attackers get the first turn.

SPECIAL RULES

The asteroid field follows the rules for asteroid fields found on page 44 of the Battlefleet Gothic rulebook. However, due to the accurate chart from the Rogue Trader, all ships in the Attacking force may re-roll failed Leadership tests for navigating the asteroid field. The second roll stands whether it is successful or not. Escort ships, which normally may re-roll these Leadership tests even without a chart, gain no additional advantage.

GAME LENGTH

The game lasts for 8 turns or until a fleet is destroyed or disengages, whichever comes first.

VICTORY CONDITIONS

Use the standard Victory points system found on page 66 of the Battlefleet Gothic rulebook. In addition, the Defender is awarded bonus Victory points equal to half the value of any of his ships that manage to exit the table edge opposite his deployment zone.





Jason Buyaki's Imperial fleet is fashioned after the actual Imperial fleet that patrolled the Gothic Sector.



Jason Foley's Space Marine fleet will soon be accompanied by the Phalanx fortress-monastery of the Imperial Fists.



Guy Haley is simply mad about Orks, but not just any Orks – only the followers of the Kult of Speed will do. Guy Haley's fantastic Speed Freeks army was featured in WD278, but as he has been an Ork Warboss for many years we asked him to share with us some of his tactics...

TACTICA

SPEED FREEKS

GETTING THE MOST OUT OF A SPEED FREEKS ARMY

Guy: Speed Freeks, the best army of the best race in the galaxy. Not only are they dead hard, dead tough and dead choppy, they're dead fast AND dead shooty! What more could any green-skinned warmonger wish for? Ahhh, I love the smell of skorcha fuel in the morning.

I'm not a regular tournament player, and approach the game more from the hobbyist's point of view. My love for the game, like the games themselves, is model driven. This is a practical Tactica that will take you through how to choose a fast, manoeuvrable army which will stand up pretty well against all comers without having to adjust it for every opponent and situation; one you can actually paint as you play with it.

But we all like to win, and let me tell you, I've got just as many tricks as any tinboy tournamenter can hide behind his beard. Mount up!

HIRIN' DA BOYZ

To play the tricks you need the troops, preferably beautifully modelled and painted! However, when you start playing with a new army, it's just plain unrealistic to buy multiple units for each troop choice. Hopefully the tips we'll look at will help you pare down your choices, but before we look at all that, there are a few general points that are worth considering.

Think carefully what you'd like your army to look like. Though they are already themed, Speed Freeks are actually a diverse bunch. You could have, for example, an army comprised mostly of bikes. Freeks can choose FIVE Battlewagons, if you fancy a ramshackle answer to an Imperial Guard Tank Company, while it's even possible to give the Boyz a big-gun bias and create an artillery warband.

Start small. Pick a 1,000 points army before you buy anything but the most core units. Even play a few games with it first using substitutes, though don't take it too far. I won't tell you what we did to the guy in our gaming group who insisted on using a deodorant bottle for a Chaos Predator and broken plastic skeletons for everything from Dark Eldar Incubi to Chaos Cultists but, like his army, it wasn't pretty.

Speed Freeks aren't the easiest army to use. As Freeks are more fragile than Orks, it's vital you get to know the strengths and weaknesses of the units you'd like, and be able to replace them if they don't fill their role quite as you originally envisaged it. With a 1,000 points set-up, even a modest budget will allow you to buy a few more mobs than you really need to start with. In my initial 1,000 pointer, for example, a unit of Burna Boyz became a unit of



Guy Haley's impressive Ork horde arrayed for battle.

Tankbustas before finally being replaced (along with three bikes) by a unit of 'Ard Boyz with three burnas. The burnas got 'remodelled' into 'Ard Boyz, and the Tankbustas are now in my expanded 1,500 points army.

It might be an idea to stick together your first Orks as 'generic' boys. A few armour plates can turn them into 'Ard Boyz, Skarboyz just need extra weapons and scars to make them look harder, and so on. As your knowledge develops, you will begin to know exactly what you want and what you're still not sure of, so you can paint your 'core' as you go, leaving more exotic stuff until last.

FREEKY FALL BACK AND THE PROPER USE OF TRUKKS

Speed Freeks have a number of special rules that set them apart from all other armies, mostly concerning the Trukk.

Unlike normal Orks, they don't mob up. As they see their Trukks as home, they fall back to a transport instead. This has to have enough capacity for them all AND be unoccupied!

Once things start getting hairy it is imperative that you have one vehicle kept back out of harm's way that the Boyz can run to. If there's nothing to fall back to, a unit will scatter. If you only have one vehicle with transport capacity left, keep it free. Make sure there is nothing in it either, as just one passenger invalidates the vehicle as a viable fall-back point, even if there's room for 19 other Orks. As soon as a unit has reformed, get them out again as

soon as possible in case some other lads need somewhere to hide. There's nothing as upsetting as losing a whole unit of Boyz because there's momentarily nowhere for them to go.

Likewise, make sure that you disembark away from the enemy as falling back Speed Freeks can still get minced by crossfire...

Handily though, Freeks can use any transport, not just the one they came on in, and will automatically embark once they get within 2" of the Trukk, reforming immediately. Though they can't disembark in the same turn, they can regroup the turn they run off and, of course, they can fire their weapons.

When moving your transports, hug the terrain. Don't come out of cover just to get off extra shots – it's not worth it! Squadrons of Buggies and Wartraks can block line of sight to the bigger vehicles too, keeping them safe.

THE SHAPE OF THE WAAAGH!

Unlike in a standard Ork warband, you don't actually have to have a Warboss in your army. You could take a Big Mek instead, which frees up points to be spent elsewhere. However, I heartily recommend the Warboss. He's one of the best hand-to-hand fighters in the game with a whopping 5 Attacks when he charges! Grrr!

I always take mine armed to the gills – a choppa, kustom slugga, cybork body, bosspole, bionik bonce, 'eavy armour and a bionik arm. This gives him 6 Attacks on the charge plus a special

additional Attack per turn, a 3+ armour save and a 5+ Invulnerable save and a Leadership of 10. Waaagh! tests and his Initiative of 4 means he has a very good chance of fighting first too. This makes him devastating to normal troops, whereas big nasties like Hive Tyrants or Beekee captains have to choose between fighting him, or the numerous mega-armoured Nobs in his bodyguard. Either way, there will be something left to hurt them.

As for his Nobz mob bodyguard, leave them at home to start with. A 1,000 points army is better off with extra Trukk Boyz. Once you start playing bigger games, though, a bodyguard unit becomes a must.

You definitely need a couple of power claws in there – for this always take mega armour. It's only 5 points more than the claw for all the advantages and a 2+ save. Though normally slow, this doesn't matter when you're razzing around in the back of a super-fast jalopy.

Page 5 of Codex: Orks tells us that in mixed saving throw units, the majority save is the one that takes all saves, and casualties are taken from those models alone, so try to make sure that the majority of the unit are wearing mega armour. Always, always give one of the mega armoured Nobs big horns or an iron gob. Should the Warboss be eliminated (as is invariably the case) this will reduce your Leadership to 8 instead of 7.

The other Orks should wear 'eavy armour. This is great protection against



small arms fire, and is also invaluable insurance for when your Trukk gets blown sky high.

Oddboyz are pricey for what they do, but a Mad Dok is good value for money. Take Dok's tools and three Orderlies to patch up wounded Nobs. Meks aren't really worth it unless you've got a very large bodyguard riding in a battlegroup, in which case take one with a kustom force field, which will make the vehicle hull down, and another with Mek's tools and Grot Oilers to repair it.

All the bodyguard (besides mega armoured Nobs) should have sluggas and choppas. Give them the shoota kustom job too, as a Strength 5 hit can hurt nearly anything. Give a couple of Nobs tankbustas, and all of them frag stikkbombz. Above all, try to keep them flexible, but don't give them so much gear that you forget to use it.

Lastly, remember your Warboss (or Big Mek) always has to have a transport of his own. A Trukk is much better than a Battlegroup, as it'll get him into combat quicker and that's where he wants to be. If you're worried about it, give it extras like an armoured top (the unit doesn't need to shoot anyway) to negate the 'open topped' nature of the vehicle.

If you're going to take your Warboss on his own and want him to come on with some of the Boyz, make sure the unit you want him to lead only has nine Boyz in it or he'll have to walk! You still have to take a transport for him too, but he doesn't actually have to start the game

in it, but that's okay, as you can leave it lurking at the back of the board for units to fall back to...

BOYZ, BOYZ, BOYZ

When you're choosing the main bulk of your army, you need at least twenty Boyz. Trukk Boyz are the standard troop choice, and in a 1,000 points army you won't be able to afford much else, but if you can, take 'Ard Boyz. Though these toughened nutters may suffer wounds more often when their transport gets mashed (4+ as opposed to the Trukk Boyz' 6+), their 'eavy armour more than makes up for it, and this is on top of the obvious benefits of combat protection.

This alone makes them more survivable than Burna Boyz, Tankbustas and even Skarboyz, but what really makes them good value is their ability to take THREE special weapons. Burnas are best, offering excellent anti-personnel effects at close range, as well as ignoring saving throws in close combat. Nine power weapon Attacks on the charge is not to be sniffed at. Remember you can't do both in one turn, so be careful when the time comes to put the boot in.

Don't bother with rokket launchas for any of your basic Boyz. They never hit. Take big shootas instead. Combined with the vehicle's armament and a bolt-on big shoota you can have 9 Strength 5 shots a turn. Even Orks'll hit something with that amount of firepower.

Both Trukk Boyz and the elites can have a mix of shootas and slugga/choppa

armed boys. Go for the slugga/choppa combo; with so few Orks it's not worth messing around with shootas, and you'll miss the extra Attack and saving throw leveller of the choppas in the assault.

VEHICLES

Vehicles are the real strength of your army, but they are expensive. Learn to love their oil-streaked exteriors as much as the Orks that live on them. They are not to be cast into the jaws of hell as carelessly as you feed a Grot to your pet Squighound.

First off, always, always take the 'extra armour plates' upgrade. A 6+ saving throw may not seem like much, but it's the only save any vehicle gets and can be gratifyingly annoying for your poor opponent. Bolt-on big shootas are always a good idea for Trukks. Don't bother with armoured tops for any but your most important units as your Boyz benefit from being able to fire out. Grot riggers are obligatory, and helpful, and the extra 1" Movement for the red paint job is also great. Just don't go overboard on the extras as they take up points and the various add-ons that enable you to attack other vehicles just encourage you to put your vehicles in silly places. Better to have more Boyz than furry dice for your drivers!

BUGGIES

Buggies and Wartrakks have a pernicious and highly effective use – they are your army's Tankbustas. With Grot Riggas, armour plates and twin



Ork Warlord Waaagh Duffsnik and his Nobs charge straight for a unit of Imperial Guard.

linked-rokkits they come to just 47 points each, and will more than earn those back. Twin-linked rokkits rarely miss and can get through the thickest armour. An Armour Value of 10 and 'armour plates' enables them to shrug off all but the heaviest fire, while your Rigger can often repair the damage that is done. You can use them to screen your valuable transports, and their souped-up engines can get them right behind the enemy – very useful against tanks.

Buggies are worth their weight in gold. Be bold with them, chances are you opponent will ignore them and even if he does target them, one always gets through! Don't bother with the mega-blasta. It never hits, can cause damage on your own vehicle and is so expensive it brings the buggy to over 50 points, meaning that armour plates cost 10 rather than 5 points. Twin-linked big shootas are better, but you really should be using your Boyz for infantry-mincing. Even if there are no tanks, with Strength 8 AP 3 rockits you're virtually guaranteed a kill with each Buggy every turn, and they are great for instant-killing toughies like Tyranid Warriors.

Best of all, they count as troops, so you can have loads of 'em. Or, more cunning, several tactically flexible squadrons of one. These need to be targetted separately and are free from the annoyances of being in formation.

BIKES

Many Freek bosses go mad for bikes, look around and you'll find several Freek bands made up of nothing other than bad ass Biker Boyz. They look cool, it's true, and can be devastating in the charge, but on the whole you should only take a few. They're almost as expensive as buggies and nowhere near as durable. Their initial charge may be ferocious, but they're surprisingly vulnerable in close combat as they have a pathetic save. In a smaller army they're best kept back in reserve, moving in to tackle outflanking units or mopping up pockets of resistance. Only attack with bikes when the enemy is isolated and defenceless. Soften them up with fire, then close for the kill. Ork bikers are the hyenas of the band, scavenging ahead, harrying the weak. Don't throw them away – they're too expensive for death or glory charges. In larger games you can take more, providing a 'smokescreen' with their exhausts for vehicles behind. Provided they hit with the Boyz they can be terrifying, and they never run away.

Try taking a Nob with a power claw. This is horrendous in points value terms, but looks fantastic! He's useful against lone vehicles and tough characters. Give him 'eavy armour to make him more survivable. Sadly, though visually they're one of my favourite units, Nob Bikers



An Ork Slaver drives his Grots on as the tank lines up the Leman Russ.

also suffer from the same problems, only more so. They are hugely pricey, so are best left for games of 2,000+ points at the very least.

Outriders are better – if you can afford the extra 5 points per model, it's worth making your Biker mob into Outriders as their special abilities and guaranteed set-up are useful in some scenarios.

Deth Koptas function as bikes, again at 5 points extra. For this you get an extra point of saving throw and jetbike abilities. As you can only have three per squadron, take these Boyz instead of a very small unit of bikes or not at all.

BIG GUNZ

You always need some kind of big, scary gun. There are three reasons for this: firstly, they can blow things up, and secondly, your opponent knows this and will often target your artillery instead of a truck load of Boyz. Thirdly you're an Ork, and the only thing you like more than driving dangerously fast is a bloody great big gun! Tsk.

Guntrukks are nice and cheap but tend to suffer for being slow. You'd think that three of them with kannons or zzap guns would make effective tank hunters, but this just ain't the case. They've got a lousy Armour Value for non-fast vehicles and, compared to the rest of the army, are easy to outmanoeuvre. The best Guntrukks are those with lobbas; parked quietly behind a hill they can indirectly rain fire down on the enemy whilst being nicely out of sight.

Battlewagons are better. They've a fantastic Armour Value, and kitted out

with a krusher, zzapp gun, twin-linked rokkit launchas and a few bolt-on big shootas they are not a bad tank. If you take it as a Heavy Support choice then you can leave it empty, or empty one of your Trukks and put the Orks into the 'Wagon. Another way of keeping a vehicle free. Speeded up with red paint, protected by a force field (knocks off the +1 to the Damage roll for being open-topped), it becomes very tempting. BUT it is damn slow for a transport and fully equipped can cost nearly 200 points. They also drink Squig oil like's there's no tomorrow.

My personal preference is a looted vehicle. I have a Basilisk. Parked hull down with a force field and covered by the ubiquitous armour plates, it's relatively tough. It's a fearsome sight that unnerves the opposition, and they'll do anything to get rid of it, though it breaks down as often as not, lurching forward and being unable to fire.

Even when the earthshaker cannon gets blown away it comes in handy. I equip it with a turboboosta and red paint and, using its higher Front Armour Value as protection, employing it as a giant battering ram that my Trukks can hide behind. It's as expensive as a Trukk Boyz mob, but well worth it.

Not quite in the same category, but with the same effect, are Fighta-bommerz raids. It might do nothing, it might strafe your army, but with so much potential destruction for such a little outlay, at 30 points the one you're allowed is tempting. And you don't have to paint a single model.

STICKIN' DA BOOT IN

Speed Freeks are a very versatile army, though tables or scenarios with lots of cover are best left to Orks on foot. That aside, their Reserves rules and fast response times mean that they'll perform well in most circumstances.

Freaks are vulnerable to being split up and exterminated. There's not very many of them, as their not-so-shiny vehicles eat up points like a greedy Grot. When choosing your army, don't get carried away on too much fancy stuff. Make sure you've enough Orks for the job – I'd recommend you always try to have at least twenty-five foot troops in a 1,000 points army. If it's a toss up between ten Boyz and four bikes, get the Boyz.

The real trick with Speed Freeks is to keep the enemy's fire divided, confuse him as to where you'll hit, strike in force in one place, while attacking with flanking units and attempting to unite the two forces. You must always make sure that your attack is coordinated and concentrated.

Big guns and the like are expendable, so make them look like tempting targets. What with loads of screaming Greenskins hammering across the turf at your opponent, and dangerous looking Buggies toting rokkit launchas zooming about, he'll already be confused. A big gun is just one more target to confound him and draw him away from firing at what's important – your Boyz. What you don't want him to do is to blow up your Trukks, so keep them shielded with scenery or Buggies. Sometimes it's worth disembarking from your Trukks and advancing one or more units through cover. This keeps the Trukks safe for falling back purposes.

Split up your Trukks and drive them all over the board. You want to keep him off balance, to rush troops about hither and thither as he tries to second guess you. This should disrupt any fire patterns he may have tried to establish. Hopefully, as you whittle him down with opportunity fire, a hole will appear in his army. Ideally you should be shooting his best troops down, for it is these that you will be attacking; don't bother with ranged specialists. Speed Freeks need to circle and feint, all the while attempting to shoot then engage in hand-to-hand combat with the elite of the enemy. You have to rip out the heart of your foe's forces in one fell swoop.

When going in for the kill, try to make it so your Trukks can move from cover, fire, and disembark your troops who may then assault. This will save your units from spending a dangerous enemy Shooting phase out in the open. If you can't do this, give him either too much to adequately target or something nice and juicy like an artillery piece as an alternative.

Again, if it survives, retreat the Trukk. Try and hit the same part of the enemy's line with two or more units simultaneously, at the same time harrying his flank with another mob or bikers. This will keep him divided. Hold back a small unit of Biker Boyz to finish off depleted enemy units or stop flankers. They can do a lot of damage to weakened foes, and can be used to bolster your main attack.

Try to roll up the army to meet with your flanking force. Retreat free Trukks to safety, but keep a mob on board one Trukk, even if you have to re-embark, while one or two units advance on foot, assaulting as they do so. Your enemy will be forced to choose between targets again, as the Trukk mob should present a large threat to the rear of his lines. Don't worry if your Trukks begin to get trashed. Provided you're in the middle of his army they've done their job. Just make sure there's one free at the back somewhere.

Use your Buggies to neutralise tanks and heavily armoured models. Once they've achieved this, they can help harry the flanks as your main attack slams home, or to draw off enemy units by repeatedly shooting them in the back. For this reason it's sometimes good to take a twin-linked big shoota armed Buggy in the squadron. If it comes down to it, you can remove it in preference to your twin-linked rokkit buggies when the unit is damaged.

When attacking like this, don't keep your units too far apart. The idea is to break his line in one place, then squeeze it between the two forces. Don't let him break you apart. Assaulting piecemeal will lead to your units being annihilated one by one, whereas attacking en masse will leave your undoubtedly victorious, but dangerously weakened, units in the open and vulnerable to his fire.

What will probably occur is that your Warboss and his cronies will rampage through anything they meet. Once this happens, your enemy will desperately try to finish him off. Use other Ork mobs not only to reinforce their advance, but also to peel away in their Trukks and destroy any remaining enemy fire bases. By now, your Warboss or another hard unit should have eliminated many of the enemy's assault specialists, leaving the rest of the Orks to mop up.

Sometimes discretion is the better part of valour – hard words for an Ork (if he understood anything like 'discretion'). Try to avoid real meanies like Hive Tyrants until they've been damaged by shooting, killing the Tyrant Guard off first. When you do assault something like this, make sure you position your troops wisely, allocating attacks carefully.

If another army tries to play the speed game, prove you're faster. Split up his

attack by moving your forces and deal with it chunk by chunk, all the while attempting to work your way behind him.

Above all, don't rush in headlong – shoot them up a bit first. Unlike a footslogging Ork warband you will have no second wave to mount another attack. If necessary, attack and retreat. The real trick is to be fluid and adaptable. You have one of the fastest armies in the game – use it. After all, speeding about really quickly in your Buggy is what it's all about.

