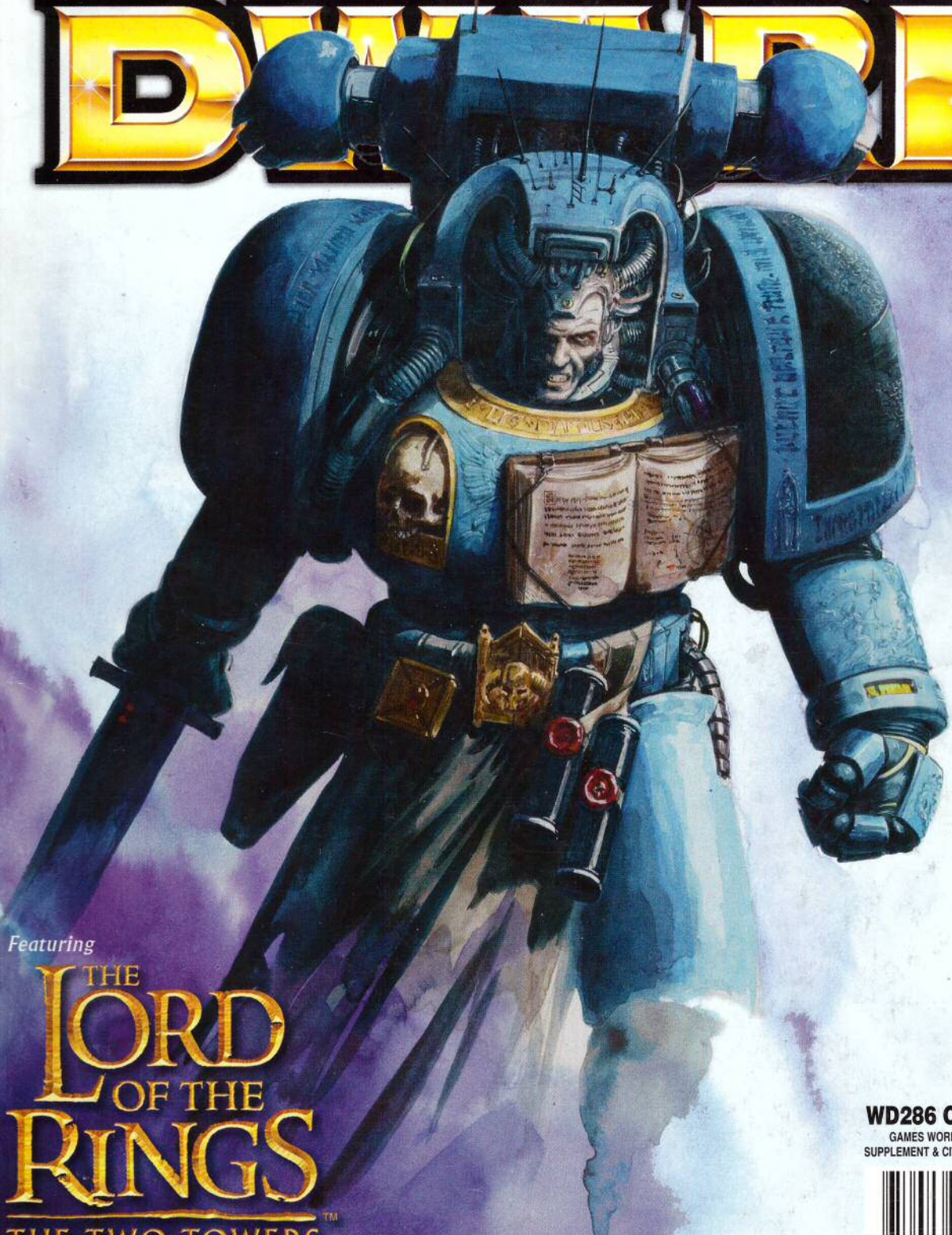


**GAMES
WORKSHOP**

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WHITE DWARF



Featuring

**THE
LORD
OF THE
RINGS**

THE TWO TOWERS

WD286 OCTOBER £3.50

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



WWW.GAMES-WORKSHOP.COM

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EDITORIAL

EYE OF TERROR

As I type this editorial our Eye of Terror worldwide campaign is at the halfway stage and already it's by far and away the biggest, most successful campaign we've ever organised. Here are some incredible stats so far:

- 197,674 games played.
- 43,493 gamers registered.
- Games Workshop Hobby Centres in the UK have registered over 7,500 results.
- The campaign is five times bigger than Armageddon already!

As we're only halfway through the campaign we could double the number of games being played in the second half of the campaign and taking that each game is on average two hours long, then this equates to an overall campaign statline of:

- 790,696 hours of gameplay, or
- 32,945 days of gaming, or
- 90 years of continuous, non-stop 24-hour play!

Okay, enough of the speculation – what has actually been going on in the campaign to date? First port of call has to be the campaign newsletters at:

<http://www.eyeofterror.com/uk/newsletter/newsletters5.htm>

In the early weeks of the campaign the forces of Disorder were rampant as they spewed from the Eye of Terror in the hope of sweeping away the Imperial defenders. The Cadia system was reduced to a perilously low level and many systems were overrun by the forces of Abaddon the Despoiler.

One superb addition to this campaign has been the 100 Special Events cards that have been spread across the world and used as prizes in tournaments, at roadshows, etc. Each unique card has a window of time it can be played in and, once played, has a big effect on some part of the campaign on behalf of either the forces of Order or those of Disorder. Check out the newsletter for which cards have been played so far.

All is not going so well for the forces of the Black Crusade now, however, as a massive Imperial Naval action is underway. This is bringing the Chaos forces under control throughout the whole region, especially in the Cadian and Agripinaa system, where they have pushed back the massive Chaos thrust.

However, the Word Bearers' threat of Warp Storms has the ability to shut down all but the Cadian Gate systems. And the dreaded 'Planet Killer' event card to be played...

The campaign hasn't been limited to merely a Chaos vs



Imperium conflict either – aside from the Eldar and Dark Eldar fighting over the webway (including a side portion of Ahriman's Thousand Sons), the Orks have mobilised into a massive Waaagh! (better known as 'Da Green Kroosade') that threatens to swamp the Scarus system. The Necrons have been sighted in strength as they continue with their unknown plans and the Tau empire has been steadily expanding as it takes advantage of the upheaval to those forces that border its fledgling empire.

There is still all to play for so stand to, soldier!

GIVING WITH ONE HAND...

The more eagle-eyed readers amongst you will have noticed a couple of problems with the 'The Seven Sigmaries' battle report fought in WD284.

Firstly my dastardly opponents stole an extra 100 points thereby leaving me at a disadvantage to begin with. We didn't realise this discrepancy until after the game. I hope they hang their oh-so-devout heads in shame...

Now it's my turn for confession. As has been pointed out by many people my army list wasn't correct.

In my defence I always take my Chaos Undivided character, Vradchuk the Heinous. As a general of a Chaos Undivided army he allows me to take a mix of Daemons. However, due to the scenario played and the agreement that Vradchuk would send one of his Champions to deal with the Imperial upstarts (it would be beneath his station to sully himself with such a lowly task) I took an Exalted Champion of Slaanesh. This, of course, meant I could no longer take my favoured Screamer of Tzeentch! It was a basic mistake and one for which you can be assured I'm paying for in the Studio...

ADDED VALUE

Free with this issue is a Warhammer card reference sheet. This

sheet gives details of two key areas – unit strength and base size. On many internet forums there seemed to be some confusion on the correct base size for some of our models, especially those such as Hydras, which don't have a base in their boxed set. With the help of the moderator of the Warhammer Players Society's message boards, Mike Marshall, we've collated all the relevant details into one handy playsheet. We hope this will help all those who struggle with such matters as well as providing a great resource for new players.

Over the past few months we've included some other great goodies with White Dwarf:

- Huge Eye of Terror campaign map backed with the superb Beasts of Chaos artwork by Paul Dainton.
- Path to Glory booklet – rules for creating Chaos Warbands.
- The Golden Demon winners booklet.
- Cutaway tank posters.

Don't worry though – we have plans for lots more exciting extras, such as including a free Kislev army booklet in WD288! I won't spoil the surprise by telling you about every special issue we have planned but, suffice to say, the only way to ensure you're going to get your issue is to take out a subscription. So head on over to page 118 for details of how you can make sure of your copy being delivered straight to your door before the issue is even on the shelves in stores!

See you next month!

Paul Sawyer
Editor



CONTENTS



96

FEATURES

- 12 The Battle of Sternburg (Warhammer)**
A new scenario for the Beasts of Chaos.
- 22 The Illustrious Regiments of the Imperial Guard (Warhammer 40,000)**
A look at the background of the Imperial Guard.
- 32 Loremaster Malakhian's Undead Warhost (Warhammer)**
Jesper Hansen's unusual Undead Elves.
- 36 Eye of Terror conclusion (Warhammer 40,000)**
A look at the results.
- 54 Camouflage (Warhammer 40,000)**
We take a closer look at painting camouflage.
- 72 Fire Warrior (Warhammer 40,000)**
We get a taster of the new computer game.
- 76 Guerilla Warfare (Warhammer)**
Tactics for using Wood Elves.
- 82 Jeff Wilson's Wood Elves (Warhammer)**
A close look at Jeff's impressive Wood Elf army.
- 86 Regiments of the Imperium (Warhammer 40,000)**
Create your own Imperial Guard regiment.



54



76

REGULARS

- 02 Games Workshop News**
The world according to Games Workshop.
- 04 New Releases**
All of this month's latest releases.
- 16 Modelling Workshop (Warhammer)**
Building a Chaos Tree.
- 40 Heroes and Villains (Warhammer 40,000)**
Eldrad Ulthran.
- 44 The Bloodlands Campaign (Warhammer)**
Part two in our series about Dylan Owen's Bloodlands campaign system.
- 48 'Eavy Metal Masterclass**
Painting Emperor's Children.
- 60 Painting Workshop (Warhammer 40,000)**
How to paint Black Templars.
- 62 'Eavy Metal Showcase (Warhammer)**
A showcase of some of the best painted models from around the world.
- 66 Index Astartes (Warhammer 40,000)**
Forces in the Eye of Terror (part two).
- 92 Fanatic News (Specialist Games)**
Jervis Johnson's monthly column.
- 96 Battle Report (Warhammer 40,000)**
Imperial Guard v Orks.
- 119 The Lord of The Rings**
This month, we bring you tactics for spellcasters, a painting masterclass, a new scenario, and we also take a peek at The Return of The King supplement.

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

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THE NEWS LET BATTLE COMMENCE!

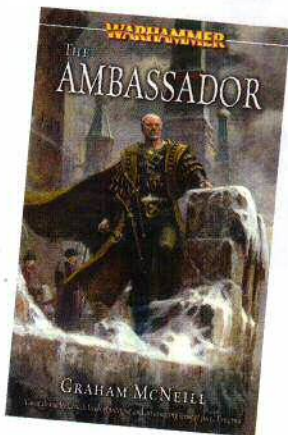
Throughout October, our Games Workshop field team will be travelling the length and breadth of the country hosting a day of gaming and painting at the following independent stockists. This is a great opportunity to check out lots of hobby activity, especially with an Imperial Guard theme. Come along and see if you can pick up new tactical or painting advice.

- 13/10/03** SR Gladston & Son
Newcastle
(0191) 2570335
- 14/10/03** Ex Kaye Ex
Sunderland
(0191) 5147900
- 18/10/03** Joplings
Sunderland
(0191) 5102105

- 21/10/03** Planet Hobbywood
Newquay
(01637) 859941
- 22/10/03** Fareham Toys & Hobbies
Fareham
(01329) 282183
- 27/10/03** Toymaster Kingdom
Lowestoft
(01502) 565688
- 27/10/03** Chesterfield Co-op
Chesterfield
(01246) 220200
- 28/10/03** Kids Stuff
Burgess Hill
(01444) 257724
- 28/10/03** Toymaster
Blackpool
(01253) 626461
- 29/10/03** Gamers Guild
Redhill
(01737) 789123
- 30/10/03** Toymaster
Keighley
(01535) 604045

BLACK LIBRARY PRESENTS

Graham McNeill is currently working on his first Warhammer epic, *The Ambassador!* The story details the struggle of ex-general Kaspar von Velten as he fights to hold back a rising tide of Chaos in Kislev. It's an awesome tale of war, honour and subterfuge, which ties into Games Workshop's upcoming Storm of Chaos campaign. We've just received the stunning artwork by Paul Dainton and we couldn't wait to give you a sneak peek! *The Ambassador* will be in stores next month!



NEW WHITE DWARF PRICE



For the first time in six years the cover price of White Dwarf will change. From WD288 the price of your favourite hobby magazine will be £4.00. The price of subscriptions will remain at the current price in the short term so now is a good time to start subscribing or to extend an existing subscription...

EVENTS DIARY WHAT'S ON AND WHERE

Are you running a tournament or organising a campaign day? If you want your event advertising in this fine publication all you need to do is drop us a line on:

eventsdiary@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are as follows:

6th October for **WD288** (December 2003)

5th November for **WD289** (January 2004)

10th December for **WD290** (February 2004)

OCTOBER

CALL TO ARMS

Date: 4th - 5th October 2003

Venue: Warhammer World, Lenton.

Details: 2-day tournaments for Warmaster and Battlefleet Gothic. 1-day tournaments for Mordheim (Saturday) and Necromunda (Sunday). Tickets are £40 for Warmaster and Battlefleet Gothic, and £25 for Mordheim and Necromunda.

Full details for each system will be sent with your tickets. Tickets on sale now.

Contact:
specgt@games-workshop.co.uk

Website:
www.games-workshop.com/gt

Games Workshop and Northamptonshire Council present:

SLAYER DAY

Date: 19th October 2003

Venue: The Pemberton Centre, HE Bates Way, Rushden, Northamptonshire.

Details: Featuring 'Conflict' tournaments for Warhammer 40,000 (1,000pts painted army), Warhammer (1,500pts painted army) and The Lord of The Rings (1,000pts of painted forces). Also participation games, painting workshops, painting competition, scenery making for non-tournament Open Pass attendees.

Tournament tickets £25 - full details for each tournament will be sent with your tickets. Open Pass tickets £6. Tickets on sale now.

Contact:
events@games-workshop.co.uk

Website:
www.games-workshop.com/events

WARHAMMER GRAND TOURNAMENT 2004: HEAT TWO

Date: 25th-26th October 2003

Venue: Warhammer World, Lenton.

Details: 2,000pts painted Warhammer army - full details will be sent with your tickets. The weekend will include six games and ticket prices include two lunches and Saturday's evening meal. Tickets on sale now, priced £40 each.

Contact:
whgt@games-workshop.co.uk

Website:
www.games-workshop.com/gt

NOVEMBER

GAMES WORKSHOP OPEN DAY

Date: 16th November 2003

Venue: Warhammer World, Lenton.

Details: Great participation games for many of our game systems, latest releases and sneak previews, 'Eavy Metal painting advice, Fanatic Specialist Games (make it and take it away with you!), Conversion Corner, Design Studio guests and seminars.

Tickets £10, on sale from September.

Contact:
events@games-workshop.co.uk

Website:
www.games-workshop.com/events

WARHAMMER 40,000 GRAND TOURNAMENT 2004: HEAT TWO

Date: 22nd - 23rd November 2003

Venue: Warhammer World, Lenton

Details: Fight for a place in the finals of this, the most prestigious tournament in the 40K gamer's calendar. You will require a 1,500pts painted Warhammer 40,000 army - full details will be sent with tickets. The weekend will include six games and ticket price includes two lunches and Saturday's evening meal.

Tickets on sale from 23rd August 2003, priced at £40 each.

Contact:
40kgt@games-workshop.co.uk

Website:
www.games-workshop.com/gt

DECEMBER

THE LORD OF THE RINGS STRATEGY BATTLE GAMES DAY: THE RETURN OF THE KING

Date: 14th December 2003

Venue: Warhammer World, Lenton.

Details: Take part in the adventure and join us for a day of The Lord of The Rings battles, painting and scenery-making workshops. Also there's the opportunity to meet the artists and designers of the game. 'Bring & Battle' tables will be available for your painted 250pts armies, whilst all other games are participation with miniatures provided.

Tickets £10, on sale from September.

Contact:
events@games-workshop.co.uk

Website:
www.games-workshop.com/events

For more information on any of the events listed above, all you need to do is send us an e-mail to:

events@games-workshop.co.uk

DUTCH GRAND TOURNAMENT



On the 21st and 22nd of June, over 100 bleary-eyed Warhammer Fantasy players from across Europe gathered in the Dutch town of Tilburg to compete for the title of Warhammer Grand Champion 2003 in the official Dutch Grand Tournament. This year's event was twice the size of last year's tournament and this year Games Developer Phil Kelly attended. Unfortunately the Dutch themselves were shamed as two Irish players won the Grand Champion and Best Painted Army prizes. We're informed they're planning vengeance in next year's event!

FIRE FROM THE FORGE

Coming soon to Forge World's Warhammer Monstrous Arcana range is a huge resin Dragon sculpted by Daniel Cockersell.

Check out this work in progress photograph – we hope to bring you a pic next month showing just how big this thing is!



NEW STORES IN SWEDEN

We are proud to present our newest store:

Games Workshop Göteborg.
Kungsgatan 28,
Göteborg, Sweden
Tel: 03 113 3958

Also coming soon:

Games Workshop Helsinki!

HARRODS

During September and October Harrods in London will be holding the 'The Art of Living' promotional event based on all things artistic. On the 25th of October Games Workshop will be in Harrods holding a The Lord of The Rings painting event promoting the forthcoming The Return of The King range.

HOBBY SPECIALISTS

The ever-helpful Hobby Specialists team have a brand new e-mail address to go along with their new title. So if you have any queries regarding any aspect of the hobby you know where to send them a note.

HobbySpecialists@games-workshop.co.uk

This address will replace the current motroll@games-workshop.co.uk address which will cease to work from the 1st of November.

CODEX WITCH HUNTERS

The intensity of crazed cackling and tormented gibbering emanating from sub-level 3 indicates that Scriveners McNeill and Hoare are nearing the end of their work on Codex: Witch Hunters. The Codex is the second of the three planned Inquisition books, and details the shadowy agents of the Ordo Hereticus, ably supported by the zealous Battle Sisters of the Adepta Sororitas. Fans of the Inquisition are in for a treat with the new miniatures to be released, and Sisters of Battle players will see their army expanded with new leaders, troops, vehicles and an entirely new squad type.

WARP ARTEFACTS

This new venture allows you to buy collectable merchandise inspired by the rich imagery of Warhammer and Warhammer 40,000.

www.warparifacts.com

Available now are series 1-3 of Space Marines Warriors of the Imperium and the resin model of Kais, a Tau Fire Warrior.



PAGES FROM THE PORTAL

GAMES DAY

Games Day is upon us and White Dwarf has teamed up with our webteam to report on all the great action going on during the day! Look out for the roving reporters and you could be in print or online!

www.games-workshop.com/gamesday

CODEX: IMPERIAL GUARD

The release of Codex: Imperial Guard this month sees a plethora of material online for the backbone of the Emperor's armies. Be sure to check out the stunning Imperial Guard wallpapers & screensaver as well as a gallery featuring regiments of the Imperial Guard. All this as well as some great hobby articles!

www.games-workshop.com/imperialguard

WHITE DWARF

The White Dwarf section of the website is the place to find all the latest news on White Dwarf, including links to all the downloads and pages listed throughout this issue and others. It is also the place to find out what's coming in the next issue of White Dwarf, a feature no hobbyist should miss!

www.games-workshop.com/whitedwarf



WARHAMMER 40,000 FAQs

Written by Games Dev, the official FAQs on Codex: Daemonhunters and Chaos Space Marines (version 3) are now live in the Chapter Approved section of the website!

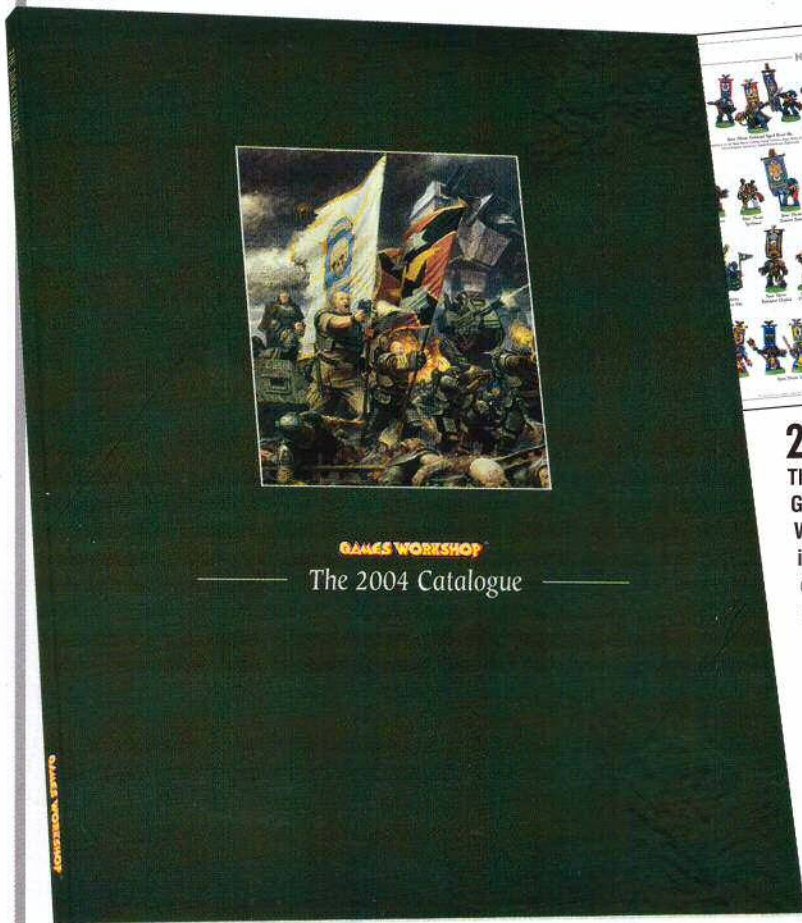
www.games-workshop.com/chapterapproved



You will also be able to sneak a quick peek at the progress on our new range of life-sized artefacts.

Warp Artefacts will also be present at Games Day and many other events throughout the year, allowing you to check out any of their excellent collectable material. In the meantime why not take a look at their wares by visiting their newly launched website detailed above.

WHAT'S NEW THIS MONTH?



————— **GAMES WORKSHOP** —————
The 2004 Catalogue



2004 CATALOGUE

The Games Workshop 2004 Catalogue is the essential guide to the Games Workshop product range and you can find it in Games Workshop Hobby Centres and larger stockists. Designed to help introduce the beginner to the wonderful variety of the hobby, the catalogue also offers the expert the chance to see the entire range of miniatures painted up all in one place. All of the miniatures pictured inside have been painted by the 'Eavy Metal team, making it a perfect colour reference when painting your own models.

Inside this 176-page tome, you'll find the complete range of games and miniatures for Warhammer 40,000, Warhammer and The Lord of The Rings.

IMPERIAL GUARD CHIMERA

The ubiquitous transport vehicles of the Imperial Guard, Chimeras are extremely durable and practical vehicles. Over the millennia, it has proved its reliability time and time again and remains a potent symbol of the Imperial Guard. Bristling with an array of infantry support weapons, the Chimera can also transport a unit of 12 Guardsmen or 6 Ogryns, allowing the Imperial Guard to carry the fight into the heart of the enemy's line.

This boxed set contains enough plastic parts to make 1 Imperial Guard Chimera tank.

The kit also contains the new Tank Accessories sprue, designed by Tim Adcock and Brian Nelson.

This model requires assembly.



IMPERIAL GUARD DEMOLISHER

The Demolisher is a variant of the Leman Russ optimised for destroying the most-protected targets. The Demolisher is armed with a destructive Demolisher cannon; its powerful Strength 10 shells are capable of smashing apart both infantry and vehicles with ease and the shriek of its incoming barrage is rightly feared by the enemies of the Emperor.

This boxed set contains enough plastic and metal parts to make 1 Imperial Guard Demolisher tank. The kit also contains the new Tank Accessories sprue, designed by Tim Adcock and Brian Nelson.

This model requires assembly.



TECHPRIEST ENGINEER

Privy to the mystical secrets of the engine-spirits of vehicles, the presence of an Engineer is vital for a regiment's armoured units to function effectively. Either alone or aided by lobotomised Servitors, they can often affect battlefield repairs to damaged vehicles. A Techpriest Engineer who starts the turn in contact with a damaged vehicle may attempt to make a repair. An immobilised or weapon destroyed result can be fixed by the Techpriest on a roll of a 6+, the Techpriest can add +1 to the result of the roll for each Technical Servitor accompanying him.

This blister pack contains one Adeptus Mechanicus Techpriest, designed by Jes Goodwin.

These models require assembly.



NEW RELEASES

KASRKIN

The Kasrkin are the elite of the Cadian military, they are marked out while they are still in the Youth armies and enrolled in special academies where they receive training that is more than a match for that provided to Imperial Storm Troopers. They are equipped with the very best equipment, such as the powerful hellgun, and have access to some of the most destructive assault weapons the Imperial Guard can produce, making them the perfect shock troops and providing the Cadian military with an extremely effective cutting edge.

Kasrkin boxed set: designed by Juan Diaz, this boxed set contains 10 Kasrkin, and includes 1 Kasrkin Sergeant, 1 Kasrkin with flamer and 1 Kasrkin with grenade launcher.

These models require assembly.



Kasrkin Sergeant: This blister pack contains 1 Kasrkin Sergeant model.



Kasrkin special weapons: This blister pack contains 1 Kasrkin with meltagun, and 1 Kasrkin with plasma gun.



Kasrkin: This blister pack contains 3 Kasrkin.

CADIAN HEAVY WEAPONS PLATOONS

A Heavy Weapons Platoon is where the greatest proportion of the regiment's most powerful weapons are gathered together. They are equipped with the heaviest man-portable weapons in the regiment and are invaluable in providing defence against enemy armoured vehicles, large alien creatures and enemy troop formations. Weaponry, such as the mortar, is ideal for laying down a hail of suppressive fire that can pin infantry formations in place. They are also able to fire indirectly, lobbing their shells over woods or hills to strike at foes who would otherwise be hidden.

Designed by Brian Nelson and Tim Adcock, this multi-part plastic boxed set contains enough parts to make 1 Cadian Heavy Weapon team, equipped with either 1 heavy bolter, 1 autocannon, 1 lascannon, 1 mortar or 1 missile launcher.

These models require assembly.



Cadian mortar team



Cadian lascannon team



Cadian missile launcher team



Cadian heavy bolter team

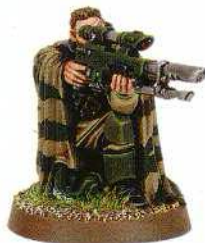


Cadian autocannon team

CADIAN SNIPERS

An Imperial Guardsman armed with a sniper rifle, who always wounds on a roll of a 4+ regardless of the target's Toughness, provides an Imperial Guard force with a very powerful heavy weapon allowing an Imperial Guardsman to target and deal with the toughest of enemies.

This blister pack contains 2 Cadian Snipers, designed by Mark Harrison.



PRICE LIST

KASRKIN BOXED SET£18.00

Denmark kr 225.00 Sweden kr 270.00
Euro € 30.00

KASRKIN TROOPS£6.00

Denmark kr 70.00 Sweden kr 80.00
Euro € 10.00

KASRKIN SPECIAL WEAPONS£6.00

Denmark kr 65.00 Sweden kr 75.00
Euro € 10.00

KASRKIN SERGEANT£4.00

Denmark kr 50.00 Sweden kr 60.00
Euro € 6.50

CADIAN SNIPERS£5.00

Denmark kr 55.00 Sweden kr 65.00
Euro € 8.00

IMPERIAL GUARD DEMOLISHER£25.00

Denmark kr 300.00 Sweden kr 350.00
Euro € 40.00

IMPERIAL GUARD CHIMERA£18.00

Denmark kr 225.00 Sweden kr 270.00
Euro € 30.00

TECHPRIEST ENGINEER£4.00

Denmark kr 50.00 Sweden kr 60.00
Euro € 6.50

CADIAN HEAVY WEAPON TEAM£8.00

Denmark kr 80.00 Sweden kr 90.00
Euro € 11.00

ARMIES OF THE IMPERIUM£15.00

Denmark kr 200.00 Sweden kr 250.00
Euro € 25.00

ENEMIES OF THE IMPERIUM£15.00

Denmark kr 200.00 Sweden kr 250.00
Euro € 25.00

2004 CATALOGUE£3.50

Denmark kr 50.00 Sweden kr 60.00
Euro € 6.50

ELDAR WRAITHLORD£15.00

Denmark kr 200.00 Sweden kr 250.00
Euro € 25.00

ELDAR WARWALKER£15.00

Denmark kr 200.00 Sweden kr 250.00
Euro € 25.00

ELDAR SUPPORT WEAPONS PLATFORM£12.00

Denmark kr 150.00 Sweden kr 180.00
Euro € 20.00

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

ANCIENT TECHNOLOGY

The Eldar use many forms of technology that cannot be matched by other races. These exotic weapons are used by the Craftworld armies to support their advance or to form a solid defence. These new repackaged boxed sets now contain a variety of weapon options possible from Codex: Eldar, allowing you to create the most destructive weapon systems of your choice.

ELDAR SUPPORT WEAPONS PLATFORM

Designed by Tim Adcock and Juan Diaz, this multi-part boxed set contains enough parts to make 1 complete Weapons Platform model. It also contains additional components allowing you to arm the weapons platform with either a D-cannon, vibro cannon or Shadow Weaver.

This model requires assembly.



Eldar Vibro Cannon Support Weapon Platform.



Eldar D-cannon Support Weapon Platform.



Eldar Shadow Weaver Support Weapon Platform.

ELDAR WRAITHLORD

Designed by Jes Goodwin, this new multi-part boxed set contains enough parts to make 1 complete Wraithlord model. It also contains additional components allowing you to arm the Wraithlord with either a starcannon, scatter laser or bright lance.

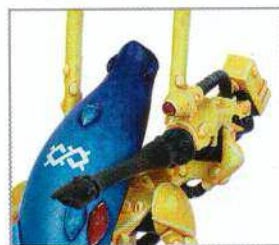
This model requires assembly.



Eldar Wraithlord armed with a scatter laser.



Starcannon



Bright lance



Eldar War Walker armed with a scatter laser and a starcannon.

ELDAR WAR WALKER

Designed by Jes Goodwin, this multi-part boxed set contains enough parts to make 1 complete War Walker model. It also contains additional components allowing you to arm the War Walker with either a starcannon, scatter laser or bright lance.

This model requires assembly.



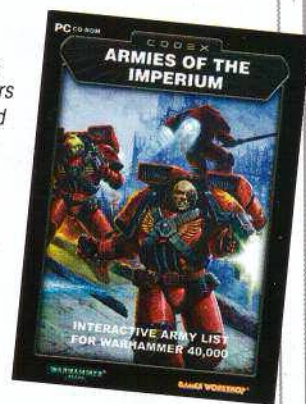
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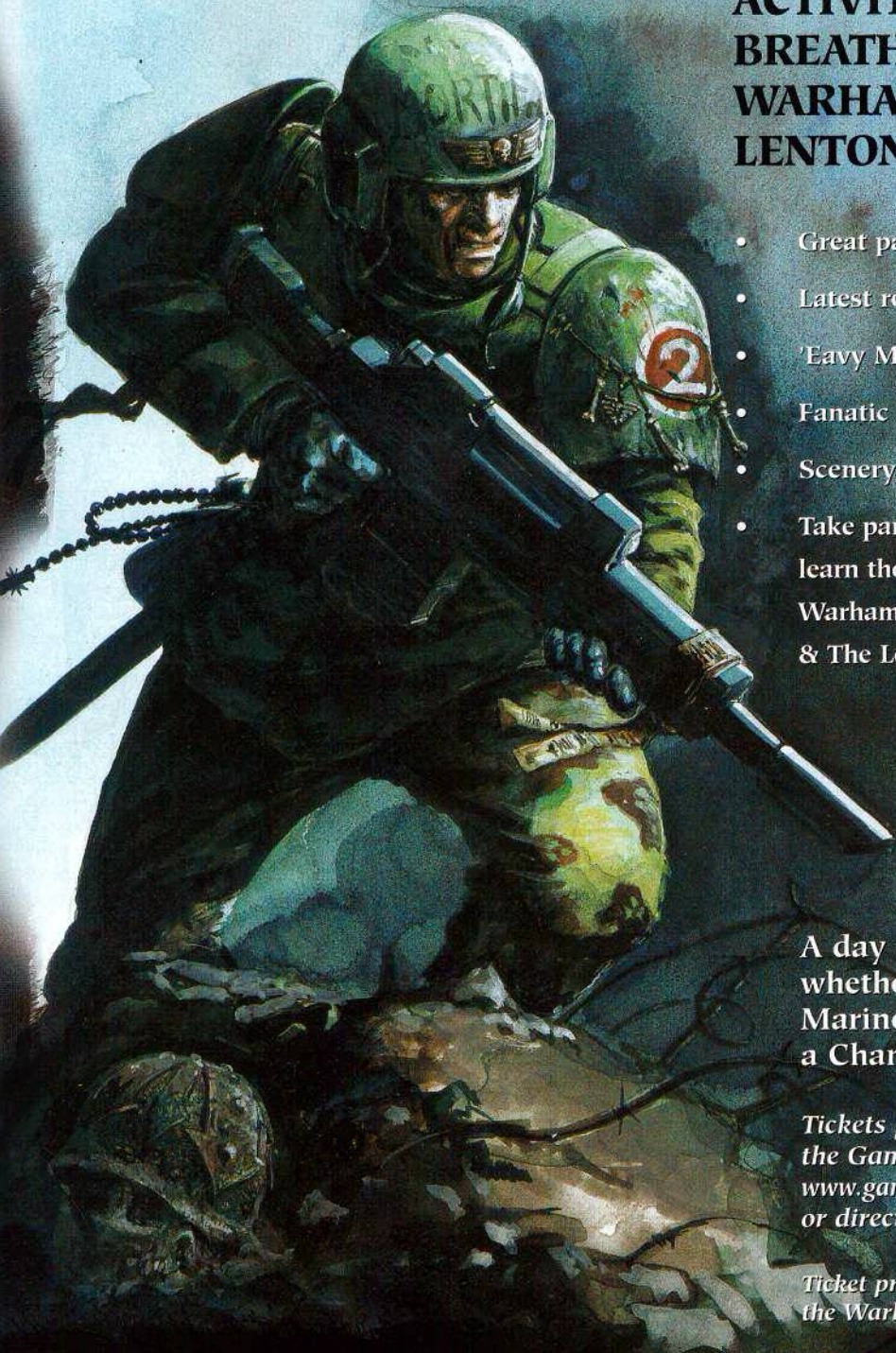
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An introductory scenario written by Ant 'Beastlord' Reynolds with aid from Pete 'Shaggoth' Haines. Can the Empire soldiers hold off a Beastmen attack long enough for reinforcements to arrive?

THE BATTLE OF STERNBURG

A Beasts of Chaos scenario

The Beastmen launch their assaults from deep in the forests, erupting to spread carnage and despair, striking fear in the hearts of the people living in the Drakwald. With the rise of the Beastlord Khazrak, raids against settlements and convoys within the Drakwald increased dramatically. None were safe from his daring attacks...

"And so did the fair village of Sternburg come under the hateful, greed-filled gaze of the Beast. Intent these foul Beasts were of naught but the spilling of blood, the burning of houses and the butchery of all. Mayhap they wished to gather foodstuffs and drink, but I believe this beyond their bestial intellect. A night of terrors and tragedy it was for the people of Sternburg..."