ZOGROD WAZDAKKA'S TOP TIPS

- ALWAYS make sure there is a free vehicle for Freeks to fall back to.
- As Freeks fall back towards a vehicle, it can drive to meet them. Use this to fox any potential crossfire plans your enemy may be cooking up.
- As most Freek vehicles are open-topped, they can deploy anywhere within 2" of their transports. This effectively lets them assault 8". As they can move 12" in their Trukks and disembark, you could move them 20" altogether. Do not underestimate this during deployment.
- Never underestimate the power of Freeks' guns. Other Orks may not be able to hit a barn door, but most Freek weapons are twin-linked and this makes up for a lot.
- Grot servants can be cunningly used as cannon fodder when your Warboss' unit is targeted by template weapons. Move the template to toast the Grots, who you should ensure are all stood close together.
- Strength 5 big shootas are good at penetrating armour. Manoeuvre your Trukks and bikes behind your enemy's tanks to take them out; he won't expect them to succeed.
- Armour plates are a Speed Freek's best friend. Make sure you put them on all your vehicles.
- Red ones do actually go faster. That extra inch goes a mile.
- Beware of small arms fire. Speed Freek vehicles have low Armour Values. A coordinated burst of fire from a squad of Fire Warriors or Space Marines can really spoil your day.
- Whenever you're playing Cityfight, put the Buggies away and get out your regular Orkish horde. Sometimes there's just no place for wheels.

HOW TO SET UP

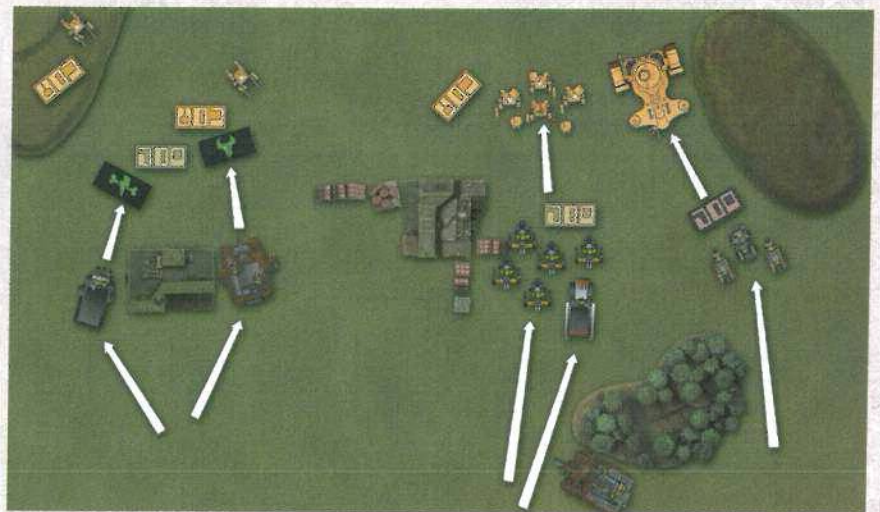
This Recon mission sees the Boyz fighting the Tau. Confident of an easy victory over the Greenskins, the local Shas'O was most taken aback to find his army utterly destroyed. The 'Ard Boyz smash into the Kroot on the second turn, annihilating them and sweeping into the Fire Warriors. The Warboss' Bodyguard kill the Broadside suit (after a lucky Trukk saving throw), aiding in the destruction of the Fire Warriors. Both then sweep into the second group of Fire Warriors, then the Broadside, destroying it. Meanwhile the Basilisk has been raining havok down on the Tau left flank, aided by the buggies who, after destroying the Pathfinders, manage to kill a crisis-suited Shas'ui. With the Kroot swept aside by the Bikers, the Trukk Boyz box in the surviving Tau, who, retreating in good order, are nevertheless trapped between the two pincers of the encircling motorised horde. Unable to wound the remaining mega-armoured Nobz, peppered unceasingly by rokkit and big shoota fire, the Tau are annihilated in the ensuing assault.

ORK LOSSES:

Ten 'Ard Boys, Three Bodyguard Nobz, four Trukk Boyz, three bikes, Basilisk, one buggy.

TAU LOSSES:

Wiped out.



SPEED FREEKS		TAU	
	Warboss and Retinue		Commander
	'Ard Boyz		Crisis team
	Trukk Boyz		Fire Warriors
	Buggies		Kroot
	Bike Boyz		Broadside Suit
	Basilisk		Pathfinders
			Devilfish

MINCIN' OTHER SPEEDSTAS!

In this Cleanse scenario, the Freeks are facing the Steel Legion. Deploying behind the wrecked pumping station, the Trukk mobs roar across the field to behind the woods. Here the Trukk Boyz disembark and run into the woods, their Trukk withdrawing the following turn to a safe distance. The 'Ard Boyz tackle the Hellhound. The Warboss and Retinue get behind the Command Chimera, blow it up and massacre the Command section as they attempt to flee the burning wreckage. The Basilisk rains fire down on the battle tanks, presenting an unavoidable target to them. As it is dealt with, the buggies roar right into the centre of the enemy, outflanking the vehicles. Attacking their rear armour, they despatch the two tanks and a Sentinel. The final two Chimera are halted by the bikes, until now held in reserve, and the passengers are finished off by the Trukk Boyz advancing through the woods. Total victory.

ORK LOSSES:

Two buggies, two trukks, seven 'Ard Boyz and three bikes.

IMPERIAL LOSSES:

Everything.



SPEED FREEKS		IMPERIAL GUARD	
	Warboss and Retinue		Chimera
	'Ard Boyz		Leman Russ
	Trukk Boyz		Hellhound
	Buggies		Command Chimera
	Bike Boyz		Sentinels
	Basilisk		

RED ONES GO FASTER!

Following on from this month's fantastic Speed Freaks article, we thought we would show you the models you need to recreate the core of a Speed Freaks army, and also some great components that you can use to customise your troops.

Available from your Games Workshop store, in-store order point, independent stockist, call 0115 91 40000, or at: www.games-workshop.com/storefront

Speed Freaks - collecting a Kult of Speed



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This blister contains
1 Ork Mekboy.

Denmarkkr 50.00
Swedenkr 60.00
Euro€6.50



Ork Wartrukk

This boxed set contains
1 plastic multi-part Ork Wartrukk.

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Ork Wartrak

This boxed set contains
1 plastic multi-part Ork Wartrak.

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Ork Warbuggy

This boxed set contains
1 plastic multi-part Ork Warbuggy.

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1 plastic multi-part Ork Warbike.

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Ork Wartrak Skorcha

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Ork Boyz

This boxed set contains 16 plastic multi-part Ork Boyz. The models in this boxed set can be made into choppa or sluggar boys for your Ork force

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Ork Warboss

This blister contains 1 Ork Warboss.

£8.00

Denmarkkr 100.00
Swedenkr 120.00
Euro€13.00



Codex: ORKS

£8.00

This book contains full rules and background for an Ork horde.

Denmarkkr 115.00
Swedenkr 140.00
Euro€ 15.00



Mad Dok Grotz

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This blister contains 1 Mad Dok Grotz.

Denmarkkr 80.00
Swedenkr 90.00
Euro€ 11.00



Grotz

£5.00

This blister contains 4 Grotz.

Denmarkkr 55.00
Swedenkr 60.00
Euro€ 8.00



Ork in Mega Armour

£6.00

This blister contains 1 Ork in Mega armour.

Denmarkkr 70.00
Swedenkr 80.00
Euro€ 10.00

Using the components below you can create stunning conversions to make your Speed Freeks force totally unique.



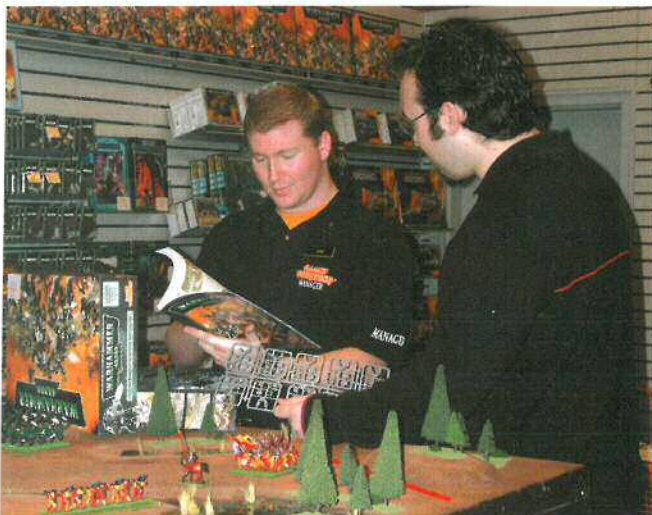
These components are not available in stores, but you can still order them via the in-store order point, direct on 0115 91 40000, or from our online store at www.Games-Workshop.co.uk. Components shown at 50% of actual sizes.

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.

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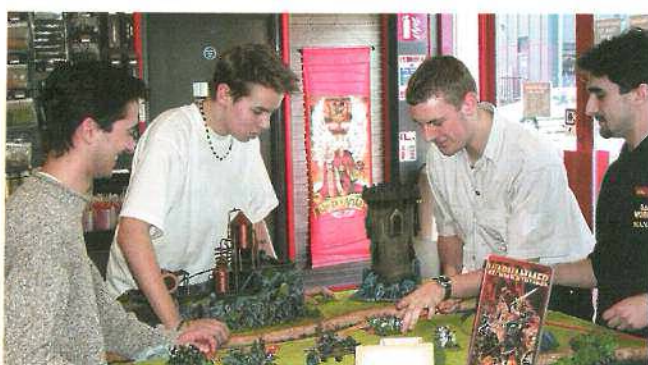
BEGINNERS' SUNDAYS

Sundays are especially devoted to helping those new to the hobby. Whether you want to learn how to charge your Knights into your opponent's battleline or lead a squad of Space Marines into battle, all you need to do is come along! Our special Beginners' Programme, teaches you how to play and help you take your first steps into the Games Workshop hobby.



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STORE CLUBS

A development of Veterans' evenings run by some stores (marked with a red dot on the store list below), are special Store Clubs. These are evenings where the store closes to the public, and only club members (age 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.

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

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- GW BRISTOL (CRIBBS CAUSEWAY):** Unit 129 (next to M&S), Upper level, The Mall. Tel: 0117 959 2528
- MAKIT:** Portishead. Tel: 01275 844 751
- HOGGOSAURUS TOYSTORE:** Yate. Tel: 01454 326566

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- GW LUTON:** 12 Park Street. Tel: 01582 417 474
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- GW DUDLEY:** Unit 36, Merry Hill Centre, Brierley Hill. Tel: 01384 481 818
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CLEVELAND

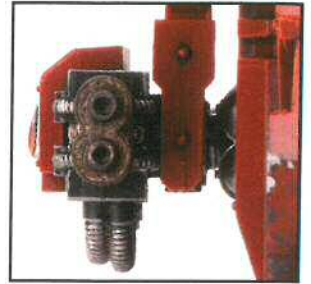
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Continued overleaf...

The Baal Predator is armed with numerous weapons noted for their high rate of fire. It is designed to lay down a torrent of fire as the Blood Angels advance, mowing down the enemy with horrifying efficiency.

FIRE & DEATH

THE NEW BLOOD ANGELS BAAL PREDATOR



The Baal Predator scouts the ruins for the Emperor's enemies.

The Baal Predator slowed to a halt at the head of the gully; clouds of oxide dust the colour of coagulated blood billowing around it. A glance at the auspex told Brother Fabian, the tank's commander, that the enemy would reach his position in scant moments. His gauntleted hands flexed with barely-contained impatience as they gripped the fire controls of the turret-mounted assault cannons.

The blasphemous chants of the mutant horde announced their immanent charge before they rounded the opposite end of the gully. That the mutants' unholy adjurations to their foul gods should penetrate the ceramite skin of the Predator filled Brother Fabian with a righteous lust to slay them to the last man; if men was truly what any of the malformed creatures could claim to be.

The first wave came into view, a shambling horde of misshapen scum wielding crude firearms and wearing the tattered, soiled remnants of scavenged Imperial Guard uniforms. Catching sight of the Blood Angels Predator, the horde unleashed a savage howl of unholy glee, before launching themselves forward in a wave of bestial features and flailing tentacles.

Brother Fabian counted down the range, moving the targeting crosshairs overlaid on his vision to the extreme right of the oncoming horde. In seconds the mutants were at the optimum range, and Fabian opened fire with the assault cannons. The first mutants were cut down in the scything sweep of the cannon, as, from right to left it disintegrated in a spray of crimson mist. Misshapen limbs were shorn from exploding bodies, blood splattered and heads exploded as hundreds of rounds were expended in a short span of seconds. Ruined bodies slumped to the dusty ground, and were trampled under the feet of those who came after, the intent to reach their tormentor writ large across twisted faces.

Brother Fabian welcomed them. Their blood was tainted, but would be offered up nonetheless. Those mutants replacing the dead fell as quickly as their fellows, before even another yard of ground was gained.

For an instant the horde faltered in the face of the torrent of firepower ripping them limb from limb. Brother Fabian knew a brief moment of disappointment at the prospect of the horde routing and fleeing the

field. His blood was up, and nothing short of the complete annihilation of the horde would satisfy his lust for death. The urge to open the hatch and charge out across the dusty ground almost consumed him.

Then the mutants rallied, a terrible resolve evident as they surged forward en masse. The assault cannons opened fire once more, and another score of the blasphemous creatures evaporated in explosions of broken limbs and gushing blood. Again, the ragged remains of slain mutants were crushed underfoot by those behind, who in turn were cut down by the relentless stream of assault cannon fire.

But Fabian saw that the mutants were closing. Despite innumerable deaths, the horde had reached the mid-point of the gully, and another minute would see them reach the Predator. The vehicle's machine spirit gave voice to a shrill warning: the assault cannons were in danger of overheating and to fire them for much longer would be to invite the machine's ire. Blood lust warred with logic as Brother Fabian resisted the urge to gun the tank forward, to slam into the packed ranks of abominations and to crush them beneath the Predator's titanium tracks.

In a moment the matter was moot. The assault cannons were near exhausted of ammunition and the horde was almost upon Brother Fabian's vehicle. But now they were in range of the vehicle's heavy flammers.

Blue pilot lights flickered, and an instant later hellish flame erupted before the Predator. A tidal wave of promethium death washed over the first of the mutants, who were incinerated in a heartbeat, blackened skeletons caught in the motion of charging as the flame gushed over them. Those not reduced to ashes suffered a far more hideous fate, their flame-wreathed bodies writhing like lost souls in purgatory.

Those mutants who survived the initial blast from the heavy flammers found their tattered clothing ignited by splashes of burning promethium. But by now the survivors were

driven beyond reason and would stop at nothing to reach the metal beast that was tormenting them. Licked by hungry flame, the mutant horde closed the last few yards, and moments later the Predator was overrun with mutants driven far beyond the point of sanity by the flames that devoured them even as they climbed the armoured vehicle's hull.

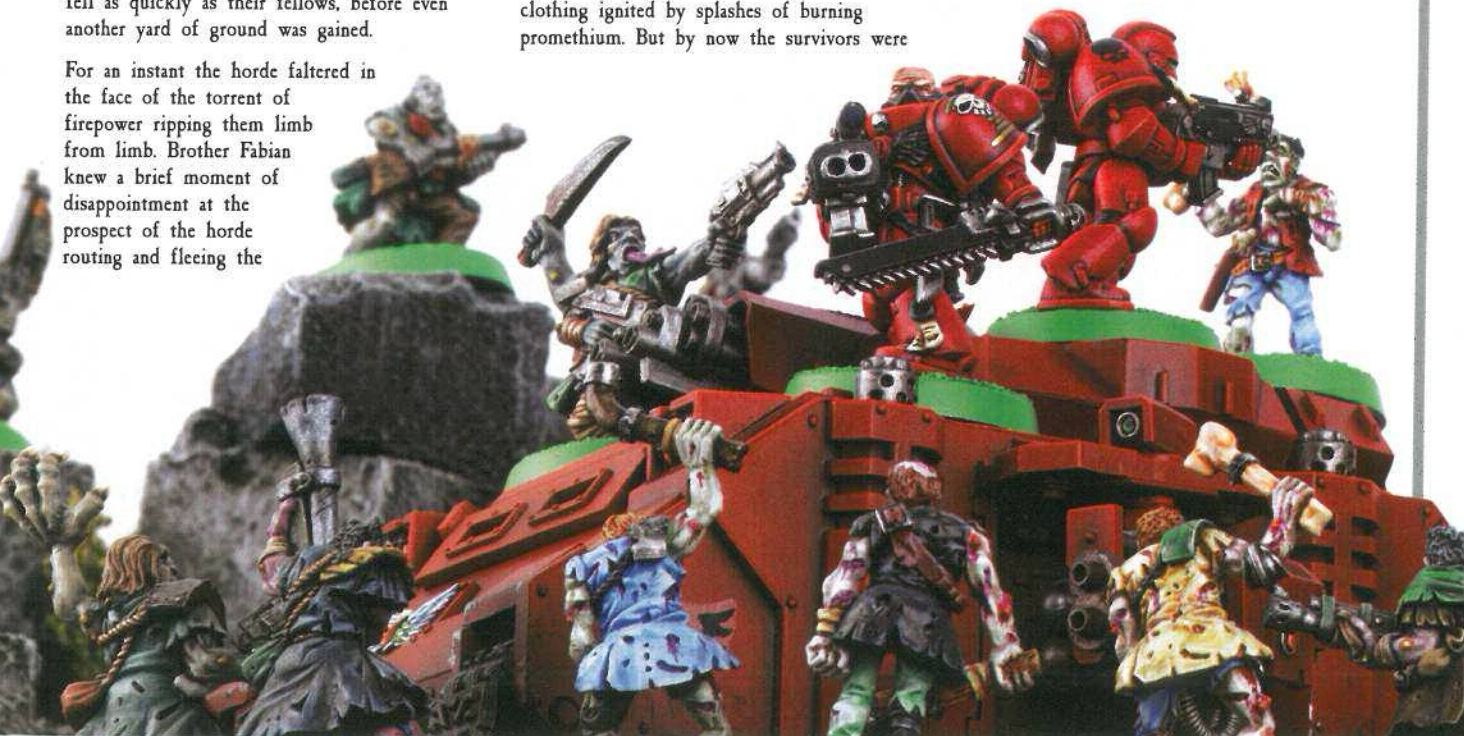
Now Brother Fabian unleashed the full extent of his blood lust. With a howl that was the release of all his pent-up rage, he flung open the turret hatch. In an instant he was atop the Predator, his chainsword singing as he swept it in bloody arcs, each claiming the life of a flaming mutant.

A primal rage consumed his spirit as he slew. His driver joined him, and the pair stood back to back as wave after wave of degenerate scum broke against them. The hull of the Predator became slick with spilled blood, its metallic tang mingling with the noxious reek of promethium. Scores of ruined mutant corpses soon littered the ground, and yet still the foe came on.

Driven deep into pits of rage, Fabian lost track of time. His world became no more than the hacking of his chainsword and the gushing of blood as arteries were severed and jugulars ripped open.

At length realisation hit Brother Fabian that he stood alone. His driver lay across the turret, his skull laid open. He drew a ragged breath as he surveyed the scene around him. Hundreds of mutants lay dead. At the gully's head lay the broken, bullet-cratered forms of over fifty mutants. Nearer, a mass of twisted, blackened remains marked the terrible work of the heavy flammers. Around the Predator lay another score of bodies, hacked apart by Fabian's own hand.

Brother Fabian offered up a prayer of thanks for the terrible, destructive power of the Baal Predator.



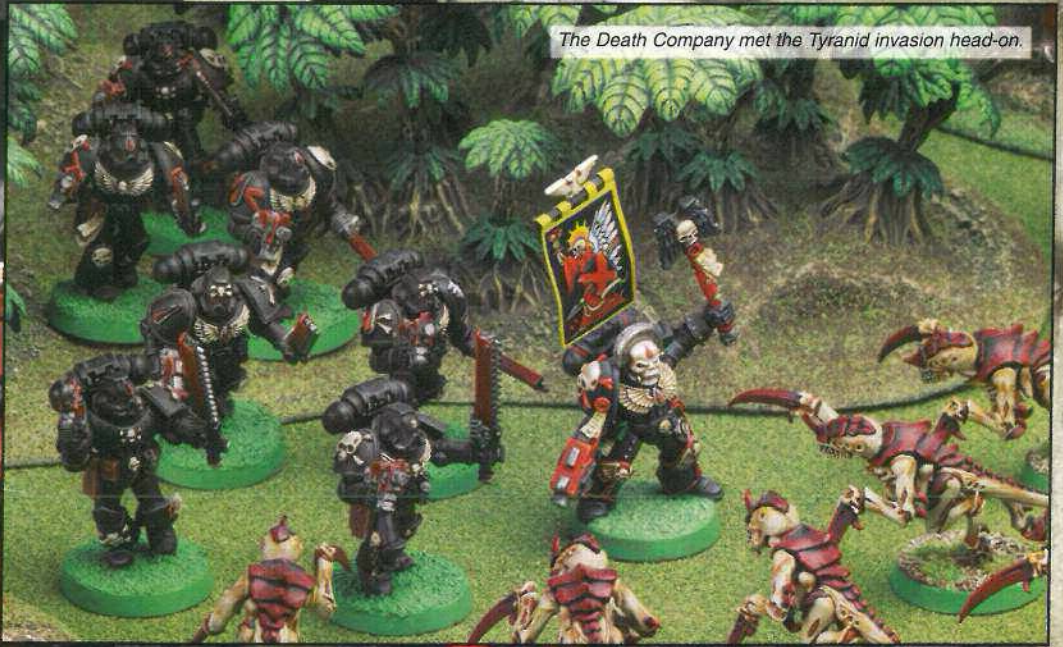
A Furious Dreadnought leads it's Terminator Comrades into battle.