Arthur Reinhold, Scribe of the Middenheim Court

The year 2517 was a dark one for the people dwelling within the Drakwald Forest. Towns and villages were regularly being attacked by the foul denizens of the woods, and an air of fear pervaded the land. Beastmen warherds roamed the cloying forests, slaying hunters and wood-cutters, leaving their bodies mutilated and strung up in the trees. Jagerhausen and Arenburg had already been sacked that year, and countless smaller settlements burnt to the ground, their entire populations butchered. The Drakwald had always been a dangerous place, but in that year more caravans and travellers had been attacked than in the previous five years added together. People were frightened, and even their livestock rested uneasily at night. Countless devotions were made to Ulric and Taal for protection, but still the attacks came.

Many hundreds of families living in isolated areas packed up their belongings and began along the weary road towards Middenheim, hoping to seek refuge within the great city walls. This in turn caused more problems, as the city streets became packed with desperate people. Crime and sickness rose dramatically, and the city's jails were filled to overflowing, no matter how tightly they packed the criminals into their tiny cells. Many frightened and destitute people were turned away, and

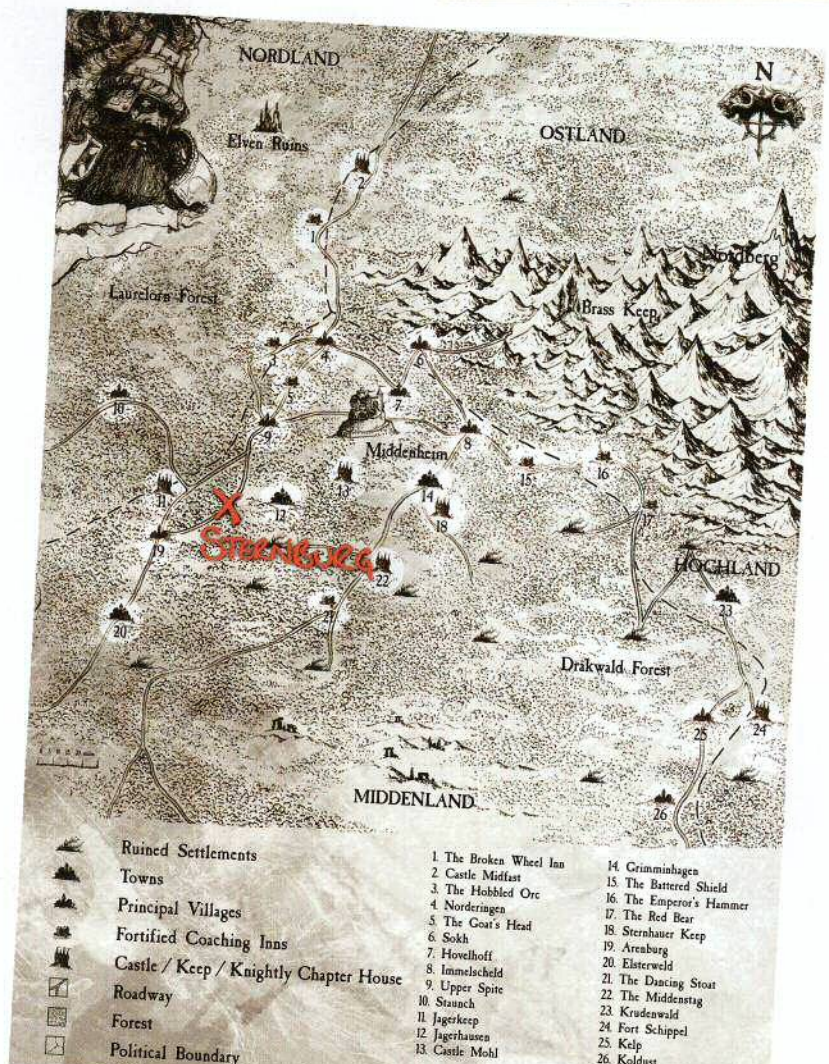
a sprawling shanty town sprang up outside the great city, clinging to the base of the mountainous walls.

As the raids became increasingly common, rumours began to spread as to what or who was behind them. While raids from the Beastmen have always plagued the Drakwald, these latest attacks seemed more deadly somehow, and certainly more frequent.

Packs of enormous, feral, man-killing hounds roamed the woods, and it was the belief of many that they were being directed to attack certain places, that they were not merely attacking at random. Booming horns could be heard echoing through the trees, and many

"Powerful was its stature, tall and curving were its horns, and filled with hatred and cunning were its eyes, glowing in the night. It lashed about with a barbed whip, the touch of which cut and tore. With a roar, it pointed, and a pack of nightmare dog-beasts turned their feral attention towards me. Alas, I wished to stand and fight, yet my cowardly steed ran, and I was carried away, borne unwilling upon its back. Could this fell Beast have been the one behind the constant raids? I know not."

Markus Renkler, noble son assigned as squire and pistolier to the house of Middenheim. Later discharged and sent home in disgrace for cowardice.





The Beastmen emerge from the cover of the forest to attack their enemy.

believed that a new and great Beastlord had come to rule the Beastmen of the Drakwald.

STERNBURG

The village of Sternburg was a small community in the depths of the Drakwald Forest. It was positioned some forty miles south-west of Middenheim, just off the Middensveg road that passes through Upper Spite. In the days following the sacking of Jagerhausen to the east, the people of the village were filled with terror. As each night fell, they locked and bolted their doors and windows, and many spent the nights in prayer.

They believed that the attacks of the creatures were sometimes presaged the morning before by some sort of sign – a signal that the village was doomed. So it was in Jagerhausen, where grinning death's head skulls were spitted before the guildhall. Indeed, some smaller villages were abandoned as soon as they experienced such an omen, which was possibly the intent of the warnings.

Each morning, the villagers of Sternburg emerged warily, expecting any number of horrors to have been visited on their village during the night.

One morn, they awoke in horror to find their worst fears confirmed; their few cattle and goats had been slaughtered – torn limb from limb as if by some wild creature. The butchered livestock lay where they had been slain and mutilated, throats and stomachs opened by cruel blades or claws. One goat, its head missing, had been hurled atop the roof of the village smithy during the night. This

"All around me, they are talking, whispering. Put out their eyes, pluck out their filthy tongues, still they talk, always taunting. Braying in the fields, they plot, they approach in the night, drawing always nearer. They come!"

—ravings of 'Mad' Schwalz, the idiot of Sternburg,

was the final straw for many of the villages, who feared that this must surely be a sign of impending doom.

Some villagers fled, hoping to travel north along the Middensveg road towards Upper Spite. Some intended to travel from there to Middenheim itself. Others, fearing that the villages of Upper Spite and Arenburg were not safe, fled in desperation through the dense forest to the west towards the supposed safety of Jagerkeep. The trader Alher, who had made that journey once before, pleaded with them against this reckless flight, but in their hysteria, the families would not listen. Those that attempted this desperate run were never heard from again, and the night was filled with roars and the echoes of hunting horns. Those who remained in the village cowered within their homes.

Of all the people in the village, only the cobbler Wilhelm kept his wits. Though a timid and stuttering man, he had the sense of mind to borrow a powerful dray-horse from his neighbour and ride south down the Middensveg, hoping to run into one of the patrols that had begun to march the road at the command of Boris Todbringer, the Elector Count of Middenheim. Alone,

Wilhelm rode through the afternoon and into the evening, his heart sinking as night fell. He saw nothing on the road; neither animal, bird nor man. Close to the brink of despair, he topped a rise in the road and saw a campfire burning just off to the road.

Guiding his steed toward the blaze, he came across a small patrol of state troops setting up camp for the night. They were on the road to Middenheim, escorting a team of handgunners and a mortar to the great city. Pleading with the leader of the patrol force, Captain Karlrich, the cobbler managed to convince them to march through the night to the village. The soldiers gratefully broke camp, thinking of the tavern in Sternburg, its comfortable beds and accommodating wenchens. As the patrol readied itself to march, Karlrich gave Matrud a sigil of Middenheim, and bade him to continue down the road. His patrol had passed some Knights Templar of Ulric, the famed Knights of the White Wolf, on their day's march. He ordered Matrud to travel as fast as possible to seek the aid of the knights. Fearful, for he had never travelled so far from Sternburg, Martrud travelled on into the night.

Turning off the Middensveg road just before midnight, the soldiers under Captain Karlrich could hear horns echoing in the distance. As they neared the village, it seemed that the sounds were drawing ever closer, each resounding blast nearer than the last. Believing that the attack on the village was about to be launched, the patrol hurried on. As they entered Sternburg, the darkness resounded with the bray of horns echoing all around. To their



Man and beast clash in an orgy of death!

horror, they saw that they were too late; the village had already been attacked. Doors and windows had been torn from their hinges or broken down, and bodies were strewn about the mud. There were no signs of life within Sternburg. Shouting to his men, Karlrich ordered them into a defensive formation. The mortar crew unlimbered their war machine from its harness, quickly stabling their horses in the nearby Blue Beast Inn. Forming up in the middle of the village, the soldiers eyed the surrounding darkness suspiciously; the horn blasts

seemed to have stopped, leaving the night eerily quiet.

Abruptly, the silence was ripped apart by a blood-curdling roar. Moments later, the first enemy could be seen, launching itself from the forest, a pair of weapons hefted in its hands as it ran at the men. Great curving horns sprouted from its brow, and its face was a twisted into a snarl.

Other figures appeared from the trees, bursting from the forest all around the village, and pounded towards the

soldiers. Karlrich shouted his commands, and powder was hastily loaded into the gaping barrel of the mortar. Handguns were raised as still more Beastmen poured from the trees, and the first volley was fired with an ear-shattering boom. Smoke rolled from the handguns as swathes of Beastmen fell to the firing. Still more leapt over their fallen brethren, closing the distance with unnatural speed. Drawing his sword, Karlrich prayed that the White Wolves would arrive soon, and pledged that he would die fighting if need be...

THE BATTLE OF STERNBURG

This scenario allows you to determine the outcome of the Battle of Sternburg. Will the Empire soldiers hold off the Beastmen attack until the White Wolves arrive? Or will the Knights arrive only to find the Empire troops slaughtered? To play the Battle of Sternburg you will need:

- 2 Regiment Boxes of Beastmen
- 1 Empire Battalion Boxed Set

(including 1 unit of Knights, 1 unit of Spearmen, 1 unit of Handgunners, 1 Cannon/Mortar and 1 General.

FORMING YOUR TROOPS:

Beastmen: You need to form your Beastmen into three Units, (two units consisting of 8 Gors and 5 Ungors, and one consisting of 8 Gors and 6 Ungors). They can be armed in any manner that is allowed in the Beasts of Chaos Armies book, so long as you have modelled them appropriately. If you have made suitable models for Musicians, Champions and Standard Bearers, each unit can have these command models. For additional guidance and inspiration on assembling and painting your Beastmen, take a look through the Beasts of Chaos Armies book and White Dwarf 284.

Empire: If you have suitable models, all units can have full command groups consisting of Standard Bearer, Musician and Champion. The knights should be Knights of the White Wolf, although any knightly order will suffice.

The Handgunners could be fielded as a single unit, or split into one unit and a detachment (for example, a unit of 10 Handgunners and a smaller detachment of 6 Handgunners, who could be attached to either the Handgunner unit or the unit of Spearmen.) The Champion of the Handgunner unit may be armed differently from the normal troops; if you have modelled your Champion suitably, he could be armed with a Hochland long rifle, a repeater handgun or a brace of pistols. The force's General is Karlrich, who counts as a Captain, and can be armed with any suitable equipment chosen from the Empire army book (though he cannot carry any magic items).

If your models are armed differently, feel free to change the composition above – for example, if your Empire soldiers are armed with halberds and crossbows, then they can just replace the units of Spearmen and Handgunners. In the same way, if you don't have a mortar, you could replace it with a cannon.

SETTING UP THE BATTLEFIELD

The gaming table should be six feet long and four feet wide for this scenario. Forests and woods should be placed along

the two short table edges. This is where the Beastmen will emerge from. In the centre of the table is the village of Sternburg. This should consist of three or four buildings (if you don't have any buildings made, you could always use small boxes – regiment boxes are about the right size).

If you have more buildings, you could have them scattered around the table. A road should be placed so that it joins the two long table edges – going right through the middle of the village and cutting the table into two equal halves. This road could be made with something as simple as a strip of paper, or two pieces of string placed to mark its edges. The road marks where the Knights will arrive (hopefully in time!).

DEPLOYMENT

The Empire player must set up his units first. He may place his soldiers anywhere within a 12" radius of the centre of the table. These represent the troops of Karlrich readying themselves for the attack of the Beastmen. Note that the Knights are not set up at the start of the game – they will arrive later on in the game.

The Beastmen are not set up at the start of the game (the Empire troops don't know exactly where they will approach from).

STARTING THE GAME

The Beastmen get the first turn. The attack is launched! Roll a dice for each of the Beastmen units. On a 1-3 that unit arrives from the left-hand short board edge. On a 4-6 they arrive from the right-hand short board edge. Their movement is measured from the edge of the table.

SPECIAL RULES

Hold out! So determined are the Empire troops to fight until the bitter end, holding out until reinforcements arrive, that all Empire models are Immune to *Panic* for this scenario.

Sustained Attack: Every time a unit of Beastmen is destroyed or flees off the table, the Beastmen player gets another unit of the same original size. This is to represent more and more Beastmen arriving at the battle with the enemy in a never-ending horde!

Each destroyed unit that is 'recycled' back into the battle is deployed in the same manner as the first Beastmen units at the start of the game (so they move on from a random short table edge.)

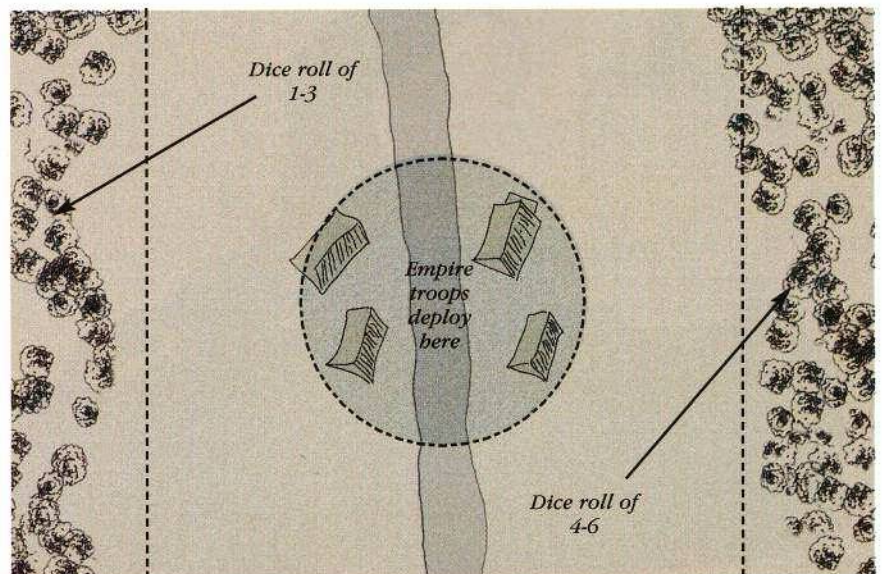
However, as soon as the Knights turn up to the battle (see below), the Beastmen player gets no further units. With the arrival of the Knights, the Beastmen have decided to attack somewhere less well defended.

Knight Reinforcements: The Knights can arrive at any point from turn 4 onwards. At the start of the Empire turn 4 (and the start of every Empire turn thereafter) roll a dice. The Knights arrive on the roll of a 6. However, for each Beastmen unit destroyed or that flees off the table, a +1 is added to this dice roll (so, if one Beastmen unit has been destroyed, the Knights will turn up on a 5+. If two units have been destroyed, the knights will arrive on a 4+, etc). The Knights move on from one of the long table edges, along the road (roll a dice to see which side of the table).

VICTORY CONDITIONS

Beastmen have to kill all the Empire models or make them flee off the table, except the Knights, to gain victory. The Empire must destroy all the Beastmen, or make them all flee off the table, to win the game. If both victory conditions are met then the game is a draw.

The game has no turn limit – the game lasts until either of the victory conditions above has been achieved.



With the release of a new army for Warhammer, Mark Jones, Studio scenery builder, always makes a specially designed scenery set for them. We sent Steve Cumiskey to find out how he made a mutated tree for the Beasts of Chaos.

MODELLING WORKSHOP

Building a Chaos Tree

When work on a new army begins, the Studio scenery builder, Mark Jones, works alongside the Game Developers and Miniatures Designers to create some terrain pieces for the Warhammer Armies book. These will be an essential part of creating the right atmosphere for the book. In the case of the Beasts of Chaos, building a herdstone was inevitable, but by creating more of the features of the forests in which the Beastmen live, we could expand on their background. Early experiments with fortifications shaped like a Chaos star didn't fit the feral aspects of the Beastmen very well. The construction looked too complicated and involved for them. Something more in keeping with their nature had to be found.

The answer came from a sketch by Nuala Kennedy in early stages of work on the army. The sketch shows a corrupted tree, chained to pillars of rock, writhing with life and surrounded by the



skeletons of its victims. This tied in with some of the background ideas for the Beastmen being discussed at the time. Beastmen were said to have destroyed Elven waystones, designed to contain the corruption coming from large pieces of buried warpstone. With the waystones gone, they would build their herdstones or plant trees over the warpstone. This fitted the sinister, fairy tale quality of the Beastmen perfectly.

Taking this as his inspiration, Mark set about constructing such a tree for the Studio army.

After looking at a variety of different methods to build the tree, Mark settled on making it from twisted wire. Wire is a good material to use in producing highly detailed models, and also has the ability to be bent and twisted into a suitable shape. The basic idea behind a wire tree is to twist a number of wire strands together, allowing one end to open into roots while the other end is gradually divided and twisted to form branches. The whole construction can then be glued to a base and bent into suitably sinister forms. To achieve this, Mark decided to build not one but three trees and wire them together to form his monster tree. He built it in this way to make the early stages of construction more manageable, as most of the wire would be bent by hand.



MATERIALS NEEDED

- Thin gauge wire (Mark used 1.5mm gauge)
- Ready-mixed filler
- 6mm MDF board
- Ready-mixed Polyfilla
- Five-minute epoxy glue
- PVA glue
- Light chain (from a modelling shop or jewellers)
- Small stones

TOOLS REQUIRED

- Pliers
- Wood saw
- Sand paper

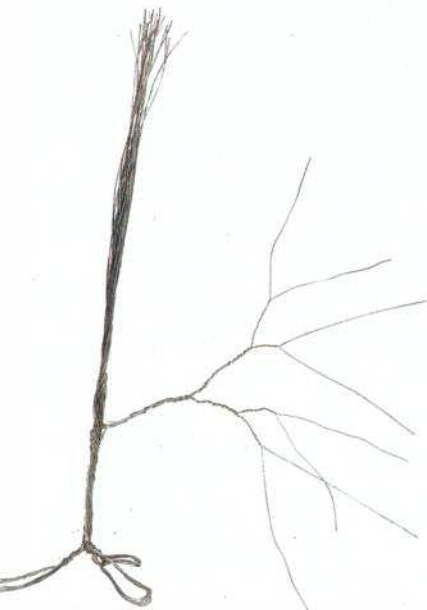
THE THREE TREES

The basic construction for each of the three trees was the same. Mark took seventeen lengths of wire, 30 inches long and bent them in half, giving, thirty-four strands. Holding these together, he was able to twist the bent end to

produce a loop big enough to fit three or four of his fingers. The strands were then twisted together to form a trunk two or three inches long, beginning at the loop. With the twists holding the strands together, the loop could then be separated into three loops and given a few twists to keep them separated. These loops would eventually end up forming the thick roots of the finished tree.



Now that the beginnings of the trunk and roots were there, it was time to start on the branches of the tree. The first branch was formed from eight strands of wire, separated from the trunk and twisted together. After an inch and a half of twisting, the branch was split into two more branches, each made up of four strands. These branches were treated in the same way as before twisted for a little and then split again. The process continued until each branch consisted of only one strand and couldn't be separated any further.



The trunk was twisted for about an inch before another branch was separated off. The same process that created the first branch was used again, with the branching happening at slightly different lengths, to give a more irregular, organic appearance to the tree. This process was repeated at various different points along the developing trunk until all the strands had become part of a branch, somewhere in the tree. The branches became shorter as they approached the treetop. Again, this was to create a more natural appearance for the tree. The branches were kept fairly straight and flat at this stage, to make it easier to combine them later on.

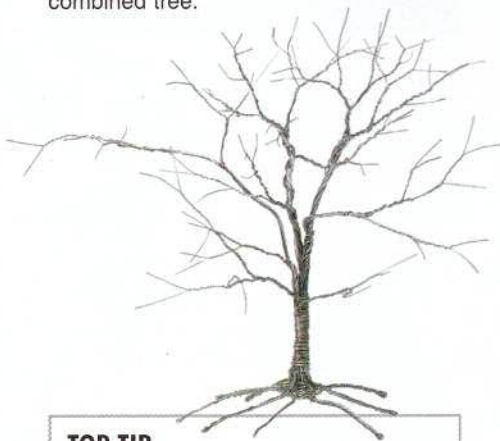


Mark followed the same procedure for each of the other two trees, keeping the branches straight and varying the length and position of the branches to make combining the trees easier and the shape as organic as possible.

With the branching complete, the loops at the base of the trees were twisted to form three roots for each tree.

COMBINING THE TREES

With the three trees prepared, Mark placed them together and began to bind them to each other with wire. Some of the branches were trimmed at this stage, to better suit the appearance of the new, combined tree.



TOP TIP

On your own model, start to bind the trees together from the base up. Doing it this way will leave you the option of having a forked trunk.

Once the trees were firmly bound together, Mark used pliers to form the basic shape of the combined tree. This involved putting a series of bends and twists in the tree trunk up to the point where the branches split off. The branches themselves were spread out into a more natural pattern and then given the same treatment as the trunk.

As before, the roots were the last piece of the combined tree to receive attention. In a normal tree, the roots would be mostly under the ground and so would be kept quite small and thin on the final model. In this case, Mark wanted the Chaos tree to appear to be straining to break free of the earth. That meant separating the roots into their usual pattern before twisting them into a raised position, more like legs than roots. Some of the roots were twisted together to form thicker roots and to keep the arrangement organic. The Chaos tree ended up with five roots out of the original nine.

Even though it was made up of three separate trees (that's one hundred and two strands!), it didn't look thick enough. Mark decided to thicken the tree by winding extra wire round the trunk, beginning by winding the wire between the roots and then up and around the trunk. Most of the strands were allowed to fall short of the branches, to allow the thickness of the trunk to taper off towards the top. The beginnings of the branches and the roots were thickened in a similar way at the same time, but using shorter strands of wire.



MAKING THE BASE

The base was made from 6mm MDF in a roughly round shape with at least one and a half inches clear between the edge of the base and the roots. The edges were rounded off and sanded to allow the finished piece to better blend with the gaming table. The positions of the roots on the base were then carefully marked. A blob of five-minute epoxy glue was placed on each of the marks and the tree roots placed into them to set.

CREATING THE BARK

In order to create the texture of bark, the bare wire of the tree had to be covered by a layer of filling material. The filler consisted of ready-mixed filler, mixed with PVA glue until it became a thick, creamy paste.

The filler was brushed onto three of the branches first, working from the trunk to the ends of the branches. By the time the last of the branches was covered, the first was dry enough for Mark to begin to texture the branches. The bark texture was created by scratching lines into the surface of the tree with a sculpting tool. It wasn't necessary to texture the branches right to the ends, as these tend to be fairly smooth on real trees.



If you're unsure about the texturing, make a small branch by twisting a few scrap wires together and have a go with that. Make sure to wash your brush regularly to avoid it becoming clogged up with filler.

The texturing on the roots and trunks was done in two layers. The first only has to cover the wire and provide a good surface for the second layer to stick to. The second layer was applied in the same way as the texturing on the

branches, and given the same bark effect. The texturing on the trunk did have one unusual feature. The suggestion of a face was added to the trunk to create the illusion that the tree was almost alive.



Care was taken to ensure that the effect remained very subtle—this was meant to be a tree, rather than some kind of creature.

FINISHING THE BASE

With the texturing on the tree dried, it was time to turn to the base. In the original sketch, the tree was surrounded by anchor-stones and random piles of bones. In the final model, Mark created a mound under the tree, peppered with the skulls of the dead. The mound was built up with scraps of polystyrene, into which the skulls (from the plastic skeleton box) were pushed and then glued. Blobs of the filler were then used to make the base more uneven, like real earth. The texturing on the base was finished off with a layer of sand and gravel, glued on with PVA.

All that was left to attach was the anchor stones. These were just some suitably craggy stones, taken from a garden (slate is especially good for this). Each of the three stones were wrapped in some light chain and glued to the base with five-minute epoxy. The chains were then wrapped round the tree roots and glued in place with superglue.



PAINTING THE MODEL

To help hold the sand and gravel in place and create a rougher, earthen surface, the base was given a layer of texture paint. The paint had to be carefully applied to avoid covering the skulls and stones. The entire model was then undercoated with Chaos Black spray.



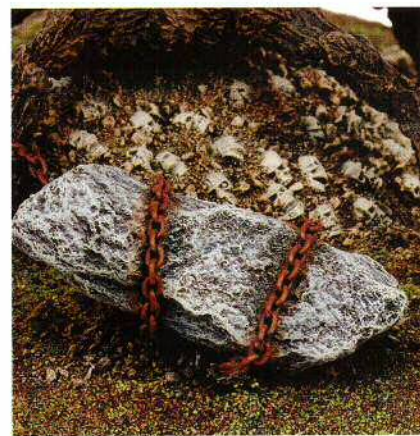
The tree itself was the first part of the model to be painted, beginning by drybrushing the bark with Scorched Brown paint. The bark was gradually lightened by

drybrushing the bark with coats of Dark Flesh and Bestial Brown. The final coat to be added was a mixture of Bleached Bone and Vomit Brown.

The earth around the base of the tree was also drybrushed, this time with successive layers of Bestial Brown, Vomit Brown and Bleached Bone. The skulls were included in the painting of the earth but were then picked out with a layer of Bleached Bone, followed by some detailing with Skull White.



To make the rocks fit in with the style of the model, and to provide them with a sense of scale, they had to be painted too. Again, drybrushing was used to give the rocks a weathered appearance. Codex Grey was used for the basecoat, followed by Fortress Grey and Skull White.



Finally, the chains could be painted. Mark wanted to create the effect of the chains being rusted by weathering and time. He achieved this effect by drybrushing the chains with thinned down Vermin Brown. He allowed some of the paint to stain the rocks, as real rusting metal would do when battered by years of rain. The model was finished off, by adding a coat of flock to the base

In the end, the Chaos tree makes a fine centrepiece for the Studio Beastmen army. A modelling project like this is quite an undertaking, but would be something worth doing to set off your gaming table, or even act as a base for a diorama.



HOBBY EQUIPMENT

A guide to modelling and painting accessories.

There are many ways to enjoy the Games Workshop hobby, including painting, modelling, gaming, collecting and making scenery. You don't need many tools just for basic modelling, like sticking models together, but if you start to tackle more complex projects, there are a number of tools that will make your life easier. It just requires a little patience and the right tools...

CITADEL PAINTS

- | | |
|-------------------|-------------------|
| Skull White | Scorpion Green |
| Chaos Black | Scaly Green |
| Scab Red | Camo Green |
| Red Gore | Kommando Khaki |
| Blood Red | Rotting Flesh |
| Blazing Orange | Codex Grey |
| Fiery Orange | Fortress Grey |
| Golden Yellow | Shadow Grey |
| Sunburst Yellow | Space Wolves Grey |
| Bad Moon Yellow | METALLICS |
| Scorched Brown | Boltgun Metal |
| Graveyard Earth | Chainmail |
| Bestial Brown | Mithril Silver |
| Snakebite Leather | Tin Bitz |
| Desert Yellow | Shining Gold |
| Bubonic Brown | Burnished Gold |
| Vomit Brown | Beaten Copper |
| Bleached Bone | Brazen Brass |
| Dark Flesh | Dwarf Bronze |
| Terracotta | INKS |
| Vermin Brown | Black |
| Tanned Flesh | Yellow |
| Dwarf Flesh | Flesh Wash |
| Bronzed Flesh | Red |
| Elf Flesh | Purple |
| Liche Purple | Chestnut |
| Warlock Purple | Magenta |
| Tentacle Pink | Blue |
| Midnight Blue | Dark Green |
| Regal Blue | Brown |
| Ultramarines Blue | VARNISHES |
| Enchanted Blue | 'Ardcoat |
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| Hawk Turquoise | |
| Catachan Green | |
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Terrain Cutter

£12

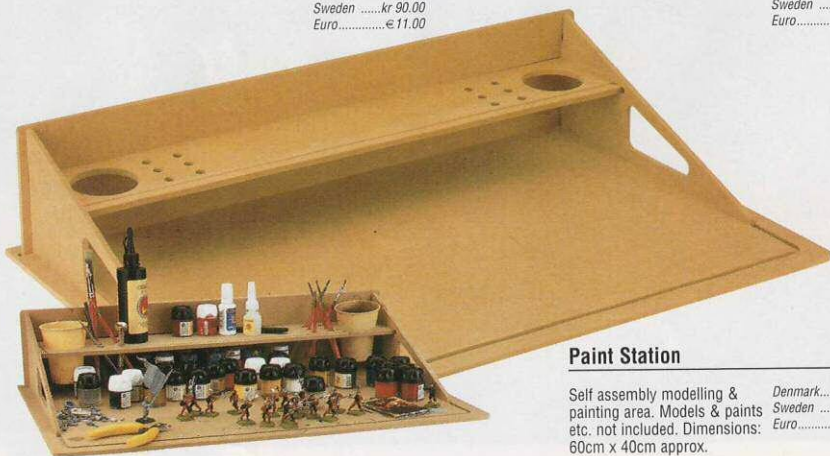
Denmark.....kr 80.00
Swedenkr 90.00
Euro.....€11.00



Model Saw

£10

Denmark.....kr 80.00
Swedenkr 90.00
Euro.....€11.00



Paint Station

£18

Self assembly modelling & painting area. Models & paints etc. not included. Dimensions: 60cm x 40cm approx.

Denmark.....kr 225.00
Swedenkr 270.00
Euro.....€30.00



Modelling Gravel £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Green Flock £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Modelling Sand £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Electrostatic Grass £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Modelling Putty £4

Denmark.....kr 50.00
Swedenkr 60.00
Euro.....€6.50



Tweezers £5

Denmark.....kr 55.00
Swedenkr 65.00
Euro.....€8.00



Citadel Colour Spray Cans 400ml £5 each

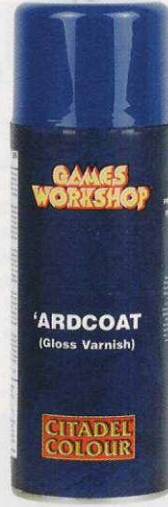
400ml cans (above). Available in Skull White, Chaos Black & Clear Varnish.

Citadel Colour Spray Cans 250ml £4 each

There is also a range of 250ml spray cans available. Colours available are as follows:

- Shadow Grey
- Ultramarines Blue
- Blood Angels Red
- Dark Angels Green
- Boltgun Metal

Denmark.....kr 50.00
Swedenkr 60.00
Euro.....€6.50



Also available in a 12ml pot. Denmark.....kr 70.00
Swedenkr 80.00
Euro.....€10.00



PVA Glue £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Superglue £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



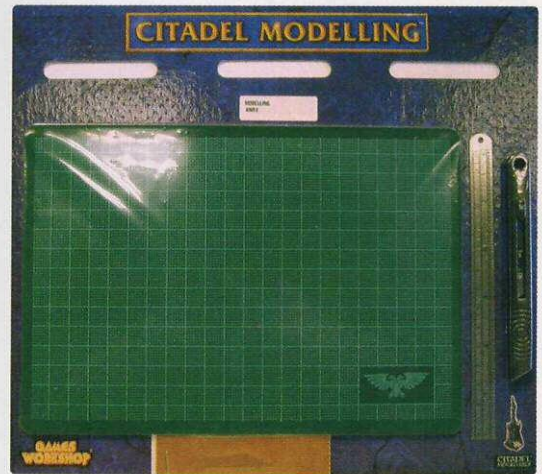
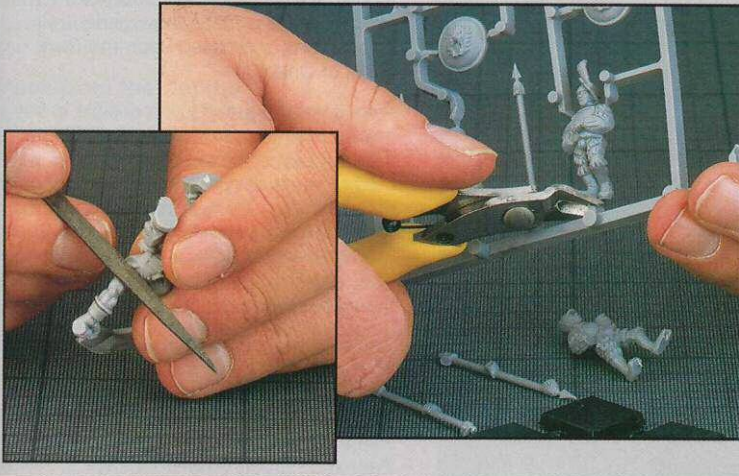
Plastic Glue £3

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50

Be careful when using glue and make sure you read and follow the instructions on the packaging.

ASSEMBLING YOUR MODELS

Before you can paint your models you'll need to assemble them. Plastic miniatures usually come attached to a sprue and the easiest way to remove them is with a pair of modelling clippers, being careful not to clip the model itself. Miniatures often have small pieces of unwanted metal or plastic attached to them, which is a necessary part of the moulding process (you may hear this described as 'flash'). This can easily be removed using a modelling knife or a small file. Polystyrene cement is best for sticking plastic miniatures together and comes in different forms. Superglue is the only practical way to stick metal miniatures together (or metal to plastic), but do be careful because it really does stick to anything, especially fingers.



Cutting Set £12

1 cutting mat, 1 steel rule and 1 modelling knife.

Denmark.....kr 150.00
Swedenkr 180.00
Euro.....€20.00

SETTING UP A PAINTING & MODELLING AREA

The table. For painting and modelling you will need a steady table, positioned somewhere where the lighting is good, like next to a window. Unless it's a very old, unwanted table, it's best to cover it with a thick layer of newspaper to protect the surface from scratches and water spills. If you are doing any modelling, you'll need a cutting mat as well.

Lighting. Natural daylight is best for painting, as artificial light distorts the colours. To get round this problem, many painters fit a daylight bulb into a standard lamp. Daylight bulbs cast a light that is similar to real sunlight, which makes it better for painting by.

Storing your equipment. It's a lot more convenient if you can keep your tools and equipment on or near the table where you work. If this isn't possible, you'll need a box or some sort of portable container to store your stuff in. Alternatively, Games Workshop sells a sturdy paint station which you can use for storage and as a working area.

Safety. Always keep sharp tools and glue out of the way of children and pets.

THE ILLUSTRIOUS REGIMENTS OF THE IMPERIAL GUARD

THE FIRST PART OF A TWO PART SERIES

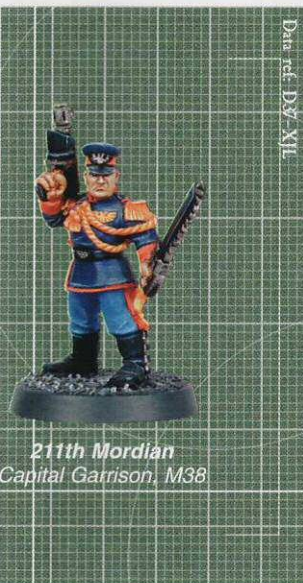
They come from the length and breadth of the galaxy, from the depths of towering hive cities, from arctic wastelands, from sweltering jungles, polluted, radiation-racked wastelands and sun-baked deserts. They are the Imperial Guard, the most powerful fighting force in the universe, often fighting on battlefronts that stretch across entire sectors, or as independent platoons if the need dictates. Behind the tanks and the guns though, stand normal men representative of the cultural diversity of the Imperium and its undying loyalty to its Emperor.