THE PURGING OF KETHRA IV

COMMANDER DANTE LEADS THE BLOOD ANGELS AGAINST THE BLACK LEGION TRAITORS

The Death Company met the Tyranid invasion head-on.



With the release of the new Tomb Kings army, we decided to ask the 'Eavy Metal team how they painted the Tomb Queen, designed by Juan Diaz, and the fierce Ushabti, designed by Alex Hedström.

'EAVY METAL MASTERCLASS

KHALIDA, THE TOMB QUEEN



Painted by Tammy Hays

ASSEMBLING THE MODEL

The model was sprayed with an undercoat of Chaos Black and any areas where the paint had failed to catch were touched up with thinned Chaos Black paint.

PAINTING THE MODEL

Queen Khalida's bandages were first painted with a 50/50 basecoat mix of Scorched Brown and Chaos Black. An equal amount of Fortress Grey was added to the mix for the first highlight stage. An equal amount of Fortress Grey was again added, and this mix was used to pick out the edges of the bandages.

The black areas of the cloak were painted with a basecoat of Chaos Black. The first highlight was an equal parts mix of Chaos Black and Codex Grey, and the final highlight was Codex Grey alone.



On the brown parts of the model's cloak, the basecoat was four parts of Scorched Brown mixed with one part of Chaos Black. An equal

amount of Vomit Brown was added to the mix and used to highlight all but the shaded areas. The second highlight was an equal parts mixture of the previous highlight stage mix and Bleached Bone. Finally, Bleached Bone was again added in equal proportions, and used to line the raised areas of the cloak.



The Venom Staff was first painted with a basecoat of Shining Gold, and a wash of Flesh Wash mixed with water was then used for shading the staff. The staff was re-highlighted with Shining Gold, and then a 50/50 highlight mix of Shining Gold and Mithril Silver was applied.

The green at the top of the staff was achieved by blending in Dark Angels Green paint. The paint was then mixed with a large amount of water until almost translucent, and applied in stages further and further up the staff to create the fading effect. Once this was done, Goblin Green was used to highlight the upper areas of the staff.



The second highlight was a 50/50 mix of Goblin Green and Bronzed Flesh, and finally Bleached Bone was applied at the very edges of the staff.

FINE DETAIL



The gold parts of Khalida's collar were painted using the same method as the gold areas of her staff. The turquoise centres of the collar were first given a basecoat of five parts Hawk Turquoise mixed with one part Chaos Black. This was highlighted firstly with Hawk Turquoise, and then, a 50/50 mix of Hawk Turquoise and Skull White.



Khalida's face, hands and skull belt were painted using the same technique. The basecoat of these model parts was Bubonic Brown. Over this, a glaze of Flesh Wash mixed with water was applied, followed by a highlight of a 50/50 mix of Bubonic Brown and



Bleached Bone. To this mixture, an equal amount of Skull White was then added and used to highlight the highest edges.

FINISHING TOUCHES

Red Gore was used as the basecoat of the gemstones set into Khalida's collar. Highlights of Blood Red and then Fiery Orange were applied, working towards the corners of the gems. Finally, dots of Skull White were added.

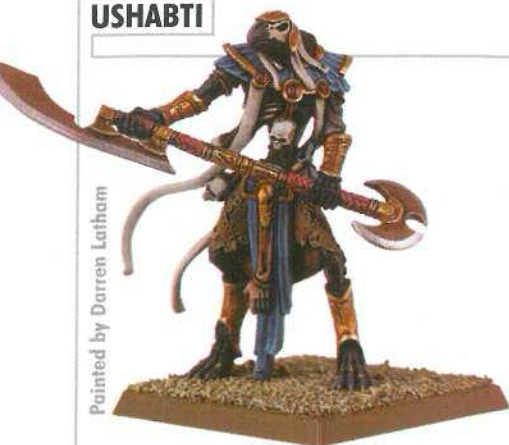


For the model's base, it was first covered with PVA glue and sand was applied over this. The sand was painted with a basecoat of

Snakebite Leather and then given a drybrush highlight with Bubonic Brown, followed by a drybrush of Bleached Bone.

USHABTI

Painted by Darren Latham



ASSEMBLING THE MODEL

Before the model was glued together, Blu-tack was used to try a number of poses before deciding on the final position.

After the model has been left to dry, it was then sprayed with an undercoat of Chaos Black. Any areas where the paint had failed to catch were touched up with thinned Chaos Black paint.

PAINTING THE MODEL

The skin of the Ushabti was first painted with a layer of Chaos Black. A 70/30 mix of Chaos Black and Bleached Bone was used for the

first highlight stage, with increasing amounts of Bleached Bone added for the next two or three stages. The final highlight was five parts Bleached Bone mixed with one part Chaos Black.



Dwarf Bronze was used as the basecoat for the gold coloured areas, and highlights of equal parts Dwarf Bronze and Mithril Silver was applied. This was followed by a wash of equal parts Flesh Wash and water.



The silver of the Ushabti's blade was created with a basecoat of Brazen Brass. This was followed by a highlight of an equal parts mix of Brazen Brass and Mithril Silver. The edge of the blade was then picked out with Mithril Silver.



The turquoise colour around the Ushabti's neck was achieved with a basecoat of Hawk Turquoise.

The edges were highlighted with a 50/50 mix of Hawk Turquoise and Skull White. A little more white was added to the mix to highlight the tips of the scales. Finally, a wash of equal parts Blue Ink and water was applied to provide shading.



The robes were painted with a basecoat of Scorched Brown. The first highlight added a 50/50 mix of Bubonic Brown. For the final highlight, an equal amount of Bleached Bone was added to this mix.

FINE DETAIL

Bestial Brown was used as a basecoat for the model's face. The first highlight stage was pure Snakebite Leather, built up with further stages of unmixed Bubonic Brown and then Bleached Bone. Finally, the very edges of the face were picked out with Skull White, leaving the eye sockets black.



The skulls and long ribbons were given a coat of Bestial Brown. Over this an equal parts mix of Bestial Brown and Bleached Bone was applied, followed by adding progressively more Bleached Bone to build up the highlights.

FINISHING TOUCHES

The gemstones around the model's neck were painted first with a layer of Scab Red. Highlight layers of Blood Red, then Blazing Orange were added to the lower parts of the gems, and the last highlight layer was an equal parts mix of Blazing Orange and Skull White. Finally, a spot of Skull White was applied to the top of the stones.

The model was then based using the same techniques as the Tomb Queen.

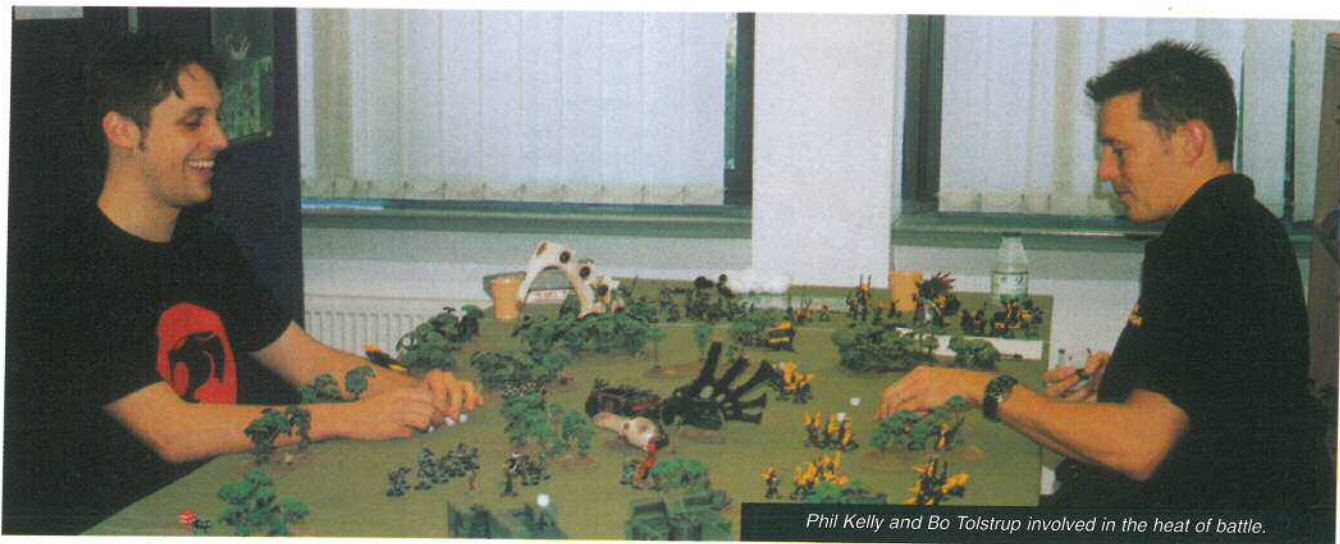


The Ushabti guard their master's kingdom from tomb raiders.

An inaugural battle report is always a grand occasion at Games Workshop HQ, but the Daemonhunters first true test attracted more than the usual attention. Everyone wanted to see if they could live up to the hype!

THE WAGES OF SIN

WARHAMMER 40,000 BATTLE REPORT



Phil Kelly and Bo Tolstrup involved in the heat of battle.

This month the Studio's brand new Daemonhunters army is pitted against the merciless Ulthwé Eldar in a special mission from Codex: Daemonhunters called Terminate the Daemonvessel. We pitted Games Development's Phil Kelly, a battle report veteran, against one of the best tournament players on the circuit, Bo Tolstrup. Head of Marketing for Games Workshop Northern Europe, Bo has been after participating in a battle report for a good few years now, and was looking forward to the match with Phil. Phil won the Staff Tournament with his own Ulthwé army last year, and we were all looking forward to him getting a taste of his own medicine.

The mission that the Grey Knights and their comrades-in-arms would be attempting is based around hunting down and exterminating a Greater Daemon. The Daemon has corrupted an enemy force and hides within the skin of its Daemonvessel (a Farseer in this case). Any army can play as the bad guys fighting the Daemonhunters, and naturally, the defenders get a Greater Daemon on their side that can hatch from its vessel, should it become wounded. Phil would be going all-out to draw out the Daemon from its host, counting as a Win, and then destroying it, counting as a Mighty Victory. Bo would be doing his level best to thwart Phil by keeping the Daemonvessel unharmed, counting as a

Win, and killing Phil's HQ choice (a Grey Knight Grand Master and his Terminator Bodyguard), counting as a Mighty Victory. All other factors were irrelevant, so there was sure to be a lot of blood-soaked combat and heroic sacrifice.

We were all looking forward to seeing what the legendary Grey Knights could do on the battlefield, and quite a crowd gathered round the table at several crucial moments of the game. With such beautiful models and the potential to include Grey Knights in any Imperial force, we feel sure there are many gamers out there who are just as eager, so without further ado...



Inquisitor Rafaellos of the Ordo Malleus strode purposefully through the assembled ranks of Cadians. Struggling to keep up was a quartet of reed-thin advisors and his bodyguard, Melos. Fluttering above the power-armoured inquisitor was his familiar, a hideous cherub-servitor labouring under the weight of a massive tome. This grimoire contained the true names of every single Daemon encountered by the Ordo Malleus over a long and blood-soaked history of hunting the diabolic. Amongst these was the name of Rafaellos's quarry, and the foul being was finally close at hand.

"My lord, we are certain that Chimarquis is protected somewhere within the Eldar party examining the wreckage of the alien titan-construct. It... it is powerful indeed... it is all we can do to keep from turning back..." stuttered one of the two identical twins accompanying the inquisitor.

"Have strength, Helis, and earn the trust the Emperor has placed in us by finally guiding us to its lair." Rafaellos snapped, spinning on his heel to stare into the ravaged eye sockets of the Astropath. "You are in the company of three full squads of the finest Imperial Guard in the galaxy, Sergeant Corros and his hand-picked Stormtroopers, an operative of the Officio Assassinorum bred for the sole purpose of destroying psykers, and an inquisitor of the Ordo Malleus."

The Astropath recoiled from his master's tirade, apologising profusely. The lexmechanics at the twins' side also took a step back, augmentics hissing. When close on the heels of his prey, the inquisitor's temper was legendary.

"Do not waste your breath apologising. Your terror is quite valid. Chimarquis is responsible for generations of suicide and bitter war across this entire system. He is stronger than any Daemon I have encountered yet, and his Eldar servants infest the woods ahead in unprecedented numbers. Our forces are not sufficient for the task in hand."

"But Lord, we do not understand... not sufficient? Will the Emperor provide?"

Rafaellos opened his vox-link and spoke a single word. As if in answer to the gaunt psyker's question, the air pressure seemed to increase sharply for a second and then split a thunderous crack. Striding from within a hemisphere of flickering azure light were eight power-armoured Space Marines, towering above the Cadian troopers that stood rigidly to attention to either side. Each of them bore a shining Nemesis force weapon wreathed in pennants and purity seals, and a copy of the Liber Daemonica adorned each of their chestplates.

"Grey Knights, Helis. And this is not the only squad fighting with us against the aliens and their foul Daemon lord. Grand Master Hengril himself will soon

be joining us on the field of battle this day."

The Astropath gasped, making the sign of the aquila across his chest. "Then we are truly blessed! But how will we know the Daemon's chosen vessel? How can we be sure we slay the right alien?" he asked, face creasing into a mask of anxiety.

"By destroying them all, Helis. By destroying them all."



TERMINATE WITH EXTREME PREJUDICE



Phil: I couldn't help feeling a tiny bit proprietary about the Daemonhunters army, having worked closely with Andy Chambers on the project from start to finish, and I really wanted to show what it could do. I know it's a versatile and powerful army list, and having fought countless playtests with these scourges of darkness I also know a little about how to get the most out of it. However, I had one hell of an opponent in the form of Bo Tolstrup, a holy terror on the gaming table. He was taking his Ulthwé Eldar, normally my own weapon of choice, and having seen him

smash aside all opposition with this very army at the recent giant Fanatic tournament in Denmark, I knew just how good he was at using it. We were to play a mission from Codex: Daemonhunters called Terminate the Daemonvessel, where, although the good guys get first turn and start with twice as many models on the table, the bad guys get Sustained Assault (recycling troops... urgh!) and a free Greater Daemon. To say I had a tough fight on my hands would be like saying "Hmm, that Tzeentch can be a little bit tricky sometimes".

Nevertheless I set about my army selection with a will. I defy any right-minded gamer to resist the lure of the Grey Knight Terminators; it would be

Grand Master Hengril and his bodyguard of daemon-slaughtering killing machines that would spearhead my force. In a mission where the HQ choice is all-important, these guys could not be more perfectly suited to the task in hand. The plan was to bust open Bo's Seer Council with psycannons (nasty, nasty weapons that ignore Invulnerable saves: insert evil laugh here) and once the Greater Daemon has hatched in all his gory splendour, stick a Nemesis force weapon in his head. To facilitate this plan I took a couple of squads of Grey Knights in power armour, one of whom would start on the table and pick apart the enemy at range with their storm bolters and psycannon, the other would teleport in

<p>HQ</p> <p>Grand Master Hengril Grey Knight Hero with Nemesis force weapon and storm bolter with psycannon bolts. 155 pts</p> <p>3 Grey Knight Terminators with storm bolters and Nemesis force weapons. 136 pts</p> <p>Fast Attack</p> <p>6 Grey Knights with Justicar, 2 incinerators, storm bolters, and Nemesis force weapons. 195 pts</p>	<p>Troops</p> <p>8 Grey Knights with Justicar, 2 psycannons, storm bolters, and Nemesis force weapons. 275 pts</p> <p>10 Inquisitorial Stormtroopers with 2 flamers, Hellgun with targeters, and frag grenades. 110 pts</p> <p>Rhino with smoke launchers and extra armour. 58 pts</p> <p>Infantry Platoon: Command Section with two flamers, and teleport homer.</p> <p>Squad Alpha with meltia gun</p> <p>Squad Beta with meltia gun</p> <p>Squad Gamma with meltia gun 255 pts</p>	<p>Elites</p> <p>1 Culexus Assassin with Etherium, Animus Speculum, and Psyk-out grenades. 105 pts</p> <p>1 Death Cult Assassin with power weapon and additional close combat weapon. 40 pts</p> <p>Inquisitor Rafeallos with Scourging, Destroy Daemon, power armour, Grimoire of True Names, Anointed weapon, bolt pistol, Consecrated Scrolls, and teleport homer.</p> <p>Inquisitor Retinue 2 Sages, 1 Imperial Guard Veteran with flamer, 1 Familiar and 2 Mystics. 169 pts</p> <p>Total.....1,500 pts</p>
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close (Grey Knights taken as Fast Attack slots can Deep Strike) and hose down the Seer Council with their incinerators.

With such jaw-droppingly cool models I would feel pangs of conscience every time I had to take a Grey Knight off the table, so I decided my Grey Knights would be complemented by plenty of doughty Imperial Guard cannon fodder. It would be their duty to die in droves whilst the Grey Knights achieved the mission objective. Bo's combination of *Fortune* and *Conceal* on a large screen of Guardians has been my undoing in the past and the Imperial Guard's flammers are ideal for short-circuiting this powerful defensive tactic. A few meltaguns for tackling the inevitable Wraithlord, a teleport homer in case I had a crisis of faith when Deep Striking, and my fall guys were ready for battle.

Imperial Stormtroopers, often overlooked in favour of the daemon-busting footsoldiers of the Ordo Malleus, are very useful utility troops that really complement Grey Knights. In a Rhino, and equipped with either a pair of meltaguns or flammers, they can fulfil either an anti-tank or anti-personnel role with equal ease. A Culexus Assassin, perfect for getting to grips with a Seer Council, seemed like a bit of a must; after all this was a force designed to take down aliens and daemons and one of these abominations has more anti-psyker tricks up its sleeve than an entire Khornate battleforce. I bolstered this nasty little surprise with a Death Cult Assassin, fans of Inquisitor will be glad to see these new models bear a striking resemblance to Sevora and Severina. Although not quite the equal of the Officio Assassinorum operatives, their high

Initiative and Attacks characteristics twinned with their power swords can tie up an enemy infantry squad indefinitely.

Finally, for that little bit more daemon-busting power, I took an Ordo Malleus Inquisitor and kitted him out with every anti-daemon trick in the grimoire. The psychic power *Scourging*, which ignores invulnerable saves (a theme emerges) plus *Destroy Daemon*, allowing re-rolls in close combat against the diabolic, were a good place to start. With the addition of some daemon-busting wargear and Henchmen (the twin Mystics would allow me free shots at any manifesting daemon provided I was close enough), my Inquisitor was ready to go toe-to-toe with the big bad guy, or anything else that might come his way. After all, the Avatar of Khaine is essentially a daemon...



THE BLACK FLOWER OF ULTHWÉ















Bo: I had been obnoxious, pushy and downright irritating for a while, but finally it all paid off... Fat Bloke gave me the battle report I had been clamouring after for years and even against my arch-foe Phil Kelly, who would be wielding the new exciting Daemonhunters. It would be a day long remembered!

I was to use my preferred Tournament army, the Ulthwé Eldar, with which I

had been roaming various Fanatic tournaments in Northern Europe for a few years. The army I would bring would be the standard set-up I always use, as I like to wield a force flexible against any opposition and not tailored against specifics. The advantages of this is that you become quite good at using that particularly army and, as you never know what foes you will draw at a tournament, this increases your chances of success drastically. As I had no clue as to what a Daemonhunters army could throw at

me (well, apart from the odd power armoured bloke) it made perfect sense to bring along the good old trusty army set-up I love. Guardians, and tons of them. This time, however, all five of my Guardian units would benefit from Sustained Attack, and my force would be bolstered by a free Greater Daemon that could hatch out from my Daemonvessel (the most expensive Farseer in my Seer Council) and rampage through Phil's army. Free Greater Daemon, that's a phrase I can really get used to.