MORDIAN IRON GUARD

The Mordian Iron Guard are superbly drilled and accoutred soldiers from a world bathed in perpetual night and cursed with the attentions of Chaos. In battle the Iron Guard present a solid wall of brightly-uniformed, perfectly formed troops to the enemy, cutting them down with precisely timed volleys from behind a hedge of bayonet points. Some enemies of the Emperor have been misled by the Mordians' elaborate and ornate uniforms to believe they were facing amateurs, only to find the bright uniforms contain tough, determined soldiers.

Preferred special weapon: Grenade launcher
Preferred heavy weapon: Lascannon

- Sanctioned Psykers
- Ratling squads
- Heavy Weapon platoons
- Sharpshooters
- Close Order Drill
- Die-hards



211th Mordian
Capital Garrison, M38

In the long and sinister annals of the Inquisition there are many tales of treachery and horror, of the destruction of worlds and the triumph of Man's greed and foolishness. It is a record of human weakness and the power of the Dark Gods of Chaos.

Yet amongst that record of lost planets and mortal defeat there are a few stories of human victory – rare cases where the daemonic army of Chaos has been turned aside at the moment of success and driven back into the void from which it came. One such place is Mordia – the world of eternal night.

The Mordian day is the same length as the Mordian year, the small planet turning upon its axis once each time it completes a circle of its sun. As a consequence, one side of Mordia is constantly burned by the fierce heat of the sun, whilst the other side

lies in eternal darkness. The scorched side is lifeless and barren, a desert of splintered rock and canyons where mighty armies clashed during the Age of Apostasy many years ago. On Mordia, all life is on the dark side.

The slow revolution of Mordia does little to stir its thick atmosphere, so the weather is constantly hot and still with no natural breezes to move the oppressive air. In the sultry darkness the Mordians go about their daily lives. Ancient and ruinous cities sprawl across the planet's dark surface. Pyramidal, multi-levelled towers reach for the sky and rise like mountains towards space. Hundreds of millions of people exist upon a land surface barely one tenth the size of Earth.

Mordia is a world that seethes with people, a crowded and dark world whose rulers, the Tetrarchs, must fight a constant battle

against anarchy. Only the most careful husbanding of Mordia's resources keeps its massive population alive. All food, all clothing, all essential resources and supplies are strictly controlled, rationed and recycled. This enables the Mordians to survive, albeit with the utmost effort and in considerable impoverishment.

Such harsh and demanding conditions naturally breed discontent. Few people really understand the predicament they or their planet are in. Others care nothing for their fellow men and seek only to accrue personal wealth and power regardless of consequences. In the decaying, multi-levelled cities crime is rife. Gangsters and criminal warlords rule an underworld where life is cheap and where the desperate are merely pawns to be expended as their masters please.

THE IRON GUARD

The Mordian Iron Guard stands between order and anarchy. They are the champions of the Tetrarchy of Mordia, uniformed in bright colours and fiercely loyal to their cause. Their enemies are all those who would divert the scant resources of Mordia or threaten its continued existence. They fight a constant battle against the criminal warlords of the undercity, insane gangs of cannibals and misguided rabble-rousers who would sooner see universal destruction than endure the sacrifice necessary for the survival of the world.

The Iron Guard are ruthless in pursuit of their enemies. Their discipline is legendary and their training is as rigorous as possible. All who fight in the Iron Guard understand full well the horror that would engulf their world if they were to fail in their duty. Their loyalty and determination is all that keeps Mordia from plague, starvation and savagery.

THE CONSPIRACY OF CHAOS

The greatest threat to Mordia came one hot summer. The stifling heat was unusual even for Mordia, and the planet seethed with unrest. Beneath the streets brooded a secret conspiracy that posed a threat far greater than any seen before. In the depths met a dark conclave, a group of men who knew the extent of Mordia's wealth and wanted it for themselves. Away from the sight of saner citizens they made their incantations and called upon the Dark Gods of Chaos.

A spell was begun. It is impossible to say how much innocent blood was spilled to fuel their sorcery, or what sinister pledges were made to their dark masters. Those who cast the spell sought only personal enrichment; their lust for power knew no bounds. They would destroy the planet itself if they had to. They cared no more for its teeming millions than did the Chaos gods.

The summer grew hotter as the spell neared its completion. Many strange things were reported in the capital. The cannibal mobs and criminal gangs were restless. Men saw winged monsters hovering in the city lights. People disappeared without trace.

A Sky of Flames

At last the spell was complete and suddenly the world shook as its sky erupted into flame and disgorged the warlords of Chaos itself. From the Eye of Terror distorted and ugly spacecraft soared into the Mordian skies to rain fire and destruction upon the world. Chaos Space Marines poured into the city slaying all around in a great and bloody sacrifice to their gods. Daemons stalked the burning towers and hunted the souls of those that fled from the devastation below.

From their dark hiding places the servants of Chaos crawled to the surface to bathe in the fire and terror of the world, confident of their masters' favour now that their work was done.

Chaos War

As the sky exploded into flame the Tetrarchs of Mordian ordered their Astropaths to send psychic calls for help. The power of Chaos was so strong that the Astropaths' minds melted with the effort. It was impossible for anyone to say whether the messages got through or if help was on its way.

Meanwhile, the Iron Guard fought a gallant resistance against the daemonic assault. Whilst lesser men fled in terror before the might of Chaos the Iron Guard stood their ground, pouring volley after volley into the enemy ranks. At last the Iron Guard captains were forced to give the order to withdraw. Though their men would stand until the end they could achieve little against the hordes that opposed them. Reluctantly the Iron Guard regrouped around the capital, abandoning the rest of the planet to the enemy.

Whilst the forces of Chaos rampaged throughout Mordian the Iron Guard prepared the capital's defences. Every building became a fortress, every tower a strongpoint, and every street and plaza a killing-zone for the Iron Guard's carefully sighted weapons. At the centre lay the Tetrarchal palace itself, from which the defence of the capital was co-ordinated.

When the attack began the Iron Guard was well prepared. Chaos Space Marines fell before their well disciplined fire as shot after shot struck their ranks. Channelled into well prepared fire traps the Chaos Marines were easily repelled, but far greater and more potent foes followed upon their heels.

Attack from the Depths

From the sewers and service ducts poured an army of those who had sold their souls to the Dark Gods. Clad in rags and armed with no more than iron bars and lengths of chain they threw themselves upon the defenders. Driven by their insane devotion to Chaos they cared little if they lived or died, and thousands were cut down by the devastating weapons of the Iron Guard. Nonetheless, this attack from an unexpected source left the defenders unprepared for the next assault.

The forces of Chaos moved upon the Iron Guard with purpose. Daemons and Chaos Marines advanced as one. Bloodthirsters of

Khorne roared a great challenge to chill mortal blood. Keepers of Secrets stalked the battlefield, slaying those that dared to look upon them with a withering glare. Whirling Horrors skipped and chattered in an eerie blur of incandescent power. It was a terrifying sight, yet the Iron Guard held firm before the onslaught though many paid the ultimate price for their devotion.

Street by street, building by building, the Iron Guard fell back into the heart of the city. Their lines drew tighter but refused to break, as attack after attack was repulsed. When losses grew too heavy to endure, or as positions were outflanked and became untenable, the Iron Guard withdrew to another line, always preserving what they could of their men and weapons. It was a battle fought with all the tactical brilliance and discipline the best Imperial troops could hope for. Yet it was a battle the Mordians could not win. Eventually they would have nowhere left to retreat to.

The Battle for the Palace

At last the Iron Guard took position around the Tetrarchal palace itself, the last strongpoint on the whole world. Behind hastily constructed defences the infantry waited for the inevitable attack. From the towers and ceremonial balconies the barrels of lascannons and other heavy weapons glistened in the light of the burning sky.

Suddenly the horde of Chaos was upon them, screaming and bellowing in its might. Greater Daemons of Nurgle strode clumsily amongst their minions, rising above them four or five times the height of a man, giants and lords of their foul kind. The bloated daemons shuffled forward, putrid innards spilling over the ground, nauseous gasses bubbling from rents and tears in their leathery flesh. Beside them were the

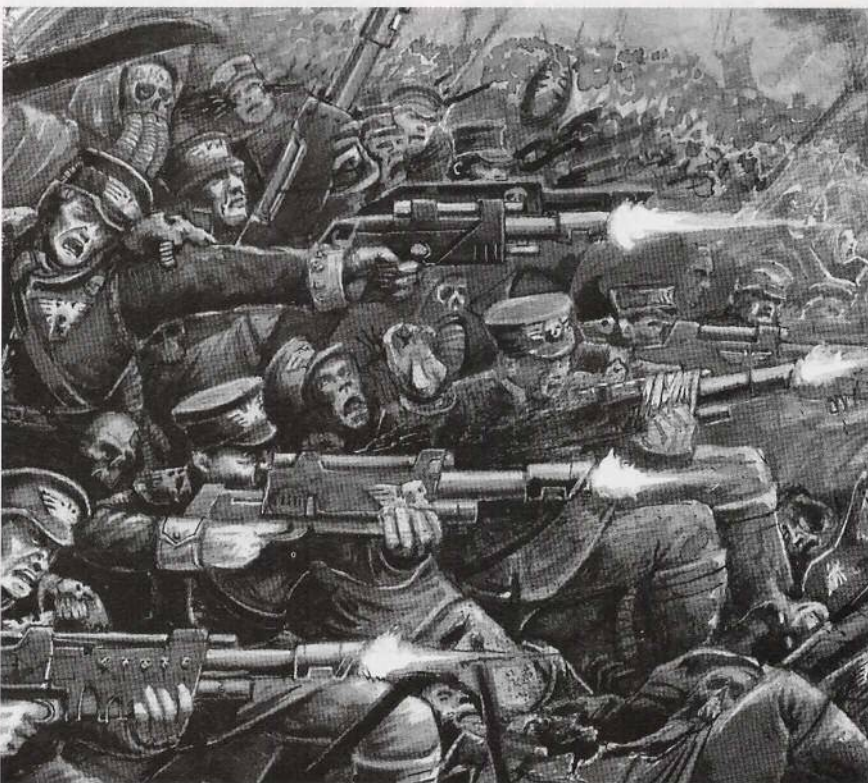
Chaos Space Marines of that pestilential god, their armour green and rancid with decay, their rank bodies stiff with disease. Before them came a black cloud of flies which buzzed about the Iron Guard, crawling into their eyes and ears, and filling their mouths with black hairy bodies.

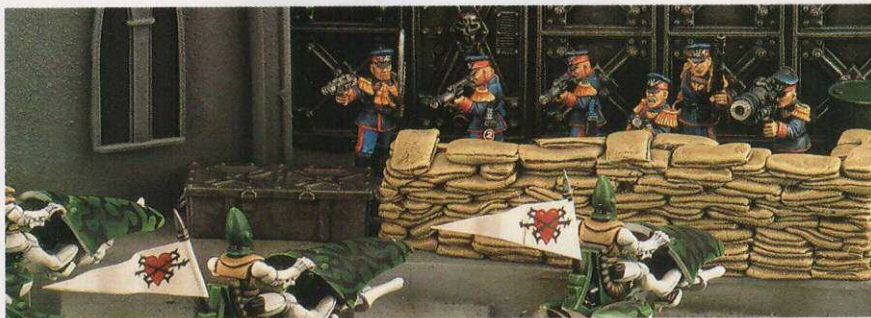
The Iron Guard's lasguns spat a volley of death into the screaming horde. Again the lasguns cracked with a single voice, as the captains ordered shot after shot into the vile mass. From the Tetrarchal palace came the chatter of autocannons, the angry scream of boltguns and the piercing shriek of lascannons. With mechanical precision the weapon crews loaded and fired, loaded and fired, never stopping for one moment or breaking their routine. Daemon gore ran like a foul river in the once white square, but as one beast fell another twice as hideous marched over its body towards the Iron Guard's position.

The captains ordered their men back to the palace steps and formed a firing line. Their discipline intact, the Iron Guard prepared for a single volley before the forces of Chaos fell upon them. Their final moment had come, though there were few left now to witness their inevitable defeat.

The Tide is Turned

Little could the defenders of Mordia know of the power or purposes of Chaos. How could they imagine, as the hordes of Chaos advanced upon them, that the Chaos gods' hold upon Mordia was but a tenuous one. The spell that had brought them to mortal space and imbued the flesh of their servants with physical energy was almost spent. The fires that burned in the sky were growing dim and the bellows of daemons echoed shallowly in the air.





The Mordian Iron Guard prepares to repulse an Eldar attack.

As the Iron Guard watched, their enemies dissolved before their eyes. The sky darkened to its customary blackness. In the dark the guiding lights of Imperial spacecraft glittered amongst the stars. The Iron Guard had won not just a battle, but the most precious thing of all – time. From beyond the orbit of Mordia Imperial psykers had wrought a counter-spell to break the hold of Chaos. Whilst the Iron Guard fought upon the planet, a separate battle of wills had raged between mortals and gods. Only the Iron Guard's heroic resistance had given the psykers enough time to work their mystical abilities before Chaos won the planet for all time.

THE DEFENCE OF BARBAROSSA

In 796.M41 the Imperial hive world of Metrolis was invaded by the forces of the Ork Warlord known as the Great Despot of Dregruk. Luckily for the Metrolisans, the Great Despot's horde landed over two hundred leagues from the principle hive, Barbarossa. The Greenskins set about conquering the neighbouring hives in their drive eastwards across the ash dunes. Four other hives stood between the Despot and Barbarossa, and at each city the Greenskins met staunch resistance. As the length of the Orks' march stretched from days into weeks and then into months, a regiment from Mordia (only fifteen light years away) was mustered and arrived in the Metrolis system. It was decided that Barbarossa must be held at all costs, and the Mordian III were stationed at the capital, ready to fight alongside the local defence force and a rough militia

conscripted from the most vicious hive gangs of the area. Ash nomads were also pressed into service, and did an admirable job of waylaying and stalling the Orks' advance even further, allowing more time for the defence of Barbarossa to be prepared. It was as the bitter winter began to set in, with icy dust blizzards scouring the dunes, that the Great Despot's armies fell upon Barbarossa.

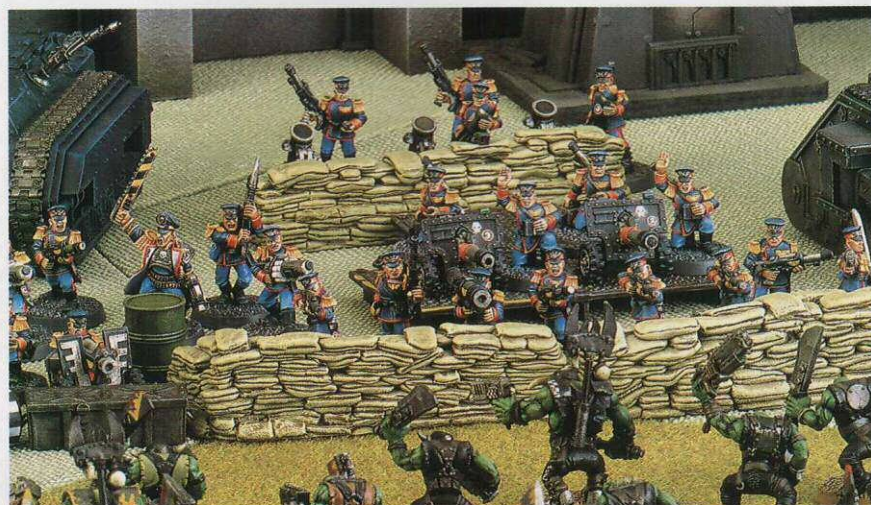
For all their ferocious temperament, the hive gang militia was quickly overwhelmed as they defended the lowest levels of the hive against the Orks. In the close confines of the cramped tunnels and chambers, the short ranges favoured the Orks more than the human defenders. Gradually the Orks began to work their way up the hive, slaughtering the defence personnel as they attempted to stem the flood of Greenskins into the industrial levels of the spire. It then fell to the Mordians to protect the uppermost reaches from the screaming hordes of the Great Despot. They barricaded several of the major access ways, guiding the Orks into a wide plaza known as the Marble Gardens. There, amongst the many statues of great heroes of the past, around the tinkling fountains and across the imported Luptian bluegrass lawns, the Mordians steadied their firing lines. The Orks broke into three parts – one came straight at the Mordians whilst the other two split to the left and right, attempting to encircle the Iron Guard. Volley after volley of lasgun fire flashed into the Ork ranks, accompanied by the roar of heavy bolters and the thunder of autocannons. Ork Killer Kans exploded into

flames as beams from lascannons criss-crossed the spacious park.

The frontal attack was stopped dead, while the left flank of the Mordians managed to stem the tide of Greenskins trying to attack around that end of the line. On the right, however, lightning fast attacks from Ork light vehicles and Stormboyz crashed into the Mordians, shattering their formation and punching deep behind their rigid firing lines. It was then that Colonel Grauer committed his reserves – one company of Hellhound flame-thrower tanks and a demi-company of Lemman Russ Exterminators. The armoured vehicles raced into the fray from the Marble Garden's main zoom-through, the guns of the Exterminators blazing, each fusillade cutting a bloody swathe through the tightly-packed Orks. The Hellhounds crashed into the Ork ranks and dozens of Greenskins were consumed in the conflagration. As their death-howls screamed over the crackling of flames, the Ork horde began to fall back from this fresh onslaught. The Mordian infantry then responded, advancing by platoon to pour more fire into the retreating Orks. Those few Orks that survived fled to the deepest reaches of the hive, and to this day there are regular firesweeps of the lower levels to ensure that they do not once again grow sufficient in number to threaten the hive.

BYZRA KEEP

The agri-world of Byzra lies some 75 light years to the north-east of Mordia. As well as a few local ranger forces, Byzra was protected by a company from the XXI Mordian Regiment. The company was broken down into several garrisons, ranging from individual squads billeted in the few settlements on the world, to the whole of 4th Platoon at Byzra Keep – the planet's only fortress and spaceport. It was with their customary suddenness that the Eldar attacked, a small force of the aliens dropping virtually on top of Byzra Keep. Their surprise attack almost took the citadel at the first assault, before any message could be sent by the Keep's Astropath. However, a valiant last stand by the platoon's 3rd and 4th squads, who died to a man, held up the Guardians and Aspect Warriors long enough for the Astropath to project a distress call into the ether. For seven hours the platoon held the bastion walls, stirred to marvellous acts of valour by the examples set by Commissar Dower – the brave Commissar who single-handedly slew a squad of Striking Scorpion Aspect Warriors after Lieutenant Lage and his command section were killed. He later fell whilst hurling himself at the cabal of Warlocks leading the Eldar attack. His power sword is now preserved in a stasis chamber in Byzra Keep's armoury. The time earned by the valiant defence of the Keep was used wisely by the rest of the company across Byzra, who mustered the local militia and saw the farmers and their families safely ensconced in bunkers constructed to protect the inhabitants during such an attack. It also gave Imperial Commander Hourm time to escape in a shuttle, with his family and aides.



The Iron Guard steady their firing lines ready for the Ork assault.

TALLARN DESERT RAIDERS

The Tallarn are mobile guerrilla fighters, evasive and opportunistic. They are especially well-known for their hard-fighting Sentinel squadrons and are masters of hit-and-run warfare. Tallarn are all accomplished riders, often they will use riding mounts to move from battle to battle, dismounting only when they are close to the enemy and wish to employ stealth. Once the enemy are sighted the Tallarn will stalk them relying on their practiced marksmanship and lightning-quick curved knives to achieve victory.

Preferred special weapon: Plasma gun
Preferred heavy weapon: Missile launcher

- Priests
- Hardened Fighters
- Rough Rider squadrons
- Light Infantry
- Sharpshooters



12th Tallarn
Circus War, M40

Painted by: RST-MRH

Deserts of sulphurous sand stretched from pole to pole and all water disappeared except for a thin residue in the atmosphere. No vegetation remained on the surface exposed to the blistering, wind-blown sands. All that grew was the carefully husbanded crops of the Tallarn themselves, sheltered in their protective horticultural domes.

The surviving Tallarn now lived in domed towns or in natural caverns hollowed out in the planet's rock. Fierce winds drove the Tallarn into their shelters, corrosive sulphur storms made all travel risky, and eventually a system of tunnels was built to facilitate travel beneath the surface.

Above their settlements the Tallarn built vapour traps to catch water from the thin atmosphere. These tall towers still stand above their domes to this day, and all the water they use is caught by these cunning devices and channelled into subterranean holding tanks.

A Secret Uncovered

During the construction of an arterial tunnel, Tallarn miners struck an outcrop of hard black rock. They were unable to break through this strange substance which was quite unlike any other they had encountered. After some days they decided to divert their tunnel to go around it. As they did so they discovered something very strange. At first the black wall seemed like a natural formation, but soon they realised they had uncovered a deliberate construction.

The initial excavations revealed a huge wall of strange black rock carved over its entire surface with weird entwined figures. The figures were human sized yet not entirely human, possessing a grace and

seemed little gained from the fight. The planet was destroyed and rendered useless for large scale habitation, industry or agriculture. The armies of the Imperium might well have given up Tallarn had their commanders realised the extent of the devastation, but once the armies were in motion there was no going back.

At the time the Chaos attack made little sense. It seemed insane that even the fickle Gods of Chaos should expend such energy fighting over a devastated world of no particular strategic significance. But in the aftermath of the Horus Heresy there were few left to ponder such questions. Amongst the evils of the time it was just another demonstration of the random destruction of Chaos.

Tallarn Survives

Within a thousand years of the Horus Heresy Tallarn evolved into a very different world from the prosperous planet of former times.

The world of Tallarn was once a fertile planet bathed in the gentle orange light of its twin suns. Oceans, plains and lush jungles covered its surface, and its people prospered. All of this ended during the Horus Heresy.

CHAOS ATTACK!

In a devastating surprise attack, the Iron Warriors Chaos Space Marines struck the planet. Thousands of virus bombs rained down on Tallarn and the people ran to the enviro-shelters deep beneath the surface. As they hid, safe from the devastating bio-infestation, the deadly coils of DNA mutated as they were programmed to do. Animals, plants, even insects died as the virus did its work, destroying the planet's eco-system and leaving an empty shell.

After seven weeks of isolation the virus had run its course and the remaining people of Tallarn emerged upon the surface. They found a world covered with the acrid slime of plants and corpses not yet decayed – for the world was completely sterile, without even bacteria to aid the decomposition of its dead.

The Iron Warriors sent their task-force to repossess the world for the Dark Gods of Chaos. From underground bunkers the Tallarn forces emerged to do battle with the invaders. Soon, reinforcements from both sides arrived, rival space fleets bringing vast armies to fight over the worthless remnants of the dead planet.

The Battle of Tallarn raged for many months and was the largest armoured conflict of the Horus Heresy. Outbreaks of viral infection from rogue DNA residue made it almost impossible for infantry to operate outside their protective shelters. The battle was finally decided by armies of tanks. When the fighting ended the empty, putrid wastes of Tallarn were littered with the wreckage of more than a million shattered vehicles.

A Hollow Victory

Chaos was driven from Tallarn at great cost, yet for all the millions that died there





beauty which rendered their grotesquely inscribed cavorting all the more perverse. Giant earth movers were brought in to dig out the layer of sulphur sand in which the wall was buried, and bit by bit it was slowly and painstakingly exposed to the daylight.

The Tallarn soon discovered the wall was not straight but curved, in fact part of a huge circle. Carefully their most skilled technicians worked to uncover the entire thing, a huge ring-shaped mound almost half a mile across.

The Danger Awakes

It was not until the whole circle was exposed that the disaster happened. With a blast of power the circle screamed and writhed, its inert form turned suddenly to moaning flesh. Where before there had been carvings now there were the creatures themselves, Eldar creatures, yet twisted with an uncanny evil, locked together by some sorcerous bond into a sickening embrace of depraved passion.

Within the circle itself, blackness boiled and stars wheeled – stars that belonged in another part of the galaxy altogether.

The Black Library

In the Black Library of the Eldar a custodian shivered as he felt an unaccustomed surge of power. Adrift from time and space his mind searched the endless strands of probabilities and found the thread that led to Tallarn. After so long it had been discovered: the Cursus of Alganar, legend of evil from before the Fall, vortex of unimaginable power, one of the three mythical Gateways of the Gods.

His mind shifted into synchronicity with the Farseers of his race, tracing the paths that linked his mind to the Craftworlds of the Eldar. When that knowledge touched the Farseers the Avatars of Khaine would wake. And Khaine would recognise the work of his ancient destroyer Slaanesh – Bane of the Eldar, Prince of the Chaos Gods.

Eldar Attack

The Eldar struck from the skies without warning or explanation. To the Tallarn it was an unwarranted act of aggression. Little could they imagine that the fate of the entire Eldar race was bound up with their strange discovery. To the Eldar there was no time for explanation or discussion. They couldn't know whether the Tallarn were in league with Chaos or whether the fierce desert people were unwitting pawns in the Dark Gods' game. As far as they were concerned the only option was to attack, to destroy the Cursus if they could before it was too late.

The Tallarn fought back with characteristic ferocity. Years of living upon the burning sulphur deserts had honed them into resilient fighters. To the Eldar the deserts were an unknown quantity. Even the hardy Aspect Warriors died under the heat of the sun, whilst the Eldar Guardians fell to the lightning raids of the human fighters. But the Eldar did not give up. They could not afford to abandon their attack. The survival of the galaxy depended on it.

The Dark Gods Awake

But it was already too late. The gateway that was the Cursus grew in power by the minute. Its screams and wails filled the desert as the dark light brightened and fluted within its core. Lights and stars swirled and clashed, fountains of spinning incandescence spat into the night sky. The laughter of gods rebounded across the sulphur dunes and Eldar and humans alike shuddered in terror.

From the Cursus poured the minions of Chaos. There were things indescribable to men. Things that awakened primal terrors in Eldar hearts – horrors of slime and flame that cackled and bounded into battle, transparent bodies of pure energy dividing and reuniting in a cascade of colours, vile fleshy things that pulsed with inner power and sucked at the air with poisonous lips. Long-legged abominations carried slender and elegant creatures upon their backs,

beautiful and yet sickening to look upon. It was as if all the daemons of hell had fallen upon Tallarn.

The Battle for the Cursus

The human commander called a truce and hurried to the Eldar lines where the alien Seers sat waiting. Knowledge had finally opened their eyes. The runestones lay cast upon the desert floor. Hope in union was predicted. Division would lead to damnation, darkness and death. With their fates so clearly predicted, the Eldar and Tallarn joined forces.

The two races fell back before the Chaos onslaught. Many were caught and destroyed in the early confusion, but the Chaos advance was slowed by the merciless hit and run tactics of the desert raiders. Humans led Eldar jet-bike riders into the attack, and soon the Tallarn and Eldar were able to regroup.

As the daemon hordes advanced beyond the Cursus their power waned, as if they were dependent upon its proximity for their power. And so it was, for the tendrils of Chaos though long are very tenuous, and only blood-letting and victory can sustain the link between the Dark Gods and their minions.

Chaos Defeated

With skill and cunning the Tallarn drew out the Chaos battle lines. Choosing their targets carefully the Tallarn launched one attack after another, always retreating before the Chaos hordes could turn to meet their fire. It was a tactic calculated to drain the power of the horde, and it worked better than even the wily sons of the sulphur desert could have hoped.

The Eldar Seers saw the runes change, saw the opportunity develop. The daemons were fading fast, their glittering bodies growing ever more transparent, their cries ever weaker. Now was the time to hit them hard.

With a furious charge the Eldar and Tallarn threw their remaining strength against the gibbering horde. It was a last effort that would result in absolute victory or utter defeat. The Chaos hordes shuddered and the bodies of the daemons seemed to fade and dull. The crackle of energy died and the spark of life vaporised into the oily air.

Many lay dead, human and Eldar, gored by monstrous claws, crushed by the sensual caress of a poisoned tongue, or torn apart by razor sharp teeth. Many Eldar waystones were collected from the field, and many Tallarn taken back to their domes to surrender the water from their bodies to the hydro-tanks. But it was victory nonetheless.

The Cursus

Once the Eldar had departed in peace, and the people of both races had exchanged their promises of friendship, the Tallarn returned to the Cursus. They found the black stone cold and lifeless once more, just as it was when they had first uncovered it. However, they knew now that the stone was not dead but merely sleeping, awaiting its time again, waiting for the call of its evil masters.

The Tallarn buried the Cursus beneath the sulphur sands once more and placed within its circle the mysterious devices that the Eldar had given them for that purpose. Then they sealed the surface with plascrete and turned their backs upon it.

THE BATTLE OF THE BROADSWORD

One of the Tallarns' most famous victories in a large engagement was during the Chaemos Rebellion of the late 38th Millennium. One of Chaemos' lords, Duke Mormant, had overthrown the rightful Imperial commander. With Tallarn located only ten light years from Chaemos, it was unsurprising that the bulk of the Imperial retribution force sent to quell Duke Mormant's uprising came from there. Six full Tallarn regiments were sent to eradicate the forces of the usurper Duke, combined with three Chaemosian Royal Guard regiments that remained loyal to the exiled Imperial commander.

Duke Mormant wanted to demonstrate his total rule of Chaemos and gathered his forces, some 30,000 men, upon the plains west of the capital of Chaemos. Amongst this number were several dozen large artillery guns, which far outmatched anything the Tallarns could bring. However, the Tallarns did have a sizeable force of Rough Riders, giving them a distinct advantage over the infantry arrayed before them. The battlefield Mormant chose was the ground between the confluence of two rivers, known locally as the Broadsword due to its long, pointed shape. For a whole day the armies marched to their chosen position, no more than a mile from each other and in plain sight of their foes. That night the campfires blazed across the tongue of dry land and the picket sentries could hear the calls of their opposite numbers.

Duke Mormant began his attack just before noon and for the next four hours his army advanced on the Tallarn positions, which came under a constant pounding from the Chaemosian big guns. After brief skirmishes, the Tallarns would fall back from the enemy attack. As General Akkir of Tallarn had planned, the rebels' pursuit left them more and more strung out and isolated from their supporting formations. A couple of hours before sunset, Akkir counter-attacked. He formed over half of his companies into one unstoppable division that crushed each of the enemy formations piecemeal. At the same time, his 3,000 Rough Riders encircled the Chaemosians' left flank and pounced on the artillery, cutting down the gun crews and setting them to rout. The cavalry then smashed into the rear of the remaining Chaemosian companies, who were caught between the chainswords and flailing hoofs of the Rough Riders and the volleys of lasgun fire from the Tallarns. The firing became so fierce at one point that the grass caught fire and the battlefield was wreathed in thick black smoke, choking the soldiers of both sides. As Akkir's infantry and tanks pressed forward, the renegades' retreat became a full rout. Within a matter of days the few remnants of Mormant's rebel army was entirely stamped out by the pursuing Tallarns.

LURENZ'S GRAVEDIGGERS

As well as infantry, artillery and armoured companies, it is not uncommon for Tallarn regiments to include one or more patrol companies (sometimes referred to as recon or long range companies). The first of these was an ad-hoc formation created by Captain Lurenz of the Tallarn XVI, whilst fighting the Eldar on Holon Prime in 762-765.M35. The unwieldy Tallarn Companies were having great difficulty dealing with the speed and flexibility of the aliens they faced and by the time they mustered their forces to respond to an attack, they arrived too late. It was Lurenz who took the Armoured Fist squads from four of the other Companies and asked the Techpriests to strip down the armour on their Chimeras. This gave Lurenz's raiders a transport that could carry them quickly across the dunes (other vehicles had a tendency to get bogged down in the sand flows), but which still boasted a powerful armament. Many of the other officers laughed at Lurenz's plan and called his formation the 'Gravediggers' after the skeletal appearance of their vehicles. Lurenz did not mind this at all and claimed that it would be Eldar graves they would be digging soon.

The first test of Lurenz's idea was to be a raid on an Eldar position many leagues from the Tallarns' defensive 'boxes' (the desert offered little in the way of cover, so the XVI had created protective 'boxes' with razorwire, trench works and bunkers). Lurenz and his men set out just after nightfall and took a circuitous route to their objective – a rocky valley where orbital augurs had detected the heat auras of several Eldar vehicles. As they neared their target, the Gravediggers used improvised means to muffle their Chimeras' engines as much as possible. From the eastern ridgetop, Lurenz was glad to see the outlines of half a dozen Eldar grav-tanks, two of them the formidable super-heavy

Scorpions. With Lurenz leading in his half-track staff car, the Gravediggers set off down the slope. They were barely two hundred yards from the Eldar sentries when the alarm was raised. Lurenz shouted the order for a full speed attack and the Chimeras' engines roared into life, hurtling across the open ground due to their lighter weight. Multi-laser and heavy bolter fire filled the air and three of the Eldar vehicles were enveloped by flames and smoke before the Gravediggers reached them. Spilling from their Chimeras, the Tallarns began setting melta bombs to destroy the remaining tanks, but as they moved between the hovering vehicles the surviving Scorpion sprang into life and lifted off the ground.

The massive pulsar atop the super-heavy tank opened fire on the Tallarns, devastating blasts of laser energy tearing craters into the packed desert floor. Seeing only one chance, Lurenz leapt back into his staff car and directed the driver to steer under the Scorpion. As they passed beneath the immense war engine, all that could be seen was the continuous flash of the vehicle's pintle heavy bolter. With a strange slowness, the Scorpion began to tilt sideways, its anti-grav engines disabled along one side. As it crashed into the desert floor, Lurenz and his driver raced from the billowing clouds of smoke and dust. Their mission complete, the Gravediggers leapt into their Chimeras and sped off, leaving only four of their number dead.

Lurenz's continued attacks seriously hampered the Eldar army, forcing them to keep units in reserve to combat his rampaging patrols. This denied them forces which they sorely needed for the main battles and in the end the Tallarns' superior numbers proved decisive. Since Holon Prime, the First Patrol Company of the Tallarn XVI has always been known as the Gravediggers.



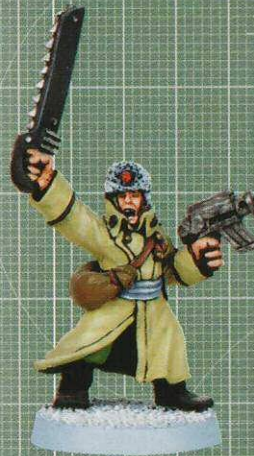
Tallarns raid an Eldar camp.

VALHALLAN ICE WARRIORS

From their earliest victories against the Orks on Valhalla, the Ice Warriors have a reputation for stoicism and dedication to the Emperor. Regiments raised in the frozen hive cities of Valhalla have a formidable reputation for unwavering courage when on the defensive. Normally the only way to capture ground held by Valhallans is by wiping them out. When attacking, they combine massed artillery barrages with infantry wave assaults.

Preferred special weapon: Flamer
Preferred heavy weapon: Mortar

- Heavy Weapon platoons
- Priests
- Conscript platoons
- Xenofighters: Orks
- Close Order Drill
- Veterans



93rd Valhallan
Soldier Campaign: M38

Data ref: 928x/4

The planet of Valhalla was once a temperate paradise of forests and broad fertile plains. There is no record of its settlement, but legends recall a world ripe for colonisation and development. Its people spread across the world and prospered. The planet's main land masses were distributed more or less evenly, one centred at the northern pole and the other at the south. The equatorial regions themselves were dominated by a huge warm ocean eleven thousand miles wide.

Approximately ten thousand years ago Valhalla was struck by a comet of immense size and weight. The planet's defence lasers poured shot after shot into the comet. This did nothing more than break off several smaller fragments of what proved to be virtually solid iron. A mile wide fragment struck the northern continent causing massive earthquakes and destruction, but the main comet body landed in the sea.

At first the confusion and devastation made it hard to gauge the full effect of the strike. The boiling seas, clouds of vapour and pall of dust cut off the light. Temperatures plunged to freezing over the whole planet. Even more significantly, the impact had knocked the whole world from its orbit. For ten years Valhalla spun eccentrically until it finally settled some fifteen million miles further from its sun. By then the planet was a very different place indeed.

ICE WORLD

Valhalla had become a frozen world of ice. The survivors of the disaster found themselves pushed further and further towards the equatorial oceans as glaciers engulfed the polar continents. Eventually, there was no more land left, and they were forced to live upon the ice itself. Though 99% of all life had been destroyed the people struggled through, building their cities deep inside the ice, beneath the glaciers and upon the frozen ocean. What little life remained they carefully cultivated, growing nutrient slimes and algae in vats heated by thermal stills.

Fate had dealt the world a cruel blow but had not finished with Valhalla. Just as the threat of starvation seemed to be receding, another and equally dangerous foe appeared. Orks came in their thousands, their damaged spacefleet blown upon the winds of the warp to the ice world. Finding little to sustain even their undemanding appetites, the Orks launched themselves upon the Valhallans with a ferocity sharpened by hunger. It was a fight for survival. The Orks were marooned and the only food on the whole planet lay inside the cities of the Valhallans – the precious organic cultures and the inhabitants themselves!

A Desperate Struggle

The fighting raged throughout the sub-glacial cities of the Valhallans. The thermal stills which rose above the ice were easy targets for the Orks, but the green-skinned creatures ignored them and battered their way through the thick plasteel shutters that protected the access tunnels to the ice cities. Yelling their foul war cries, the Orks charged downwards instead, right into the heart of the cities. The fighting raged through the galleries and tunnels of Valhalla. The defenders knew every inch of their frozen domain, every gallery and shaft, and they made good use of their familiarity in each encounter. As the Orks fought their way inwards they found themselves constantly ambushed, or led unwittingly into dead ends where tunnels would be collapsed behind them.

By the sixth week of fighting the Orks reached the main food chamber with its hundreds of nutrient slime vats. Almost half the Orks had been killed, but the remainder were every bit as determined as ever. The scent of the bubbling green slime assailed their keen nostrils and they licked their scaly lips in anticipation. The Valhallans prepared to put up a final resistance. If the chamber was captured they would starve within a week. Every man, woman and child that could carry a gun crowded into the chamber and its surrounding galleries. The battle would decide which race would survive on Valhalla.

The Final Battle

The Orks attacked in a great mass. The green-skinned warriors were maddened with hunger and no longer seemed capable of rational thought. If the attack had been better planned it might have succeeded, but as it was the Orks were repelled, though at great cost. Almost half the defenders were slain or hurt. The Orks retreated and prepared for another rush.

The second Ork attack came in two simultaneous thrusts. The first was repelled easily but this proved to be nothing more than a feint. The second was directed against a small side-chamber, part of the nutrient packaging plant that adjoined the main production vats. The packaging plant eventually fell to the Orks, its defenders dead at their posts after exacting a heavy toll amongst the enemy.

From their newly won position the Orks rapidly moved reinforcements forwards. The humans found themselves in a crossfire, and were soon forced to give ground in the main chamber itself. The Orks were amongst the huge vats. These were pits hewn into the ground and filled with the sticky green algal slime. The raised sides of the pits provided cover for attacker and defender alike. The fighting intensified as the Orks struggled forward, pit by pit, and the humans gradually retreated or fell at their places.

Victory!

After three hours the Orks had forced the Valhallans back against the ice wall. The defenders' prospects looked grim as they prepared for a fresh assault, determined to sell their lives as dearly as possible. As the Orks rose and howled their battle cry, a mighty explosion tore through the cavern. Ice pillars toppled and fell into the nutrient pools, and the floor heaved and broke under the Orks' feet. The Valhallans rose in their turn and with an almighty scream fell upon their attackers. The Orks broke in confusion as fiery machines smashed through the floor, and the broken cavern floor swam in a mixture of slime and green ichor.

The Valhallans had won the day because their stiff resistance gave their engineers time to bore an ice shaft under the cavern floor. At the vital moment the old ice burners, industrial machines used to form the sub-glacial chambers themselves, had been allowed to burst through and run amok amongst the Orks. The intensely hot burners, carried by their own high pressure steam, had terrified the Orks. Those who did not run were badly burned or melted, and those who escaped were cut down by the vengeful Valhallans.

Though the planet of Valhalla is no longer a populous or affluent world, the Valhallans are famous throughout the galaxy. After destroying the Orks on their own world, regiments of Valhallans joined with other Imperial Guard to rid many worlds of the Ork invaders. Always the Valhallans fight with the same grim determination they displayed in the ice cities of their home world. In battle their courage and tenacity earn them the respect of other regiments from all over the Imperium.

THE VALLEY OF DEATH

When the Explorators of the Adeptus Mechanicus discovered the Poretta system in 365.M40, they thought the Machine God had answered their prayers. Of the system's five worlds, three were inhabitable by humans, each with mineral-dense mountain ranges ripe for exploitation. Unfortunately, upon closer investigation the Techpriests found that someone had got there first. Their first landing parties were attacked by a race known to humanity as the Demiurg. These squat semi-humanoids normally drifted through the galaxy on gigantic asteroid-harvesting ships. However, the ore contained within the young worlds of Poretta was too much of a prize to be passed by and they had landed their ships and started mining. The Demiurg had adapted well to the conditions on Poretta IV, the largest inhabited world and, though the Explorators had nearly 5,000 Tech Guard with them, they suffered heavy losses trying to capture the mountain passes occupied by the Demiurg. Magos Strixta, in charge of the Explorators, sent word for a force of specialist mountain fighters. Almost six months later they were joined by two Valhallan regiments raised from the Polar Guard – ice rangers brought up from birth in the precipitous mountain ranges of southern Valhalla.

The Valhallan Polar Guard regiments I and II quickly established a landing zone in the foothills of the largest mountain range, where the Demiurg were most heavily concentrated. They pushed inwards along several mountain valleys and met with slow but steady success. Their superior numbers, combined with specialist mountain equipment and weapons, allowed them to push the Demiurg further into the jagged peaks. After two months of fighting they came across a major valley that stretched for nearly the whole 700 miles of the mountain range's length. The Demiurg had built their stronghold at its north-western end – a bunker complex hewn into the rock with heavy weapons towers covering the approaches along the valley.

Commander Yurov of the Polar Guard II was in charge of the assault. After a

sustained orbital bombardment from the Adeptus Mechanicus' fleet and the Navy transports that had brought the Valhallans, Yurov's Polar Guard attacked. The regiment was broken into three detachments. The largest, consisting of four companies, pushed forward along the main valley floor. The second battle command of three companies attacked from another valley to the west of the Demiurg's position. Finally, a single company of elite Valhallan Mountain Rangers was to scale the cliffs and ridges to the north of the Demiurg and attack the aliens from behind. The Rangers were under the command of Alexi Rausko, a grey-haired Captain with fifty years mountain fighting experience.

Rausko and his men faced a fearsome prospect – scaling several cliffs, one of which was nearly 300 feet high, in the face of enemy fire. While the heavy weapons squads provided covering support, the Rangers started to tackle the steep slopes. Their mountain guns, able to fire accurately at high trajectory but light enough for easy movement, laid down a barrage that kept the Demiurg sheltering in their bunkers. Only sporadic small arms fire troubled Rausko's Company as they swiftly climbed towards the first of their objectives – a heavy weapon post that was raining fire down upon the Companies attacking from the west. Once they had reached the summit, the Rangers swiftly overran the Demiurg weapons crews, killing half of them and taking the rest prisoner, to be dealt with later.

Having taken the promontory, the Rangers used lightweight block and tackle to swiftly move their heavy guns from their original position to the captured summit, from which they could target the main Demiurg defences, another 1,000 feet above their position. With barely a pause to help the weapons teams establish themselves, the Rangers moved on to their main objective – a secondary gateway into the Demiurg complex. This time, the Demiurg were more tenacious in their defence and had recovered from the orbital bombardment. Many Rangers were wounded by concentrated heavy weapons fire as they

struggled up through the snow drifts and across treacherous ice sheets, clawing their way forward with ice picks and spiked boots. Rausko himself was hit twice by enemy bullets but refused any medical treatment, claiming it 'was just a scratch or two' and that there were men in more dire need of attention.

Eventually, Rausko's Rangers attained the postern gatehouse and fought hand-to-hand with the Demiurg. The grizzled Rangers finally ousted the tough Demiurg from their dug-in positions but were unable to force their way into the heavily armoured bunker entrance. As the main attack forces of the Valhallans reached the main gate of the complex, Rausko saw an opportunity to end the battle swiftly. There was a route open around the very tip of the mountain, above the Demiurg bunkers, which would allow his men to attack the defenders from behind their emplaced defences. However, if a sizeable force was to sally forth from the postern entrance, it would be his men that found themselves caught in a trap. Leaving a platoon of his fiercest fighters to hold back any counter-attack by the Demiurg, Rausko led his men on the relatively easy climb to a ridge overlooking the aliens' base. The Demiurg did indeed launch an attack from the rear gate but the Rangers platoon stationed there fought valiantly to keep the Demiurg pinned down within a few hundred yards of the gatehouse.

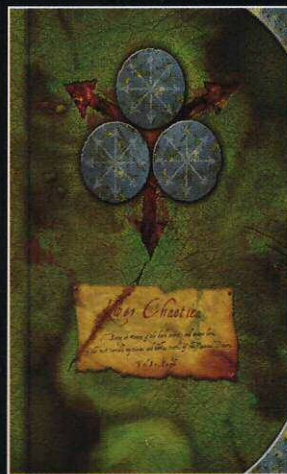
Rausko's plan worked perfectly. Faced with the superior numbers of the Valhallans and taking heavy casualties from Rausko's men occupying a superior and unassailable position, the Demiurg had no option but to surrender, although the stubborn aliens fought for another hour to preserve their highly developed sense of honour. Nearly two-thirds of the Rangers had fallen in the assault and almost half of the other Companies. However, with their main stronghold lost, the Demiurg could no longer supply their other outposts. The Demiurg eventually abandoned Poretta and the Valhallans were given the privilege of founding the first Imperial settlements in the system.



Using the tanks for cover, the Valhallans advance.



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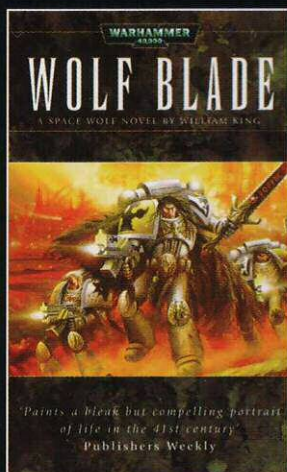
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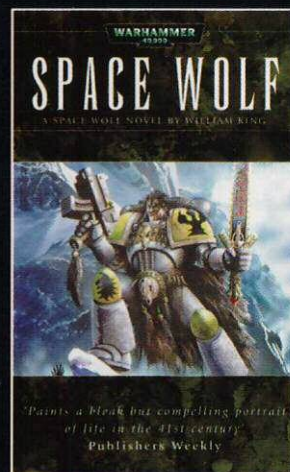
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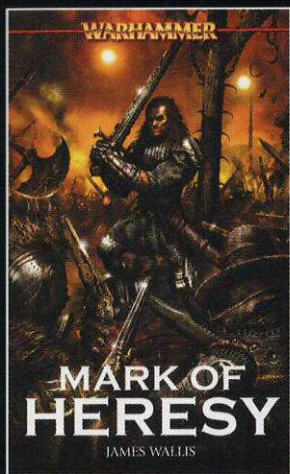
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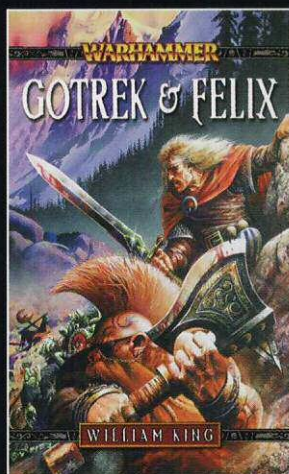


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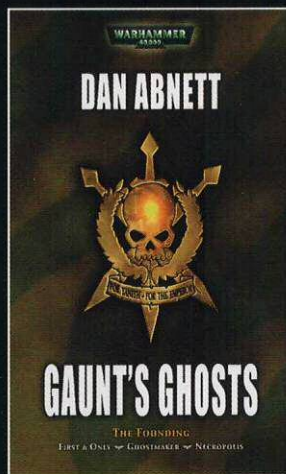


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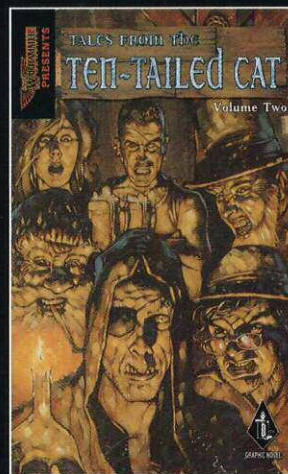


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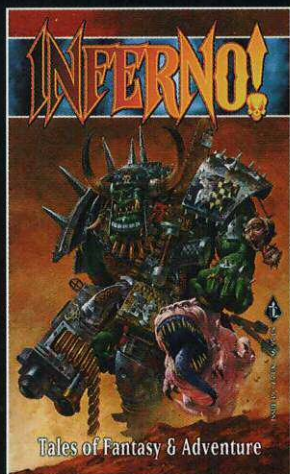


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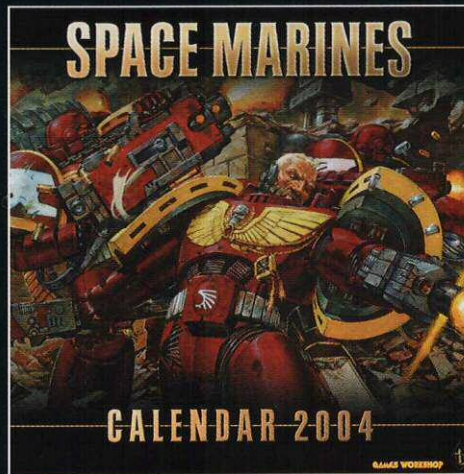
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At the recent Warhammer Grand Tournament we saw many great armies, but it was Jesper Hansen's unique take on the Blood Dragons Vampire Counts army that really caught our eye – it's no wonder he took the prize for best painted army.

LOREMASTER MALAKHIAN'S UNDEAD WARHOST

Jesper Hansen's Vampire Counts



Jesper Hansen hails from Denmark and has been active in the Warhammer tournament scene for the last five years. He has already had great success with the Empire, having won Best Painted Army six times in various competitions, culminating in overall victory at the Dutch Grand Tournament! Eighteen months ago he embarked on a new project, painting a Vampire Counts army, more specifically the Blood Dragons. Jesper wanted to completely re-invent the existing theme, so he chose to base the army on the High Elves instead.

Apart from the excellent standard of painting, a lot of thought has gone into selecting the most appropriate High Elf models and components. The interchangeable nature of the plastic regiment sets has been exploited when creating the bulk of the army, but for

Far left: a regiment of Skeleton Spearmen.

Left: The Banshee, based on Alarielle, the Everqueen of Averlorn.

Right: an Empire soldier encounters the dreaded Fell Bats.

Below: Malakbian's Undead warboss gathers for battle.





A Grave Guard regiment based on High Elf Phoenix Guard.

more specialised units and leaders Jesper has only done what is necessary to maintain the overall theme of the army. This could be as simple as using Alarielle as a Banshee, or as technical as his 'Dead Tyrion' conversion for the Blood Dragon Thrall for which Jesper sculpted the face himself! In the future Jesper will expand his army to include more Zombies as well as a converted Black Coach based upon a Tiranoc chariot. He also has plans for a Slaanesh army that will include morphing Chaos Warriors and Centaur Knights. Let's hope that he will have it finished in time for the next Grand Tournament!



Above left: A gruesome Fell Bat conversion.

Above right: Tyrion, converted into a Blood Dragon Thrall.

Below: Necromancers – High Elf Mages with a sinister twist.





Skeleton warriors. Notice that many of them have bad hair sculpted on.

Reinforcements rise from the grave!



Jesper's Black Knights based on Silver Helms.

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

By Graham McNeill

Flames billowed from the runc-etched walls of the Talisman of Vaul and the rumbling beat of the ancient structure's heart tearing itself apart filled the air. Violent tremors rocked the chamber and obsidian shards detached from the ceiling, crashing down around the figure kneeling at its centre. Clad in battered black armour with a flowing bone-coloured cloak, he placed a hand on the forehead of a body lying before him, its limbs twisted and broken. His helmeted head was bowed with sadness as the floor tilted and sparks flew from the ruptured ceiling.

"Forgive me for leading you to this", whispered Eldrad Ulthran, Farseer of Ulthwé, raising his head to take one last look at the glassy display wall. He could see whipping blue lightning arcing through the darkness and smashing into the Talisman of Vaul's hull like blows from the gods themselves. Crescent-shaped starships that had not known the touch of starlight for uncounted aeons surrounded the ancient star fort, hammering it with powerful energies and ripping it to pieces.

Necrontyr...

Even though he had foreseen their involvement here, he still shuddered to look upon the craft of the ancient enemy. Beyond even them, distant flares and streaks of light spoke of furious battle raging in the cold dark of space. But dominating the display, filling the base of the wall was the Guardian world - the one the Mon-Keigh called Cadia. Its mountains burned and its seas boiled as the column of fire from the Talisman of Vaul destroyed everything in its path.

Eldrad closed his eyes and tried once more to follow the strands of Fate that had led him here to see what lay beyond. But there was nothing, nothing at all.

Only darkness.

ONE MONTH EARLIER...

The tac-logis map displayed on the holo-slate showed nothing but bad

news, and Ursarkar Creed knew it would only get worse before it got any better.

The forces of the Arch-enemy were pushing hard at the banks of the Viklas and the Cadus, where the Departamento Munitorum Engineer Corps had thrown up a massive series of earthworks and batteries for the guns of the Siege Auxillia Corps. The Knovian Gharkas were holding well on the south-eastern front, earning their reputation as brutal close-combat specialists, but without heavy armour support, they were taking a fearful punishment from the enemy artillery.

Forty companies of Kasrkin, supported by seven full Cadian regiments and the White Consuls Chapter of Space Marines held the northern and eastern fronts. On paper, it was an impressive force, but, as in so many arenas, reality was somewhat different. Millions of traitors hurled themselves at the Imperial lines, choking the dark waters of the rivers with their bodies, chants to the Dark Gods bubbling from their lips as they drowned. Brazen artillery pieces hurled tank-sized shells at the earthworks and daemon engines clanked forward on jointed limbs to spew burning ichor through the breaches blasted by fang-mouthed cannons.

Maddening drum beats and billowing flags stitched with symbols that drove men mad struck fear into the hearts of every soldier on the ramparts. Each regimental commissar was stretched to the limit in maintaining discipline, and even here, nearly a hundred kilometres from the front where you could hear the war being fought as a continuous series of thudding booms, men wore defeat like a shroud. Tensions had been high since the defeat at Kasr Gehr where nearly three thousand men of the Cadian 8th had been taken prisoner and ritually disembowelled before the walls of the Viklas line. Officers with haggard faces worried with each fresh report that came in, relaying their grim tidings with the same mournful expressions as the flagellating doomsayers who filled the refugee campsites on the shores of the Caducades Sea. One such officer, a dark-skinned colonel of the Thracian

Guard named Hallet, brought Creed a data slate with the latest butcher's bill for his regiment.

"It's bad, sir," said Hallet, "nearly two thousand dead and perhaps twice that wounded. Combat effectiveness has been degraded below operational viability. I request that the 34th be rotated to the rear and reserves fed in."

Creed shook his head. "No, colonel, your men will stand. We won't have the time to organise a rotation until the enemy forces let up in their assault. And I don't see that happening any time soon, do you?"

"Well, no, but--"

"I said no, colonel, and that is my final answer," stated Creed flatly.

"With respect, Lord Castellan, my men cannot continue in this way. They have no more to give."

"Then you must find more, colonel," snapped Creed. "What choice do you think we have?"

Creed turned to face the officers in the command centre, raising his voice so that every man could hear him. "Let me make one thing clear, gentlemen. We are in the fight of our lives now. The Arch-enemy has come to our home once more, with greater force and fury than ever before. All that stands between him and victory is us. Us, gentlemen. It is we who must stand before the enemy and turn him back. Why? Because we're here and there's no one else to do it for us. So if any man here believes he cannot do his duty to the Emperor, then he should present himself before the regimental commissars and stop wasting my time."

Creed planted his hands on his hips and glared at his officers. "Does everyone understand that?"

A chorus of affirmation washed over the burly general.

III

High explosive shells landed with a string of concussive impacts, shaking the ground like an earthquake. A wall of noise and dirt swatted the advancing men of the Cadian 23rd, smashing apart their battle line. Tens of thousands of men marched through the smoke and fire wracked nightmare of the battlefield, firing as they advanced in the shadow of a Titan battle group and the rolling thunder of massed tank companies.

The craggy plains of the Viklas had once possessed a savage beauty, with sweeping grasslands, glittering tributaries and a primal essence that awed even the most jaded of hearts. But that beauty had been destroyed forever, the majestic plains shelled to





a crater-pocked ruin, the rivers choked with blood and bodies. Noxious yellow fog hugged the ground, the pervasive, metallic smell of war inescapable and it was impossible to distinguish individual explosions or shots amid the constant rumble of fire.

Lieutenant Escarno felt the blast wave buffet him, but held his ground, even though hot fear attempted to paralyze his limbs. His entire world had shrunk to the single act of putting one foot in front of the other, leading his men on despite the terror. The shouted exhortations of Commissar Jarrko were inaudible, but his fiery words were backed up with drawn sword and pistol and, as terrifying as the enemy was, the thought of facing the hatchet-faced commissar was even worse.

Escarno saw shadowed forms through the smoke and shouted, "Enemy ahead!" before dropping to his knee and loosing a burst of fire from his lasrifle. One of the shapes dropped and a flurry of weapons' fire from the rest of his platoon cut down the others. Before they

could enjoy the rewards of their success, an answering volley of fire slashed through the fog and felled three of his men. Escarno dropped flat, feeling the crack of rounds snapping past him. He fumbled for a fresh charge pack for his rifle as roaring shells sawed the air above him. The enemy had some form of heavy gun covering their position and he fired blindly into the smoke, desperately trying to pinpoint the gun from its muzzle flashes. The ground shook and he cursed, wishing for just one moment where he could aim and the ground didn't heave and buck.

"We can't see anything!" shouted one of his platoon's snipers. "Too much damned fog!"

"Just shoot where you think they might be!" ordered Escarno.

More gunfire ripped through the smoke, tearing screams from those it hit and Escarno realized that the fire was coming from their flank. He rolled into a crater filled with brackish water and shouted, "Brostte, Edran, get that heavy bolter over here! We're taking enfilade fire!"

The two gunners nodded and

swung their tripod-mounted gun over to cover the flanks, letting rip with the thudding fire of heavy calibre shells. The fog was suddenly illuminated by streaks of light and phosphorous explosions. A tank roared past nearby, but Escarno couldn't tell which side it belonged to as a massive detonation blasted huge chunks of earth and water high into the air. Something huge and dark hammered the earth behind him and before he could do more than gape at its vastness, another gargantuan shape dropped through the fog and Escarno saw it was a foot. A titan's foot. The monstrous god-machine's foot slammed into the ground, punching through the muddy earth and sending up massive spumes of dirty water before ripping up swathes of the ground as it moved on. He watched the glorious machine stride onwards, as streamers of lasfire and whipping solid rounds cut spirals through the fog. Escarno could feel the immediate situation slipping rapidly beyond his control, but there was nothing else they could do except stand and fight.

IV

Captain Ramecia felt the Wrath of Hellaine lurch to port as another torpedo impact struck the rear quarter of his Sword frigate.

"Come on, old girl, hold together," he whispered to his ship, but knowing that there was little chance they could outrun the three Chaos vessels that harried them like hunting hounds running their prey to ground. Her sister ships, Aguan and Hell's Fury, were already dead, drifting wrecks gutted by lance impacts and torpedoes. And unless the Emperor himself intervened to save them, it was likely that they would all soon be joining their shipmates in the icy graveyard of space.

"Are we capable of Astropathic transmission yet?" he asked his flag lieutenant, Riza Pernn.

"I'm afraid not, captain. Astropath Yerrel reports that there is some form of artificially generated psychic feedback coming from the pursuing vessels. He cannot enter his trance while it is in effect."

"Damn," swore Ramecia. "Tell him to keep trying. We've got to get this information to Imperial forces."

A Blackstone Fortress! Who could have believed such a thing could be here now. The last survivor of one of Admiral Quarren's long-range patrols that hunted for targets of opportunity, the Wrath of Hellaine had discovered the corrupted star fort lurking in the debris fields around what had once been the planet of St. Josmane's Hope. But it had not been alone and now the Wrath raced back towards Cadia with a small flotilla of enemy vessels in hot pursuit.

Another impact struck the Wrath, throwing the deck officers around as the ship's Master of Surveyors shouted, "Captain, fresh contacts!"

"What? Where the hell did they come from and who are they?" demanded the captain.

"Just off the port bow! They just appeared from nowhere, sir. I swear they weren't there a second ago. Attack logister is running identification survey now."

Rameia hurried to the surveyor station, watching in horror as four shapes ghosted across the slate. From their size, he could see they must at least be battleships and with their arrival, he knew their fate was sealed. Proximity alarms flashed as a vast spread of torpedoes fired from the new contacts.

"All hands, brace for impact!" shouted Riza Pernn.

"Attack logister confirms new contacts are Eldar vessels; Shadow class cruisers."

Rameia chewed his lip as he watched the torpedoes on the surveyor slate close with his vessel...

Then went limp with relief as they slid past the Wrath to close on their pursuers. Another volley launched from the Eldar vessels as the Chaos ships attempted to scatter, but it was already too late, and the alien torpedoes hammered into their hulls and exploded deep inside them. Within minutes it was all over, the Chaos craft reduced to little more than burning hulks. Rameia sagged against his captain's chair, drenched in sweat and incredulous that they were still alive. He dropped to his knees and leaned down to kiss the buckled oaken floor of his command deck.

"Thank you, old friend," he whispered.

"Captain, vox-contact from the Eldar vessels."

"Let's hear it," ordered Rameia.

A wash of white noise drifted from the brass-rimmed speaker horns, followed by a lilting, alien voice saying, "Imperial vessel, this is Craftmaster Kaelisar of Ulthwé, captain of the Isha'ra. It would appear that you require our assistance."

V

Ursarkar Creed licked his lips, trying not to communicate his unease to his subordinates who clustered around him with a frantic Brownian motion. A dozen of his most able sanctioned psykers fretted over the imminent arrival of this xeno-witch, uncertain of their ability to protect their commander if things went wrong. Only the disciplined Kasrkin soldiers who surrounded him were immobile, faces obscured by their lowered visors and their guns held at the ready. The wind whipped off the plains before Kasr Partox and cut through him, but he was damned if he'd allow a xeno creature within the walls of his Kasr. He wore the dress uniform of the Lord Castellan of Cadia, his long storm cloak fixed in place with polished medals and battle honours. His pistols were loaded and the safeties off. He was taking no chances. Jarran Kell, his friend and bodyguard, stood behind him, the colour sergeant's face grim and full of promised threat.

"I don't like this," growled Kell. "Dealing with xenos filth."

"Nor I," agreed Creed, "but we have little choice, sergeant. Troops along the Viklas are falling back even as we speak and those along the Cadus will not hold much longer. The enemy will be in sight of Kasr Partox with the dawn."

Even as he spoke, the air before them rippled and shimmered, refracting the weak sunlight and the image behind it as though in a powerful heat haze. The Kasrkin trained their guns upon the disturbance as a trio of figures slid from the shimmering light, tall, elegant warriors in form-fitting armour and high-crested helms. They carried porcelain-white guns with flared breeches and as they spread out, Creed was struck by the liquid way they moved.

"Stand to, Kasrkin!" bellowed Kell. Creed could feel the tension in the air and knew that one misstep could end this fragile alliance before it began.

Another figure appeared from the alien gateway, similarly tall, but without the warrior's grace the others possessed. The Eldar seer

wore a long, flowing robe decorated with strange, alien markings and carried an elaborate staff and rune-etched sword. Several of the sanctioned psykers fainted and others gasped in pain at the powerful psychic presence of the alien witch.

"You are Eldrad Ulthran?" asked Creed, detecting a flutter of annoyance pass through the xeno at his mangling of the name.

"I am indeed. Thank you for agreeing to this parley," said the Eldar, his gothic speech flawless and unaccented.

"Your communiqué spoke of allying your warriors to mine, does that still hold true?"

"It does, though we fight the Despoiler for our own reasons."

"So long as you kill Chaos scum, I don't care about your reasons," stated Creed bluntly.

"Quite so," nodded Eldrad.

"One of the ancient Talismans of Vaul, those structures you know as Blackstone Fortresses, approaches, and without our aid, it will destroy this world."

"I have Admiral Quarren assembling every ship in the fleet to face it."

"They will fail," said Eldrad. "You do not understand the full power of the Talisman. It will consume this world in fire and only we possess the means to stop it."

"But you need our help to do it," sneered Jarran Kell.

"Just as you need ours to live through the next day," pointed out Eldrad.

"I don't think we have much choice," said Creed, extending his hand to the Eldar.

Eldrad looked warily at Creed's proffered hand and shook it distastefully.

"No," he agreed. "None of us has a choice any more."

VI

Admiral Quarren clasped his hands behind his back, resisting the urge to pace the length of his command bridge. It would not do to communicate any lack of faith in this course of action to his bridge staff, despite his grim reservations about allying with xeno creatures of such notorious pedigree. But the Lord Castellan's orders were specific; the Eldar were to be counted as allies until hostilities were over. After that, well, time would tell how the two forces would react to one another once the common foe was defeated. The surveyor panels displayed the

approaching Chaos fleet and the massive form of the corrupted Blackstone Fortress. The four Eldar capital ships sailed alongside his battle line and he offered a prayer to the Emperor that Creed knew what he was doing.

VII

Eldrad watched the ghostly dance of colour and form across the wraithbone viewing bay of the Isha'ra, seeing the crude Mon-Keigh vessels lumber into position alongside his own craft in preparation for the coming battle. He noted their captains kept their distance from his own ships and allowed himself a tight smile. Trust, it seemed, was anathema to these primitive beings, even in the face of so monstrous a foe.

"Craftmaster Kaelisar, do you detect any signs of Necrontyr vessels?"

"No, Lord Ulthran, I do not."

Eldrad did not reply, wondering if the Jackal God had managed to outwit him.

For the first time in his long life, Eldrad Ulthran knew doubt.

VIII

On the bridge of the Harbinger of Doom, the Despoiler watched the enemy ships move into position before his own vessels. He knew that even without the might of the ancient starfort, his ships could easily best the fleet arrayed before Cadia, and felt a surge of triumph. A misshapen creature, mostly hidden within the folds of a long black robe slithered across the bridge, genuflecting as it went, to stand behind its armoured lord.

"Massster..." it said, its voice a tortured gurgle.

The Despoiler raised the Talon of Horus and the creature whimpered in fear.

"Speak," commanded Abaddon.

"Massster, the sorcerers say there are Eldar shipssss ahead of us..."

"Eldar..." whispered the Despoiler, experiencing a moment's déjà vu as he remembered the long war that had raged in the Gothic sector. He pushed such doubts aside and pointed at the enemy fleet on the viewing domes.

"Issue the order to attack. All ships."

Abaddon the Despoiler smiled to himself, a lipless shark's smile.

His fleet would triumph and Cadia would burn.

TO BE CONCLUDED...

The Eldar are a race that much of the galaxy fails to understand, and not least for their ability to react to events that are yet to pass. Farseers, as they are known to the Eldar, are responsible for making the choices which decide the fate of the race as a whole.

Phil Kelly reveals the greatest of them all, Eldrad Ulthran.

Eldrad Ulthran is one of the oldest living Eldar in the galaxy. The chief Farseer of the Ulthwé craftworld, Eldrad is an incredibly gifted psyker, able to see far into the future and guide his people through the twisting strands of fate. His powers of divination have averted catastrophe time and time again and, without Eldrad's guidance, his race would have plunged further towards extinction long ago.

The Farseers of the Eldar craftworlds are the most powerful mystics in the galaxy. Their minds move upon the silent threads of destiny which form all possible futures. Events of the least significance change and rearrange the infinite possibilities that lie ahead. It is the Farseers that guide the Eldar craftworlds through a mire of potential extinction. This is a path that must be walked with care, for one wrong step could easily lead to the destruction of the Eldar race.

Whenever cataclysm has threatened the Eldar, it has always been foreseen and

HEROES & VILLAINS OF THE 41ST MILLENNIUM

ELDRAD ULTHRAN, FARSEER OF ULTHWÉ

vanquished, redirected, or ameliorated. The Farseers guide the armies and fleets of the Eldar against the nascent peril, and often end a threat even before it has begun. A pre-emptive strike against a minor Ork warlord may prevent him growing in power and thereby stop the full force of a Waaagh! An unexpected attack on a Human outpost could slay a Chaos brood even before its masters have struck their unholy allegiance. To outsiders, these attacks are random acts of aggression, but in reality they are all part of a careful strategy of manipulation.

Chief amongst the Farseers of the infamous Craftworld Ulthwé is Eldrad Ulthran, whose name means Eldrad the foremost of Ulthwé. Eldrad has lived for more than ten millenia, and has successfully guided his people through the twisting paths of fate during that time. It was his prognostications which resulted in the armies of Ulthwé moving suddenly and unexpectedly against

the Orks. As a result of Eldar raids, the balance of power amongst rival factions was changed to favour one powerful Ork Warlord rather than another whose ambitions were more directly perilous to the Eldar. As a consequence it was the Human world of Armageddon that felt the full wrath of the Warlord Ghazghkull Thraka. Neither Orks nor Humans ever suspected that this was the fulfilment of a deliberate Eldar policy to direct Orkish aggression away from the craftworlds. Such is the way that the Farseers manipulate the time-stream, with great skill and subtlety, without ever raising the suspicion of other races.

THE WAR FOR HARAN

Although ancient in years, Eldrad Ulthran is immensely resilient and very powerful. One of the most important predictions of Eldrad Ulthran was the sudden opening of the massive warp-space rift which precluded the many battles on the Exodite world of Haran. Ulthran foretold how the Chaos gods would force a great rupture in space,





Eldrad leads an Ultrawé surprise attack against the Necrons.

creating a hole through which the forces of Chaos could pour into the universe. The place where they would attempt this was Haran. Why this place rather than any other was difficult to guess, but it may be that the Chaos gods planned to infiltrate the webway from Haran, using the warp-tunnels to reach other planets and craftworlds.