HQ	Troops	Heavy Support
 Avatar with Doom Glaive 80 pts	 14 Black Guardians with Bright Lance Platform (Crew: shuriken catapults, Warlock: close combat weapon, shuriken pistol, and <i>Conceal</i>). 179 pts	 5 Dark Reapers with Reaper launchers, including Exarch with missile launcher and Fast Shot. 233 pts
 Seer Council Farseer <i>Tha-laan Uy Ruun</i> with Runes of Witnessing, Singing Spear, shuriken pistol, and <i>Fortune</i> . Farseer <i>Caleb Mebd</i> with Runes of Witnessing, close combat weapon, shuriken pistol, and <i>Mind War</i> . Farseer <i>Arun Thiaid</i> with Runes of Witnessing, close combat weapon, shuriken pistol, <i>Guide</i> , and <i>Mind War</i> . 4 Warlocks 3 with shuriken pistols, close combat weapons, and Augment ability, 1 with close combat weapon, shuriken pistol, and <i>Enhance</i> . 277 pts	 9 Black Guardians with Bright Lance Platform (crew: shuriken catapults). 106 pts  7 Guardians with Starcannon Platform (Crew: shuriken catapults). 90 pts  7 Guardians with Starcannon Platform (Crew: shuriken catapults). 90 pts  7 Guardians with Starcannon Platform (Crew: shuriken catapults). 90 pts	 2 D-Cannon Batteries with shuriken catapults 100 pts  Wraithlord with Bright Lance, and 2 flamers 120 pts  Heavy Support Vyper with Bright Lance. 65 pts  Vyper with Starcannon 65 pts Total.....1,495 pts



When I select a new army to paint, three main categories always have to be fulfilled:

1. Do I like the miniatures and the look of the army?
2. Is it a cool background which is reflected in the style of play?
3. Are they rock-hard on the table top? For those who do not know the Eldar, and especially the Ulthwé Craftworld, I assure you, they have it all...

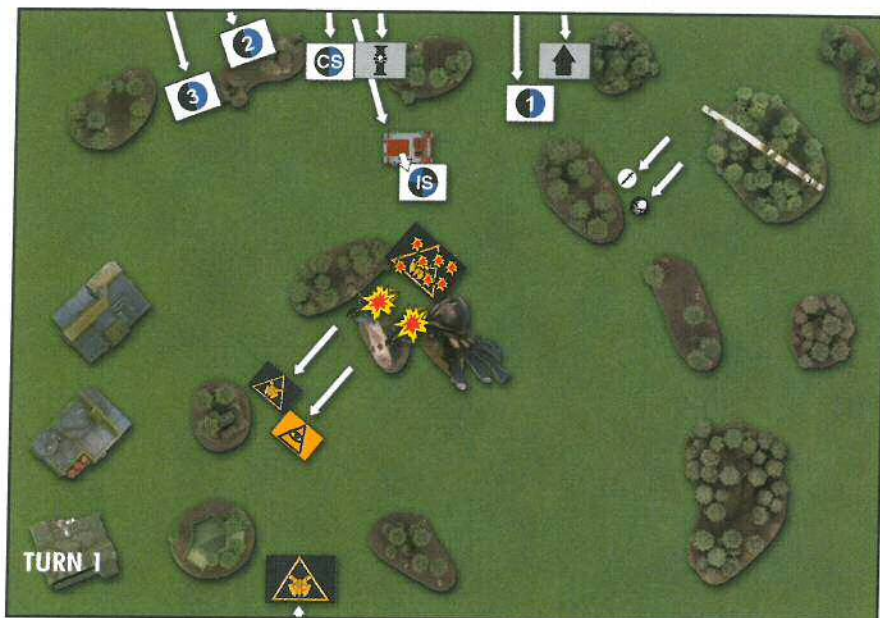
The Ulthwé Craftworld is based around war, and are the only Eldar Craftworld to have a standing army of highly skilled warriors called the Black Guardians (BS 4), plus they make use of lots of normal Guardians as well. Guardians are a Troops choice, and I believe that Troops are the best buy in any 40K army nowadays. Cheap, reliable and numerous usually with a lot of options for special and heavy weapons, Eldar Guardians (especially those nasty black ones) are no exception to this.

Having lots of Troops in your army also does another thing. It can be quite

intimidating for your opponent when you outnumber his army even with lowly Troops (ever had that "whooha" feeling when faced with 80 Imperial Guardsmen?) as well as the fact that it is just a lot harder to get Victory points when you have to use everything, even that expensive lascannon, to get to the juicy models screened by all that meat!

Anyway, I knew we were playing a non-standard scenario that I'd never tried before, but it looked like fun and I was pretty confident my lads could hold their own against a few fashionable shiny Mon-keigh. No problem!





DAEMONHUNTERS TURN 1

Phil: The mission parameters specify that the attacker chooses which board edge or corner he sets up on after the defender has deployed a portion of his forces, which is a tremendous bonus. I knew that if I took a

short table edge I would have a long, long walk before any close combat was initiated, so I took the edge closest to Bo's troops, giving me far more tactical flexibility. This way I could pick on the troops Bo had deployed, hopefully taking them apart before

the reinforcements arrived. The attacker gets first turn, and although Bo didn't have to set up his Seer Council until after my Movement phase, I could at least anticipate where they would show up. In the meantime I could busy myself by pumping firepower into the main screen of Guardians at the fore of Bo's defensive formation. Speaking of screens, I made sure the expensive Grey Knights and Inquisitor's retinue were protected by squads of Imperial Guardsmen as I didn't want them falling to Bo's heavy weapons before they had a chance to make their mark. The Assassins, being ahead of the main body of my troops due to their Infiltrate ability, crept round the side of the wood on the right flank.

The D-Cannons were really cause for fear; they spell doom for Grey Knights just the same as everybody else and I had to deal with them quickly before they took a bloody chunk out of my main squads. With this in mind, I moved the Rhino containing the Imperial Stormtroopers as far as possible, popped its smoke launchers and disgorged its passengers so the flammers could take down as many Guardians as possible. No sense in hanging about when the mission gives you the initiative, after all.

Once my Movement phase had concluded Bo revealed the location of his Seer Council



as per the mission parameters, safely tucked away behind a couple of squads of Guardians. I couldn't touch them for the moment, so I set about the slaughter of the Guardians in the way. The two flamers did me proud, killing seven Black Guardians and one of the D-Cannon crew, and the Stormtroopers' hellguns killed a further three. This opened up a yawning great hole in the screen through which the Grey Knights could target the D-Cannon. The two psycannon, able to fire three Strength 6 shots on the move provided the target is within 18", took out the D-Cannon battery cleanly even before their comrades' storm bolters could add a further five wounds to the volley. Inquisitor Rafaellos failed to add to the tally of the dead with his Scourging psychic power, but this was of no real consequence as Bo failed his Leadership test for the Black Guardians that had taken such a beating this turn. They fell back, and because they were below half strength and Bo had chosen to use the Sustained Attack rule on his forces rather than opt for Fortifications (the mission gives the defender the choice), he simply removed them from the table then and there, safe in the knowledge they would crop up again at the beginning of his next turn as a full-strength 17-man unit. Nevertheless, I'd destroyed the D-Cannon, and minimised the

chance of a successful counter-attack from the Black Guardians and their shuriken catapults, a source of great relief to the lightly-armoured Imperial Guard near the Eldar line.

ULTHWE TURN 1

Bo: Well, Phil certainly dealt out a lot of punishment to my largest squad, but because of the Sustained Assault rules I could move them back onto the table at full strength. Now that I can really dig, it put a big smile on my face to know I could throw my Guardians into the teeth of the Daemonhunters' firepower and even if they all died, they would be right back.

My first concern was to ensure the safety of the Seer Council, so they cast *Fortune* on themselves (gotta love those Runes of Witnessing) and *Guide* on the small squad of Black Guardians with the Bright Lance screening them as both squads fell back toward my table edge. It was a blow losing the D-Cannon, but at least it meant I could fall back en masse without abandoning them. The plan was that the squads falling back would be bolstered by my newly-arrived reserves next turn, forming a nasty firebase which Phil would have trouble cracking to get at the juicy psykers in the centre. Even with a codex

full of nasty tricks at his disposal, I was confident that if I could set up a defensive position with the Avatar and Wraithlord in counter-attack, Phil would have his work cut out for him.

Just to make sure they were out of range, the Seer Council used fleet-of-foot, but unfortunately rolled a 1. I guess they ain't as young as they used to be. The rest of the Shooting phase was pretty simple. I knew Phil would use his Rhino both as mobile cover and as a transport vehicle, and would move his Grey Knights and Inquisitor up behind it. Luckily I had just the tool for the dealing with the troublesome little tank, and the large squad of Black Guardians, fresh from the grave, sent a Bright Lance shot straight through its armour. Due to the smoke launchers it counted as a glancing hit, and up came a 4, immobilising it. That will do nicely, I thought. The Imperial Stormtroopers now had a long way to walk if they wanted to engage the Seer Council, but rather than take chances I fired at them with the small squad of Black Guardians, killing two of the Imperial bully-boys. Most of my units were now out of range of any retribution Phil might attempt to dish out. I just had to sit tight and wait for my reserves to show up.

With a hole blown in their opponent's defences, the Grey Knights attempt to seize their chance.



DAEMONHUNTERS TURN 2

Phil: Turn 2, and time for those all important Reserve rolls— both of which I failed. Looks like the Tech-Adepts controlling the teleporter array in orbit were still smashing the sacred spanner of initiation into the cogitator banks; I would just have to wait for the Grey Knight Terminators' grand entrance. My Movement phase was pretty basic due to the fact that Bo had taken the most sensible course of action available to him by backing away toward his board edge, devious alien fiend that he is. My entire force advanced, keeping the Imperial Guard to the fore: call me over-cautious but once you've used the expensive and elite Grey Knights a couple of times you'll appreciate the value of a couple of supporting units, and I had no intention of a headlong rush into the teeth of massed starcannon fire.

The Imperial Guard Command squad, backed up by an infantry squad, took point on the left flank. Their comrades taking cover in the wood rolled a truly dire Difficult Terrain test, getting their bootlaces caught in the undergrowth and immediately earning themselves rearguard duty. The Imperial Stormtroopers, bereft of their trusty Rhino, ghosted forward around the edge of the undergrowth by the ruined Titan. The Death Cult Assassin and Culexus Assassin broke cover, if they could survive long enough to get into the lee of the Titan's wing section in the middle of the board I'd have a perfect staging post for their assault on the Ulthwé line. After all, there was only so much board for Bo to back away into.

The Shooting phase was a real damp squib, by moving the eight-man Grey Knight squad forward I had forgone the opportunity to use their psycannon at 36" range. I had hoped that some of their storm bolters would be in range of the small Guardian squad, but it was not to be. The Rhino, attempting to fix its immobilisation result instead of shooting, failed to repair; a crying shame because it was the only element of my force that had mobility on its side and I could really use some cover on the long walk to Bo's firebase. Nevertheless, I was that bit closer to the enemy lines, and I had a feeling that the storm was about to break....

PSYCHIC POWERS AND RESERVES

Although the rules state that many psychic tests occur at the beginning of the turn, and that Reserves are rolled at the beginning of the turn, psychic powers cannot be cast on units that are not on the table. Because the Reserve units do not actually move on to the table until the Movement phase, they cannot be affected by psychic tests cast at the beginning of the turn.

**ULTHWE TURN 2**

Bo: Waving a disembowelled chicken over the table whilst chanting arcane prayers during the coffee break must really have done the trick, because my Reserve rolls were absolutely great. Onto the table strode my Dark Reapers, my Avatar, my Wraithlord, two squads of Guardians and both my Vypers. I could barely repress an evil laugh; Phil was about to get a taste of his own medicine in the Shooting phase and any close combat he initiated would be met with unstoppable force by my Avatar and Wraithlord tag-team. With the arrival of so many reinforcements my plan had changed slightly, I was now more than confident I could screen my Seer Council from harm without the help of the smaller unit of Black Guardians near the enemy lines, and decided to use them as a speedbump that would hold up Phil's advance. Hey, as I was learning fast, you can afford to be cavalier when your troops recycle! To that end I cast *Guide* on them, hoping to slice apart the troublesome Stormtroopers. But against all the odds, my

attempt to cast *Fortune* on them failed. Never mind, I thought, what I had in mind for that squad is not really fortunate by any stretch of the imagination. Forward they went, shuriken catapults readied.

My Dark Reapers took up position in the wood, with two starcannon-toting squads of Guardians to their right. On the far right of the table my two Vypers swooped forward an impressive 24" to flank the oncoming force. The large squad of Black Guardians hustled over to the Seer Council, protecting them from incoming fire, whilst the two big guys stomped forward toward the Daemonhunters' lines. Now you might be wondering why I'm treating the Seer Council (possibly the most resilient unit in the 40K game) as if they sported armour made from cardboard and eggshells, but one stray wound on my Daemonvessel and I risked the Daemon inside hatching out, costing me the game. I couldn't afford for the Daemon to make his presence felt, simple as that, and so screened they stayed. I'd also taken care to ensure that if Phil wanted to Deep Strike near my troops,

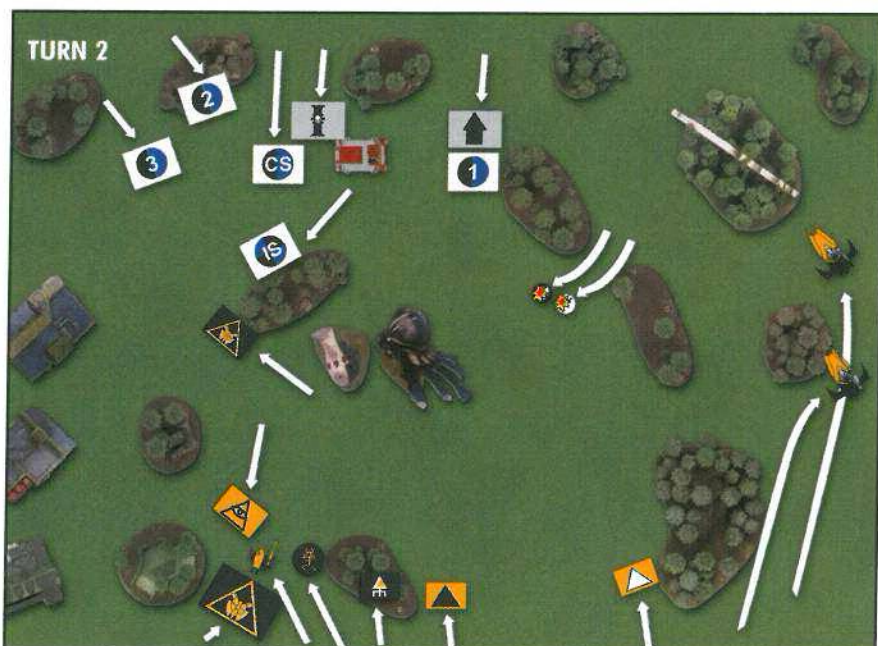
As the Ulthwé fall back, the Grey Knights try to keep within striking distance.



he ran a risk of scattering into the settlement buildings (impassable terrain) and being destroyed, or into the thick of my troops where their life expectancy would be shorter than that of a poet at a World Eaters convention.

My luck continued into the Shooting phase, with one starcannon Guardian squad obliterating the Death Cult Assassin, and the other taking out the Culexus Assassin, clean as you like. The look of dismay on Phil's face was almost comical as his Invulnerable saves all let him down, I imagine he was looking forward to unleashing all sorts of anti-psyhic nastiness on the Seer Council.

The guided Black Guardian squad at the front of my force let rip with their shuriken catapults, and although only four of them could see the Imperial Stormtroopers they managed a respectable five wounds. Sadly their crude, cumbersome carapace armour saved three of them from instant transformation into sushi, and they held their ground. Hopefully Phil would take the bait.





The fast attack Grey Knights finally teleport into battle and straight into the heart of the Ultrawarlock's battline!

DAEMONHUNTERS TURN 3

Phil: All right! Two successful Reserve rolls and a whole lot of Grey Knight nastiness to deploy onto the tabletop. It almost made up for the loss of my Assassins. The question was, where? Bo had really limited my options, but I don't think he was quite prepared for the lengths I was willing to go to for a couple of kills on his Seer Council. So in went the Grey Knights in power armour, right by his lines, scattering 4" into the bunker to the left of his now full-strength Black Guardian unit and Seer Council. I positioned them so they could get the best use out of their two incinerators. Instead of promethium, these flamer weapons use blessed unguents as fuel,

resulting in a kind of holy napalm ideal for roasting Daemons and, coincidentally, Eldar Warlocks. Mmm, roast Warlock...

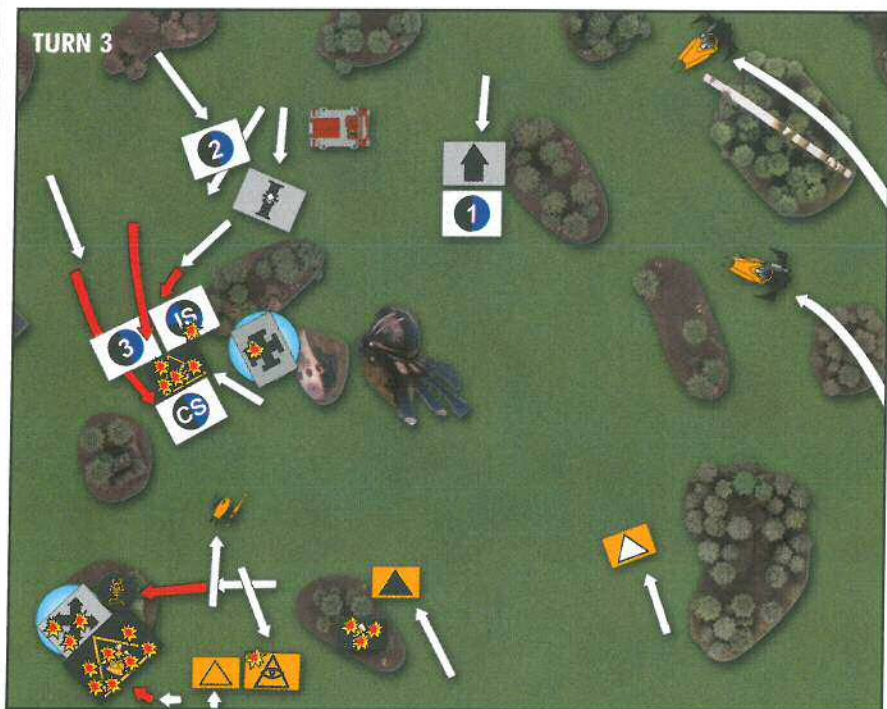
The Grey Knight Terminators and the Grand Master were a little more problematic, as I couldn't afford to lose them. I decided the best place to be for these chaps was just in front of Bo's foremost Black Guardians, who I fully intended to assault with everything at my disposal. That way, if I won the resultant combat and the Guardians pegged it I could screen the Terminators with my consolidation move, and if the Guardians stayed in place the combat would block line of sight for Bo's next turn. They scattered closer to Bo's Wraithlord instead. Within

12", to be precise. That did not bode well.

Undaunted (kind of) I sent the other units forward in support, with one Imperial Guard squad, the Stormtroopers, and the Command section in range for an assault on the over-confident Guardians and the Inquisitor and his retinue close behind. The Grey Knights on the right flank moved forward once more, supported by their Guard cohorts. I was pleasantly surprised to have got this far with so few losses, not one Knight in shining armour had been removed as a casualty this far.

Speaking of casualties, the two incinerator-equipped Grey Knights managed to send no less than ten Black Guardians to a fiery death (automatically hitting and subsequently killing on 2's), and the rest of the Grey Knight squad accounted for a further four with their storm bolters. The twin flamer templates also took out a Warlock from the Seer Council. Fifteen casualties from six Grey Knights in one Shooting phase, you can't argue with that. Luckily for me the Black Guardians passed their Leadership test, if they had fallen back I would have been looking at another batch of sixteen Black Guardians coming on the table, no doubt in shuriken catapult range. The Grey Knight Terminators unleashed a salvo of storm bolter and psycannon fire at the Dark Reapers. Any Space Marine player will know just how much of a threat these Aspect Warriors can pose and three went down in the hail of psychically-charged bolts. The icing on the cake was the Rhino's self-repair roll, up came a 6 and I had my tank back in action, ready to disrupt Bo's battle plan if nothing else.