When the rift opened, the Eldar were prepared. Chaos Space Marines joined the daemons that poured through the rift and battles raged across the planet. The Eldar forces were mustered in strength, but could barely contain the forces of Chaos. Eldrad himself led the warriors of Ultrawé. From all over the galaxy came Phoenix Lords and Outcasts to fight the

Eldar cause. The rift grew bigger as more Daemons infiltrated the world, but as the Eldar destroyed them the rift closed up again. The war for Haran went on for many long months. Sometimes Chaos won the upper hand and the rift

threatened to engulf the entire planet and become a permanent warp/real space overlap. At other times the Eldar pushed back the forces of Chaos and the rift almost closed, banishing the Daemons forever. Eventually, the Eldar triumphed,

THE STAFF OF ULTHAMAR

The baroque and priceless force staff carried by Eldrad Ulthran is far more than just a symbol of his office, and is even more ancient than the venerable Ulthran himself. Made from purest wraithbone, it bears the spirit stones of the first Seer Council of Ultrawé.

Each craftworld has an infinity circuit: a complex wraithbone endoskeleton

that runs throughout the craftworld and houses the spirits of dead Eldar. The Staff of Ultramar forms a hyperspatial link to the infinity circuit of Craftworld Ultrawé. To the weak, the babble of thousands of ghost-voices channelled by the staff would quickly erode all sanity. To one as strong as Eldrad, the staff can act as a conduit, directing a reservoir of psychic power to aid his fellows or destroy his enemies.

"Eldrad is the greatest among us. He is the sun which eclipses the light of our stars. He is Ultrawé and the fate of our kind rests in his hands. His eyes are the keenest, no detail goes unnoticed. Four thousand runes can he cast, guiding our path through torment and war, death and salvation. He is the pathfinder, the seeker, the true guide. Even your race has trembled before his might, though you may not have known it. It was he who guided us to the Ork known as Ghazghkull, and commanded us to steer his path to your world of Armageddon. Ten thousand Eldar lives would have been lost if he had not done so. What sacrifice is a million humans for such a cause?

He knows your affairs better than you do yourself. He warned that weakling seer you call Emperor of the treachery of

Horus and the strife which would engulf us, just as it engulfed the rest of the galaxy, but your arrogance deafened you to his words. Your stupidity almost destroyed the galaxy, yet you never knew how close the forces of light were to our ultimate defeat. He saw the Great Devourer and warned our kin on Iyanden, even before they had neared our galaxy.

To him all futures are laid out, just as your crude implements of torture are laid out on the cold metal of that shelf. You say we are random and capricious, we say you are vulgar and idiotic. Some of you call us your enemies. All races are our enemy in time. Some of you call us your allies. You are not allies, any more than a butcher's knife is his ally. You are tools, nothing more, to be used and expended to protect our race. That is your fate.

Your kind think you are so magnificent, yet even now, at the nadir of our power, we can manipulate you, turn you to our ends, as easily as you might pull a trigger and fire a gun.

Our time will come again, Eldrad has promised us. Once more you upstart mon-keigh [subject spits] shall kneel before our power! This time we will not be so lenient! We will exterminate you, every world, every vessel, every one of you! Eldrad has seen the stars stained red with your blood, and it pleases him!

You think us weak, but we will be your doom, children of Earth."

Interrogation of captured
Eldar Ranger Prisoner no. 28264
Status: prisoner terminated

The legendary Farseer leads an attack on the Chaos minions of Nurgle.



though at a terrible cost, and Haran was denied to Chaos. The planet was known thereafter as Haranshemash, the world of blood and tears.

THE FARSEER AND THE DESPOILER

The craftworld of Ulthwé has long stood guard against Chaos incursions from the Eye of Terror and, as a result, in recent years Eldrad has personally clashed with Abaddon the Despoiler himself. On the verdant world of Andante IV, Eldrad led an expedition to counter what seemed to be an attack on an unused warp gate which, if captured, could allow Abaddon egress to Ulthwé itself. It transpired that Abaddon's real purpose was to force a confrontation and slaughter the Seer Council.

The battle raged between the small Ulthwé force and Abaddon's chosen, with reinforcements piling in from both sides until Eldrad finally led the charge against

the Despoiler himself. It is an indication of how desperate Eldrad was to halt the Despoiler's reign of terror that he willingly engaged in close combat with one of the most deadly warriors in the galaxy.

Eldrad managed to avoid the sweeping blows of Abaddon's howling daemonsword, even as one of his fellow Farseers was scissored apart by the Talon of Horus. Even as he fought, his consciousness fractured and split, seeking the one true path that would spare both Ulthwé and himself. Distracted for a second, Eldrad was smashed to the floor by the Talon of Horus, and Abaddon closed in for the kill. But Eldrad had found the way, and raised the Staff of Ulthamar so that its haft was braced against the solid rock, and the point against Abaddon's throat. In turn, the daemonsword hissed a hand's breadth from the ancient psyker's face. The daemonsword

pulled and tugged, desperately trying to pierce the psyker's ghosthelm, and inexorably drew its wielder further onto the Staff of Ulthamar.

As the point of the ancient weapon pierced Abaddon's armour and entered the rotten flesh beneath, Eldrad met the Despoiler's gaze. In that split second, he saw the last of all possible futures spread out before him, and knew that ultimately he had failed. Abaddon could not be disposed of so easily, could not be prevented from leading his Thirteenth Crusade. Worse still was the sickening certainty that, although he would fight for the salvation of his Craftworld until the end, in the darkness to come, he would not live to see the light. As this realisation sunk in, Abaddon was plucked from the battlefield by his patron gods, his glowering stare indelibly etched on Eldrad's psyche.

THE FINAL DAYS

Like many of the most ancient Farseers, Eldrad is growing apart from the world of flesh and blood, and even in these dark times he spends long days in the Dome of Crystal Seers. His movements are slow compared to the natural speed of the Eldar and, as with all Farseers, his body will eventually turn to transparent crystal. Even if he somehow halts the incursion of Chaos that he has foreseen spilling from the Eye of Terror, Eldrad will retire from the flesh and his soul will mingle with the souls of his ancestors. If his final battles prove to be in vain, Eldrad has foreseen a far bloodier end at the talons of his nemesis, Abaddon. Whatever his eventual fate, the name Eldrad Ulthran will always be synonymous with indomitable will and near-limitless wisdom, and his loss mourned by the entire Eldar race.

The chamber was as silent as the grave, which Eldrad Ulthran thought very appropriate. Eldrad was dressed in a plain white robe, totally unadorned. He was glad to be free of the weight of his many runes, happy to breathe the sweet air without his ornate Ghosthelm. Here, in the Hidden Chamber, there was no need for such protection. Here he was totally safe from the attentions of the Great Enemy, if ever such a place existed – the psychic shielding at the heart of the Infinity Circuit was so strong that not even the strongest thoughts or

presence could invade. The ancient Farseer allowed himself a brief smile, enjoying the solitude, both physical and mental.

Such moments of peace were few and were becoming ever rarer. The memories of wars and bloodshed seemed a million light years away when surrounded by the tranquillity of this haven. Even outside the Hidden Chamber he had found himself becoming more and more divorced from reality, his mind straying ever further along the skein of probability that mapped out the possible futures of his race. Even as his body was slowly crystallising, his mind was becoming something more than flesh could hold.

It was tempting to let the last vestiges of physical life slip, to simply leave his mortal carcass and allow his spirit to flow within the Infinity Circuit. But the time was not yet, he warned himself. He had to choose a successor and still had many duties left to the living, no matter how far he was becoming removed from them.

He opened his mind to the spirits flowing through the Infinity Circuit around him, sensing their thoughts. With practised ease, he blanked out the individual flickers of sentience and listened with his mind's ear to the background music of the Eldar essence. His mind passed out further along the strands of the Infinity Circuit, passing across the barriers between the stars to hear the thoughts of other Infinity Circuits on

distant craftworlds, linked by the immense Eternal Matrix.

He pulled away even further to listen to the whole of the Eldar race from afar. It was faint but Eldrad fancied that he could make out a rhythm within the seemingly anarchic cacophony of a billion dead spirits; a dim pulsing, like a distant and terribly slow heartbeat.

Without the babble of each and every spirit interfering, Eldrad could feel the greater unconsciousness that lay behind, like the mind of some vast entity that was still very much dormant. For countless generations that pulse had grown stronger and for untold generations to come it would continue to quicken and grow.

Eldrad knew he would not be truly alive when that time came, nor would his successors for a hundred lifetimes. In a moment of doubt, he wondered if it would ever come or whether they were all fools to believe there could be any escape from She Who Thirsts. Perhaps they would all die first, their distant dream unfulfilled. Perhaps he would not be strong enough. Thrusting aside these negative thoughts, Eldrad forced himself to believe that the ancient prophecies would come true. Once more he listened to that ponderous pulsing and he smiled again.

This was Ynnead, god of the dead. Ynnead, the last hope of the Eldar.

ELDRAD ULTHRAN, FARSEER OF ULTHWÉ

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Eldrad	246	5	5	4	4	3	5	1	10	3+

An Ulthwé Eldar army of 2,000 points or more may include Eldrad Ulthran. If you decide to take him he counts as one of the HQ choices for the army. Eldrad must be used exactly as described below, and may not be given extra equipment. In addition, he may only be used in a battle where both players have agreed to the use of special characters.

Wargear: Shuriken pistol, Staff of Ulthamar, Runes of Warding (force opposing psyker to take psychic tests on 3D6 and discard the lowest dice), Runes of Witnessing (roll 3D6 for Eldrad's own Psychic tests and discard the highest dice), Ghosthelm (ignore perils of the warp on a 4+), Spirit Stones (use an extra psychic power per turn), Rune Armour (3+ invulnerable save).

Psychic Powers: Eldritch Storm (place Ordnance Blast marker within 18"; anything underneath takes a Strength 3 hit), Fortune (chosen unit re-rolls failed armour and cover saves), Guide (chosen unit re-rolls failed rolls to hit) and Mind War (both Eldrad and chosen enemy model must add D6 to Leadership, if Eldrad scores greater the enemy takes the difference in numbers as wounds that disallow Armour saves).

SPECIAL RULES

Staff of Ulthamar: The Staff of Ulthamar is a potent artefact made from the purest wraithbone. Eldrad can channel his

immense psychic powers through the staff, increasing his abilities or using it as a powerful weapon. The staff can be used in two ways, but it may only be used in one way in any single turn. Firstly, it can be used to allow Eldrad to use another psychic power. This can be a psychic power he has already used that turn. Secondly, it can be used in an assault, in which case it always wounds on a roll of 2+ and ignores Armour saves.

Divination: Eldrad Ulthran is possibly the most accurate and powerful Farseer of the Eldar, and his powers of precognition and prophecy are legendary. After both sides have deployed at the start of a game, the Eldar player may reposition D3 units in his army. No unit can be repositioned outside its normal deployment zone, and may only be moved up to 6" from its original position. In addition, when using Reserves you may add +1 to a single Reserves roll each turn (declare before rolling the dice).

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

Bodyguard: Eldrad Ulthran may be accompanied by a bodyguard of Warlocks. See the separate entry in Codex: Eldar.

Campaigns are a great way to develop a grander scale to your battles. Dylan Owen has reprised his role as Studio campaign coordinator for one such conflict, and here he reveals some of his secrets.

Dylan: The Bloodlands campaign is well underway and although it is too early to make out a clear winner so far, several players have already begun to forge themselves fledgling mighty empires. The Dwarfs have helped themselves to Greenskin lands to the west, making for the ore-rich mountains bordering their Chaotic rivals. The Wood Elves, despite an initial setback against the Undead kingdom of Mahmut the Prodigious, have succeeded in spreading the Great Forest eastwards. However, the most successful realm at this stage is the Kingdom of Phat the Indefatigable, and we shall take a look at how this ferocious Tomb King, played by the indomitable Phil Kelly, is faring later in this article.

Meanwhile, here are the rules I used to represent the movement of troops across the map, dealing with the adversities a general must consider when faced with having to march his army through a wall of seemingly impenetrable mountains or the dense thickets of a wild forest...

TERRAIN

Rather than playing on a featureless plain, I decided that the lie of the land should affect the movement of armies and the tactics which players employed to increase their territories. I also wanted each race to enjoy a particular advantage over others in some types of

THE BLOODLANDS CAMPAIGN

The Studio Warhammer campaign part 3

terrain and to possess special abilities which would make them a unique force on the campaign map.

The different types of terrain found in the Bloodlands are listed below together with the way in which they affect the campaign.

Plains and hills

These types of territory are the most common terrain over which battles are fought. Armies suffer no penalties invading such terrain and battles are fought normally. If a battle is fought on a coastal plain, one short edge of the battlefield should consist of sea (impassible terrain), and units cannot rout towards or move on from, that edge of the table.

Rivers

Invading River Territories: If an army wants to invade an enemy territory containing a river, play a Capture scenario (Warhammer rulebook p. 207) with a river bisecting the table lengthways. A bridge in the centre of the table crosses the river and this counts as the objective. Unlike the normal victory conditions given in the Capture scenario, also work out Victory Points as for a Pitched Battle to determine the scale of victory so you can work out whether you can pillage enemy territories as a result of your conquest. However, if you fail to capture the

bridge, you count as losing the battle even if you score more Victory Points.

Pillaging River Territories: If you want to pillage an enemy territory containing a river, you must roll a D6. On a 1-3 you waste the pillage attempt as the enemy flee across the river, burning the bridges behind them. You can only attempt to pillage a territory once each season.

Lakes/Sea

No army can cross a lake or sea unless it is being transported by a fleet. The rules for fleets are given later in this article.

Mountains

Highland areas can prove a serious obstacle to armies on the move, with forces delayed as baggage trains slip to oblivion down precipices, or narrow paths become blocked by rockfalls.

Invading Mountainous Territories: Armies ordered to move into mountainous terrain can only do so safely on the D6 roll of 4+.

On a 1, some of the force is lost. Assign at least 500 points of your army (in points) to be the lost force. This must comprise of whole units (you cannot split units) so you may end up losing more than 500 points. The lost force does NOT take part in the battle.

On a 2-3, a suitable pass is found, but half the force is delayed. Instead of playing a normal Pitched Battle, a Flank Attack scenario is played instead. However, unlike the normal rules for the scenario, at least half the force (in points) must be assigned as the flanking force instead of only a third.

If two armies are ordered to invade a city in highland terrain then roll a D6. On a 1-3, 500 points are lost from the force. Entire units must be lost and can be taken from either besieging force. On a 4+, both armies can lay siege to the city intact.

Pillaging Mountainous Territories: Victorious armies cannot pillage enemy territories in mountains as the inhabitants can flee into caves and other hidden places, evading destruction and emerging to regain control in the winter.

Also, an army that has conquered a mountainous territory cannot pillage out of the highlands as they impede the army's movement too much.



The forces of Phat the Indefatigable battle the Skaven for control of the stone circle.

THE KINGDOM OF TOMB KING PHAT THE INDEFATIGABLE

"So it is said of King Phat's realm: the vengeful god Seth looked down upon King Phat and his armies, and the unholy works that he had created. They were displeased.

So it is said of King Phat's armies: they worshipped the graven statues their King had ordered constructed, for the statues were made from purest gold.

So it is said of King Phat's god: the mighty Seth delivered upon the King's armies seven great plagues – the last and greatest of these was the curse of undeath."

A transcription of the hieroglyphic script on the lintels of the grand arch of the great golden necropolis in Auropolis

Phil: Long before this campaign started I decided on a core of golden constructs for my Tomb King's army. Soon I struck on an idea: maybe the people that created these great golden idols of their gods actually worshipped them, rather than the gods themselves. It was with this blasphemous behaviour that I could explain the curse of undeath on my armies; after all, Khemri as we know it does not exist in the Bloodlands.

With this in mind I needed a truly megalomaniacal king, someone who has the hubris to displease his god and continue his warmongering ways, even in undeath. Settra was a great template, and King Phat has many of the same qualities: arrogance, bloodlust, careful diet and a distinctly unhealthy penchant for crushing the weak.

As for Phat and his armies, so far it's been a good old-fashioned pogrom of bloodbaths and punishing subjugation, perfect for the lunch hour or a quick spot of slaughter after work.

The Year of the Long Knives

Campaign Season: Given that Tomb King Khesmet III's minor realm was practically on my doorstep, a red rag to a bull for a despot like King Phat, I invaded the nearby stone circle of Rungol's Smithy. The opposition was duly crushed under the wheels of King Phat's chariot. I took the chance to pillage a territory to the south-east, which I named Khesmet's Folly in honour of my ancient rival.

Daunted by the display of force, the Lotus Eaters barbarian tribe to the north offered its allegiance – a successful Subjugation roll as a result of the massacre (see next month's article for how to subjugate minor realms).

Winter Season: I spent the meagre gold I earned in the Revenue phase on upgrading Khesmet's Folly into a town, investigating the ruins of Magdinus (don't ask – my

investigating Tomb Prince's first act was to be beheaded by a Wight Lord) and sending a scout south to check out the lay of the land for the Order Armies phase.

The Year of the Serpent

Campaign Season: Well, I still wasn't done with Khesmet III, and fully intended to put the last nail in his sarcophagus this phase. On the battlefield the old rivals duelled, with King Phat smashing Khesmet into the sand with his great weapon. However the rival King's last act was to strike Phat a blow that would have killed any mortal creature. Phat now sports a massive sword wound in his chest (he died after the duel due to combat resolution, and at the end of the battle rolled 'Deep Wound' as his injury). Nevertheless, I was able to score a massacre, and as I was unable to pillage any of the nearby territories I subjugated the Dark Young tribe of Beastmen to the north.

In the South, the Lotus Eaters tribe invaded a Lizardmen tribe on King Phat's behalf, scoring a solid victory.

Campaign Season: This season I upgraded the two territories captured by my Lotus Eaters allies, Slaughtersand and the Citadel of Dust. Not only that, but King Phat gained the Leadership skill 'Determined' (the special rules we used to represent

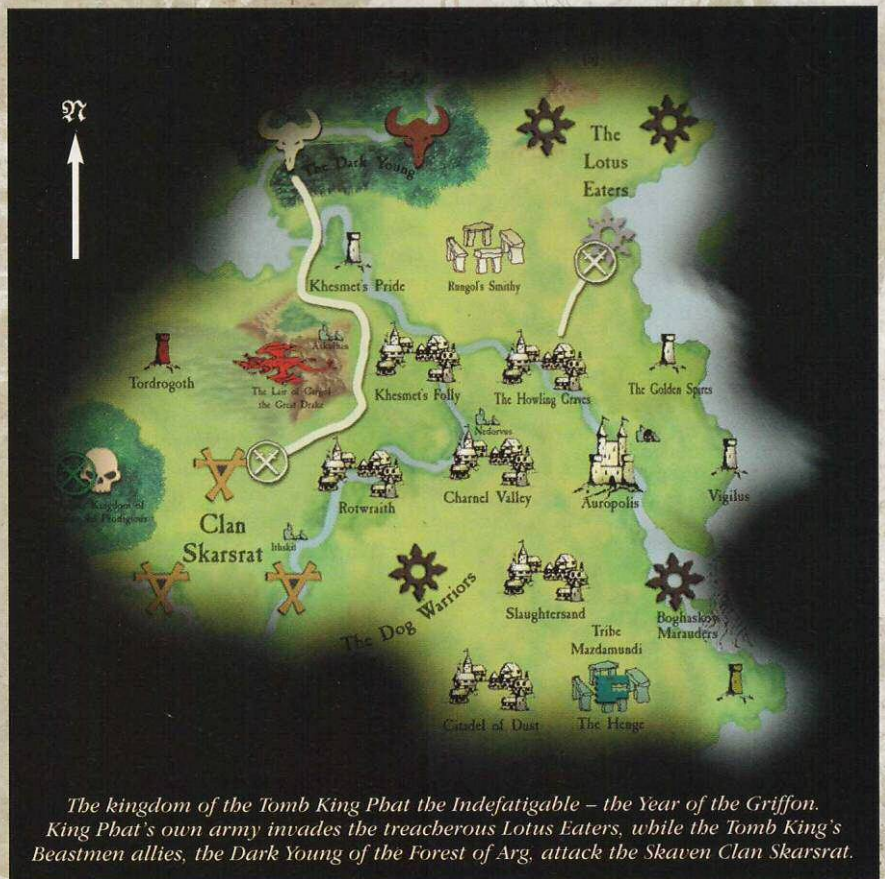
army generals improving with experience will be dealt with in a future article). I was feeling pretty pleased with myself until I found out that the random event the GM had rolled was 'Treachery'...

The Year of the Griffon

Campaign Season: Gah! The Lotus Eaters had turned traitor, demanding more tribute or else they would defect to the Dwarf realms to the north. King Phat's priestly diplomats immediately acquiesced, inviting a group of Lotus Eater emissaries for a grand feast in honour of their new alliance as equals. Plied with potent honey liquor and intoxicating tobaccos, the decadent Lotus Eaters were more than ready to dine well. But the food was not sound. Unfortunately, the first course proved to be infested with dormant Khepri beetle larvae. The larvae hatched quickly inside the warm stomachs of the emissaries, devouring them from the inside out. King Phat's hollow laugh still echoed amongst the pyramids as he led his chariots to war on the Lotus Eaters' settlements to the north.

Meanwhile, I had despatched my Beastmen allies to eliminate the threat of the Skaven clan on my western borders.

Watch this space...





Races with an affinity for Mountains: Skaven, Dwarfs, Chaos Dwarfs, Orcs & Goblins, Beastmen and Wood Elves all ignore the above rules for mountainous terrain, as they have an intimate knowledge of the tunnels under the mountains or the safe, hidden paths that lead through the peaks.

Mountainous terrain on the tabletop: Battles fought in mountains should be played on a table with many hills, crags and chasms to represent the difficulty of fighting a battle in such hostile terrain.

Building on Mountainous terrain: During the Construction phase of the Winter season, no race, except Skaven, Dwarfs, Chaos Dwarfs and Orcs & Goblins, can build a town or city in a mountainous territory – it's too barren to support a large population.

Swamp

Swampland is a fetid wasteland of evil smelling, sucking marshes.

Invading Swampland Territories: Armies ordered to move into swampland can only do so safely on the D6 roll of 5+.

On a 1-2, some of the force is lost, following the same rules given above for rolling a 1 when crossing mountains.

On a 3-4, a safe path is found, but half the force is delayed as baggage sinks or troops have to skirt around deadly marshes. Instead of playing a normal Pitched Battle, a Flank Attack scenario is played instead, following the same rules given above for rolling a 2-3 when crossing mountains.

Pillaging Swampland Territories: No armies can pillage into swampland, nor can armies pillage if they capture a swampland territory.

Races with an affinity for Swampland: Skaven can ignore these rules for moving in swampland – they are at home in such a stinking environment.

Swampland terrain on the tabletop: Battles fought in a swamp should be played on a table cluttered with fens and marshes. Perhaps you could come up with rules for troops moving through marshes being sucked down to their doom if they are unlucky.

Building on Swampland terrain: During the Construction phase of the Winter season, no race can build a town or city in a swampland territory for the obvious reason that the swampland is utterly unsuitable for building on.

Forest

Few races dare enter the dark, twisted forests of the Bloodlands, where the very trees seem malevolent to intruders.

Invading Forest Territories: Armies ordered to move into forests can only do so safely on the D6 roll of 5+.

On the score of a 3-4, half the force is delayed, separated from the main army in the tangled half-light of the forest. Instead of playing a normal Pitched Battle, a Flank Attack scenario is played instead, following the rules given above for rolling 2-3 when crossing mountains.

On the score of a 1-2, the defenders may opt to ambush the invading force, taking advantage of the thick cover. Instead of playing a normal Pitched Battle, the defender may choose to play an Ambush scenario (Warhammer rulebook p. 209) instead. The defending force becomes the attackers in the scenario. The points which the ambushers have is determined by the type of settlement in the forest; if the forest is settled by a garrison or

minor empire, the ambushers have 1,500 points. If the forest is settled by a Wood Elf or Beastmen town, then the ambushers have 2,000 points, giving them a distinct advantage!

If two armies are ordered to invade a city in forest terrain then roll a D6. On a 1-3, 500 points is delayed or lost from the force. Entire units must be lost and can be taken from either besieging force. On a 4 or more, both armies can lay siege to the city intact.

Pillaging Forest Territories: If you want to pillage an enemy territory containing a forest, you must roll a D6. On a 1-3 you waste the pillage attempt as the enemy scatter and hide in the dense woods. You can only attempt to pillage a territory once per Campaign season.

Races with an affinity for Forests: Beastmen and Wood Elves ignore the above rules for moving in mountainous terrain, as their natural homes lie deep in the dark woods.

Also, Wood Elves have a special ability: whenever they capture a territory that does not contain forest, swampland or highland, they immediately use their powers of regrowth to regenerate the land; a forest grows in the territory spreading swiftly and covering the land with green. The newly captured territory is marked as forested on the map.

Special mention must be made concerning a Wood Elf player's ability to place an extra wood anywhere within his half of the battlefield: in the Bloodlands campaign, to counter the benefit of being able to grow forest on captured territories, I restricted the use of this ability to when Wood Elves were fighting in forests. When invading out of their homeland into the open, I ruled that Wood Elves would be unable to use this ability.

Forest terrain on the tabletop: A battle fought in forest should be represented by covering the tabletop with woods in at least every quarter of the table, plus scrubland and plenty of hedges or bushes to slow the invaders down.

Building on Forest terrain: Except for Wood Elves and Beastmen, a race which wants to upgrade a garrison in forest territory must first cut down the forest. The forest is destroyed and removed from the map. This is free and part of the process of building a new town. You can only deforest one forest territory you control each Construction phase, so in effect you can only build one town in forested territory each Winter season.

The surplus timber available means that a town built in an area that has been deforested in the same Construction phase can be built for 3 Revenue instead of 4. Also, another fleet can be built during the same Construction phase as deforestation takes place, as described

later, so long as you have enough cities and docks to maintain the extra fleet.

You can deforest a territory which you control during this phase even if you do not want to build a town there, in which case you do not get the bonus Revenue if you build a town on the same territory in a later Winter season.

FLEETS

Realms with settlements on the coast can have access to fleets. At the start of the campaign, any realm with a coastal settlement also starts with a fleet. A realm can have no more than one fleet per city it controls, unless it begins the campaign with all its settlements on coastal territories, in which case it counts as a naval power – a player controlling a naval power can give one of his towns an improvement called docks for free, and also controls an extra fleet. An empire can maintain as many fleets as it has docks or cities. If a town containing docks is reduced to a garrison or built up into a city it retains its docks. If it is captured by an enemy, the docks are destroyed with the rest of the settlement and are lost.

Construction phase

Spend 3 Revenue to build a fleet.

Spend 3 Revenue to build a dock in any of your towns that does not have one.

Only one fleet can be built each Construction phase, plus an extra one for each territory deforested last Campaign season (see the previous section on Forests).

Remember you can only maintain as many fleets as you have cities and docks.

A new fleet is placed in any of your coastal settlements which does not already have a fleet in anchor.

Order Armies phase

During this phase, each player with a fleet can order it to patrol, to transport an invading army, or to engage a rival fleet in naval combat. Before giving orders, each player in order (see below) deploys each of his fleets in a coastal settlement belonging to their realm or an allied minor realm. No sea area can contain more than one fleet.

Order of fleet movement

Each fleet order is declared by players in order of fleet size. The player with the most fleets declares his orders first, followed by the player with the next highest number of fleets and so on. In the case of two or more players having the same number of fleets, decide by a random method the order in which these players declare their fleet orders.

Use icons on the map to represent where a fleet is patrolling or moving to this phase.

Patrolling

All players first declare which of their fleets are patrolling – this is done in the order described above. If a fleet is ordered to patrol, its controller must declare the area he wants it to protect. This can be either a territory under his control or belonging to one of his allies. The fleet remains in the territory for the rest of the Campaign season, and has a patrol zone covering the area it is in and all adjacent coastal areas (see the map below for details). A fleet cannot have a patrol zone in any ocean area (areas containing only sea) as such areas are too vast for a fleet to properly patrol.

A sea area can only be patrolled by one friendly fleet at a time, so if two friendly fleets share a patrol zone, declare which one is patrolling that area. No sea area can contain more than a single fleet.

Players then declare (in order) whether their patrolling fleets are engaging enemy patrolling fleets in their patrol zones. As soon as a naval engagement is declared, determine the outcome before the next order is given.

Attacking Enemy Fleets

Next, players declare in order which of their fleets are engaging enemy fleets in naval combat. Fleets can target any enemy fleets in a sea area they can move to. If an attacking fleet's path takes it through a rival patrolling fleet, then that patrolling fleet can declare that it is intercepting the attacking fleet, and the attacking fleet must end its movement in the sea area it was intercepted in. A naval combat must be resolved before the next order is given.

Transporting Armies

Finally, players declare in order where they want to transport their armies to, using any remaining fleets. A single fleet can carry one invading army. If the transporting fleet passes through a rival fleet's patrol zone, the patrolling fleet can intercept it and engage it in combat.

The transporting fleet must stop in the territory it was intercepted in.

You cannot deploy more than one fleet in a territory unless the fleets are transporting armies that are initiating a siege against a city. Then you can move two fleets transporting an army each into the coastal area containing the city you want to besiege. You cannot move two fleets like this into a territory that is being patrolled by an enemy fleet.

Naval Engagement

When a fleet engages another in naval combat, both players involved in the combat roll a D6. The winner of the naval combat is the player who scored the highest. In the case of a draw, a patrolling fleet always wins, otherwise the attacking fleet wins.

Multiple engagements

Keep a note of the number of times in one season that a fleet engages in combat. For every naval engagement after the first that a fleet has been involved in that season, it rolls an extra dice and chooses the lowest result. For example, a patrolling fleet has intercepted two previous enemy fleets and now faces a third one. The controller of the fleet must roll 3D6 and must pick the lowest score as his result.

Transporting fleet

To represent the firepower a transported army gives a fleet, the controlling player can add +1 to his D6 result.

Victory at sea

A defeated fleet is sunk and removed from the map. If the fleet was transporting an army, that army is lost at sea and is also removed from the map.

An alternative (and in my opinion far more exciting) way of representing naval combat is, if you can manage to dredge up a copy of this venerable game, play a ship battle using the classic Games Workshop game, *Man O' War!* Being veteran gamers, some of us had access to this and many a swashbuckling adventure on the high seas was had. Alternatively, why not make up your own rules for determining ship combat?



The fleet on the Zephyr coast has been ordered to patrol. It can intercept any enemy fleets entering the territory it is in, plus both adjacent territories (Harngarten and Wallindorf).

The Index Astartes books and the Codex: Chaos Space Marines have launched a host of new Chaos Space Marines ranges onto tabletops, striking fear into their opponents. We asked Shaun Murphy how he painted the Emperor's children Chaos Space Marines.

'EAVY METAL MASTERCLASS

THE EMPEROR'S CHILDREN

Sculpted by Aly Morrison Painted by Shaun Murphy.



ASSEMBLING THE MODELS

The pieces were first clipped from the metal tags and the flash lines were cleaned up with a scalpel. Each model's components were then gathered together, before starting the assembly by gluing the legs to the torsos. The next stage was to glue the arms and shoulder pads onto the model. The final pieces to be glued into position were the heads. The models were given an undercoat of Chaos Black spray and any areas where the spray had failed to catch, were covered with a thinned Chaos Black paint.



PAINTING THE MODEL

A small amount of planning was required to decide which sections of the power armour were to be painted pink and which would be black. The sections that were to be pink were given a second undercoat of Skull White before a basecoat of Tentacle Pink was



applied. The basecoat was then mixed with equal parts of Skull White for the first highlight stage, followed by adding



small amounts of Skull White to the mix for each successive highlight stage. To finish off this final stage, a thin outline of Liche Purple was then



painted onto the areas where the pink armour met with all of the black sections. Areas where the pink had overlapped onto the black were cleaned up with Chaos Black paint and these areas were then highlighted with Codex Grey.



The backpacks, weapons and metal sections were painted with a basecoat of Tin



Bitz and then drybrushed with Boltgun Metal. An equally thinned wash of Black Ink was applied, followed by a final highlight of Mithril Silver.



FINE DETAIL

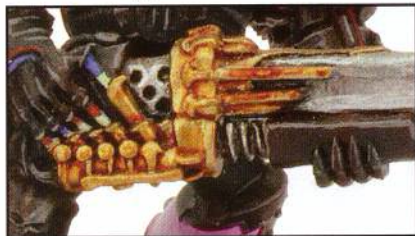
A basecoat of Scorched Brown was applied to the horns and these were then highlighted with Bubonic Brown, followed by a final highlight of Bleached Bone.



The gold sections on the weaponry and armour were painted with a basecoat of Shining Gold. These areas were then given a wash of Chestnut Ink before a final highlight mix of



equal parts Shining Gold and Mithril Silver was applied.



Each of the warrior's helmet tassels were painted with Scaly Green and then given a single highlight with around 25% Skull White mixed into the Scaly Green.

FINISHING TOUCHES.

The Flayed Skin armour pads were painted with a basecoat of Bronzed Flesh. This was then given a wash with Flesh Wash before a highlight stage of Bronzed Flesh was applied. The next highlight stage was made with a



mix of equal parts Bronzed Flesh and Bleached Bone, before applying the final highlight stage of Bleached Bone.



A variety of colours were used to paint all of the connections on the weaponry. The red tubes were painted with a basecoat of Red Gore, followed by a single highlight stage of Blood Red. The blue tubes were painted with a basecoat of Regal Blue and an Ultramarines Blue highlight. Some of the adjacent sections were painted with Skull White and a wash was made by thinning down Skull White and adding around 25% of Sunburst Yellow. This was applied over the sections.



The skin on the exposed heads was painted with a basecoat mix of equal parts Codex Grey and Dwarf Flesh. This was then highlighted by adding small amounts of Elf Flesh to the mix for each successive highlight stage.

BASING

Watered-down PVA glue was spread evenly over the model's base before being sprinkled with sand. Some stone chips were also glued to the base. The base was drybrushed with Codex Grey then Bleached Bone, though some of the larger stones had Skull White brushed over them. Small areas of Static Grass were glued to the base with PVA glue.



The Emperor's Children take the fight to the Imperial Guard.

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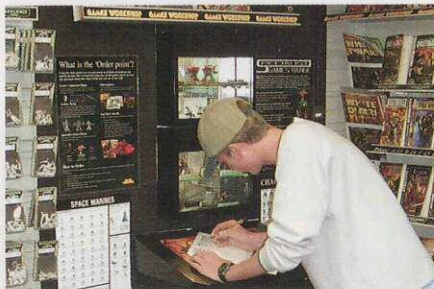
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week and open late for gaming evenings, but please contact your local store for more details. Games Workshop Hobby Centres with a red dot (●) represent those with In-store Clubs.

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CAMOUFLAGE SCHEMES

ESSENTIAL GUIDE



Camouflage can be a vital string to the Imperium's bow.

Camouflage patterns look more complicated than they really are. I always assumed that painting camouflage would take a long time, but, after experimenting, I found that painting camouflage patterns doesn't take any longer than painting a model without it. The following are my top tips to remember when you want paint camouflage on your models.

TIP ONE



The best way to paint camouflage on your Imperial Guardsmen is to keep the pattern simple and avoid going into too much detail. Because you're painting on quite a small area, creating camouflage patterns that are true to life can make your models lose their shape. The trick is to simplify a pattern to its most basic shape. This way you can create a design that is very effective without having to spend too much time painting it.

Left: This example shows that by adding clusters of dots to a flat colour background you can easily create a camouflage scheme that's quick to paint.

The actual patterns on the uniforms should not have to be highlighted individually; it actually makes them look less effective and blurred. If you want to give the surface some depth, the best thing to do is give the background colour one or two layers of highlights and paint the pattern on top of that.

Right: Notice how on this example the pattern is broken up where there are any seams in the cloth. This gives the pattern a very realistic look, which emulates camouflage clothing in existence today. This is a nice touch to add to your model and brings it to life.