My Assault phase saw the glorious charge of the Imperial Guard into the foremost Black Guardian squad, all three squads made it into combat, and although the Guardians' high Initiative meant that Bo was able to fell one Guardsman before retaliation, the massed bayonets of the



humans accounted for four of the evil alien scum. They passed their Leadership test, however, so we were left with a messy combat that very nearly screened the Grey Knight Terminators from incoming heavy weapons fire. Nearly, but not quite.

ULTHWE TURN 3

Bo: Phil had committed his reserves, and it had cost me a hell of a lot of Black Guardians. Never mind, I thought, they'd be back soon enough, I just had to get them killed off completely. Besides, my trap was ready to be sprung. First things first, the Seer Council cast *Fortune* on themselves and moved closer to the wood on their right, and the last of my five Guardian squads strolled onto the table right in the thick of the action. The Avatar closed with the newly-teleported Grey Knights in the bunker to the left of my firebase, as did the tattered remnants of my large Black Guardian unit, strapping on kamikaze headbands and preparing for a glorious death. The Wraithlord stalked toward the Grey Knight Terminators, easily within range of an assault on the two leading models. The Vypers on the flank moved forward, the Bright Lance lining up for a shot at the newly fixed Rhino (damn those resilient STC constructs, a bit of oil, spit and violence applied by the Rhino's driver and I was back to square one).

The Shooting phase saw a tremendous amount of shuriken catapult and starcannon fire thudding into the Grey Knight Teleport Attack squad, taking down four. The Seer Council were to split open the Grand Master's cranium with a couple of *Mind Wars* and save my own potential headache of meeting him in close combat. At least in theory. Whilst attempting to augment the power to give it more range, my Warlock suffered a *Perils of the Warp* attack that liquefied his brains where he stood. I guess my patron Daemon was getting a bit peckish. Nevertheless his comrade proved more capable and an augmented *Mind War* was successfully employed, leaving the Grey Knight Hero on one wound. The

second *Mind War* was successfully dispelled by the Grey Knight Terminator's aegis suit, to my frustration.

These guys are certainly hard to kill with psychic powers, so I resorted to big guns instead. The Dark Reapers managed to fell one of the Grey Knight Terminators, and a Guardian squad's Bright Lance took down another of the silver behemoths. I felt almost guilty killing off such spectacular models... almost! The Vyper with the Bright Lance scored a penetrating hit on the Rhino, but rolled a 1, merely preventing it from shooting next turn due to its extra armour.

In the Assault phase, my Avatar stormed over the bunker walls, only to be impaled on a Nemesis force weapon. Grey Knights are really mean in close combat, the combination of True Grit and Nemesis force weapons (+2 Strength for basic Grey Knights) was enough to wound my Avatar. In return, my two hits turned up snake eyes, no wounds. Two Black Guardians fell to the Grey Knight Justicar's three attacks, reducing my large squad to a lonely Warlock for no wounds in return. I had been given a real bloody nose, but because the Avatar was in combat there was no way the Eldar would break.

In the centre of the board, I was shocked to see that my Shooting phase had left the Wraithlord just out of assault range of the Grey Knight Terminators, potentially a problem. The nearby Black Guardians took



"This is gonna hurt..."

down one more Imperial Stormtrooper in the swirling melee before losing two of their number and running like hell; I took them off the board safe in the knowledge they would be right back next turn. Phil consolidated his forces ready for his next turn. Brace for impact.

To affect the Grey Knight Grand Master with *Mind War*, Bo first had to see if he could penetrate the Shrouding, a defensive psychic shield that all Grey Knights employ. Similar to the Night Fight rules, any unit wishing to fire at a Grey Knight squad must first roll 3D6 and multiply it by 3. If this is less than the distance between the attackers and the Grey Knights, the attacking unit is confused and may not fire at all that turn. Bo then had to penetrate the Grey

Knights' aegis suit; their standard defence against psykers; both Phil and Bo rolled a D6 and added it to their respective models' Leadership characteristics, if the Grey Knight Grand Master scored higher the power would be dispelled. Having succeeded in this as well, Bo rolled to see how many wounds he inflicted, coming up with a 6 to Phil's 2. The Grey Knight Grand Master took four wounds, but saved two with his 5+ Invulnerable save. Phew!



The Black Guardians waded into a sea of Guardsmen, with the Terminators lying in wait.



The main event – The Greater Daemon and the Grand Master duke it out in a veritable clash of the titans.

DAEMONHUNTERS TURN 4

Phil: Well, this was it, my best chance of turning a messy tactical situation into a glorious victory for the forces of light. The Grand Master and his remaining bodyguard had survived a withering hail of heavy weapons fire, although the Grand Master now had one hell of a migraine. Bereft of their screen, the Seer Council were finally a viable target. As a result the Grey Knights on the right of the field stayed put so they could fire their psycannon at 36" range. The Imperial Guard squads all moved forward, with the Inquisitorial Stormtroopers advancing into assault range of the small squad of Guardians to the right of the wood, and the Terminators just behind them. The Rhino took advantage of its charmed existence to move up and shield the large Grey Knights squad on the right, whose psycannon thundered heavy calibre bolts into the two Seer Council members in the open. Their rune armour no protection, the Warlock was blown apart and the Farseer took two wounds. To compound Bo's misery, the lasguns of Imperial Guard Squad Gamma took another wound from the Farseer, killing him. Evidently the psycannon hits had destroyed the Eldar's concentration; I just love it when a paltry lasgun shot kills off something incredibly hard. I hadn't nearly finished with the Council, however, and even the accurate hellgun fire of the Stormtroopers managed to put another wound on a Farseer (throw enough mud at a wall...). I then proceeded to pour in yet more psycannon fire at the squad, this time from the Grey Knight Terminator and Grand

Master, whose storm bolter I had upgraded to carry psycannon bolts. The hits, randomised on the tattered remnants of the Seer Council, destroyed another Farseer and wounded the Daemonvessel. Bo failed his Leadership test and the Seer Council fell back to the table edge. Have some of that, Daemon-worshipping scum!

My Inquisitor had less luck, his attempt to cast *Scourging* failed again and he suffered a Strength 6 *Perils of the Warp* attack that would have instantly killed him had it wounded. That was one hungry Daemon we were hunting down!

My Terminators were in assault range of the Wraithlord and nothing else. To stand in the open meant certain plasma death. So I charged the towering Wraith-construct, bolstering the assault with a full squad of Imperial Guard so that in the event of a win for the good guys I could consolidate a screen of Guardsmen around the remaining Terminators. It was a desperate gamble, but if anyone could pull off a clean Wraithlord kill, it was the Grand Master. The Emperor must have watched over him, as he hit with all five of his attacks, but even with a +2 Strength force weapon he was still looking for 6's to wound. One of the five dice obliged, the Grand Master passed his Leadership test for his force weapon's special life-drain ability, and with a blinding flash of light the Wraithlord was reduced to an empty husk. I rolled for the bodyguard's three attacks as well, all of which hit and two of which wounded. Five unsaveable wounds to nil, it had worked! I'd consolidated the

Guardsmen in the combat into a circular screen around the Terminators even before Bo's jaw had snapped shut. They aren't called the Imperium's finest for nothing.

The Stormtroopers assaulted the Guardians by the wood, with one casualty on either side resulting in a draw. Bo passed his morale high ground Leadership test, pinning both squads in combat. The Avatar sliced apart the two remaining members of the Grey Knight Teleport Attack squad and swept forward, saving the life of the lone Warlock from the large Black Guardian squad and therefore preventing Bo from recycling the entire squad for a second time. Things were really hotting up.

ULTHWE TURN 4

Bo: Ouch! What a disastrous turn, losing both the Seer Council and my Wraithlord in one fell swoop. I dig that the least. My Seer Council were below half strength and would fall back off the table this turn, but I wasn't finished yet, and the Daemon inside my last Farseer wanted revenge. Inviting it to possess his host, a roll of a 4 at the beginning of the turn meant it hatched from the Daemonvessel, roaring its defiance in a spray of blood and tattered flesh. The Daemon charged forward, intent on feasting on the soul of the badly wounded Grey Knight Grand Master. Behind it, the squad of Black Guardians that fell to the Imperial Guard assault last turn recycled. On the right flank, the Vypers took up firing positions. On the left, the wounded Avatar and lone Warlock from the other Black

Guardian squad also advanced, intent on assaulting the softer targets approaching my table edge.

In the Shooting phase, the newly resurrected Black Guardians took down an impressive six members of the semicircular screen around the Terminators, allowing the Dark Reapers to finally kill off the remaining member of the Grey Knight bodyguard. One down, one to go.

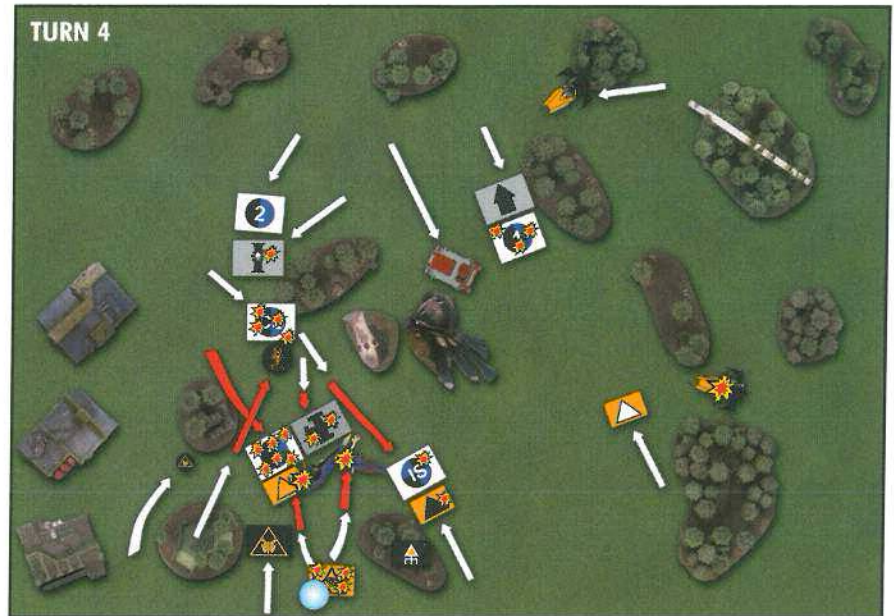
The large Grey Knight squad were targeted by my starcannon-equipped Guardian unit, unfortunately they failed their Shrouding roll due to the long range and therefore could not shoot that turn. Although the Bright Lance Vyper missed the Rhino (again), the starcannon-equipped Vyper took a bead on the Inquisitor and his retinue of Sages, Mystics and assorted weirdos, blowing a winged cherub out of the sky. As an encore, the Guardian squad on the right took out three of the Imperial Guard shielding the Grey Knights in front of them in a storm of plasma.

The Assault phase was what everyone had been waiting for, by this time there was quite a crowd around the gaming table. It was going to be bloody. As is traditional; we resolved the least exciting fights first, with the Imperial Stormtroopers to the right of the trees taking two casualties from the Guardians for one in return. They held their ground, it looked like this clash of the small fry was going to last a while yet. The remnant of Phil's infantry squad proved outmatched by the charging Black Guardians, dying to a man. The Avatar,

roaring with bloodlust, sliced four Imperial Guardsmen to ribbons, but the last man stood his ground (they don't breed 'em for brains, right?).

Finally, the title fight; the Daemon was successful in its charge (Daemons usually have to take a Difficult Terrain test to charge Grey Knights) and as the Daemon and the Grand Master both had the same Initiative, we both rolled at the same time. I scored four clean hits, Phil scored three. For a

moment I thought I had got away with it as I wounded with three of my hits and Phil failed two Invulnerable saves, after all, my Daemon was on the full 5 wounds and the Mon-Keigh only had one. However, the Grand Master wounded the Daemon with all of his attacks and, critically, I failed to save one of them. This was all the opportunity Phil needed as he rolled a successful Leadership test for his force weapon. In his last dying act, the Grand Master had banished the Greater Daemon back to hell.



ADVERSARIES AND THEIR DAEMONIC ALLIES

When using the Adversaries rules, or when playing the Terminate the Daemonvessel mission, you may include a Greater Daemon in your force. Because not everybody has Codex: Chaos Space Marines, we have included rules for randomly generated Greater Daemons in Codex: Daemonhunters. These devious monstrosities can be represented by any Greater Daemon model from the Citadel range. Bo rolled up a very impressive statline indeed for his Greater Daemon, as shown below.

	WS	BS	S	T	W	I	A	Ld	Sv
Daemon	8	0	8	6	5	5	4	10	4+inv

We used the Lord of Change model to represent it as we thought it was fitting that the Ulthwe Eldar would have been corrupted by such a manipulative and sorcerous being.



Phil and Bo investigate the range of Bo's hard-hitting firepower.



Rafaellos finally gets the chance to take down the daemonic Avatar.

DAEMONHUNTERS TURN 5

Phil: Way to go Grand Master Hengril! Surely he will have a place of honour in the basalt crypts beneath Titan. In banishing the daemon, I'd won the game, but we opted to play on nonetheless. I think Bo wanted to get even...

I still had one major trick up my sleeve in the form of Inquisitor Rafaellos, who was tooled up for some serious daemonslaying. I moved him into assault range of the Avatar, supported by the rearguard Infantry unit, as mugging an Avatar with tons of attacks is a good way to take one down. Over on the right I decided to try and rid myself of those

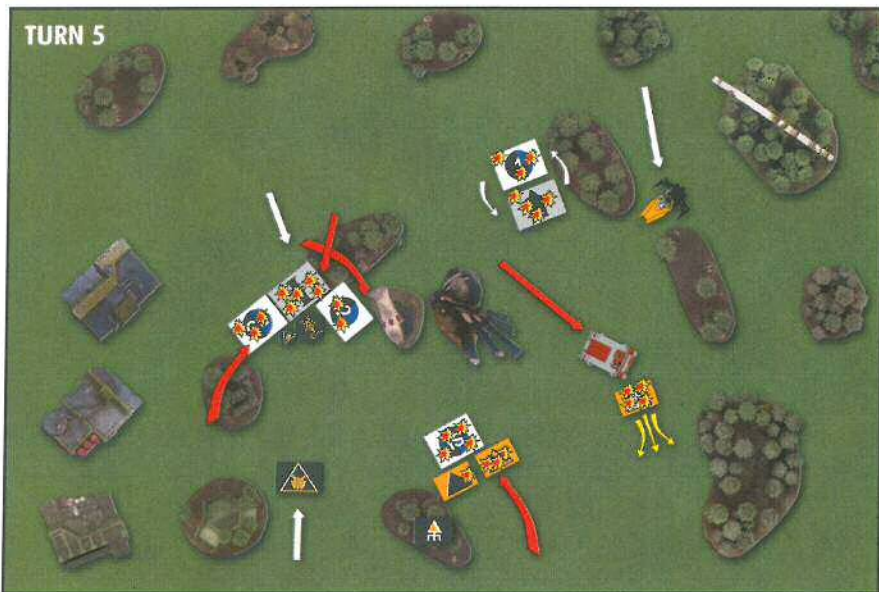
troublesome Vypers, swapping the positions of the Grey Knights and the Imperial Guard so that I could melta-gun one of them and psycannon the other. The only other tool I had at my disposal was the Rhino.

Ever since an unexpectedly successful Tank Shock with a Wave Serpent back in WD267, I've had a bit of a weak spot for this reckless tactic and have used it with almost tiresome predictability every time I have a transport that's dropped off its passengers. So in went the Rhino, Bo failed his resultant test, and the squad of Guardians on the far right fell back, much to my amusement. No real tactical advantage but a lot of fun.

The Shooting phase started with the Imperial Guard squad on the right firing an ineffectual melta shot at the starcannon Vyper, followed up by the Grey Knights showing them how it was done and blasting the other Vyper out of the sky in a stream of psycannon bolts.

On the left flank, the Imperial Guard squad still closing with the enemy took out four of the Guardians ahead of them prior to their charge on the Avatar. The Inquisitor finally managed to pass his test for the Scouring psychic power, re-rolling one of his to hit dice due to the effects of his two Sage henchmen and frying three Guardians with his D6 Strength 5 shots.

In the Assault phase, both the Imperial Guard and Inquisitor Rafaellos charged the Avatar, giving hope to the last remaining member of the Command squad currently occupying the crimson giant's attention. Using his Consecrated Scrolls, the Inquisitor successfully cast Destroy Daemon (his cherub Familiar, as well as raising his Initiative to 5, allows him to take another psychic power, and the scrolls enabled him to use both in the same turn) allowing him to re-roll his dice in an assault against the daemonic. His Grimoire of True Names halved the weapon skill of the Avatar, meaning he would hit on a 4+ instead of the usual 5+. This was his big moment, but the dice were against him and even with the re-roll couldn't get him more than one hit. His Anointed Blade (a power weapon that wounds Daemons on a 4+) did its thing but Bo passed the Avatar's Invulnerable save. I'd pulled out all the stops but in the end it was the Inquisitor's lowly henchmen that caused a wound on the



towering monstrosity. In reply, the Avatar sliced poor Inquisitor Rafaellos cleanly in two. To be honest it kind of overshadowed the drawn combat between the Stormtroopers and Guardians. Where's a Grand Master when you need one?

ULTHWE TURN 5

Bo: And yet more previously deceased Guardians stroll onto the field! Spoilt for choice, I weighed my options and decided to help out the beleaguered Guardians in combat with the Stormtroopers. The fleeing Guardians recovered from their nasty Tank Shock, promising themselves therapy when they got back to the Craftworld, and on the left flank the small Black Guardians squad moved forward to help out the Avatar, currently buried under the plucky Imperial Guard. Phil still hadn't killed off the lone Warlock survivor of the

larger Black Guardian squad, it was almost as if he was trying to avoid another sixteen Eldar waltzing onto the table. I was playing the Eldar less like a dying race and more like a screaming horde of kamikazes, but hey, it makes a refreshing change from having to be always ultra-cagey with them in the tournaments.

The Shooting phase saw the Dark Reaper Exarch sending a couple of krak missiles screaming into the Rhino, scoring a penetrating hit. Lo and behold, up came another immobilised result, the cursed thing was still active. They build 'em tough, what can I say.

Finally I had a clear line of sight to the shiny Mon-Keigh on the right and I intended to capitalise; the combined starcannon fire of two squads of Guardians and the remaining Vyper took

out four of the fearless Grey Knights. The Assault phase saw the addition of a nice full-strength squad of Guardians to the protracted slugfest with the three remaining Imperial Stormtroopers, tipping the balance by the simple method of killing the lot of them. The Avatar sliced apart the last of the Imperial Guard Command squad, bravery just isn't enough when you're facing a fifteen foot god of war. However, everything counts in large amounts, and the dead guy's comrades managed to inflict yet another wound on the Avatar in return. The Inquisitor's henchmen had evidently had enough and decided to leg it back to their library, but there were still quite a few Guardsmen surrounding the Avatar. If he fell to mere humans after taking down the best the Ordo Malleus could throw at him I'd not be a happy Dane.



DAEMONHUNTERS TURN 6

Phil: Well, thanks to the glories of Sustained Assault I was now severely outnumbered, and I'd trusted the Shrouding to protect my full Grey Knight squad and it had singularly failed to come through for me. I think, on balance, this is where the Grey Knights teleport back to their Strike Cruiser for tea and medals. However there was the small matter of a large Danish maniac baying for more blood, so I obliged him by playing on. The infantry squad on the right moved up to the last Vyper and blew it out of the sky with their melta-gun, kind of pleasing, 'cos the horrible little wasps had been bugging me all game. The Grey Knights moved into the wood just in case they needed the cover save, and bereft of any juicier target, blew

apart a couple of the Guardians opposite. They fled like the alien cowards they are, but subsequently rallied at the table edge. There wasn't much to shout about in the Assault phase, the Avatar butchered a couple more Imperial Guard and despite rolling some amazing dice I failed to take the last wound from the beast. I was running out of grunts...

ULTHWE TURN 6

Bo: The game was all over bar the shouting, but I still had a fair bit to shout about and wanted to exact a bloody revenge on as many units as possible. The starcannons and bright lances of my Guardians took down three of the Imperial Guard on the right, causing them to run,

and although one more Grey Knight fell to starcannon fire the rest of the squad was saved from an untimely death when the Dark Reapers failed their Shrouding test. That psychic defence can really help at long range. The Assault phase consisted of me charging in a squad of Black Guardians to back up the Avatar, and because they have higher Initiative than the clumsy humans, the Eldar units managed to kill almost all of them. The two lone Guardsmen managed to tickle the Avatar with their bayonets but nothing more, running from the combat and being chased down by the Guardians. It made me feel a little better, but looking at the victory conditions, it was clear that the Daemonhunters had won in grand style.