TIP TWO

Words by Tammy Haye

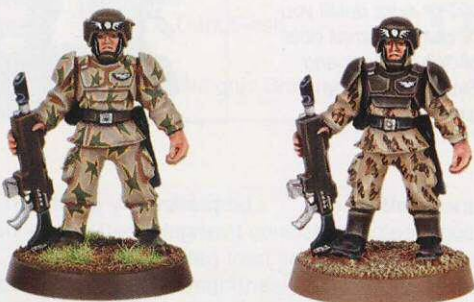
TIP THREE

Although you can paint camouflage over the whole model, combining single colours with camouflage gives your model an interesting edge. This means painting the fatigues in camouflage, and painting the flak armour in a single colour or vice versa. It is a very good way of using camouflage sparingly, but still getting all the benefits from it. Any combination of flat colours and camouflage schemes is worth experimenting with and the possibilities are virtually endless.

Right: By combining single colours with camouflage you can create some very striking colour schemes.



TIP FOUR



When choosing the colours to paint your model, the most important thing is to pick bold, contrasting colours that look good in combination with each other. If you choose colours that are too close together in tone and colour, your camouflage pattern will quickly turn into a blur. Pick one dark colour, one mid-tone colour and one light colour for your camouflage scheme. This way you can make sure that the chosen colours will be visible, even from a distance.

Left: These guardsmen are perfect examples of bold camouflage schemes. The light and dark contrast in the patterns gives them a real edge.

RIGHT AND WRONG



In the example on the left, the individual colours of the camouflage scheme stand out nicely from each other. However, in the model on the right, the colours are too similar to each other and you can hardly make out the pattern at all.



More elaborate camouflage can be used for models like snipers to illustrate their stealthiness. In this example, a very intricate pattern of Rotten Flesh and Camo Green was used over a Chaos Black undercoat.

Note: Some patterns look better in certain environments than others, but what makes your camouflage scheme 'belong' to an environment is the colour choice.

By following some basic rules, you can easily create a camouflage scheme that looks good and is easy to paint. Your local library and the internet are great places to find examples. On the next two pages you can see examples of major battle environments and some guides on how to paint your Guardsmen.

Urban environments are characterised by the large amount of buildings and roads in the

area. Typical examples would be hive or industrial worlds. A mix of different materials like brick, concrete

and steel can be found here. The camouflage should reflect this, like blacks, greys and browns. Angular patterns

work particularly well for this environment, although more traditional patterns like dots and smears look very good.



1 Give the clothing a basecoat of Codex Grey.



2 Layer Fortress Grey over the basecoat, leaving the darker colour in the recesses.



3 Paint the pattern with Shadow Grey. If you finish the pattern on any seams in the cloth, your camouflage will look even more realistic.



4 For extra detail you can add small dots of Chaos Black and Skull White to the camouflage.

COLOUR KEY

-  Fortress Grey
-  Kommando Khaki
-  Codex Grey
-  Chaos Black
-  Shadow Grey

COLOUR SCHEME VARIANTS



In this category you can include any cold or freezing environments. Frozen lakes, mountains

topped with snow and underground caverns with icicles hanging from the roof all fit the bill. Blues,

greys and whites are traditional colours associated with this environment, and look

particularly good with angular patterns, although patterns with blotchy patches also look good.



1 Paint a Fortress Grey basecoat over the fatigues.



2 Layer Skull White over this, only leaving grey in the deepest recesses.








3 Using Shadow Grey, paint small triangles on top of the Skull White.



4 By using small dots of Chaos Black you can break up the pattern even more.

COLOUR KEY

-  Space Wolves Grey
-  Fortress Grey
-  Skull White
-  Ice Blue
-  Codex Grey

COLOUR SCHEME VARIANTS



This environment can range from vast tundras with a lot of undergrowth to massive jungles where

the roof of the forest blocks out any sunlight. Forest camouflage consists mostly of greens and browns,

although natural yellows can also be used. Any pattern can be used, but mottled patterns that emulate the

irregular growth of plants are especially suitable. Leaf patterns are also a valid option for this environment.




1 Paint a basecoat of Catachan Green on the fatigues.



2 Layer a 50/50 mix of Catachan Green and Camo Green over the top of the basecoat.

COLOUR KEY

-  Camo Green
-  Dark Angels Green
-  Catachan Green
-  Dark Flesh
-  Bubonic Brown



3 Blotchy patterns of Dark Flesh were painted onto the fatigues. Make sure that the green doesn't show through the Dark Flesh.



4 You can add pairs of thin lines of bleached Bone to this pattern to make it more intricate.

COLOUR SCHEME VARIANTS

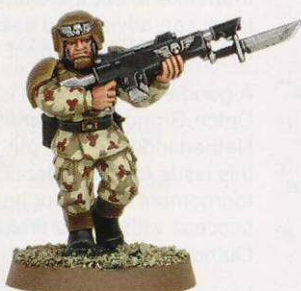


The wasteland environment consists of a lot more than just miles of sand dunes. A

wasteland can encompass any barren ground, including a landscape of rock formations eroded by

the wind to the more traditional desert. In general, any greys, browns and tans can be used,

although yellows fit in quite nicely too. The general rule is to use colours that are slightly muted in tone.



1 Start the camouflage by painting the area with a basecoat of Snakebite Leather.



2 Layer a highlight of Graveyard Earth over the Snakebite Leather.

COLOUR KEY

-  Desert Yellow
-  Bleached Bone
-  Scorched Brown
-  Kommando Khaki
-  Bubonic Brown



3 Paint squiggly blotches of Bleached Bone over the whole of the area.



4 For some extra detail you can try to add some small spots of Dark Flesh.

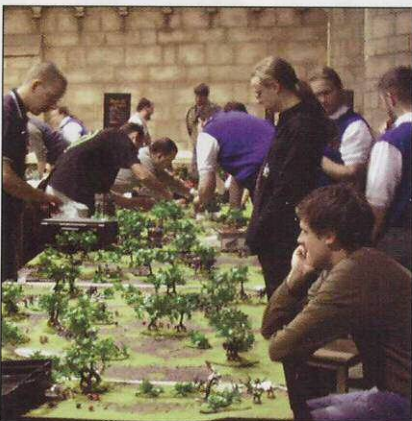
COLOUR SCHEME VARIANTS



The Northern European Outrider Events teams are groups of dedicated and enthusiastic gamers who have proven to be invaluable at all the different events taking place across Northern Europe. We thought it a good idea to introduce them...



Outriders in their familiar blue and white



Outriders playing games in Warhammer World



The Outriders Gathering

OUTRIDERS & EVENTS TEAMS

THE BOYS AND GIRLS IN BLUE – WHAT DO THEY DO?

Outridders are first and foremost hobbyists. The fact that you are now reading White Dwarf suggests that you have a lot in common with them. They are all deeply involved in the Games Workshop hobby and all love painting models, building terrain and, of course, playing games. Outriders have been involved in the hobby for years and the Northern European Outriders combined hold several hundred years of gaming experience between them!

You can meet the Outriders at a wide variety of events across Northern Europe. We currently have Outriders in the following countries: The Netherlands, Denmark, Finland, Norway and Sweden and are always looking to add more to the fold. You could find them doing an intro gaming session or a painting tutorial in your local store, or they could be at huge participation events at conventions and major tournaments.

What all these things have in common, is the Outriders being out there providing you with a fun, entertaining event. The Outriders have a deep knowledge and a great passion for the hobby and we combine that with in-store training to provide hobby stores, retailers and clubs with a great service.

For some, being an Outrider is the first step in a career at Games Workshop. For other people, being an Outrider is about doing the same you would do anyway, talking about and promoting your hobby, and receiving the benefits of being an official Games Workshop Outrider. One of the other perks of being an Outrider is the annual get-together called the Outriders Gathering. Last year all Northern European Outriders were invited to come to Games Workshop's headquarters in Nottingham where they met up, exchanged ideas and experiences and of course played some heavily contested but thoroughly enjoyable games.

Both the Outriders and the Events teams fall under the guidance of the Veteran Outrider Commanders.

At the moment we have three Veteran Outrider Commanders: Martina Jiricka, Gert Hansen and Mattias Holmberg. They respectively deal with The Netherlands, Denmark and Sweden. They train, advise and instruct the main body of our Outriders to make sure everything runs smoothly.

So what is the Outrider Events team about, then? The Events team are really a sub-group of the Outrider corps. These individuals have been given a thorough training in the many aspects of running a tournament. From the bare start of finding a suitable venue, how to find the terrain needed for a tournament and how to set the event up in an enjoyable and efficient way – to actually running the

“Being an Outrider is about doing the same things as you would be doing anyway, talking about and promoting your hobby”

tournament, organising events, or working as umpires. All of these are functions of the Events team.

The Events team will often work as sparring partners for

a store or club that is having a tournament. It may be their first tournament, but the Outrider Events team can advise and assist them as they have tons of tournament experience.

A good example of this is the recent Dutch Grand Tournament in Tilburg, The Netherlands – check out the News pages this issue for more details. This tournament would not have been such a success without the tireless efforts of the Outrider Event teams.

Many of the hobbyists that play in tournaments in Northern Europe have already met these people, as they are commonly working at, and behind, the Fanatic style tournaments that pop up around the region. We strive to keep these people updated on all the new armies coming out, and rules updates – so they can keep running tournaments to the high standard to which we have grown accustomed.

So if you do meet some people in the characteristic blue/white Outrider shirt, do remember the work they put in and give them the pat on the back they deserve.

SWEDEN

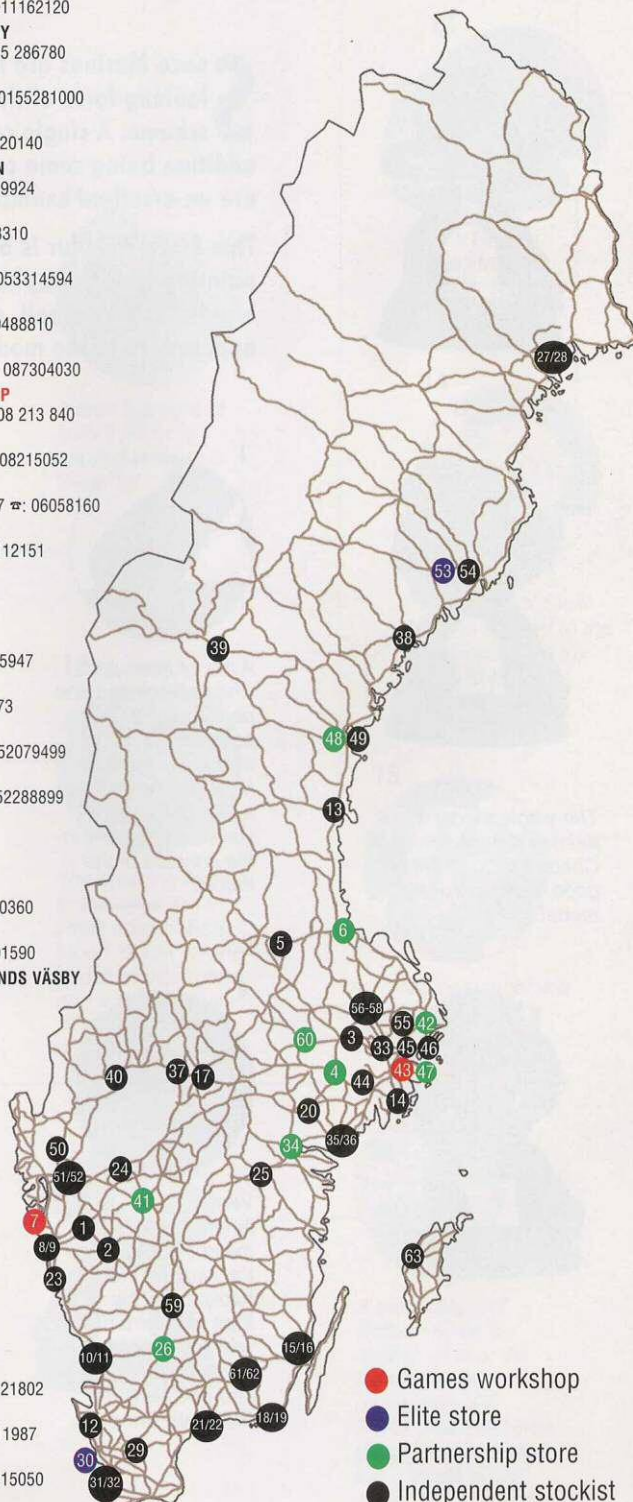


GAMES WORKSHOP

HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop has no less than 63 outlets in Sweden. If you're a hobbyist in this country, why not pay a visit to one of the stores listed here. You will not only find a great range of products and play fantastic games, but also get all the latest releases from the Games Workshop forges. Stores marked in **red** are Games Workshop stores, while stores marked in blue are elite stores who stock the full Games Workshop range and offer hobby events and demonstration games. Stores marked in **green** are partnership stores who stock a wide range of Games Workshop products. A full list of all Games Workshop stockists in Northern Europe is available on our website: www.games-workshop.com/shopping/UK/locator.asp

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Torp Köpcentrum, 451 76 ☎: 052288899
52. Uddevalla, **TRADITION**
Torp Köpcentrum, 451 76 ☎: 052288650
53. Umeå, **FANTASIA**
Storgatan 44, 903 26 ☎: 090770360
54. Umeå, **TRADITION**
Wasagallerian 903 26 ☎: 090701590
55. Upplands Väsby, **LEKIA UPPLANDS VÄSBY**
Dragonvägen 86, 194 00 ☎: 0859030933
56. Uppsala, **HOBBY GAMES**
Skolgatan 7, 750 02 ☎: 018711590
57. Uppsala, **PRISFYNDET**
Kungsgatan 39, 753 21 ☎: 018106607
58. Uppsala, **TRADITION**
Bredgrand 4, 753 24 ☎: 018141315
59. Värnamo, **GAMESMANIA**
Storgatan 34, 331 31 ☎: 037010646
60. Västerås, **ZETTERLUNDS**
Stora Gatans 33, 722 12 ☎: 021104494
61. Växjö, **HELGES HÅLA**
Klostergatan 4, 352 30 ☎: 047021802
62. Växjö, **PARTAJ**
Bäckgatan 17, 351 03 ☎: 470711987
63. Visby, **LEKSTUGAN**
Hästgatan 18, 621 56 ☎: 0498215050



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With the release of *Painting Citadel Miniatures*, we decided to take a glimpse on what this new book offers. From beginner to veteran painter, this book offers something for everyone. Here, we take a look at how Jason Foley painted his Black Templars.

PAINING SPACE MARINES

A quick and easy way to paint an army in no time!



Space Marines are the icons of the 41st millennium. You can paint a great looking force of these armoured warriors based on the simplest colour scheme. A single colour can be the basis for an entire force, with the only addition being some carefully applied fine details. The Black Templars Chapter are an excellent example of this style.

This Black Templar is by Space Marine enthusiast Jason Foley. His style of painting is very graphic and clean. The details are carefully picked out and the highlights kept small, crisp and stylised, which helps create an almost glowing appearance to the model.



The whole model is painted a base colour of Chaos Black, to ensure good coverage of the model.



1
A mix of three parts Chaos Black and one part Codex Grey is painted on the armour as a broad highlight, leaving only a little of the black visible, particularly in the crevices of the model.



2
The next highlight is much smaller than the first. It is an equal parts mix of Chaos Black and Codex Grey.



3
Another, even smaller, highlight is applied; a mix of one part Chaos Black and three parts Codex Grey. A fine highlight of Codex Grey is then applied onto the very edges of the armour.



4
Vermin Brown is painted onto both the chest eagle and the skull on the backpack. This is then highlighted with a mix of three parts Vermin Brown and one part Bleached Bone.



5
After this, both areas are carefully highlighted with an equal parts mix of Vermin Brown and Bleached Bone.



6
The final highlight stages are painted onto the edges of the feathers. The first is a mix of one part Vermin Brown and three parts Bleached bone, followed by a final highlight of Bleached Bone.



7



A base colour of Red Gore is applied to the purity seal, followed by Blood Red and finished off with a coat of Red Ink. The parchment is painted the same colours as the chest eagle.

8



Fine stripes of Chaos Black are applied to the parchment to represent liturgy.



13



Codex Grey is applied to the shoulder pad, followed by Fortress Grey.



9



Paint all the metal details on the model, the backpack vents, flexible leg joints, pipes, helmet tubing and earpieces, in Boltgun Metal.

10



A final highlight of Mithril Silver is applied to finish these off.



14

A final layer of Skull White is applied to the pad. Fine marks are added to both shoulder pads to represent liturgy.



11



Scab Red is painted onto the eyepieces, leaving a little black showing in the corner. This is followed by a highlight of Blood Red.

12



The finishing touches to the eyes are a small drop of Bad Moon Yellow for the brightest highlight, and a dot of Skull White in the black corner of the lens.

15



The Chapter symbol is a transfer applied to the right shoulder pad.

16



A base colour of Boltgun Metal is applied all over the bolter. This is highlighted with Mithril Silver and then glued into place onto the finished model.

As the with all Space Marine armies, the bold colour scheme ensures a quick start can be made to painting up the squads and vehicles for a complete army. If the highlights are kept relatively small, the models retain their dark, menacing look. As Jason ably demonstrates with his model, only a few details need be picked out for you to get a finished Space Marine warrior.



Feast your eyes on another showcase of award-winning painted models from the hands of some of the very best painters in the world...

'EAVY METAL SHOWCASE

Mounted Vampire Count, by Glenn Lamproct.

This model won the Slayer Sword at Games Day Australia 2002.



Dark Emissary, by Robert Sakaluk.
3rd place
Warhammer
Single Miniature,
Games Day
Australia 2002.



Slaaneshi Lord, by Keshan Salvaraja.
1st place Youngbloods,
Games Day
Australia 2002.



Snotling Stand, by Jordan Wright.
3rd place
Warhammer Large Model,
Games Day Canada 2002.

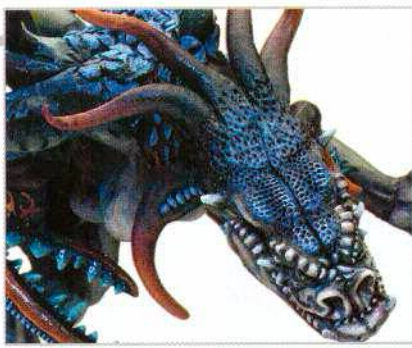


Wilhelm the Witchhunter, by Daniel O'Toole.
3rd place
Warhammer
Single Miniature,
Games Day
Baltimore 2002.



Dark Elf Sorceress, by Adam Rantz.
1st place
Warhammer
Single Miniature,
Games Day
Canada 2002.





Daemon, painted by Tom Kohlmetz. 1st place in the Warhammer Large Model category at Games Day Canada in 2002.



Stone Trolls, painted by Jakub Trtíz. This regiment came 1st in its category at the Baltimore Golden Demon competition in 2002.



Squabble,
painted by Victoria Lamb.
1st place Warhammer
Regiment at Games Day
Australia 2002.



Brettonian Lord,
painted by Bryan Shaw.
2nd place Warhammer Single,
Games Day Baltimore 2002.



Gotrek vs Boneripper,
painted by Jakub Tracz.
2nd place Duel,
Games Day
Baltimore 2002.



Brettonian Men-at-arms,
by Adam Purdy.
3rd place Warhammer
Regiment, Games Day
Canada 2002.





Champion of Slaanesh,
by Bruce Veugelers.
3rd place Warhammer
Single Miniature,
Games Day
Canada 2002.



Bloodthirster,
painted by Justin
Knuteson. 3rd place
Warhammer 40,000
Large Model, Games
Day Baltimore 2002.



Squiggoth, by Victoria Lamb.
1st place Large Model at Games Day Australia 2002.



Bretonnian General,
painted by Ralph Cook.
2nd place Warhammer
Single Miniature, Games Day
Australia 2002.

Index Astartes



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

At the height of the titanic conflict that was Abaddon the Despoiler's Thirteenth Black Crusade, Humanity's very finest warriors answered the call to arms to defend the Cadian Gate. Halfway through the conflict, Scrivener Hoare filed this report, taking a closer look at some of the chapters taking part in the defence of Cadia.

Ultramarines Honour Company

The Ultramarines have maintained the Honour Company at the Cadian Gate for many millennia, rotating officers and squads from Ultramar, as well as warriors from the Ultramarines' many successor chapters to guard the Cadian Gate.

The current commander of the Honour Guard is Captain Echion of the Patriarchs of Ulixis Chapter, a veteran leader of many centuries of service fighting the servants of the Ruinous Powers. It is unusual, though far from unheard of, for an officer not of the Ultramarines Chapter to lead the company, though with the Chapter's resources stretched by Tyranid incursions on the Eastern Rim such a situation is set to become more common.

The Honour Company distinguished itself early in the war, the first action being a bold, space-borne counter-assault against Abaddon's fleet as the Planet Killer closed on the agri-world of Lortox on the outskirts of the Agripinaa sector. The action bought the world's Planetary Defence Force time to evacuate a

significant proportion of the population before the world was destroyed by the Despoiler's horrific weapon of planetary destruction.

In the aftermath of the Lortox Evacuations, the Honour Company redeployed to Cadia and the surrounding systems, launching a series of operations to hinder Abaddon's forces as they assaulted the fortress world. These attacks included a series of highly successful boarding actions against the lumbering space hulks being used to transport vast hordes of the Lost and the Damned to reinforce the Despoiler's siege of Cadia. In total, three hulks were disabled on the outskirts of the Cadian system, stranding an estimated 600,000 traitors, mutants and cultists to freeze in the cold depths of interstellar space. A fourth hulk, codified the *Herald of Grief*, was destroyed as an Honour Company boarding force succeeded in activating a seismic detonator deep within its core, causing the hulk to splinter into a hundred fragments and killing every one of the estimated 200,000 enemy on board.



THE EYE OF THE STORM

Space Marine Chapters fighting in the Eye of Terror

by Andy Hoare

Iron Knights

The Iron Knights had been engaged upon a self-imposed penitent crusade for a number of decades when the Despoiler's Thirteenth Black Crusade smashed into the defenders of the Cadian Gate, and they were amongst the first of the chapters in the region to respond.

The Chapter's first company soon became mired in the defence of Amistel Majoris, bolstering the flagging defences of the Howling Griffons Chapter as they fought a gruelling trench war against the unremitting assaults of the Plague Marines of the Death Guard Traitor Legion. The warzone soon became a plague-ridden quagmire, the decomposing bodies of the Plague God's victims forming putrid, sucking swamps through which the defenders were forced to wade in order to bring battle to their foes.

A sickly patina of filth soon marred the Iron Knights' gleaming blue-grey armour, and the company's Chaplains were forced to perform daily rites of purification in order to keep the virulent plague at bay. Recent sermons by these Chaplains have linked the Chapter's continuing presence in the warzone with their eventual redemption, vowing that the world will only fall at the cost of the entire Chapter.

By the third week of the Black Crusade, Amistel Majoris was considered sufficiently secure that a portion of its Space Marine defenders could be spared to reinforce the Cadian system, which, in the days following the destruction of Saint Josmane's Hope was in desperate need of reinforcement.

Dark Angels

The Dark Angels and several of their successor chapters, collectively known as the Unforgiven, were one of the most active loyalist forces opposing the Thirteenth Black Crusade, though they operated entirely outside of the Imperium's command structure.

In the initial phases of the conflict, the Dark Angels and a number of their successors were able to deploy at strengths approaching chapter-level, and where this was not immediately possible, absent companies were recalled with all haste. The Unforgiven were therefore able to deploy in large numbers, all operating under the supreme command of Chapter Master Azrael of the Dark Angels.

The Unforgiven were involved in the fighting in a number of sectors, most notably the Caliban sub-sector, but also in limited numbers within the Agripinaa sector. Their actions seemed at times random, but centred on confronting the forces of Chaos who were intent upon



capturing the area around the ruins of the Caliban system. Abaddon's servants launched repeated attacks in this area, and it took Imperial Strategos some time to discern that these assaults were aimed not at capturing a strategically important region, for the Caliban sub-sector contains little of any actual value, but was instead a calculated and deliberate attempt to tie up the Dark Angels and their kin in a pointless conflict, when their resources would undoubtedly have been better employed elsewhere.

The battles that raged throughout the Caliban sub-sector were vicious in their intensity, with the famously stubborn and resolute chapters of the Unforgiven refusing to surrender a single yard, even though the ground they fought and died for was utterly worthless to all but honour.

Intrinsically linked to the actions of the Dark Angels were the reports of a shadowy figure calling himself the Voice of the Emperor, and operating out of Lelithar. The Voice was acting as the figurehead for an extended network of anti-Imperial cultists and insurgents, and his heretical teachings soon spread across half of the Agripinaa sector, millions being turned to his cause. The Dark Angels launched a number of strikes against this figure, but on each occasion found that the pressures of constant attacks upon the hallowed ground of the Caliban system forced the hasty redeployment of their forces. Whenever a Dark Angels force did manage to close on the suspected location of the Voice, they always found it recently vacated, heretical graffiti taunting their efforts the only evidence of his recent presence there.

The Dark Angels seem to harbour an intense hatred for this individual, and their actions in this regard have still to be

accounted for by Imperial observers. That the Voice's heretical teachings and proclamations frequently made mention of the Unforgiven and the origins of the Dark Angels Legion is known, though quite why he singled them out above any of the other chapters operating in the region is not. The Voice transmitted a number of all-channel vox-casts throughout the war, each making reference to the events surrounding the Legion's earliest history, and making some quite astonishing claims about Lion El' Jonson, the Legion's Primarch. The Unforgiven themselves have been vehement in their rebuttal of these blasphemous tracts, answering them with bolter and chainsword rather than mere words and facts.

Some say the teachings of the Voice contain an element of truth, and that he is intent upon some course of action that will see the Dark Angels and the Unforgiven take their part in some yet-to-be-revealed plan. It is evident from the Unforgivens' relentless pursuit of this heretic and his followers that they have no intention of allowing this to happen.

'And where are those noble Sons of the Lion in our hour of direst need? Are they to abandon us once more, to repeat their actions of ten millennia past when they failed to aid our Lord the Emperor in His final confrontation with the Arch Traitor? Oh woe that the Unforgiven pursue their own Gathering of Angels at the ruins of Caliban, when the Emperor's servants are dying here, upon the bloody ground of Cadia!

Confessor Vidchev, at the March of One Million Martyrs, Cadia.



Blood Angels

Four companies of the Blood Angels answered the call to defend Cadia, arriving towards the middle of the conflict. A significant force of Blood Angels immediately fell upon the Chaos hordes assaulting Agripinaa, seeking out the leader of the attacking forces, the notorious champion of Khorne – Kossolax the Foresworn of the World Eaters.

In an epic confrontation likened to the mythic conflict between the Blood Angels' Primarch Sanguinius and a mighty Bloodthirster at the closing of the Ultimate Gate, during the height of the Horus Heresy, the Blood Angels took the fight directly to the enemy.

Kossolax, fully aware that his bodyguard was no match for the frenzied Sons of Sanguinius, called upon the slaving Daemons of Khorne for aid. The summoning rite was an act of wanton, traitorous carnage, as the warlord ordered his World Eaters to sacrifice the lives of their cultist allies in order to gain the favour of the Blood God. Uncounted thousands were slaughtered in mere hours, their blood flowing in rivers through the corridors of Agripinaa's primary hive, and cascading from ventilation grills as waterfalls of gore.

The sacrifice had the desired result, and as the first of the Blood Angels' veteran Assault squads screamed into battle, a blasphemous avatar of the Blood God ripped its way through the skein of reality to confront the Sons of Sanguinius.

The first Blood Angels to meet the Greater Daemon were torn limb from limb, the beast devouring their sundered bodies as a taunt to their brothers. The remaining Space Marines were sent into paroxysms of rage at such desecration, and threw themselves at the Daemon with no thought for their own safety.

Black Templars

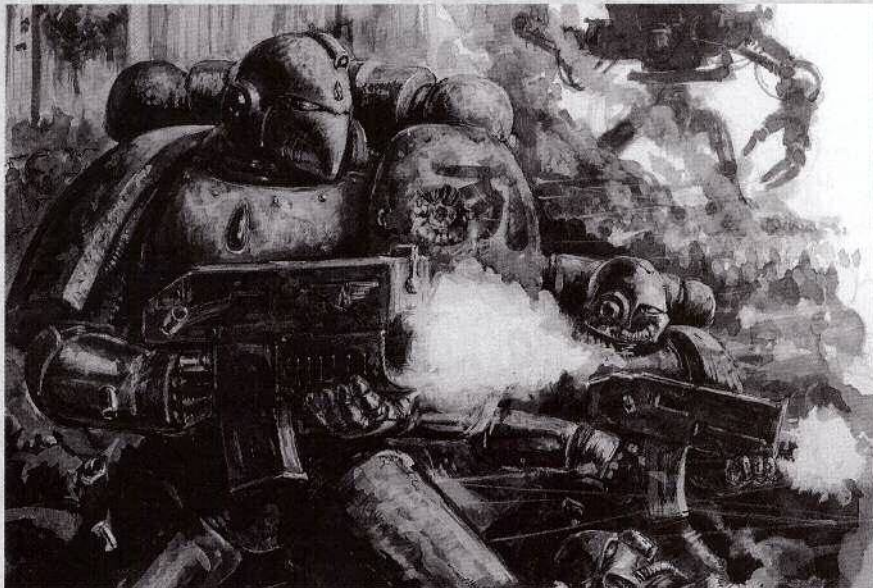
Upon their arrival in the region, the Black Templars' first action was the relief of Thracian Primaris, which had held at bay heavy assaults by the forces of Chaos for some weeks.

The bulk of the force consisted of Brethren previously embarked upon the hunt for Ghazghkull Mag Uruk Thraka, the Ork warlord who had unleashed such devastation upon the Imperial world of Armageddon, and their participation in the action on Thracian Primaris left the pursuing crusades severely under strength.

The Templars scattered the poorly led and deployed Chaos fleet in short order, breaking through the blockade to make an uncontested planetfall at the Departmento Munitorum logistical support complex at Hive Demeter. The Brethren were welcomed as liberators by the beleaguered populace, but choose not to remain at the hive world for long, moving on to drive the forces of Chaos back towards the Eye of Terror.

With this early success against the Forces of Disorder, the Black Templars departed from Thracian Primaris, to the

despair of its inhabitants. They had received reports of a build up in Ork numbers in the region, a so-called 'Green Kroosade' and determined to confront this threat at its source lest it build into a potentially unstoppable Waaagh!, capable of overwhelming the entire Scarus sector if given time to grow.



At the height of the battle, the Sanguinary High Priest, Brother Numitor confronted the Daemon, and dealt it a blow that stunned it for a brief moment. Seizing the advantage, the brothers of the Death Company leapt upon its back, but the Daemon recovered, and severed the High Priest's arm with a crack of its long whip. The priest was holding one of the sacred Grail cups, bearing the blood of the Chapter's Primarch, and the blessed liquid was spilled across the tarnished paving.

At that moment, a deathly still overcame the scene, the Blood Angels momentarily shocked beyond action at the sight of their Primarch's blood seeping into the ground. Then, the silence was broken, as Numitor staggered to his feet and bellowed the words of the Rite of Exsanguination. The assembled brethren of the Death Company were overcome with visions of the last time their Primarch's blood had been spilt by a servant of Chaos, when Sanguinius had fallen at the hands of the ultimate traitor, Warmaster Horus.

The Death Company went berserk. They hacked down the Bloodthirster in a savage, rage-fuelled frenzy, oblivious to the fact that it dragged half their number down with it, before turning their hatred upon the warband of Kossolax the Foresworn. The World Eaters were expelled from Agripinaa at great cost to the Blood Angels, though the annals of the chapter's history will celebrate the casting out of the Greater Daemon. The warlord Kossolax was not found at the hive, and the Sanguinary High Priest Numitor has vowed to hunt him down, no matter the cost.

Imperial Fists

The Imperial Fists arrived at the Cadian Gate as part of the massive Adeptus Astartes reinforcement of the region, five companies smashing into the enemy at Cadia as soon as contact was made. After an initial space engagement that saw the Chapter's battle barges and strike cruisers take a fearsome toll on the Chaos fleet, three of the companies carried out a combat drop on Cadia itself, while the other two dispersed to bolster the defences in surrounding sectors, including reinforcing the Iron Hands Chapter at their homeworld of Medusa.

The first, second and elements of the third companies were instrumental in the defence of key points on Cadia, manning the walls of a number of fortresses with the steadfast resolution for which they are famed throughout the Imperium. In these actions, the second company was noted for exceptional acts of gallantry, overcoming a horde of mutants from the notorious Stigmatum Covenant numbering almost ten thousand. At the height of the assault on the walls of Kasr

Vasan, the company commander, Captain Tialo gave his life holding a breach in the fortifications, repelling a mob of mutants numbering several hundred before succumbing to the terrible wounds inflicted upon him. The captain's body refused to die however, and is being held in stasis by the Chapter's Techmarines, who hope to inter it within the mighty form of a Dreadnought so that the renowned warrior may continue to battle the forces of darkness beyond the death of his mortal body.

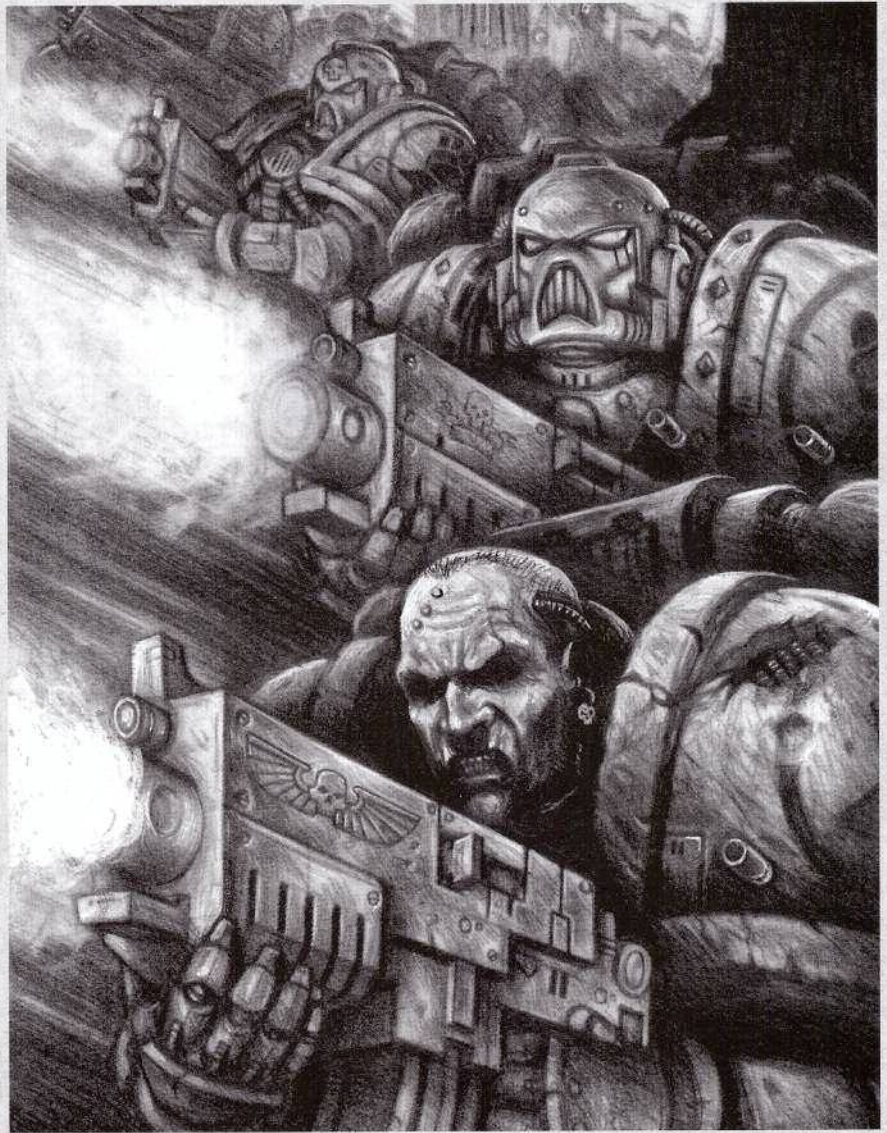
My Company grieved sorely to see our lord Captain Tialo fall defending the breach at Kasr Vasan. But when we recovered his body, and found that life lingered within him yet, we rejoiced, for we knew that while such men as he live, the darkness shall be held at bay.

Sergeant Gillin, Second Company,
Adeptus Astartes Imperial Fists

Relictors

The Relictors arrived at the Cadian Gate mere days before the first signs of Abaddon's imminent attack were seen. As in their involvement in the Third War for Armageddon, the Relictors refused to submit themselves to the authority of any other, incurring the wrath of Logan Grimnar on many occasions before he cursed the entire Chapter and washed his hands of them.

The Chapter was reported as having taken part in a number of actions, and its presence is suspected on the periphery of a number of others. The Chapter is known to have participated in an attack against a warband of the Word Bearers Traitor Legion on the world of Subiaco Diablo, during which an Inquisitorial task force disappeared under suspicious circumstances. They were next seen in the Cadian sector, where they clashed with a Night Lords force at Exeltra Minor, before becoming embroiled in a suppression action against Eldar raiders at Xersia.



The Chapter then appeared at Cadia itself, but refused to respond to instructions from Logan Grimnar to reinforce the fortress world, instead making straight for the warp conduit and departing for the agri-world of Fremas. Exactly what occurred at Fremas is a matter of some doubt, but a pack of Wolf Scouts dispatched by Logan Grimnar to find out tracked the Relictors to the remote Diamedes Archive, where the Chapter appears to have repulsed a Chaos attack before turning upon the Archive's defenders.

None of the defenders are reported to have survived the assault, but Grimnar's men recovered partial vid-logs that suggest the Relictors' objective was the sealed stasis vault at the heart of the mountaintop fastness. The contents of this vault are known to but a handful of adepts in the Imperium, most of whom reside on Terra. They are not the type of men to allow such actions to go unpunished.

Iron Hands

Medusa, the homeworld of the Iron Hands Chapter lies close to the Eye of Terror, and was subject to constant attacks from the forces of the Despoiler from the earliest phase of the Black Crusade. Given that Medusa is the only world from which the Iron Hands recruit new brethren, they were forced to defend it above all other considerations. Though at least two Iron Hands Clan Companies are known to have fought elsewhere in the defence of the region, the greater part of the Chapter confined its actions to their homeworld, where they fought to stem the tide of Chaos filth.

At the height of the defence of Medusa, the gargantuan tracked fortress-monasteries of the ten Clan Companies came together to face an armoured assault launched by traitors of the excommunicated Haradni 13th Heavy Armoured Regiment. The dark, polluted landscape of Medusa was host to one of the largest gatherings of armoured might since the Battle of Tallarn during the Horus Heresy, with over ten thousand traitor tanks arrayed against the Iron Hands.

The ensuing battle reportedly raged for five days and nights, as armoured echelons consisting of thousands of tanks swept across the barren plains towards the mobile fortresses of the Iron Hands. When the fortresses' guns opened fire, it is said a hundred enemy battle tanks were destroyed, each Clan Company commanding firepower

equivalent to a mighty Centurio Ordinatus of the Adeptus Mechanicus. At the height of the battle, on the fifth day, the enemy managed to break through the Iron Hands' lines, a single traitor armoured company outflanking one of the massive mobile fortresses and unloading round after round of ordnance upon its more vulnerable rear from nigh-on point-blank range.

The Iron Hands launched a furious counter-attack, Assault squads armed with meltabombs deploying from the crenellated towers of the monastery to land atop the massed tanks. Many Iron Hands lost their lives in the counter-attack, shot down by the tanks' pintle-mounted weapons as they swooped in, or ground beneath their tracks as they made near suicidal charges against them in defence of the monastery.

Despite the Iron Hands' losses, the counter-attack succeeded, disabling or destroying the majority of the traitor armour, and sending the remainder into a disorderly retreat. The Iron Hands then launched their own armoured assault on the traitors, massed formations of Predator Annihilators running down the enemy tanks and finishing them off with deadly-accurate lascannon fire.

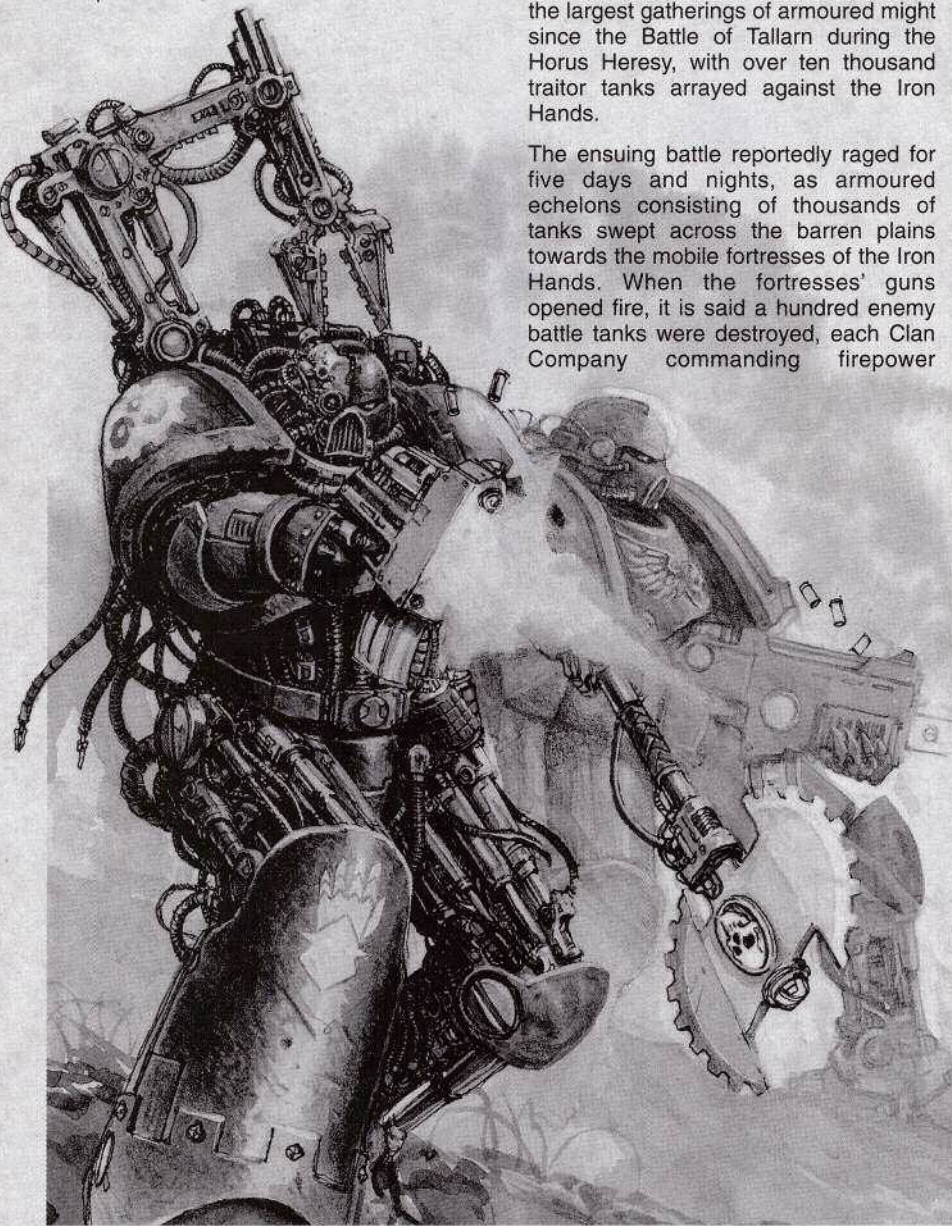
With Medusa largely secured by the mid-point in the war, the Iron Hands could spare a number of Clan Companies to the defence of the Cadian system, and despatched a force to oppose the vast hordes of invaders threatening to overwhelm the naval world of Vigilatum.

Subjugators

The Subjugators are at present in a state of disarray, having lost the majority of the 3rd company during the initial stages of the Siege of Cadia, when they brought about the destruction of one of the Ramilies class starforts to deny its use to the Chaos invaders. The 1st and 5th companies took heavy casualties during the siege itself, notably in the defence of Kasr Gallan and the subsequent rearguard actions during the desperate Tarn Retreat, and are in serious need of resupply.

The Subjugators are a recently founded chapter, and as such maintain only a small amount of gene-seed. The loss of the 168 battle-brothers who have fallen is a terrible blow to the Chapter, particularly as the Apothecaries were, in most cases unable to recover the gene-seed of the fallen.

The Chapter is now faced with a choice of whether to retire from the conflict and regroup, allowing time to rebuild their numbers, or to fight on regardless, and risk the death of the Chapter through sheer attrition, before it has even had the chance to make its mark upon the annals of the history of the Imperium.



White Scars

The first contingent of White Scars to reach the Cadian Gate was the Brotherhood of Khajog Khan, a leader known for his victories at Armageddon and a dozen other campaigns. Khajog led his force against the hordes massing on Cadia, launching a series of devastating hit and run attacks across that world's bleak moors.

Within a short period of time Khajog's Brotherhood had become a major threat to Abaddon's plans, striking deep within enemy held territory. So effective were their actions that the sieges of Kasr Myrak, Soliq and Rantik were lifted as Chaos forces were diverted to hunt down and confront the elusive White Scars.

It would seem that Khajog's attacks were in fact too effective, for Abaddon himself ordered the Brotherhood hunted down and destroyed once and for all. He knew that the White Scars planned on him diverting forces piecemeal to oppose them, but he reasoned that a full-scale response would be beyond the scope of the small force to face. Ordering the first company of the Black Legion, as well as uncounted hordes of mutants, traitors and cultists out onto the moors, the Despoiler began his hunt.

It was through the divinations of Abaddon's most senior advisor, the sorcerer Zaraphiston, that Khajog was located. Unaware that his force was being watched through Zaraphiston's scrying, Khajog launched a raid against an enemy slave train west of Lake Terror, only to discover that the convoy contained not Imperial prisoners, but the Chosen of Abaddon. The first wave of White Scars bikers hit the convoy, to find themselves hurtling headlong into the guns of the Black Legion. The four biker squads, realising they stood little chance against such a foe, continued their charge nonetheless, determined to buy time for the other warriors of the Brotherhood to regroup. The warriors of the first wave sold their lives dearly, and Khajog reluctantly ordered his men to withdraw, vowing that he would return at a time of his own choosing to avenge the deaths of his brothers.

But Khajog did not get to choose the manner of his next confrontation with the enemy, for as his Brotherhood sped across the moors they found every route cut off by the forces of Chaos. At length, Khajog decided that to flee in the face of the enemy was an insult to the honour of his Chapter, and resolved to make a last stand at the base of a pylon on the shores of the Caducades Sea.

The pylon to their backs and the massed hordes of Chaos to their fore, the warriors of Khajog's Brotherhood chose to defend themselves according to the ancient traditions of their homeworld, by launching a suicidal charge against the



enemy. The sixty White Scars smashed into a horde at least fifty times their own number, Khajog Khan at their head bellowing the battlecry of his Chapter.

As the Brotherhood smashed through the ranks of the horde, its warriors were torn from their saddles, one by one falling to the sheer weight of numbers arrayed against them. Khajog rode his bike through a sea of mutated bodies, clawed arms and whiplash tentacles seeking to drag him under with every metre he gained. Khajog Khan was the last of his Brotherhood to fall that day, and the Storm Seers of the White Scars claim that his shade remains upon the windswept moors, unwilling and unable to return to the Chapter's homeworld until vengeance is visited upon the heads of those who slew him.

Space Wolves

Being the first Chapter Master to muster at Cadia, and being recognised as the most experienced Space Marine of those that followed him, Logan Grimnar was elected by his peers as nominal head of all the Space Marine commanders defending the Cadian Gate. Some chapters, notably the Dark Angels and their successors, and the Relictors refused to submit to his authority, pursuing their own agendas instead, and taking no part in his plans.

When the Despoiler's hordes smashed into Cadia, initiating the largest siege of the world in its long and proud history, Grimnar was to be found leading the defence personally. The fleet of his Great Company fought alongside that of Admiral Quarren, inflicting heavy losses on the invaders as they closed on Cadia.

Grimnar's flagship accounted for three enemy capital ships during the battle, including the infamous Desolator class battleship *Bleak Sabbath*, as well as the entire Abolishers squadron of Idolator class raiders.

At the height of the battle, Grimnar and his warriors took to their Thunderhawks and drop pods, seizing the last opportunity to reinforce Cadia before the ring of Chaos invaders closed around it. Contact was lost with the Great Wolf for a number of weeks, before his Great Company emerged bloodied from the ruins of Kasr Varak, where they had faced a force of traitors many times their own number, and defeated it through a sheer bloody-minded refusal to accept the possibility of defeat.

Re-establishing contact with the other Chapter Masters fighting in the region, Grimnar dictated that all their efforts should be focused on the Cadian, Belis Corona and Agripinaa sectors. Space Marines were redeployed, and contact was made with those chapters forging their way towards the Eye of Terror, so that when the reinforcements arrived they would immediately launch a coordinated attack that would sweep away the invaders in one fell swoop.

As the Space Marines of thirty or more chapters converged on Cadia, Belis Corona and Agripinaa, the loyal defenders prepared for the ultimate reckoning with the forces of the Great Enemy. By the mid point of the war, the Imperium was sorely pressed on the Cadian fronts, and it would take all the legendary skill at arms of the Space Wolves' leader to see the defenders through this darkest of times.

The opening moments of *Fire Warrior* throw you, a Tau Fire Warrior called Kais, straight into battle. Hordes of Imperial Guard and a vast Imperial prison stand between you and the Tau Ethereal that you've come to rescue, and over the next 24 hours things will go from bad to worse. Much worse...

It's been five years since the last Warhammer 40,000 computer game was released and how times have changed. Just take a look at the exclusive screenshots and concept art over the next few pages and you'll see the 41st millennium like you've never seen it before.

When game publisher THQ began looking for potential developers two years ago, the response was tremendous. Companies from around the globe competed for the

opportunity to bring the 40K universe to life, but in the end it was UK-based Kuju Entertainment that were chosen to create the first ever Warhammer 40,000 first-person shooter (FPS).

Fire Warrior is the culmination of Kuju, THQ and Games Workshop working closely together on the game's development. However, GW's involvement didn't stop when Kuju were picked. Every aspect of the game's design, from the plot to the look and feel of every room in every level, has had GW input.

GW artists Dave Gallagher and Paul Dainton visited Kuju in the early days, and helped their artists to develop environments that would be immediately recognisable as existing in the 41st millennium. They also spent a good deal of time with other key people in the Studio discussing the finer points, such as how Space Marine armour articulates (such as how a Space Marine would raise his hands above his head without those huge shoulder pads getting in the way). Kuju needed that, and all sorts of other questions, answered in order to authentically animate all the game's characters.

Of course, being fanatical hobbyists themselves, Kuju needed very little help. The result of this massive cooperative effort is a first-person shooter that brings the Warhammer 40,000 universe alive, and is the most detailed

and accurate 40K computer game we've ever seen.

Going it alone

So, what does the game itself offer? First off there are three ways to play *Fire Warrior*; the single player campaign, multi-player or online. Let's take a run through the first part of the single-player storyline...

The story is told from the Tau's perspective. As their empire expands, it is coming into contact with many new planets. *Fire Warrior* takes place in a distant galactic spiral-arm, where a small expeditionary force of Emissary class starships has approached Dolumar IV, an Imperial colony ruled by the cunning Governor Meyloch Severus.

Severus knows that the Tau have begun colonising his sector of space and will do anything to prevent his planet falling into the hands of the upstart xenos. Fortunately for him he has the perfect tool for the job; a small detachment of Space Marines from the Raptors Chapter is being retained to supplement its planetary defence force in case of a Tau invasion. Acting on Severus' orders, the Raptors mount a raid on a neighbouring Tau outpost and capture the revered Ethereal, Ko'Vash.

You play Kais, a young Tau Fire Warrior about to undergo your Trial by Fire. This latest clash with the Imperium gives Lusha, your Shas'el and mentor, plenty of opportunity to test your prowess. So, he orders you to spearhead the mission to the planet's surface. Your target? Severus' heavily guarded prison complex.

Now it's up to you to rescue Ko'Vash. For the first few levels you and your fellow Fire

FIRE WARRIOR

THQ BRINGS THE 41ST MILLENNIUM TO LIFE ON PS2 AND PC



Although you will only be able to carry two weapons at one time you'll still get the chance to play with some serious Imperial firepower, such as the autogun below.





The Ultramarines Chapter of the Adeptus Astartes play an integral part in the single-player storyline.

Warriors must fight through an Imperial settlement and trench system, and your senses are assailed by the sights and sounds of the raging battle. Lightning Fighters swoop overhead, artillery barrages explode all around you, and that's to say nothing of the Imperial Guard taking aim at you with their lasguns and heavy weapons.

The next few levels take you inside the prison itself. That's provided you manage to survive the frantic fighting from corridor to corridor and take out the snipers in their guard towers. You must then make your way deep into the heart of the prison, freeing your

fellow Fire Warriors along the way. However, to release Ko'Vash, you'll have to face your first major challenge; namely seven feet of pure power-armoured aggression.

From there, it's back to the Or'es Tash'var, your Emissary class starship. Congratulations Fire Warrior, you have survived your Trial by Fire. But there's no time for back-patting as an Emperor class battleship, the *Enduring Blade*, draws alongside and prepares to fire its boarding tubes!

Scene stealers

As a reward for completing the tough levels, and to help tell the story, Fire Warrior features some superb cinematic cut scenes rendered in gorgeous computer generated detail. Just look at some of these screenshots and you'll see the quality of Kuju's work.

Fire Warrior also features a number of great actors providing the voices of the characters. Tom Baker of *Dr Who* fame (he actually asked if we could get him a pulse carbine!) will be immediately recognisable but the other esteemed voice actors include: Peter Serafinowicz (the voice of Darth Maul in *Star Wars Episode I: The Phantom Menace*), Sean Pertwee (*Dog Soldiers*, *Event Horizon*), Burt Kwouk (Kato from *The Pink Panther* movies) and Brian Blessed (*Robin Hood Prince of Thieves*, *Flash Gordon*).

No rest for the wicked

No sooner have you marvelled at the cut scenes than you're thrown into the action once more. Now you must defend the ship against the intruders – including Storm Troopers and Techpriests armed with plasma pistols! It's cool to see the inside of a Tau ship, provided you're not dodging las fire! Keep an eye open for the holo-theatre and the awesome engine rooms.

When, or rather if, you manage to repel the Imperial boarding parties, Lusha orders you to mount a counter-

WHY THE TAU?

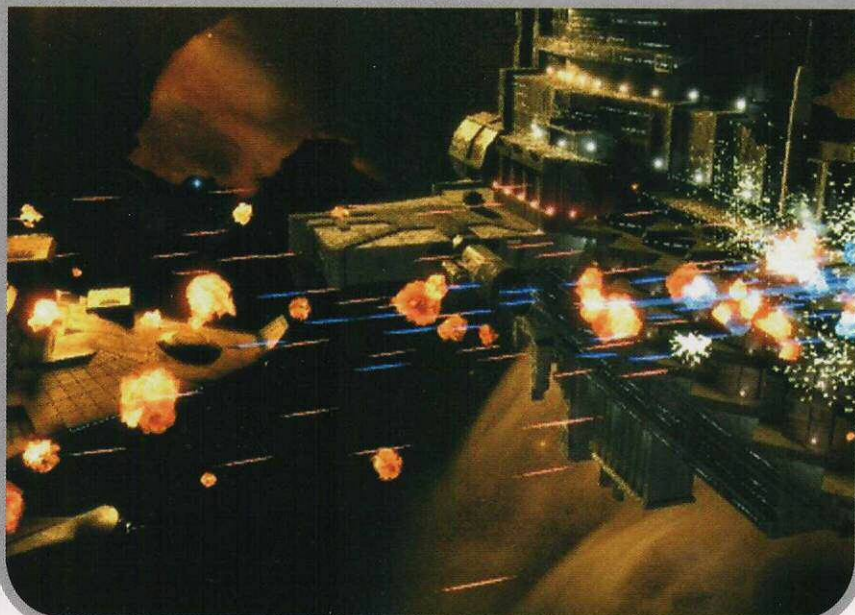


Perhaps the question Kuju gets most often asked is "why choose the Tau as the protagonists?". Most people think that the obvious choice for a Warhammer 40,000 FPS would be to play as a Space Marine.

Well, there are lots of reasons why we chose this approach but it really boils down to this: Fire Warrior and the Warhammer 40,000 universe will appeal to a lot of people, many of whom have never even heard of tabletop wargaming. Since the Tau are such a new race, just beginning to encounter and understand the Imperium, playing the game from their perspective gives us a perfect way to introduce the Imperium to new fans.

The look and feel of all things Imperial are at the heart of Warhammer 40,000. By playing from another race's perspective, new and old fans alike get to see the Imperium in all its oppressive glory. Will we ever see a computer game from the perspective of the Adeptus Astartes? We couldn't possibly say...

The ferocious space battle between the Tau and Imperial ships shows off the awe-inspiring Fire Warrior cut scenes.



www.firewarrior.com

boarding action. You jump into what is basically a Devilfish personnel carrier with a rocket pack mounted at its rear and blast your way through the *Enduring Blade's* void shields before coming to a crashing halt on the ship's hull, ready to engage the enemy.

Throughout the game you can only carry two guns at any time (plus photon grenades, of course). One of these will always be your default Tau weapon. As you make your way through the game, this default gun will be upgraded as a reward for your progress. So, while you may start with a pulse rifle, you'll soon be given a pulse carbine, then a burst cannon, and finally the brand new rail rifle!

Naturally you'll also be able to pick up the guns of your foes after you've dispatched them. Almost all of the guns in the game have a primary and a secondary mode of fire, so there are plenty of ways to blast your way through the game.

As the game progresses the guns get bigger and better, but then again so do your enemies. As a result you'll need to choose your weapons carefully in preparation for the foes you'll face.

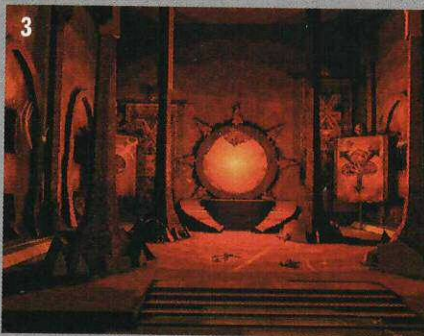
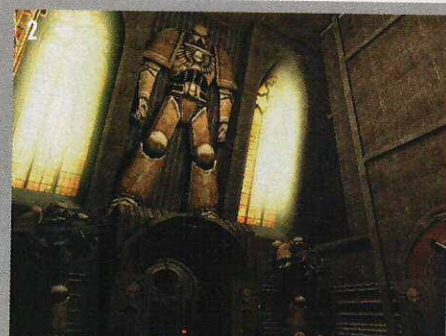
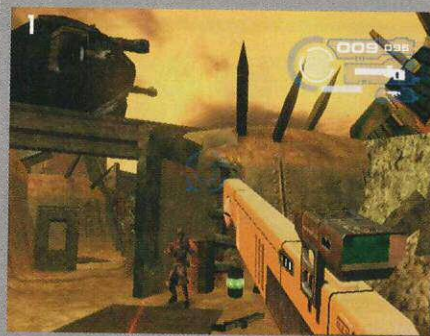
Among the Imperial firepower that you'll get a chance to wield are the las pistol, lasgun, autogun, sniper rifle (a conventional rifle used by certain Imperial Guardsmen in Fire Warrior), plasma pistol, meltagun, missile launcher, and of course the bolter.

One reason Kuju liked the Tau is because of their high-tech weaponry. Very early on, they decided that they wanted a Tau gun that could be used as a sniper rifle, yet was powerful enough to take out a Space Marine with one (well-aimed) shot. They proposed a hand-held experimental rail rifle, a smaller version of the rail gun that can be mounted on battlesuits.

After creating some initial designs Kuju worked closely with Jes Goodwin to come up with the finished product. In fact we liked it so much that we had to put it into the 40K tabletop wargame. Rules for this new weapon were published in last month's White Dwarf.

So Space Marine players beware, the Tau have a new Pathfinder upgrade available which makes them pretty much the ideal Space Marine hunter!

THE RAIL RIFLE



1. Fire Warrior throws you in at the deep end. The first level pits you against the Imperial Guard.
2. Just one chamber onboard the massive Emperor class battleship, *Enduring Blade*.
3. A disturbing ante chamber in a Chaos temple – keep your eye on that Warp portal!
4. Another area of the *Enduring Blade*. Now is a bad time to be reloading!
5. Multiplayer, split screen action! What better way to have fun than getting together with your mates and unloading a full clip of bolt shells into them?
6. Amongst the awe-inspiring levels is this Imperial tank manufacturer.



You'll need all the firepower that you can get once onboard the battleship. Kuju has managed to capture all the scale and gothic splendour of this mighty Imperial craft. It has rows of 100-foot tall stained glass windows, and rows of gigantic internal blast doors that seem to go on forever.

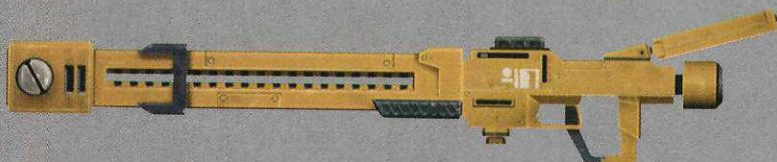
There are even the little details that make it so obvious that this setting could only exist in the Warhammer 40,000 universe. Look out for the archaic candle-lit computer terminals, the shrines to great Imperial heroes and the hatches covered in parchments and purity seals.

If you manage to stop looking around slack-jawed, and fend off the frightening number of Space Marines of the Raptors

Chapter that you encounter, you'll eventually be able to battle your way to the bridge in a bid to capture the fleet's commander, Admiral Constantine. Things don't go according to plan though as the arrival of Ardias, Captain of the Ultramarines' 3rd Company, heralds a ceasefire and a sinister change in direction for the game. Ardias warns that there is now a greater threat to the universe...

It's alive!

For most of you who read White Dwarf regularly one of the most interesting aspects of Fire Warrior will be the chance to see the troops they are so familiar with in a tabletop sense brought to life in a video game. One thing is for sure – you won't be disappointed!





Stalking around the trench system at the start of the game wasting Imperial Guardsmen gets you into the swing of things. Little touches like flights of Imperial Lightning Fighters streaking overhead or Leman Russ battle tanks thundering past really make the war-torn 41st millennium come to life.

Aside from the stunning architecture that superbly portrays the gothic nature of the Warhammer 40,000 universe there are some very tough opponents. The first time you face off against a Space Marine isn't a pleasant experience – they take forever to knock down!

As an example of some of the great moments you'll face in Fire Warrior there is a point in the game where you have to clear a courtyard of Chaos Space Marines and Chaos Raptors (you quickly learn to dislike Raptors, trust us...). The moment you've dealt with the traitors, two doors open and two hulking Obliterators, bristling with weaponry stride towards you, all weapons blazing. Moments like this make the game an absolute joy to play and there are plenty of other twists for the single player storyline too...

The conflict continues...

Of course, the single player game is only the start – you can also choose to play multi-player or even go online.

The multi-player option gives you the chance to play against up to four of your mates through a multi-tap adaptor rather than playing online. This option will be played in split-screen mode.

Fire Warrior is the first FPS title for PS2 online. In online mode up to eight different players can play in the classic modes of Deathmatch, Team Deathmatch or Capture The Flag. Each of the levels available in the online game is brand new, although they are inspired by the levels in the single player campaign.

But what characters can you play as in online games? Obviously Tau are an option but you can also battle it out as an Imperial Guardsman, Space Marine, Imperial Storm Trooper or Chaos Space Marine. There are dozens of skins for these player models and many different chapters, legions and regiments to choose from.

End game

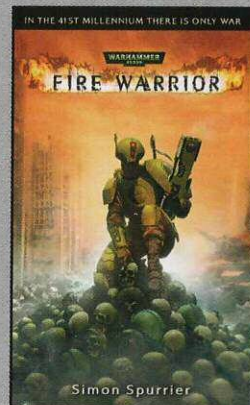
Available for both PC and PS2 Fire Warrior is a game no serious Warhammer 40,000 fan can afford to miss out on. The dramatic tension throughout the single-player campaign is very intense and the storyline captivating.

All in all Fire Warrior promises to be the game we've all been waiting for!

MORE THAN A GAME

To coincide with the release of the Fire Warrior video game BL Publishing are releasing a novel based on the game too!

Following the young Fire Warrior, Kais, in his stoic attempt to rescue one of the Tau's ruling elite from a crash behind Imperial battle lines, it falls to Kais to attempt a desperate rescue mission and offer his life for the Greater Good. Marvellous reading!



www.firewarrior.com

Jeff Wilson, a veteran Warhammer player, gives us a detailed look at one of the most underestimated yet potentially devastating Warhammer armies around: Wood Elves.

Jeff: Many wanderers and adventurers avoid the shadowed borders of Loren forest. Few have ever explored the wooded interior and even fewer of those who dared ever returned. Loren is full of dangerous beings, and the trees themselves seem to be alive, although one civilised race (and I use that term loosely) calls the realm beneath the mighty boughs home. They are known as Wood Elves. This race of Elves have returned to their roots, so to speak, and worship the primal Elven gods Kurnous and Isha. They care nothing for outsiders and will gather en masse to purge their homeland of any intruders. Swiftly manoeuvring through the many ancient trees, they attack their quarry from all sides before slipping quietly back into the undergrowth to assemble elsewhere on the battlefield, ready to attack another intruder. Many enemies' skulls decorate the standing stones along the border of the wild heath. Whether these trespassers were aware of the danger they were in or not, they were driven from Loren with extreme prejudice.

Like a pack of wolves hunting their prey, the Wood Elves excel at tactics considered to be a style of guerrilla warfare; they strike quickly then fade away, teaming up on one opponent while distracting the others, only to disappear into the shadows when the enemy brings his forces to bear. It's like comparing a fencer to a wrestler – the Wood Elves use finesse instead of brute force. The playing style of this army varies greatly from the norm; it has very different strengths and weaknesses and through this article maybe some of these can be brought to light.

The Wood Elf army's composition is very different from most other armies in the Warhammer world. First off, they only have one unit that may rank up effectively with full command: Glade Guard. True, Archers can form ranks, but if fielded in units of 5 or 6 they cannot gain a rank bonus, and if Archers are having to fight in close combat with ranks and full command, the General has made a grave mistake. But what the army does have is a lot of skirmishers, fast cavalry, flyers and small mobile units. Wood Elves may not be the shootiest army they once were, but they still hold the most manoeuvrable and flexible army award in my book, and this

GUERRILLA WARFARE

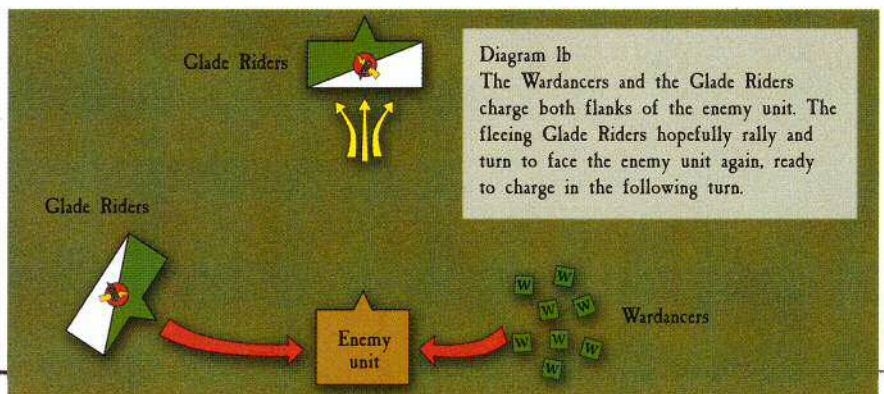
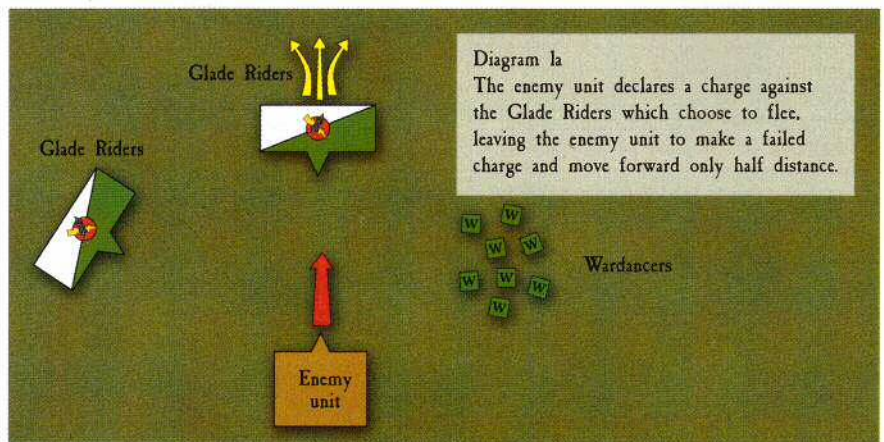
Tactics for using Wood Elves

is the key to winning with Wood Elves. In order to use this manoeuvrability they must set traps for their enemy, stalling them, shutting down any major threats to themselves, encircling and attacking. Let's look at what units to use where and then how to make it all come together.