The ground shook as the massive wraith-construct strode towards Grand Master Hengril, powerfists raised, blocking out the new dawn's sun as it broke into a relentless charge through the ranks of the Eldar.

"With me! Pattern Alpha!" shouted Hengril, storming forward with the remainder of his bodyguard and their supporting squad of Cadians close behind. He incanted a prayer to the Emperor as Brother Malose was blown apart by a xenos heavy weapon, his long servitude in the name of the Emperor snuffed out in an instant.

Hengril forced himself to keep calm, to channel his wrath into a prayer of retribution as he launched himself forward. His Terminator armour boosted his strength as he brought his ancient Nemesis force weapon around in a wide arc. The Wraithlord, man-sized fists raised for the killing blow, made no move to defend, and Hengril's force halberd thundered into the shimmering stone embedded in the alien construct's carapace. The Grand Master drove it home with a cry of rage that flowed along the length of the ancient weapon directly into the monstrosity's soul. Almost immediately, the blasphemous construct began to crumble and fall apart. Brother Nexos barrelled into it a second later, his blow smashing it from Hengril's blade in a cloud of splintered wraithbone.

Spinning round, Hengril bellowed for his men to close ranks. He felt the daemon Chimarquis slide from its hellish dimension onto the material plane through the mind of its psyker host, and fought desperately to hold it back with will alone. But it was too strong. Like a great, glistening insect forcing its way out of a humanoid chrysalis, Chimarquis spilt from the Farseer's horribly distended maw, glistening and iridescent. Shimmering wings unfolded from the bloody placenta that was once the Farseer, and a vicious, daemoniac face pushed out from its dripping ribcage. In a blur of dark light, the daemon leapt from the gory ruin of the Eldar vessel towards Hengril.

Shouldering his way through the storm of enemy fire that was engulfing his comrades, Hengril stepped out to meet the daemon. On his right, Brother Lothatus took a pair of krak missiles to the breastplate, flinging him backwards in an explosion of orange light. He would face this atrocity alone.

Despite its vast size Chimarquis was diabolically quick, and its barbed claws whipped under Hengril's guard. It knocked his force halberd aside whilst another pair of claws plunged into Hengril's guts, frenziedly pulling ropes of flesh into its drooling maw. Hengril channelled his pain into a scream of anger, his storm bolter spitting psychically-charged bolts into the creature's beady eyes. It recoiled,

screeching, lifting Hengril high into the air as if he weighed nothing more than a child. The thing ripped off his left arm, still spitting psycannon shells, and began to feed.

Through a haze of pain, Hengril heard his name, and turned to see a Brother Lothatus flinging his force halberd like a javelin toward him. Hengril caught it with his remaining hand, twisting it in its flight and slamming it home into the daemon's bulbous skull. His rage, frustration and agony coalesced into one blinding ball of light that coursed down the length of the halberd, and his entire body shook violently as he funnelled his own death agonies into the daemon. With a deafening screech, the banished daemon folded in on itself. Hengril fell to the floor with a heavy thump, dead before he hit the ground.

Deep below the basalt fortress-monastery on the barren world of Titan, a solemn funeral procession wound its way through the sepulchres of the Grey Knights. The body of Grand Master Hengril, missing an arm but dignified and peaceful in death, was laid to rest under a golden statue of the Emperor of Mankind. One by one, his comrades-in-arms filed out.

Chaos would never relent, and the hunt must go on.



The banished Daemon did not have to look far for its new host body...

THE WILTED FLOWER



Bo: I will take this as a man. I will not whimper. I will not moan. I will not... Oh, forget it. Aaaaaargh, what hit me?

This was probably one of the most interesting and fun games I have had in a long time. The

scenario in itself presented me with some unusual decisions. The fact that I did not need to worry about my Guardians getting killed (actually sacrificing them was a good thing – as they would reappear wherever I wanted them next turn) and that Victory Points was not an issue, made this game very different from the normal games I play.

My army is designed to crack fancy power armour – and is usually quite good at it, so what went wrong?

Firstly I did not have a clue as to what the different Daemonhunter troops could do, but a Space Marine is a Space Marine, right? Wrong! These chaps really are the Emperor's finest and boy do they pack a punch. The ability to Deep Strike and their Assault weapons that ignore Invulnerable saves are a really nasty burger to eat, especially with luck like Phil's. Trust me on this one.

Another mistake I made was to put my D-cannons forward in the initial deployment. That tactic had worked extremely well in our test game, but Phil is an old dog and would have none of it again. With hindsight I should probably have deployed my Wraithlord, but I wanted to keep it as an extra bodyguard for the Seer Council, even though – as it turned out – it was nowhere near as good as I had hoped for.

It has to be mentioned, those S6 Terminators armed with storm bolters are the hardest Mon-Keigh I have ever faced, and

that Grand Master really was a Daemon Slayer (he should get a mohawk, he should!). A little moral victory though was the fact that even if he killed my Daemon, it will still be back in a few thousand years or so, and he will still be dead (I'm getting pathetic now, I know).

All in all, there is sometimes still victory in defeat. I think the Daemonhunters are exceptionally good against an army like Eldar (especially Ulthwé) and I don't think there is much I could have done differently. I used the terrain to maximize my advantage (both his teleporting units scattered only a little, but it was a risky affair), and I had some bad luck on a few important dice rolls, but in the end the army in Phil's hands were just too good for me. Phil and I are even now – I do not intend on letting it stay that way for long.

Well, you know what they say, if you can't beat them – join them...

YOU CAN RUN BUT YOU CAN'T HIDE!



Phil: That has to be up there as the best battle report I've been involved in to date. I really enjoy playing Bo because he's a seriously competitive gamer but still plays with good humour and an eye on the dramatic and

narrative side of the game. I know he was playing to the very best of his ability and even with a seemingly infinite amount of starcannon-toting Guardians I still had Grey Knights left at the end of the game. It really brought home to me how vital it is to have some supporting units for the footsoldiers of the Ordo Malleus.

If this particular game had been a movie it would have some seriously cool special effects, my only regret is that I forgot to upgrade the Grey Knight Terminators to have

the psychic power Holocaust. This is a perfect Guardian-killing tool, you place the Ordnance template down touching your Brother-Captain and blam, everything under it takes a Strength 5 hit at AP5. That would have been an excellent sucker punch on Bo's massive unit of Black Guardians. It was a shame the Inquisitor didn't manage to take down the Avatar in close combat with all his anti-daemon gear, that would have been the icing on the cake, but thanks to the Grey Knights there was a lot of cake to go around. The combination of their storm bolters and psycannon is devastating, and with the Strength 6 Nemesis force weapons and True Grit they can take on practically anything in an assault. They really are head and shoulders above even their brother Space Marines.

The highlight for me has to be Turn 4, when Grand Master Hengril really got to strut his stuff and killed off both the Wraithlord and, in

Bo's turn, the Greater Daemon. As most Warhammer 40,000 players know, killing a Wraithlord in close combat is no mean feat, and the Grand Master made it look easy. It was the Terminators who caused the crucial wounds on the Seer Council, causing them to flee, and Hengril's Nemesis force weapon that took down the Greater Daemon with the statline from hell. Three of the hardest units in the Warhammer 40,000 game destroyed in one turn by two, yes two, models. It doesn't get much better than that.

Terminate the Daemonvessel is a great narrative mission with some really unusual elements to it. As the Daemon was revealed and then destroyed, the Daemonhunters count as having scored a Mighty Victory.

I have a feeling Bo will be angling for a rematch pretty soon...

As the Daemonhunters army is released, we've had a look through our archives for some great models to include in your force.

Available from your Games Workshop store, in-store order point, independent stockist, call 0115 91 40000, or at: www.games-workshop.com/storefront

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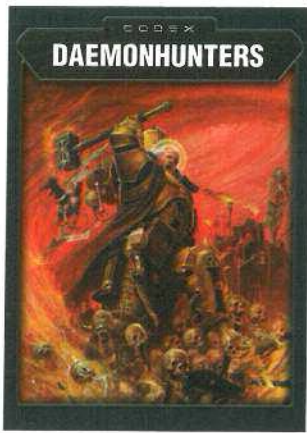


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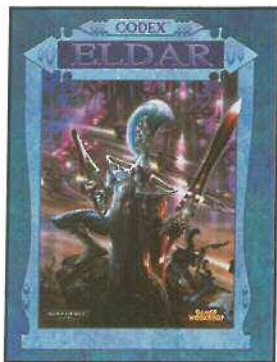
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 Models shown at 50% of actual sizes.

Following on from this month's battle report, we bring you the forces of Craftworld Ulthwé in all their glory.

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PATH OF THE WARLOCK

Collect your own Craftworld Ulthwé army



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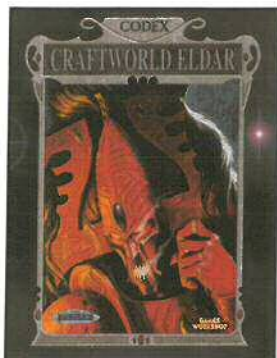
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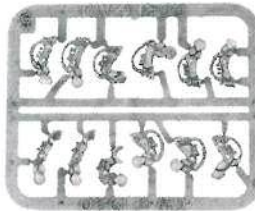
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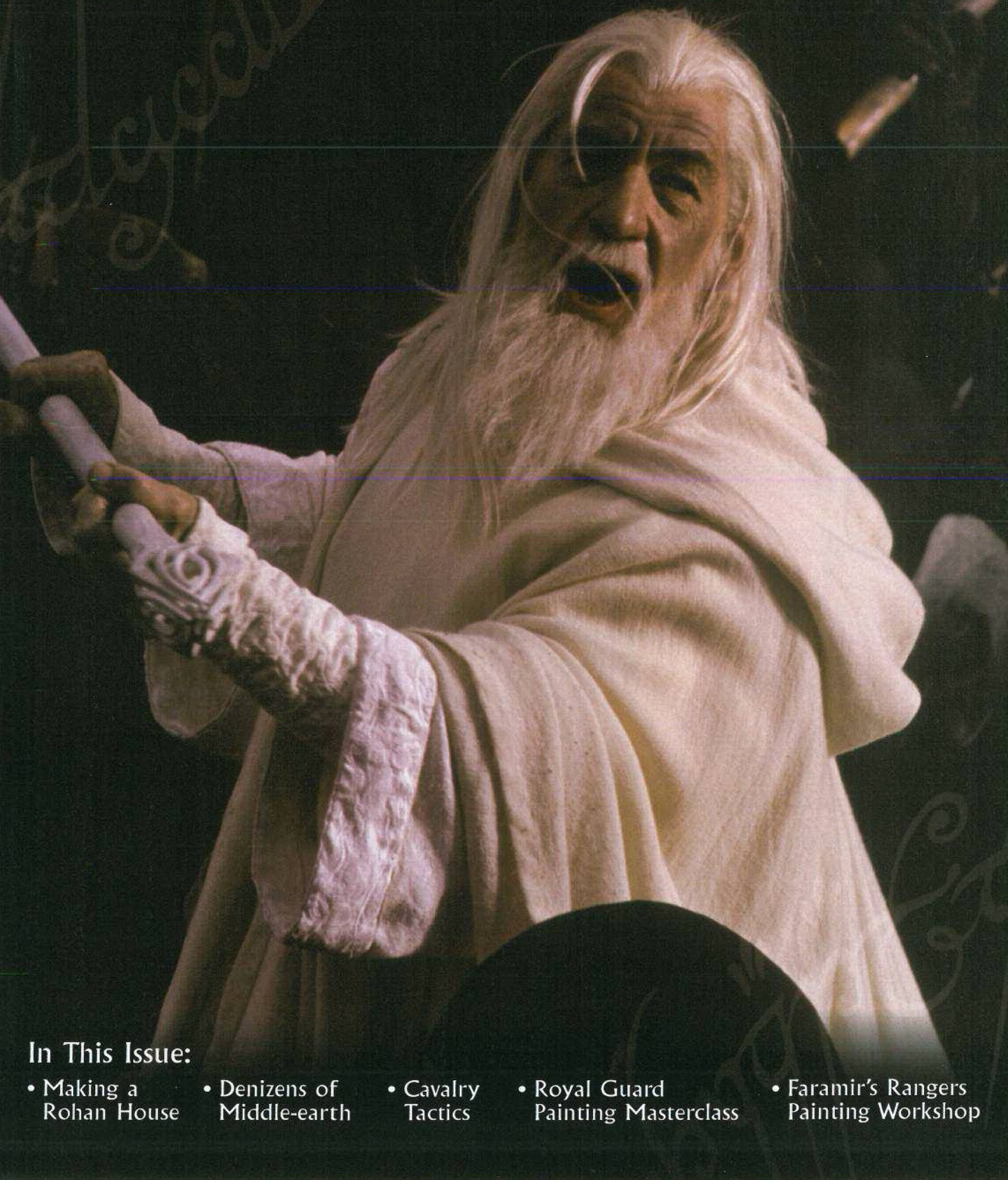
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THE LORD OF THE RINGS

THE TWO TOWERS



In This Issue:

- Making a Rohan House
- Denizens of Middle-earth
- Cavalry Tactics
- Royal Guard Painting Masterclass
- Faramir's Rangers Painting Workshop



Alessio Cavatore, Ring-bearer and head of our The Lord of The Rings Games Development team, waxes lyrical about what's happening in Middle-earth's gaming community...

Hello everyone,

Recently quite a few people have asked me if it's possible to fight a battle between two Evil forces or between two Good forces.

In principle, my immediate reaction is to say no, because the game has been written with the idea of always keeping a strong contraposition between Good and Evil. This, in my opinion, is one of the most distinctive characteristics of Middle-earth, both in the book and in the movie. The world of The Lord of The Rings is a place where light and darkness are very distinct, and the struggle to resist the corrupting power of Evil is certainly the central thematic of the narrative. This is evident at every level, from the armies of the Free Peoples fighting Evil on the battlefield to the inner conflict of the various characters against the temptation that Evil exerts through the Ring.

Good can conquer all Evil, but Evil can corrupt all Good, and their eternal clash is the force behind the story of The Lord of The Rings.

As you know, the game has been strongly influenced by this base philosophy. The rules themselves have been written thinking of Good fighting Evil. Remember what happens when two models with the same Fight value score a draw in a fight. You roll a dice, and if the result is 1-3 Evil wins, while if the result is 4-6 Good does.

This is a clear example that the rules always assume an Evil force is fighting a Good force, and the same goes for the very structure of the Forces sections in the manuals – they are divided into Free Peoples and Forces of Darkness.

On the other hand, a very concrete problem has arisen recently for some of our customers and has been brought to my attention. In a perfect world, all The Lord of The Rings players would always agree beforehand what scenario to play and take the relative forces, or carry with them their own Points Match forces of both sides. In reality though, it happens at times that people meet up to play a game of The Lord of The Rings and, by chance, they all turn up with Good armies or all with Evil ones. This might happen because each person decided they liked only one particular force or because their other models are still unpainted or because they simply didn't take both forces with them on the day.

THE RING-BEARER SPEAKS...

Alessio Cavatore discusses all things The Lord of The Rings

Whatever the reason, they would at this point appear to be stuck, and unable to play a proper game.

Albeit I encourage the idea of always having two forces (or rather, one collection made of a Good and an Evil force), I have to admit that the situation described above might indeed arise. In this unfortunate case, to avoid having to leave without a game, I suggest the following simple solution.

Before the beginning of the game, the players just need to roll a dice to decide what side counts as Good and what side counts as Evil in that particular game. Once that has been established, the game can proceed as normal.

The situations arising from this solution will sometimes be plausible, with Uruk-hai fighting Orcs as they do in the book, or Good forces squabbling over the Ring, as they would probably have ended up doing if they'd decided to keep it rather than destroying it. At other times though it will

be really weird, with two Aragorns locked in a deadly duel, both claiming to be the true Heir of Isildur. In this last case it's obvious that players will have to just have a laugh and carry on with their odd predicament.

I am firmly convinced that such games might be fun once or twice, but certainly don't have the same appeal of a proper battle of Good and Evil. They do not reflect the true spirit behind the game and the background, and should be avoided as much as possible. So, if you cannot agree beforehand with your opponent what kind of game you're going to play, make sure that you always have with you both your favourite Evil and Good force (after all, it's pretty much the same number of models as one army from another GW system).

Alessio



Rohan Royal Guard, ready for battle.

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Rohan Royal Guard Mounted

Designed by Alan Perry, this blister pack contains 1 mounted Rohan Royal Guard model that can be armed with either a spear or sword.

This model requires assembly.

ROHAN ROYAL GUARD	£5.00
Denmark	kr 55.00
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Euro	€ 8.00



Legolas & Gimli on horseback

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THE ROHAN ROYAL GUARD

This month sees the release of Rohan Royal Guard to supplement the forces of the Free Peoples. Although you won't find them in The Two Towers rulebook, we've included the rules for them below so that you can have the Royal Guard join your muster of Rohan without delay!

Introducing the elite of Rohan



The Royal Guard are hand-picked from the very best warriors in all of Rohan. They are sworn to give their lives in the service of their king and to fight without fear. They wear intricately crafted heavy armour and carry the best weaponry that the armouries of Rohan have to offer.

Rohan Royal Guard

Points value: 9

	F	S	D	A	W	C
Royal Guard	4/4+	3	6	1	1	3
Horse	0	3	4	0	1	3

This is the base profile for a Rohan Royal Guard. If the Guardsman does not carry a throwing spear, then miss out the 4+ Shoot value when you copy the profile to your record sheet.

Wargear

The base profile for a Royal Guard includes heavy armour, shield and a sword (hand weapon). He can be given a throwing spear and/or a horse:

Throwing spear	Free
Horse	6 pts

Special Rules

Bodyguard. At the beginning of the game choose one Hero of Rohan among those in your force for the Guard to protect. As long as this Hero is on the table, all Rohan Royal Guard models automatically pass all Courage tests they have to take. If the Hero is killed or leaves the table, the Royal Guard revert to the normal rules for Courage.

Expert Riders. The Rohan Royal Guard are expert riders. Add +1 when making any Jump test whilst mounted or any Thrown Rider roll.

DEFENCE OF THE WESTFOLD

A new scenario for *The Lord of The Rings* battle game

72"/180cm



One group of Orcs deploy in each table quarter.



Need an effective way to halt cavalry? There is none better than a trusty bow and arrow!

DESCRIPTION

Some years before the events of *The Fellowship of The Ring*, a large force of Orcs attacks the Westfold, burning and pillaging as they go. Hearing the news, Theoden leads the warriors of his household to destroy the Orcs. Unfortunately, as Theoden begins the final advance upon the Orcs, a chill mist comes down and the avenging Rohirrim are split apart and separated. Still enraged by the actions of the Orcs, Theoden leads his dwindled force forwards into the fray!

PARTICIPANTS

The Good side consists of Theoden, Gamling, 5 Royal Guard, and 5 Riders of Rohan. All of the Good models ride horses.

The Evil side has 2 Orc Captains, and 5 Orcs with Orc bows, 10 Orcs with shields, 5 Orcs with two-handed weapons, and 5 Orcs with spears.

POINTS MATCH

If you want to play this game with other forces, choose at least 300 points of troops for the Good side and at least 300 points of troops for the Evil side.

LAYOUT

The scenario is played on a board 48"/120cm by 72"/180cm. As this scenario takes place in the heart of the Westfold, there should be plenty of hills and rocky outcrops scattered over the board.

STARTING POSITIONS

The Evil player splits his force into four groups, each as near as possible composed of equal numbers. He deploys one group in each of the four table quarters (see map). The groups must be deployed at least 12"/30cm apart.

The Good player then deploys Theoden, Gamling, and 3 Royal Guard up to 6" in from any board edge. The remaining Good models are kept in reserve and may be available later in the game.

OBJECTIVES

The Good side wins if it manages to kill all of the Evil force or drive them from the field. If the Good side is destroyed before it achieves its objectives, the Evil side wins.

SPECIAL RULES

Stragglers. As the battle goes on, more of the Rohirrim are drawn by the sound of battle. From the fourth turn onwards, at the end of each of the Good player's Movement phases he may roll a D6 for each model not deployed at the start of the game. On the roll of a 4+, that model may be brought on as a reinforcement. If the roll is odd, the model moves on from a table edge chosen by the Evil player. If the roll is even, the model moves on from a table edge chosen by the Good player.

This month we release the Rohan Royal Guard and Gamling models, sculpted by Alan Perry, Michael Perry and Brian Nelson. Neil Green and Darren Latham of our 'Eavy Metal team explain all...

PAINTING MASTERCLASS

Rohan Royal Guard and Standard Bearer

GETTING STARTED

All of the models were given an undercoat with Chaos Black spray. Any sections which the spray had missed were then painted over with watered-down Chaos Black.

GAMLING



Gamling's cloak was given a basecoat of Chaos Black mixed equally with Dark Angels Green.

Highlights were then applied by mixing in small quantities of Goblin Green and Codex Grey, with more Goblin Green and Codex Grey added for each successive highlight stage.



The trim was initially painted Scorched Brown. The patterns were then added using an equal parts mix of Shining Gold, Bleached Bone, and

Burnished Gold to which a tiny amount of Bestial Brown was also added.



The scalemail was painted by drybrushing Boltgun Metal directly onto the undercoat. This was then

given a thin glaze of equal parts Brown Ink and Black Ink diluted with an equal amount of water. Highlights were then applied by drybrushing with Chainmail.



An equal parts mix of Red Gore and Scorched Brown was used to paint

Gamling's tunic and sash, adding subsequently larger amounts of Red Gore to the mix for several highlight stages.



The armour was given a basecoat of Mithril Silver to which a tiny amount of Boltgun Metal had been added. The details were picked out in Chaos Black, over which an equal parts mix of Scorched Brown and Dark Flesh was applied. The edges on the armour were initially



painted with Chaos Black, then with a mix of Snakebite Leather and Dark Flesh in equal proportions, and highlights were then applied using Snakebite Leather.



The hilt of the sword was painted with a mix of four parts Burnished Gold and one part Chaos Black, with

highlights applied using Burnished Gold.



Gamling's belt was given a basecoat of four parts Scorched Brown to one part Chaos Black and then highlighted by adding

in small amounts of Bleached Bone to the basecoat mix. The decorations were first painted with Chaos Black and then picked out with a mix of four parts Shining Gold and one part each of Bestial Brown, Codex Grey, and Bleached Bone.



For Gamling's face, a basecoat of four parts Dwarf Flesh to one part each of Bestial Brown and Codex Grey was applied.

Successive highlights were applied by mixing in subsequently larger amounts of Dwarf Flesh to the mix, with the final highlights applied using a mix of four parts Dwarf Flesh to one part Elf Flesh.



An equal parts mix of Bestial Brown, Scorched Brown, and Codex Grey was painted onto Gamling's hair.

Small amounts of Bleached Bone were then added into the mix for the highlight stages. The hair was lastly given a thin glaze of eight parts Brown Ink to one part Yellow Ink and one part Blue Ink.



The banner was given a basecoat of Dark Angels Green mixed in equal quantities with Goblin Green, followed by highlights using pure Goblin Green. It was then

given a thin glaze of Black Ink and Green Ink mixed in equal quantities. The horse symbol was first sketched with an equal parts mix of Chaos Black and Codex Grey and then finally applied using Skull White.



The trim was painted with Red Gore, and highlighted with Dwarf Flesh. The detail on the trim was painted on with an equal parts mix of Shining Gold and Skull White.



The main body of the horse was given a basecoat of Scorched Brown, and then highlighted with Dark Flesh mixed in equal quantities with Vomit Brown.



A basecoat of Scorched Brown was applied to the mane and tail of the horse.



This was then highlighted with an equal parts mix of Dark Flesh and Vomit

Brown, with additional small amounts of Vomit Brown added for successive highlight stages.



For the reins we used an equal parts mix of Red Gore and Scorched Brown with small amounts of

Red Gore added to the mix for several highlight stages.

ROHAN ROYAL GUARD



The scalemail was painted by drybrushing Boltgun Metal directly onto the Chaos Black undercoat.



A basecoat of Chaos Black mixed equally with Dark Angels Green was applied to the cloak. Small quantities of

Goblin Green and Codex Grey were then added for each successive highlight stage.



The tunic was painted with an equal parts mix of Red Gore and Scorched Brown, adding small amounts of Red Gore into the basecoat mix for the highlights.



The shield was given a basecoat of Dark Angels Green and then highlighted using an equal parts mix of Dark Angels Green and Goblin Green.

Finally, a thin glaze of one part Black Ink mixed with eight parts water was then applied to the shield. Areas of gold detail were picked out in Shining Gold and given a wash of one part Brown Ink and four parts water.

An equal parts mix of the Chaos Black and Scorched Brown was painted onto the darker leather areas, adding an equal amount of Bestial Brown to the basecoat mix for highlighting.



The spear shaft was first given a basecoat of Scorched Brown and then highlights were applied with Bestial Brown.



The spearhead and areas of metallic detail were painted with Boltgun Metal. They were then

given a wash of one part Black Ink thinned with four parts water followed by highlights applied using pure Chainmail.



Bestial Brown was initially applied to the beard before highlights of Bubonic Brown were applied.



The plume was drybrushed with an equal parts mix of Chaos Black and Codex Grey.

THE HORSES

The main bodies of the horses were painted in three different ways.

This horse below was given a basecoat of an equal parts mix of Scorched Brown and Chaos Black. Highlights were then applied by adding tiny amounts of Bleached Bone to the basecoat mix.



An equal parts mix of Dark Flesh and Chaos Black was applied to the horse below as a basecoat. Successive highlights were applied by mixing small amounts of Vomit Brown to the basecoat.



The main body of the horse below was given a basecoat of Scorched Brown and then highlighted with Dark Flesh mixed in equal quantities with Vomit Brown.



The feet of the horses were painted with Scorched Brown mixed in equal quantities with Skull White, with additional quantities of Skull White being added to the mix for each highlight stage.



The mane and tail were painted with an equal parts mix of Codex Grey and Chaos Black.



Highlights were applied by adding more Codex Grey to the mix.



The reins were painted using a mix of two parts Scorched Brown to one part Chaos Black, with pure Scorched Brown being applied as highlights.

To finish off, the bases were painted. 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.



As we have included the rules for the Rohan Royal Guard this issue, Matthew Ward decided to take a look at the use of cavalry on the battlefields of Middle-earth.

With the release of The Two Towers a new troop type has stepped into the daylight: Cavalry (the Riders of Rohan have anyway, the Warg Riders are lurking at the back of a cave somewhere, complaining about the sun). Whether you prefer to marshal the forces of Good or the hordes of Evil, you now have the option to include these highly effective warriors in your force.

THE BASICS

The key advantages that cavalry have over infantry are the extra speed that a mount gives its rider and the extra visibility yielded as a result of the increased height. Put simply, a cavalryman can move faster and see further than if he were on foot. Where cavalry come into their own however, is when matched against infantry. Cavalry models can prove quite lethal to infantry as their extra speed allows them to get into combat quickly, and their extra mass gives them an edge in the ensuing fight. This yields two distinct advantages. The extra attack means that they are more likely to win, and if they beat their opponent they are able to make double strikes as the sheer momentum bowls the enemy to the floor.

Getting onto specifics, there are three main forms of cavalry available to you.

WARRIORS WITH HAND WEAPONS

Faster, and with a significant edge over infantry in combat, the usefulness of a simple Orc or Warrior of Rohan is increased twofold if they are given access to a steed. Generally speaking, if you have a large amount of cavalry in your force you should be able to pick your fights quite easily – and you'll need to. While cavalry are very strong against infantry on the charge, it is still possible to be overwhelmed by sheer numbers. Also be wary of enemy cavalry – it only takes one countercharging Warg Rider to remove all the bonuses of your cavalry charge and leave you at the mercy of superior numbers.

WARRIORS WITH MISSILE WEAPONS

The most flexible kind of cavalrymen are those armed with missile weapons, whether that be throwing spears or bows. With the extra mobility given by the steed,

ARISE, ARISE RIDERS OF THEODEN!

Tactics for cavalry in The Lord of The Rings battle game



Whether your cavalry are armed with missile or hand weapons is a crucial factor.

these troops can easily skirt infantry and rain down archery wherever the enemy gathers. Greater care needs to be taken with these troops though, as most of the time they have lower Defence than non-missile cavalry and can make a tempting target for enemy archers. On the plus side, they still benefit from all the combat advantages versus infantry, making them very useful in supporting your main attack. Soften up the enemy with a few rounds of archery, and then charge them in alongside your main force.

HEROES

If adding a steed increases the usefulness of an ordinary warrior by a factor of two, then it increase the value of a Hero by considerably more. Not only does the steed offer a measure of additional protection (not to be sniffed at with low

Defence Heroes) the extra movement and Attacks coupled with a Hero's reserve of Might can achieve marvellous results. Close combat Heroes, such as Aragorn and Boromir, are suddenly far harder to lock down, and Heroes with ranged powers, such as Legolas and Gandalf, can get into position far easier. I tend to use this extra mobility to knock out enemy Heroes by skirting their bodyguards and then mercilessly pummeling them with spells and arrows. Mind you, the extra reach of a cavalry-based Heroic move can open up new tactical options and quite often can take your opponent by surprise.

ADVANCED TACTICS

With those general tactics out of the way I'd like to highlight a few specific tactics that I've discovered work well in a cavalry-heavy force.

HIT AND RUN

As the name suggests, this tactic utilises the speed advantage of your cavalry. As you are able to measure at any point in *The Lord of The Rings* it is simplicity itself to stay out of your opponent's charge range, yet still be able to charge yourself. When performing a Hit and Run, it is often better not to get priority in the turn you plan to charge in – let your opponent move and then pick off easy targets. The next turn, get as many of your troops out of the way as possible and then charge again. I've found that the most effective Hit and Run is achieved by charging down your opponent's infantry with a handful of cavalry and a Hero. If you're not careful though this can lead to you being countercharged at the start of the next turn with a horde of infantry. To avoid this, at the start of the turn you can use your Heroic move to scoot your forces out of danger, ready to make another attack in the following turn.

OUTFLANK

Although not obviously effective in a skirmish game like *The Lord of The Rings*, an outflanking manoeuvre still has value. The main use of Outflank is against opponents who rely heavily on spears and pikes – usually a deathtrap for cavalry. To get the most use out of these weapons they have to keep their models in a compact formation, which means outmanoeuvring them is incredibly straightforward for a cavalry force. By sending a portion of your warriors around the flanks of this formation, you can force your opponent to do one of two things: spread out to stop you, or ignore it. If they spread out, you can simply switch to Hit and Run tactics and take them apart piecemeal. If they ignore the outflanking models, they leave you at liberty to have your flanking force charge the rear of their formation – effectively robbing them of the advantage of their spears and pikes.

HARASS

Perhaps the most straightforward tactic, but still a useful one, is to use your missile cavalry to pepper your opponent with arrows whilst remaining outside of their charge range. This can quickly prove effective against an infantry force with a minimum of archery of its own. Be warned though that this tactic requires careful thought as to how far to move each turn – it is better to move the full rate and not shoot other than to get caught.

STIRRUPPED INFANTRY

Remember that each of your cavalry models can carry a single passenger. That passenger cannot fight or act in any way while being carried, but the steed is not slowed in any way. What this means, of course, is that you can use the cavalry element of your force to transport your

infantry into advantageous positions long before they could get there themselves. It's a particularly useful way of increasing the movement rate of Heroes that do not come with options for steeds (such as Saruman or Haldir) and can be used to quickly secure objectives or simply pave the way for a Hit and Run (see previously). Be warned though, this tactic is not without its disadvantages, not least the fact that if the model is charged while the passenger is still stowed (as it were), the passenger may not fight. Another consideration is that if the steed is slain, both the rider and passenger may end up stranded away from the action. Even worse, a *Sorcerous Blast* will hit not only the rider and steed, but the passenger as well. Finally, a cavalry model is considerably more expensive to field than an equivalent infantry, so it is advisable not to base your whole strategy on this tactic as it will leave you with a very small force.

DEALING WITH CAVALRY

As I've hopefully shown, cavalry are a deadly force on the battlefield and an asset to any commander, but what do you do if you have no cavalry? You may be playing a thematic force and may not have access to cavalry, or you may simply be playing a scenario that does not permit you to field it. If that's the case, then don't panic – there are a few simple things you can do to make life more difficult for your four-legged opponents.

USE YOUR TERRAIN

Solid advice regardless of your enemy – or indeed the composition of their force – is to use the terrain available to your advantage as best as possible. Against cavalry though, this takes on a wider perspective. Cavalry models do not operate well in difficult terrain. Because the rider has to dismount and lead the horse when the cavalry piece moves into difficult terrain, it is reduced to half of the rider's move rate. By giving your opponent the choice of taking either the long way around, or a slow haul through undergrowth, you can use difficult terrain to shield vulnerable warriors from the threat of cavalry.

COUNTERCHARGE

One key point about a cavalry charge is that the effects of it can be countered if the initial charger is countercharged by another cavalry model. With the bonuses for cavalry versus infantry removed, your warriors are then effectively fighting another infantry model (albeit with a larger base). Remember though that a countercharge is only effective if it is performed with another cavalry model – infantry will not negate the cavalry bonuses (although there is something to be said for adding more dice to the combat).



SHOOT 'EM

Although it is not necessarily true that a horse has all of the brains of a cavalryman, it does have a good chunk of the mobility. As shooting hits on cavalry are randomised between horse and rider it is often simplicity itself to slay the steed. 'Why should I hope to kill the steed? Surely 'tis better to kill the rider,' I hear you ask. True enough, it is far better to kill the rider. However, steeds generally have a lower Defence than their riders and are therefore more likely to be slain. With the steed taken out of the picture, the rider is reduced to the level of a normal infantryman of the same type. Slower, and without the bonuses that cavalry get, he should be far easier pickings for your troops. Of course, if you kill the rider then it is all to the good, but bear in mind it is a lot easier to neutralise mounted Heroes (such as Aragorn or Boromir) by killing the horse than killing the Hero... As a bonus, a forcibly dismounted warrior has a 1 in 6 chance of falling over, and in combat will count as trapped as long as he remains on the ground (cue evil laughter). Also worth mentioning here is the magical power, *Sorcerous Blast*. As previously stated, a successful *Sorcerous Blast* will not only hit the rider, but also the steed and any passenger (on the initial target and any hit by the initial target), making it an ideal tool to prevent the enemy bunching their expensive cavalry together.

AND FINALLY

At the end of the day, cavalry provide an excellent addition to any force and open up a wealth of possibilities. As I've mentioned, don't worry too much if you don't have a way to fit cavalry into your current themed force – just think carefully about how you're going to deal with it. For the rest – may the ground be firm and your steeds never tire!

THE LORD OF THE RINGS

THE TWO TOWERS

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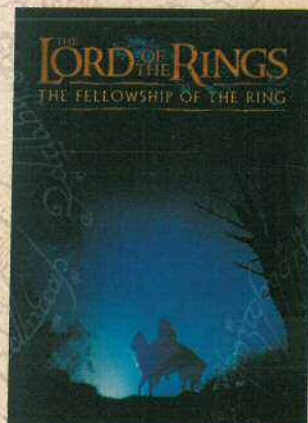
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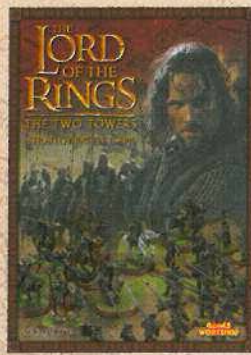
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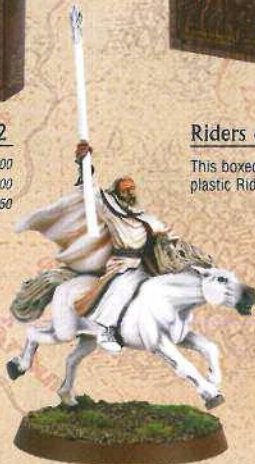
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MODELLING A ROHAN HOUSE

After watching *The Two Towers*, 'Eavy Metal's terrain builder Mark Jones was inspired to build a house of Rohan. Dave Cross decided to find out how he went about it.

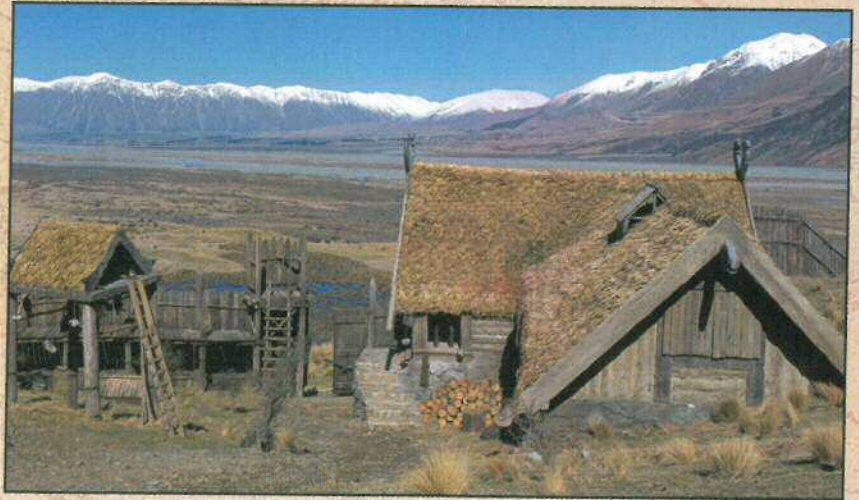
The making of a Rohan house

Being an avid fan of *The Lord of The Rings*, and having seen Edoras from *The Two Towers*, I had to have a go at building one of the Rohan houses; their distinctive style makes them a great modelling project.

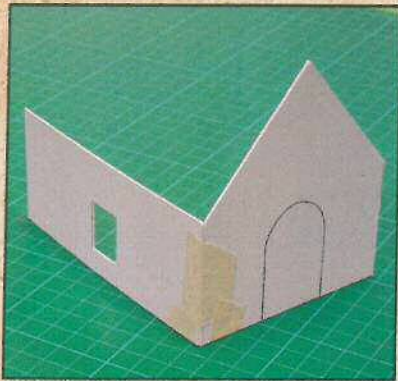
After the dimensions of the building were carefully calculated, a set of templates for all of the wall and roof sections were drawn onto a piece of paper. A copy of the templates can be found at:

www.games-workshop.com/lotr/rohanbuildings.htm

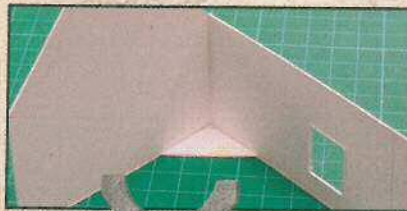
Using the paper templates as a guide, each of the wall and roof sections were then cut from 1mm thick card. Using masking tape, the card sections were 'dry fitted' to make the rough square of the building.



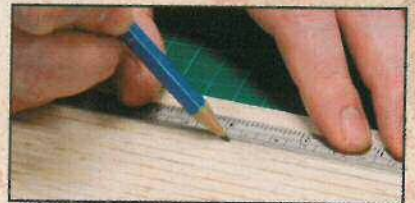
An isolated settlement located in the open plains of Rohan.



Once happy with the look of the building, glue was then applied to the inside of the joins. At this stage triangular gussets were added to the corner sections to help the building maintain its shape during the rest of the building process. The assembled piece was then left to one side to dry.



The next step in the process was to create the wooden texture for the walls. Using a pencil and a ruler, planking lines were scored into the surface of a sheet of balsa wood, 5mm apart from each other; this was then repeated over the whole sheet.



Once completed, the templates were used again to mark out the wall and porch sections in pencil.



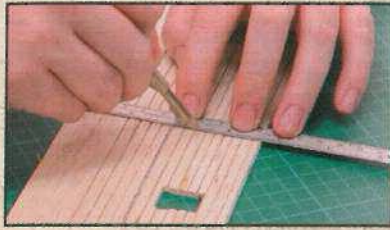
Masking tape was applied to the underside of the balsa wood before cutting out the sections to prevent the wood from splitting during the cutting.



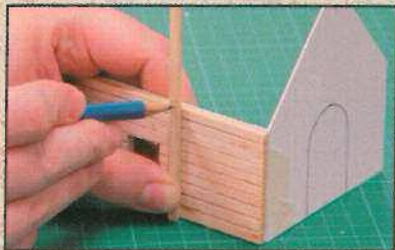
The finished Rohan house.



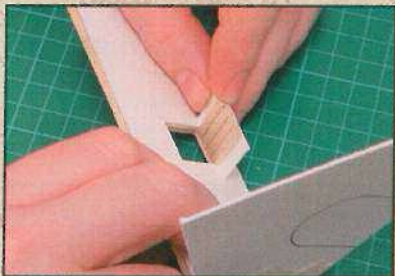
Each section was then cut out, including the windows.



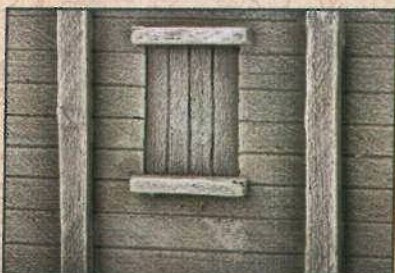
After ensuring the cardboard shell was dry, the balsa planking was then glued to the walls, taking care to align the planks so that the doors and window matched that of the card shell of the house. Strips of 5mm wide balsa wood were then used to add simple vertical detail to the corners and wall sections of the building. The strip was simply measured against the side of the building and cut to length. This was then glued in place, covering the corners and wall sections.



The templates were again used to cut out the balsa wood door and window shutters, ensuring that the planking effect ran vertically. The balsa wood doors and windows were then mounted to oversized pieces of card and glued into place.



The windows were detailed by adding a simple frame to the top and bottom of the window using strips of balsa 3mm wide. The door was trimmed with two thick hinges made from thin cardboard 3mm wide.

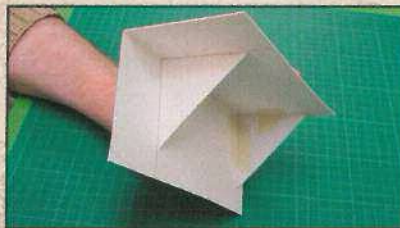


The door was finished with a handle made from a thin piece of wire bent around a paint brush until it made a circle, and then held in place with a small amount of modelling putty.



THE ROOF

The basic shape of the roof was again made from a section of card which had been cut to size using the paper templates. The piece of card was then scored down its centre and folded to create its shape. Two triangular roof supports were then attached to add strength and maintain its shape.



The thatch was created by cutting two strips of fake 'teddy bear' fur, each big enough to slightly overlap the ends and bottom of the roof section. These were then glued and pressed into position on the roof to dry. Once dry the roof was then attached to the shell of the building using PVA glue.



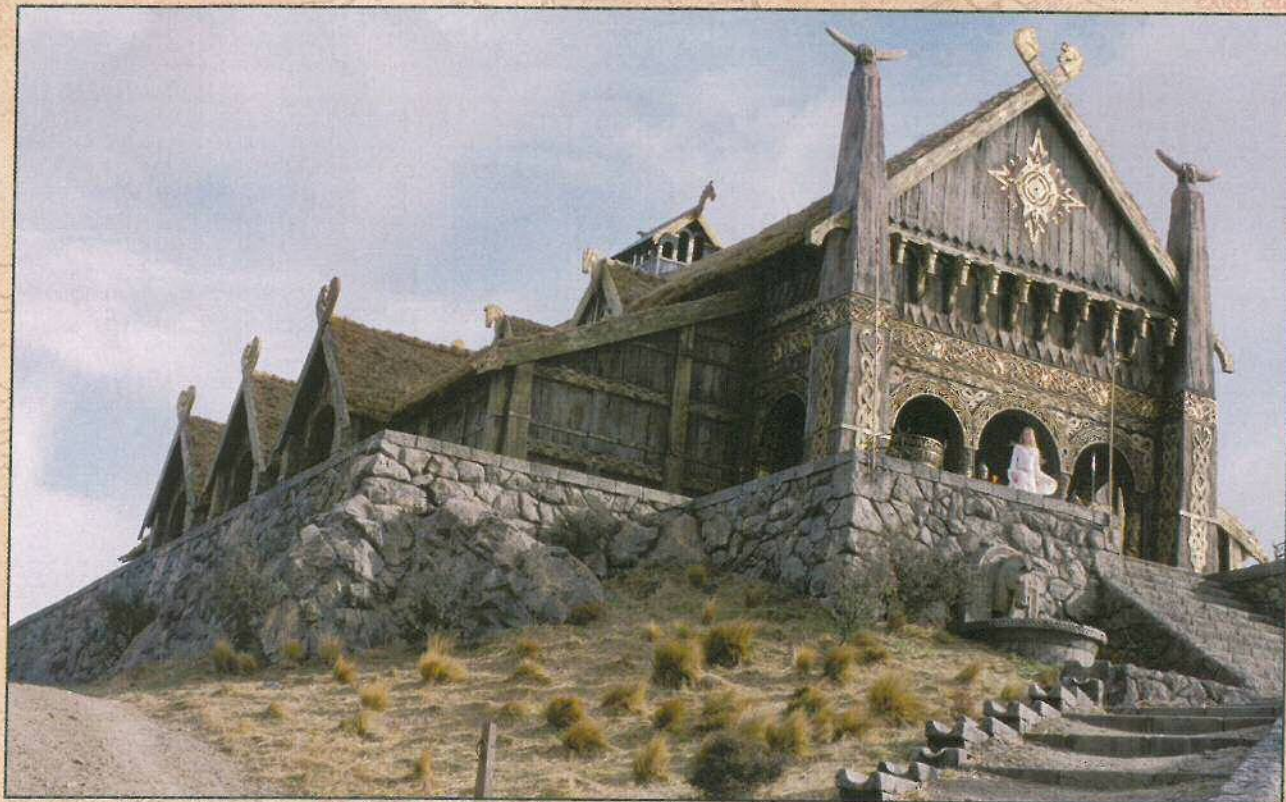
Using an old toothbrush, a mix of 1 part PVA glue to approximately 1 part water was applied. The brush was firstly used against the lay of the fur and then, once thoroughly wet, brushed downwards to reduce the volume and create the thatch effect. Once the glue had hardened, a piece of fur about 3cm wide was cut and applied to the ridge of the roof. The matting effect was then repeated for the rest of the roof. When this had dried, the edges of the roof section were trimmed to leave a rough finish to the thatch.



The gable ends of the roof were finished with two large ornate wooden beams which were again cut from a small sheet of balsa wood. Once cut to shape, the balsa wood was scored where the two beams crossed (creating the impression of two pieces of wood which have been joined together) and then attached to the roof using PVA glue.

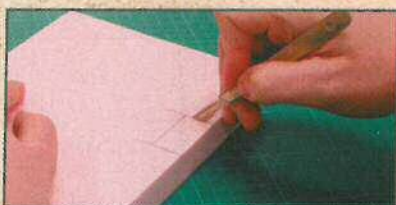


By combining two houses and adding a tower, you can create a watchtower.



Once you have mastered the basic house, you might want to tackle an even bigger modelling project such as the Great Hall.

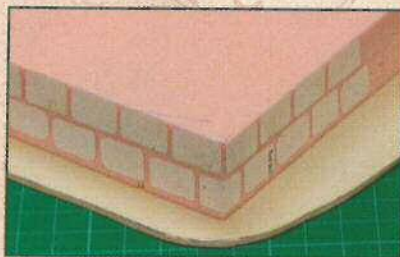
The house sits on a solid stone base which was constructed out of polystyrene. A piece, measuring 210mm x 150mm, was cut from a sheet of 25mm thick polystyrene. From the front of the base an area 40mm wide by 20mm deep was carefully cut and removed.



This was then trimmed to a height of 18mm, then a step was cut and removed 6mm down and 10mm in. This smaller piece was not discarded, but glued to the base of the larger piece creating a set of steps. The steps were then glued into the original recess, finishing the base section.

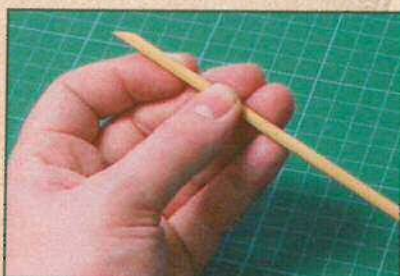


Next, the polystyrene was glued to a base cut from a sheet of thick card. The stone effect was created from a piece of thick paper which had been cut into smaller irregular shaped rectangles (approximately 10mm high x 15mm long). These pieces were then glued to the base creating the impression that the base was constructed from blocks of stone.



The final element of construction was the pillars. These were made from 5mm diameter dowling cut into two 60mm lengths and two of 50mm.

The end of the short pillars were then chamfered to join the roof correctly.



Once this was complete the foundations were marked out and 10mm deep holes were cut into the base to accept the pillars. Once satisfied that they were in the correct position, they were then glued into place.



The long pillars were finished with the addition of decorative cornice pieces made from spare balsa wood.



The construction of the house was now finished and ready to paint. The house was first undercoated Chaos Black, and the weathered painting effect on the building was achieved by drybrushing each section of the building. The stone base was painted with successively lighter mixtures of Chaos Black/Codex Grey and then Codex Grey/Skull White. The woodwork finish on the building was achieved by mixing Chaos Black/Scorched Brown/Codex Grey/Bleached Bone into a number of lighter coats. The thatch was painted by adding Snakebite Leather and Vomit Brown to the mix.



The defenders are easily overwhelmed as the unstoppable horde of the Uruk-hai pour into the Rohan settlement.

PAINTING WORKSHOP

Paul Rudge's Rangers of Gondor

Having recently joined the Studio's The Lord of The Rings campaign, Paul Rudge simply couldn't resist adding a unit of Gondorian Rangers to his force of Riders of Rohan. Here's how he painted them...



COLOUR PALETTE

	Scorched Brown		Vermin Brown
	Bestial Brown		Skull White
	Snakebite Leather		Chaos Black
	Brown Ink		Codex Grey
	Bubonic Brown		Bleached Bone
	Dark Flesh		Dark Angels Green
	Dwarf Flesh		Boltgun Metal
	Elf Flesh		Mithril Silver
	Flesh Wash		Shining Gold

GETTING STARTED

The model was first given an undercoat with Chaos Black spray. Any areas which the spray had missed were then painted over with watered-down Chaos Black.



The model was painted starting with the largest area first, which in this case was the leather areas, such as the rider's cloak, boots, belts and tabard. So, to speed the painting along, the entire model was first painted with a basecoat of Scorched Brown which was

then drybrushed, first using Dark Flesh and then again using Vermin Brown.



The pack that holds the arrows was painted Chaos Black and the flights were given a basecoat of Codex Grey. Codex Grey was used to highlight the pack, while Skull White was carefully drybrushed onto the arrow flights.



A mix of 3 parts Dark Angels Green, 1 part Chaos Black and 1 part Codex Grey was used to basecoat the Ranger's tunic, which was then highlighted using a mix of 2 parts Dark Angels Green and 1 part Codex Grey.



The model's shirt sleeves were then painted Bubonic Brown and, to add shading, given a wash of Flesh Wash. Bubonic Brown mixed equally with Bleached Bone was used to highlight the shirt sleeves.



The face of the Ranger was given a basecoat of Dwarf Flesh, which was then washed with Flesh Wash to create shading. Once dry, the skin was then highlighted using Dwarf Flesh mixed equally with Elf Flesh.



Using a Fine Detail brush the eyes were carefully painted Skull White and a small dot of Chaos Black was then applied to the centre, creating a pupil.



The hair was given a basecoat of Bubonic Brown and, to add shading, given a wash of Flesh Wash. The hair was then drybrushed with Bleached Bone.





Snakebite Leather was used to paint the Ranger's bow which was then given a simple highlight of Snakebite Leather mixed equally with Bubonic Brown.

The metallic areas, such as the buckles, hilt of the sword and decoration on the scabbard, were first undercoated with Chaos Black and then painted Shining Gold. To simulate the effects of aging these areas were given a wash of Brown Ink.



FARAMIR

Using a Fine Detail brush, the tree motif on Faramir's chest was carefully picked out using Bleached Bone.



Faramir's sword was given a basecoat of Boltgun Metal. To add shading, a wash of Chaos Black mixed 20/80 with water was painted and, when dry, both the edge and point of the sword were highlighted using Mithril Silver.



THE BASE

The top of the base was painted with PVA glue and then dipped into fine sand. When fully dried, the base was first undercoated with Chaos Black, and then painted Bestial Brown. The sand was then drybrushed with Bubonic Brown and given a wash of Brown Ink. When completely dry, it was again drybrushed using a mix of 1 part of Bestial Brown and 1 part of Bubonic Brown. The side of the base was then painted Goblin Green. To finish, small clumps of Static Grass were applied using PVA glue.



A volley of arrows from Faramir and his Rangers should make short work of the Ores.

WAR IN MIDDLE-EARTH™

A look at the new scenario – Damrod's Gambit

Matthew Ward introduces 'Damrod's Gambit', the next scenario in The Lord of The Rings mini-campaign. This scenario follows Damrod and a small group of Men as they attempt to slow a much larger Orc warband.

Following on from last month's scenario, 'Faramir's Escape', this month I've written 'Damrod's Gambit' which continues to follow Faramir's attempt to aid his countrymen against the encroaching Orcs. As promised, the mini-campaign will come to a conclusion next month with the final conflict 'In the Shadow of Osgiliath' where we'll get to see if Faramir's and Damrod's efforts will ultimately pay off.

In the meantime, following on from my article last month about designing scenarios, I'd just like to talk for a moment about the use of special rules in Damrod's Gambit: Stealth Attack and No Discipline. Both of these rules play to the

background of the scenario, each rule dealing with one of the two forces.

STEALTH ATTACK

The 'Stealth Attack' rule helps to represent the forestry and ambush skills of the Rangers of Gondor. By allowing them to take a free shot at the start of the game it really highlights their attack on the Orc force. As a special rule, Stealth Attack would be equally suited to a scenario with an attack by Wood Elves, or perhaps even Moria Goblins if the locale is suitable.

UNDISCIPLINED

Orcs are often described as being an ill-organised rabble. The No Discipline rule

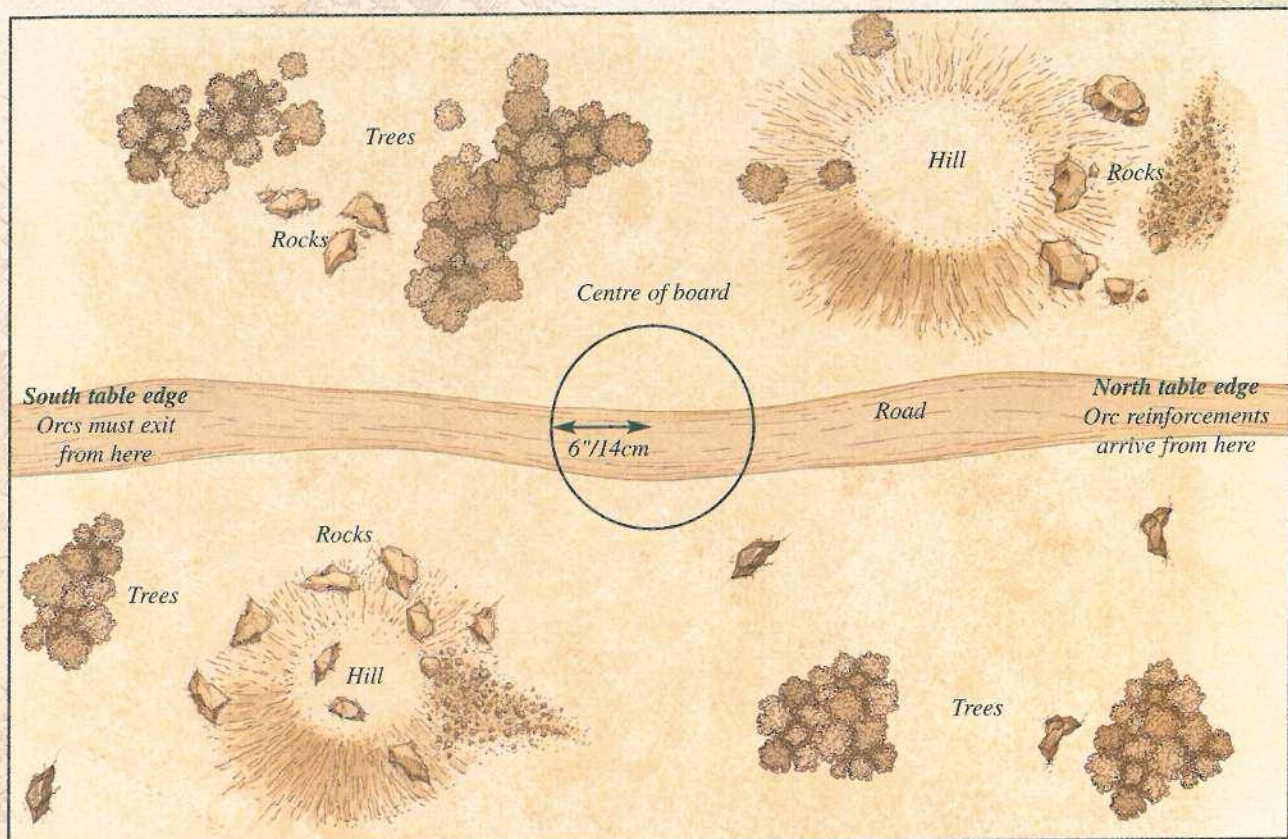
represents this in two ways. The first is by forcing them to take 'On their Own' tests in a wider range of circumstances – if the Evil player doesn't keep his forces together they will likely decide to run away. The second (and more influential) effect breaks the approaching Orcs into what are effectively three separate groups, offsetting their numerical advantage for a time. This is entirely consistent with a riotous Orc force moving through 'safe' territory (it's also a good trick to keep the numbers of models needed for a scenario down to a minimum).

Anyway, that's enough from me – on with the scenario. It's time to take Gondor steel to those foul Orcs!



The Orc column is caught in the open as Damrod and his Rangers open fire.

SCENARIO – DAMROD'S GAMBIT



DESCRIPTION

Faramir and his Rangers have spotted a large Orc force some miles north of Osgiliath. The Orcs are moving south to intercept a column of Gondor soldiers who are returning to Minas Tirith. Faramir decides to take a group of Men south to attempt to warn or assist the column, while Damrod remains behind to harass the Orc advance. At first, the attack goes well and many Orcs are scattered and slain. Unfortunately, a substantial number of Orcs had fallen behind the main force. They arrive on Damrod's flank during the closing stages, throwing his plans into jeopardy.

PARTICIPANTS

The Good side consists of Damrod and 15 Rangers of Gondor armed with bows and hand weapons.

The Evil side has 2 Orc Captains (riding Wargs), 8 Warg Riders armed with Orc bows, 8 Warg Riders with shields and throwing spears, 12 Orcs armed with hand weapons and carrying shields, and 6 Orcs armed with Orc bows.

POINTS MATCH

If you want to play this game with other forces, choose at least 200 points of troops for the Good side and at least 400 points of troops for the Evil side.

LAYOUT

The scenario is played on a board 48"/120cm by 72"/180cm. A road runs centrally, parallel to the long board edges with at least one hill to either side. The remainder of the board should be covered with several small woods and scattered with rocky outcrops.

STARTING POSITIONS

The Evil player splits his force into four groups, each as near as possible composed of equal numbers. The Good player then chooses two groups that the Evil player then deploys within 6" of the centre of the board. The remaining forces are available as reinforcements later on in the game.

The Good player then deploys Damrod and the Rangers of Gondor anywhere on the board but at least 12" from an Evil model.

OBJECTIVES

The Evil side wins if it manages to get 50% of its starting force off the southern board edge.

The Good force wins if the Evil side does not meet its objectives.

SPECIAL RULES

Stealth Attack. To represent the surprise attack made by the Rangers, after both

sides have deployed, but before the first turn, each Ranger may take a free shot at a single target. The normal rules for Shooting attacks apply.

No Discipline. Travelling as a semi-organised rabble, the Evil force is quite strung out and vulnerable to attack. To represent this, only two groups of Orcs are deployed at the start of the game, as detailed above.

From the fourth turn on, at the end of the Evil player's movement he may roll to see if another group has caught up. The Evil player rolls a D6. On the roll of a 4+, he may choose one group and move them on from the north table edge. This group may not charge on the turn it enters the board but may otherwise act normally.

In addition, because of the startling nature of the attack, Evil models that start their turn more than 6" away from a friend always count as being 'On their own' regardless of the number of visible enemies within 6"/15cm.

Campaign. This scenario can be played in a mini-campaign with 'Faramir's Escape' and 'In the Shadow of Osgiliath'. If you choose to do this, at the end of the game make a note of how many Orcs and Rangers have survived, how much Might, Will, and Fate the Heroes have used and how many wounds they have lost.

WARHAMMER



In a surprise attack the Lizardmen swarm from the sea to attack the foul Skaven ratmen.