ENTRAPPING THE ENEMY – FEIGNED FLIGHT

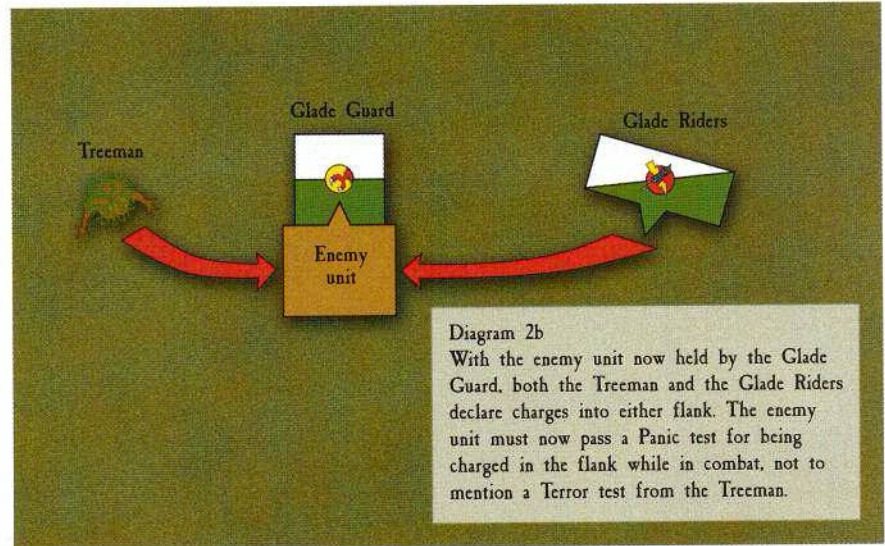
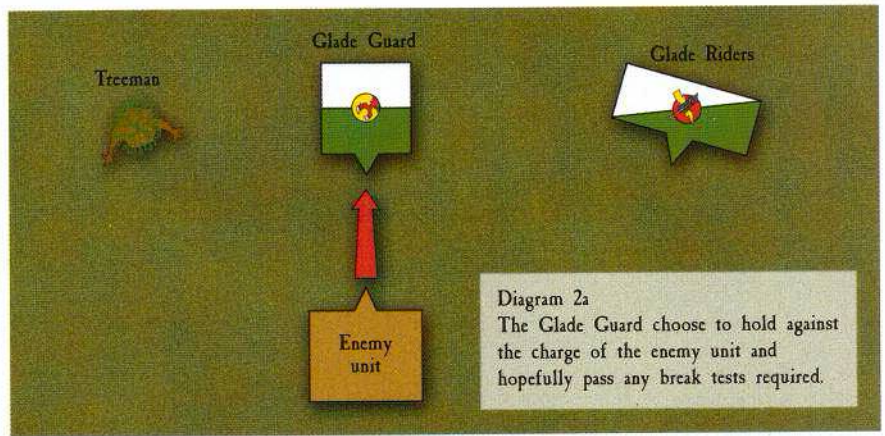
A trap is when an enemy unit is lured into a predicament he does not want to be in and did not realise it beforehand. Some Wood Elf units have different ways of doing this to their enemies. First off, the Run Away! trap (See diagram 1a & 1b). Something Elves get picked on a lot for is running away. Tell me you would not run away if all you had is a bow, no armour and a big block of nasty, slathering Chaos Knights come stampeding towards you! Fleeing from a charge is a legitimate strategy. If an enemy unit can be pulled forward with a failed charge because its target Elf unit fled, so other Wood Elf units can attack its flanks, it can be in grave danger. Even

though any army can do this, it's just easier to rally the fleeing unit with Elven Leadership of 8. Archers, Scouts, Great Eagles, Warhawks with the Banner of the Lynx, and Glade Riders are great units to try this with. They are small units and usually are not a huge points risk (for Elves) in the event that the enemy unit actually catches them due to that roll of snake eyes on the flee roll, they fail their rally test. Speaking of Glade Riders, they are the best at this tactic because they are fast cavalry. If they flee from a charge and rally in the next turn, they are free to move and shoot as if nothing happened, which allows them to set up another trap. The Banner of the Lynx, mentioned above, allows an automatic rally, which can be used with either a unit of Glade Riders or Warhawks. So, the main idea behind this trap is to flee from a charge leaving the enemy unit out in the open with no protection and flanks wide open. The Run Away! trap is used to set an enemy up for a flank charge or to draw said unit into charge range of a Wood Elf unit that can deal with it.



ROOT THEM TO THE SPOT

Another trap is the Stick trap (and yes this stick can be as big as a Treeman). This trap allows a charging enemy unit to contact a Wood Elf unit. Instead of the Wood Elf unit fleeing it hopes it can stand up to the charge or at least only lose the combat by 1 or 2 and pass the Break test (See diagram 2a & 2b). Glade Guard with its potential ranks, command and outnumbering have a good chance of standing up to basic infantry units or small fast units. If Glade Guard receive the charge, just make sure the General is near in case he needs to lend his Leadership to them. Wardancers are a Wood Elf General's best friends and enemy's biggest pain in the rear. Wardancers cannot flee from the charge, but they are allowed to go Unbreakable, which sufficiently sticks the enemy unit. Treemen with their high Toughness and Leadership, along with their Rooted to the Spot special rule, are also a good Stick unit (just be wary of a basic trooper's lucky roll of a 6). Dryads can do this to a lesser degree with their Shape-shifting ability which requires the enemy to roll 6s to hit them. Against a small charging unit the Dryads have the potential to draw or even win the combat with this ability. Once an enemy is stuck in combat, his flanks should be exposed to other Wood Elf units ready to pounce in their next turn. The Stick trap allows Wood Elves to set up countercharges, so they can 'stick' it to the enemy in their next Movement phase.



A Green Dragon ambushes an artillery train moving through the forest

BUILDING THE TRAP

So what is with these traps? Why? Well if an enemy unit is out of position, then it has its flanks and possibly rear exposed. That is THE target. Never go front to front unless you have no other option (such as a Stick trap). No enemy characters are on the flank of most units and an enemy's rank bonus can be cancelled with some Wood Elf units (all core units, Wardancers with their special dance and a Treeman, or a Forest Lord on a dragon are the only flanking units available). So, for example, the Flee trap. (See diagram 3a & 3b) Present the enemy's cavalry unit with a nice tempting unit of 6 Archers. Considering everything else is moving around this über-unit (due to Wood Elf manoeuvring they stay out of the cavalry's charge arcs) he decides to charge and the charge reaction is Flee! (just make sure the cavalry are not too close or they will just overrun the fleeing unit and cause havoc in the rear of your army). Hopefully, the enemy ends up with a failed charge (no new units present themselves to be re-directed into). So now the enemy realises his mistake, just on the fringes of his flank is a unit of Wardancers and on the other flank a unit of Glade Riders. In the Wood Elves' movement phase both units declare a charge.

The Glade Riders cancel out rank bonus and the standards nullify each other, they also get a +1 combat resolution for

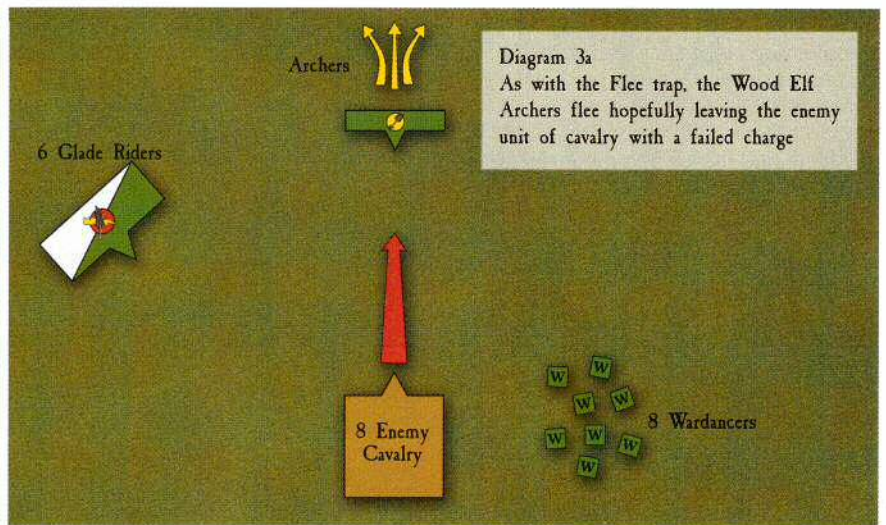


Diagram 3a
As with the Flee trap, the Wood Elf Archers flee hopefully leaving the enemy unit of cavalry with a failed charge

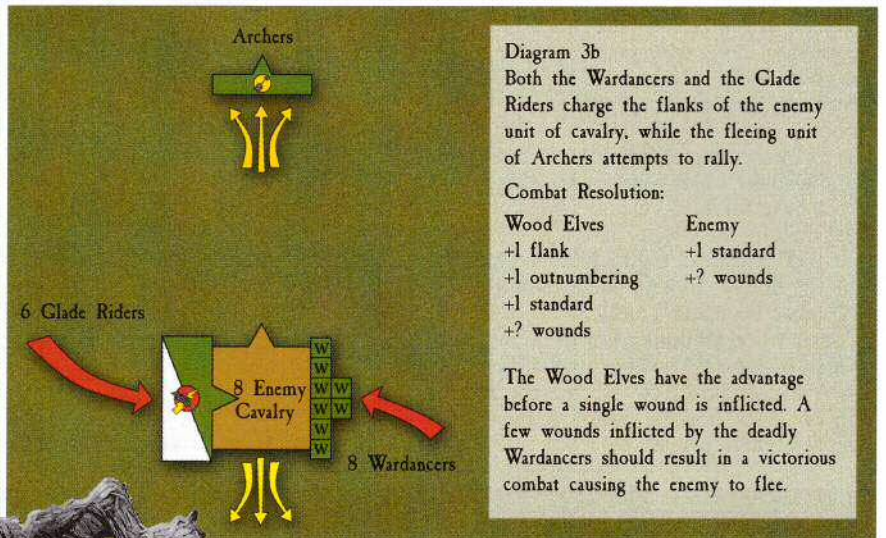


Diagram 3b
Both the Wardancers and the Glade Riders charge the flanks of the enemy unit of cavalry, while the fleeing unit of Archers attempts to rally.

Combat Resolution:

Wood Elves	Enemy
+1 flank	+1 standard
+1 outnumbering	+? wounds
+1 standard	
+? wounds	

The Wood Elves have the advantage before a single wound is inflicted. A few wounds inflicted by the deadly Wardancers should result in a victorious combat causing the enemy to flee.

flanking and if they are lucky they might kill something with their spears. Next the Wardancers come in. They do not need to become Unbreakable nor do they need to cancel rank bonus as the Glade Riders are doing that, so they can opt to have +1 Strength or Killing Blow. With so much heavily armoured 1+ save cavalry in today's world, Killing Blow really comes into its own, (If you can roll 6s! If Killing Blow worked on a 1 1 would rule the Old World). Against lesser Armour saves the +1 Strength may be a better option.

Now consider the probable combat resolution. If there were eight enemy cavalry with one rank and standard, and there are eight Wardancers and six Glade Riders, the Wood Elves win even if no wounds are caused to either side, having +1 combat resolution for attacking the flank, +1 outnumbering, +1 standard, + any wounds the Wood Elves deal vs. +1 for a unit standard and hopefully only one or two wounds in return. Hopefully some wounds will be dealt because Wood Elves really need to win by a big margin to make the enemy flee, otherwise they become stuck and subject to enemy countercharges, and being stuck in combat is not what is needed as a Wood Elf player because the army cannot use its strongest asset – manoeuvrability. The same basics for the Run Away! and Stick tactics are the same; hit the vulnerable flanks and, if two units will not work, use three and hit the rear – remember skirmishers have a 360° charge arc. Don't be afraid of using Scouts or Waywatchers to attack those rears! They are further out in the field and if the enemy passes them by they could turn a drawn combat into a rout.





A Wood Elves force ready to defend the sacred forest

AIM! FIRE!

Another addition to the guerrilla strategy is concentration of firepower. Wood Elf Archers are supposedly the best in the world, but they are not going to win the game by themselves. Missile fire is there for support, to take out small, fast-moving enemy units or take a rank off an enemy unit the Wood Elves plan on assaulting soon. If the army concentrates overly on missile fire, it has no hammer to batter its opponents around with in hand-to-hand (and this is the game of WarHAMMER). Pick on small units of fast cavalry, unarmoured units, enemy missile units, war machines and lone characters. Do not expect to wipe out masses of heavy cavalry; let the combat units do that. Archers, Scouts, Waywatchers, Glade Rider Archers, and Warhawk Archers not to mention characters with magic missile weapons, are the missile troops. Take advantage of that Elven Ballistic Skill and no penalty for firing at long range. Sometimes missile fire may be able to wipe out a unit or at least take 25% casualties to cause Panic tests, so select targets wisely and do not shoot here and there; shoot as many arrows as possible at one unit

to cause those Panic tests (Diagram 4). Target smaller, fast moving or lightly armoured units first to do as much damage as possible early on in the game. The fewer enemy units that make

it to combat the better. You must cause as much panic and disruption as possible, the true principles of a guerrilla warrior.

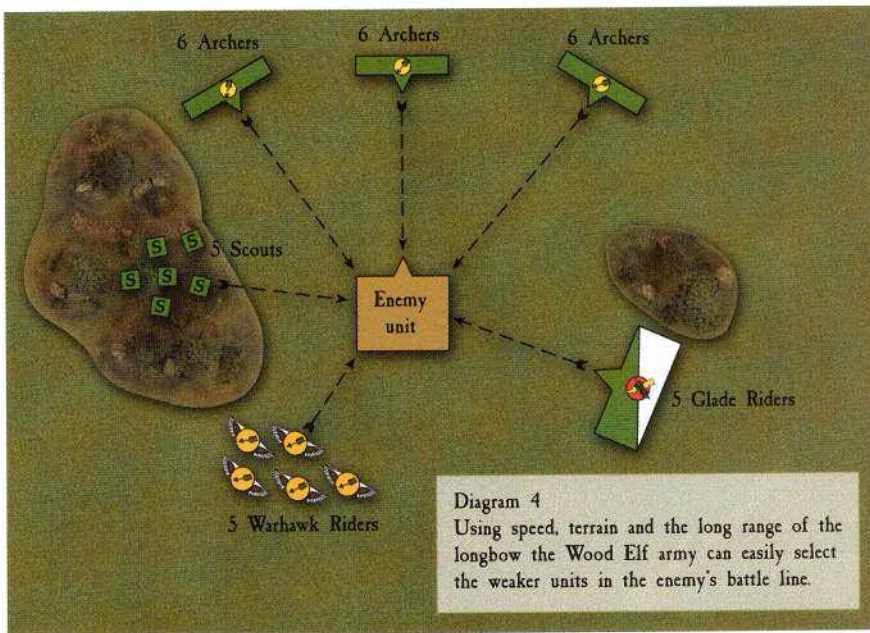
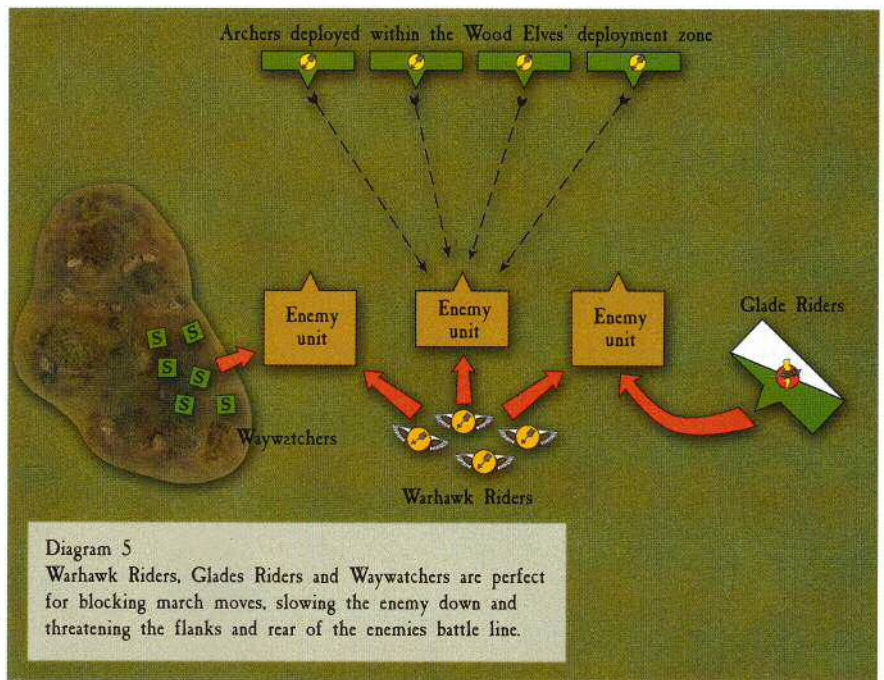


Diagram 4
Using speed, terrain and the long range of the longbow the Wood Elf army can easily select the weaker units in the enemy's battle line.

THE TORTOISE AND THE HARE

Now you say, but my opponent's army is so fast, he marches right across the board and is on me in Turn 2 or 3. I have two words for you: march blocking. This goes with shooting very well. If you are going to shoot your enemy you want to get as many shots as possible, right? Well, park a unit of Scouts or a Great Eagle or a unit of Warhawks or fast cavalry within 8" of some of those fast units. They're not so fast now! They can't march, plus these same units may be threatening to charge a flank or rear (See diagram 5). So shoot as much as necessary to cause Panic or thin the lines, but use the Wood Elves' strongest asset – manoeuvring and slowing the enemy down.

Don't forget, no Wood Elves, except flyers, suffer penalties for moving through woods. That means all of the troops can march freely through woods, charge out of woods without penalty (though they still have to be able to see) or retreat through the woods if need be. Also, most of the troops are skirmishers which ignore most terrain penalties, can always march and can charge 360°. The Glade Riders have a massive 18" march or charge so they can get where they are needed very quickly. Then the air force arrives in the form of Great Eagles and Warhawks, both flyers, so they can cover the field and be where they are needed in one turn.



With all of these things, and with a table with good terrain (not a flat board with a hill or two), Wood Elves can easily frustrate their opponent. How do they do that? Consider his opponent's choices: Does he try for those Scouts who run back through the forest they are in? Go for those Warhawks who will just fly to another point on the board? How about those psychotic Wardancers or *fear-*

causing Dryads that he can't catch, or that *terror*, causing Treeman? No thanks, he will go for those nice lines of Archers across the board and for those extra Victory Points for being in the Wood Elves' deployment zone, weathering the hail of arrows while all the other Wood Elf units manoeuvre into attack positions, and by the time the enemy reaches the Archer lines the trap is sprung (See diagram 6).

Diagram 6

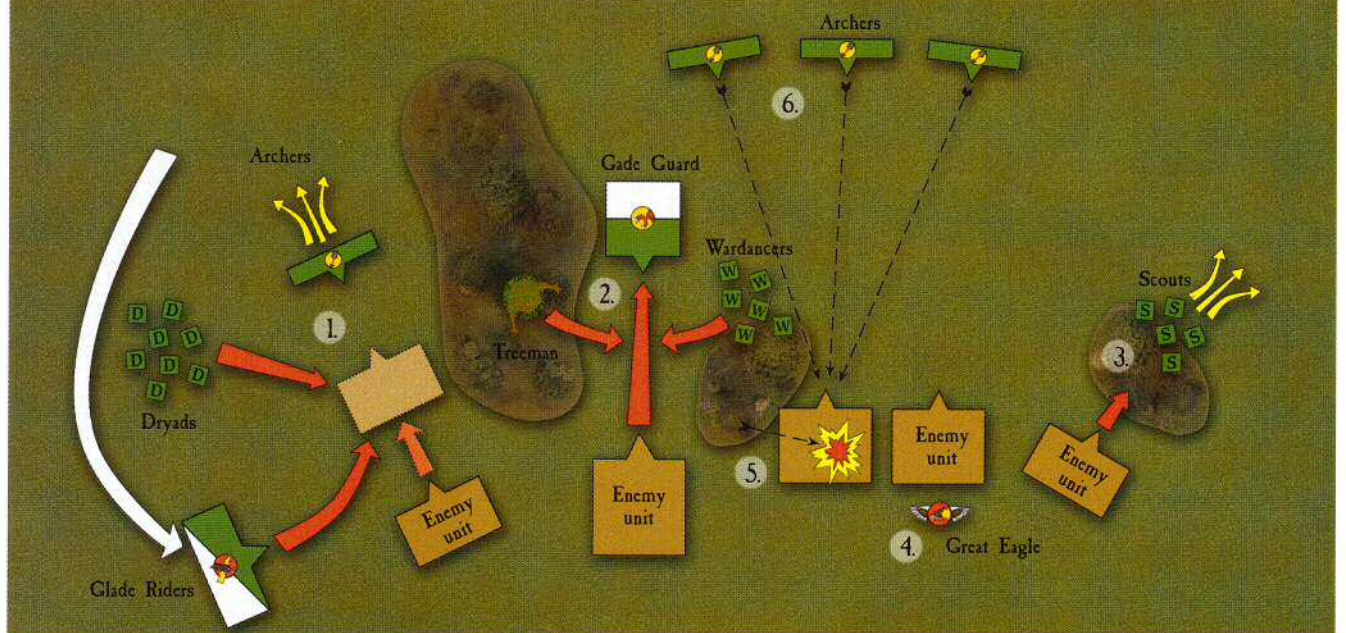
1. A unit of Archers perform the Run Away! trap while the Dryads and Glade Riders counter-attack.
2. The Glade Guard are the bait for the Stick trap, with a Treeman and a unit of Wardancers as flank support.

3. As a reaction to the charge, the Scouts flee through the woods, trapping the pursuing enemy unit in a terrain feature.

4. A single Great Eagle lands behind the enemy's battle line stopping several enemy units from marching.

5. The Master of the Woods spell begins the missile attacks on the target unit.

6. The Archers also open fire on the same target ensuring maximum casualties are inflicted before it gets across the battlefield.





Glade Riders react quickly to an Undead invasion

THE HARE DASHES THRU THE UNDERBRUSH

Wood Elf combat units must be able to use terrain to their advantage. Use terrain as staging points for an attack or retreat out on the battlefield. Skirmishers have no problem running through trees, rubble, streams and such but the enemy's big ranked units do. Try setting up a unit of Scouts in a forest, in charge range of an enemy unit; if the enemy charges and the Scouts flee, there is a good chance that unit is going to be stranded in the forest for a large part of the game. They have effectively taken this unit out of the battle without even causing one casualty. Alternatively run up the flanks in cover and attack those war machines and missile units on hills. If these approaching combat units are in deep cover (within 2" of the edge of a forest or behind terrain) the enemy missile units cannot see them to shoot at.

The faster elements of the army (flyers, fast cavalry and scouting units) can give the enemy war machines and missile units a hard time very quickly by approaching behind cover, just watch out for too many casualties on these fast but fragile units if they can't use terrain to protect themselves from missile fire. Once the enemy missile units are dealt with, the faster units can aid the combat units with flank and rear charges and the Wood Elf army has free range over the battlefield. Just be aware of the enemy, don't get into charge range or charge arcs unless absolutely necessary – if he can't see you he can't charge you. All of this allows the Wood Elves to outmanoeuvre the enemy.

Speaking of terrain, remember in a Pitched Battle Wood Elves get a free forest with the penalty for having enemy units in their deployment zone at the end of the game. Set this forest up where charges can be staged from or if it will block the enemy's advance somehow. Wood Elves also have the

Acorn of Ages available to them for a second forest. This can be a real game winner if it lands on an infantry unit, chariot, a Steam Tank... Use it to slow the enemy's advance or get a spell into range (Lore of Life anyone?) Run, hide, flee, charge, rally, all these things can be done with the right terrain. Some Wardancers get beaten in combat?, Regroup in that area of rubble! Dryads can run through the forest to get to the enemy's flanks in the next turn, Glade Riders can hide from shooters or a menacing Dragon in a large wood. And do not forget the *Tree Singing* spell – move the forest to where you want it and let that unit of Dryads or Treeman move along with it. As a guerrilla warrior, terrain is your best friend.

CHANNEL THE POWERS OF THE EARTH

As an extra bonus to guerrilla warfare, Wood Elves have magic at their disposal. Using the terrain to stage attacks from and then striking another unit with *Master of Wood* or *Master of Stone* can be quite devastating. The Lores of Life and Beast are quite suited to the Elves. Slowing the enemy down with *Mistress of the Marsh* or *Howler Wind*, or adding to the army's missile fire with direct damage spells such, as *Father of the Thorn* or *Crow's Feast* the Elves have quite an arsenal in just these two lores.

Then the big bonus spell: *Tree Singing*. Some people hate it (the enemy), some love it (us Wood Elves). This can easily hamper an enemy's approach, or get the Wood Elves' combat troops that much closer. Try *Tree Singing* a Treeman in a wood, who gets *Tree Singing* as a Bound Spell, to the flank of an enemy unit then cast *Wolf Hunts*. Voila! Instant flank charge. Or, just to get that Acorn of Ages forest that scattered (of course) back to where you wanted it or even just to get a spell into range (*Master of Woods*). Magic is a supplement to the guerrilla

warfare and as the general you have all these capabilities in your pocket.

WRAPPING IT UP

Wood Elves are a small force in small numbers against a larger, better-equipped force. Use every advantage available against the intruder. Move around the enemy army, surround them, spring traps where they are needed, shoot the vulnerable underbelly of the beast, then strike when the opportunity presents itself. Always think, plan not just for the next turn but two or maybe three turns down the road, and always have a fall back plan. The Wood Elves army is very fluid and can be like swinging a sword at the fog – it twists and swirls, pulls away then envelops. Be wise as the owl, fast as the deer, cunning as the fox, and attack like the wolf.

This is not the be all and end all of sylvan tactics but it might get you started. Plus, these tactics are not just for Wood Elves; other armies can use this advice as well. Sometimes Wood Elves seem to get the short end of the stick (pun intended) because we do not hear about them a lot as opposed to Empire or High Elves or Chaos, but that's just because the reporters' bones decorate the many shrines to Kurnous throughout Loren, so no news ever gets to the masses. So, if you defend the borders of Loren, read, practice, learn and think; if you invade, beware of every shadow, every shrub, every tree, every chirp or whistle, for they are the Wood Elves and they are all around you.

May your arrows fly true and your paintbrush never waver!

For more tactics, stories and just to talk to great Wood Elf players visit Machiara's Battle Glade. It's a great site and I post there often.

www.angelfire.com/ma2/machiara

This month we take a look at the army of Golden Demon winner Jeff Wilson, who also wrote this issue's *Tactica: Wood Elves*. The models below combine clever conversions with incredible painting skill to create a distinctive-looking force.

Jeff Wilson's WOOD ELVES

Warriors of the Forest Realm

Jeff's Forest Lord conversion using components of Orion, King in the Woods, and Archbaon, Lord of the End Times.



One of Jeff's converted Treemen. He has used terrain materials like the model tree on its back to create a more convincing miniature.



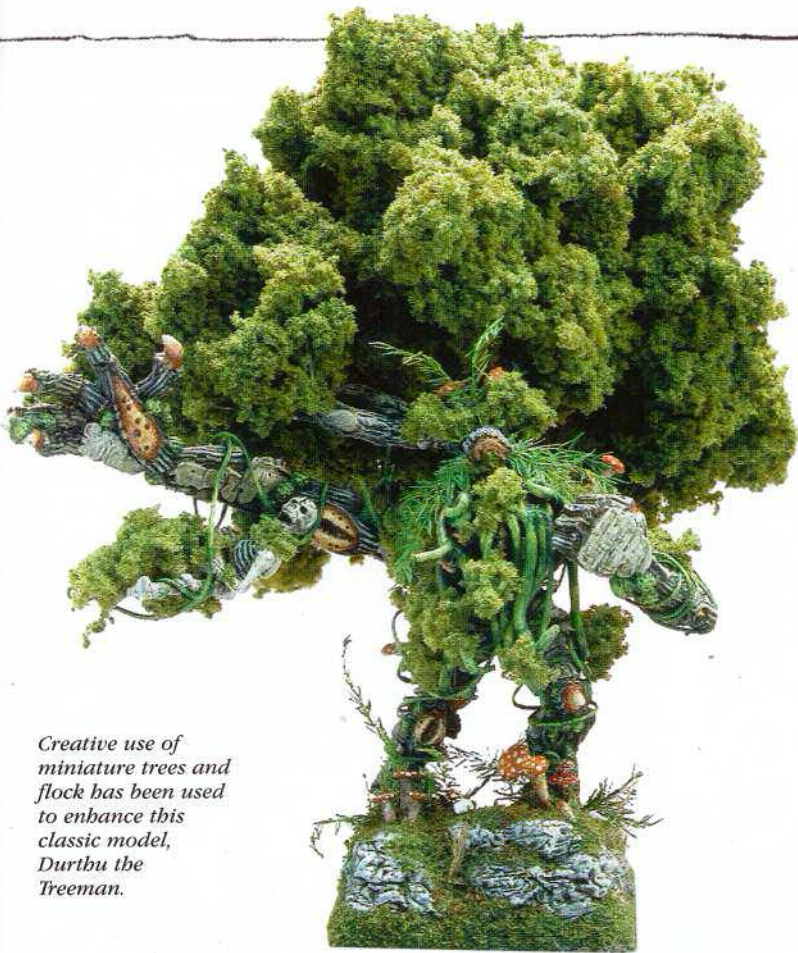
Conversion of a Wood Elf Mage. Various alterations have been made including the staff and beaddress, and replacing the original dagger with an owl.



Classic Wood Elf Mage. This model shows how timeless Jes Goodwin's models are!



Wood Elf Mage, using the Trutbsayer of Albion model as its basis.



Creative use of miniature trees and flock has been used to enhance this classic model, Durthu the Treeman.



Converted Glade Guardian based upon Prince Tyrion.



Wood Elf Scouts.



Wood Elf Mage, utilising Alarielle, the Everqueen of Averlorn. Jeff has added a few extra touches that make her stand out from her counterparts.



A conversion of a Glade Guardian using a High Elf Lord from the Games Workshop classic range.



Converted Wood Elf Glade Guardian. The Warhawk has been constructed using the Empire Griffon model.



REGIMENTS OF THE IMPERIUM

By Steve Cumiskey

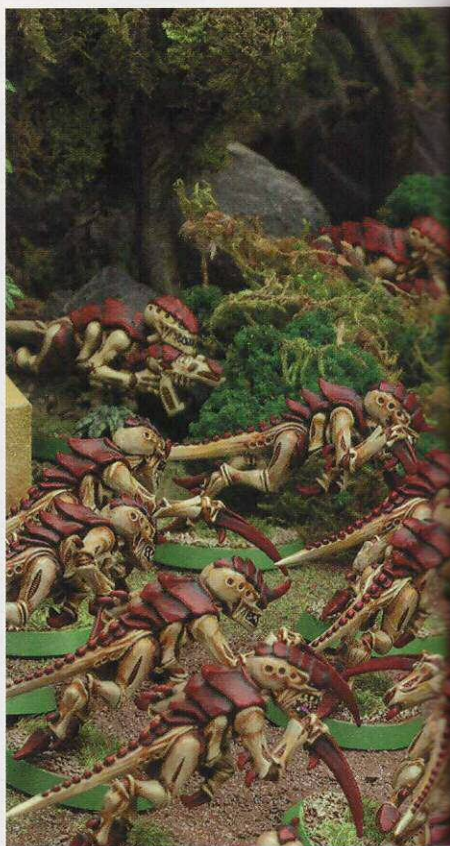
With the release of the new Codex: Imperial Guard, creating your own regiments has a new dimension with the Doctrines rules. Steve Cumiskey takes a look some of the new armies being created by enthusiastic Imperial Guard players.

My own Imperial Guard army started out as a mixture of Mordians and Valhallans, chosen purely because I liked both uniforms. Through various campaigns and games over the years, my army developed from a universal Imperial Guard army into the armed force of the factory world of Antiera. The Mordians became the children of the ruling elite, graduated from their noble academies and the Valhallans came to represent the

children of the commoners, frequently conscripted into military service by the noble houses of the planet.

While the background I'd developed for my army always affected how I used them (I had a sneaking sympathy for the Valhallan underdogs, who got most of the converting attention), the new Imperial Guard Codex brings something new. With the Doctrines rules, players can change the way their army looks and behaves in the game.

Great news for people like me who already use Imperial Guard armies, but it also gives somebody who's deciding to build a new Imperial Guard army the opportunity to create that kind of depth from the start. We gave some of the new plastic Cadian models to a selection of Imperial Guard players, who were only too keen to use the opportunity to start building their own unique regiments.



STU BLACK

The first of our modellers to come back to us was Stu Black. He started with the idea of creating an army to represent the fighting forces of the Adeptus Mechanicus, but grew out of that idea when he decided he didn't really want to paint all that red! Instead, he decided to create a force raised from a heavily industrialised hive world.

He chose a grey and green, urban camouflage scheme to reflect their city origins. Small details like the

sergeant's plasma pistol and the gun sights on the Guardsmen's lasguns (left over from plastic Space Marines) suggest that they may be somewhat better equipped than other Imperial Guard armies.

The sergeant has the most obvious technological elements, with a bionic arm (taken from 'Iron Hand Stracken') and a bionic eye modelled with Green Stuff. His close combat weapon (sergeants don't have access to power weapons) is also marked with the symbol of the Machine Cult.

DOCTRINES

- Engineers
- Sharpshooters
- Special Weapons Squads
- Heavy Weapons Squads
- Storm Trooper Squads





The Imperial Guard face impossible odds in a Tyranid attack.

ANDY HOARE

Andy has gone for a drop troop regiment. The Mordant 808th Sky Rats as Andy has decided to name them, come with converted gravity chutes

made from a vehicle grenade launcher. He's already started working on some vehicles for the army, starting with this Sentinel.



DOCTRINES

- Drop Troops
- Light Infantry
- Special Weapon Squads
- Veterans
- Hardened Fighters





JOHN HART

Inspired by this sketch from the previous Codex: Imperial Guard, John decided to construct a squad of Xenongian warrior women. He based his models on Escher gangers from Necromunda, using the helmets (hollowed out) and equipment from the Cadian sprues to give them a more uniform, military appearance. He's been so inspired by building this first squad that he's already assembling some of the old Howling Banshee models for conversion into Xenongian Storm Troopers.



DOCTRINES

- Light Infantry
- Hardened Fighters
- Storm Trooper Squads
- Jungle Fighters
- Die-hards



Imperial Guard drop troops defend the ruins of an Imperial outpost from the Necron invaders.



DOCTRINES

Light Infantry
 Storm Trooper Squads
 Drop Troops
 Iron Discipline
 Special Weapons Squads



STEVE SHEPHERD

Steve favoured a force of light infantry, deployed behind enemy lines by parachute or drop ship. Steve made sure that all of the models in the unit were heavily equipped with backpacks (from the Catachan Captain model) and as many equipment packs as he could get from the sprues.

Steve also took the time to build a sniper rifle (available to units with the Light Infantry Doctrine) from a lasgun. The barrel was made from two pieces of brass rod, finished off with a length of plastic tubing for the flash suppressor on the end of the barrel.



STEFAN LANGLOIS

Stefan has managed to produce the core of an army in the time most other people took to build a squad. Despite the speed of his army building, he still found the time to convert some of his models, including extra body armour for the sergeant, a sniper converted from a normal Guardsman and a flamer operator wearing fire retardant clothing.

DOCTRINES

Techpriest Engineers
 Special Weapons Squads
 Storm Trooper Squads
 Light Infantry
 Iron Discipline





IAN STRICKLAND

Veteran Imperial Guard player, Ian Strickland has always favoured fielding armies made up of hordes of basic Guardsmen. For his latest generation of Guardsmen, he opted to begin with a unit of young conscripts. He used heads from Necromunda Juves to get a suitable feeling of terror on the faces of the troopers.

The regiment's camouflage is made up of a Dark Angels Green basecoat with a series of Chaos Black and Goblin Green blotches, followed by a further layer made up of small dots of Goblin Green, Vermin Brown and Bilious Green.

DOCTRINES

- Conscript Platoons
- Iron Discipline
- Close Order Drill
- Sharpshooters
- Cameleoline

MATT KENNEDY

Matt Kennedy set out to create a unit that shows the spirit of those Guardsmen who continue to fight on no matter the odds. Ripped uniforms, chipped armour, bandages and horrible, fresh injuries feature heavily in the squad.



DOCTRINES

- Die-hards
- Hardened Fighters
- Iron Discipline
- Techpriest Engineers
- Independent Commissars



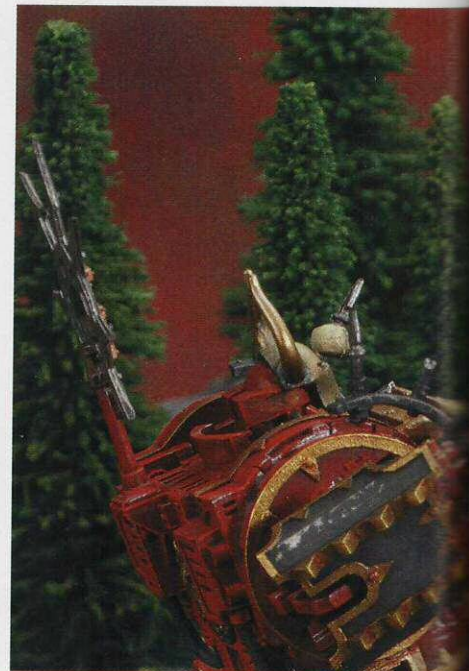
ADRIAN WOOD

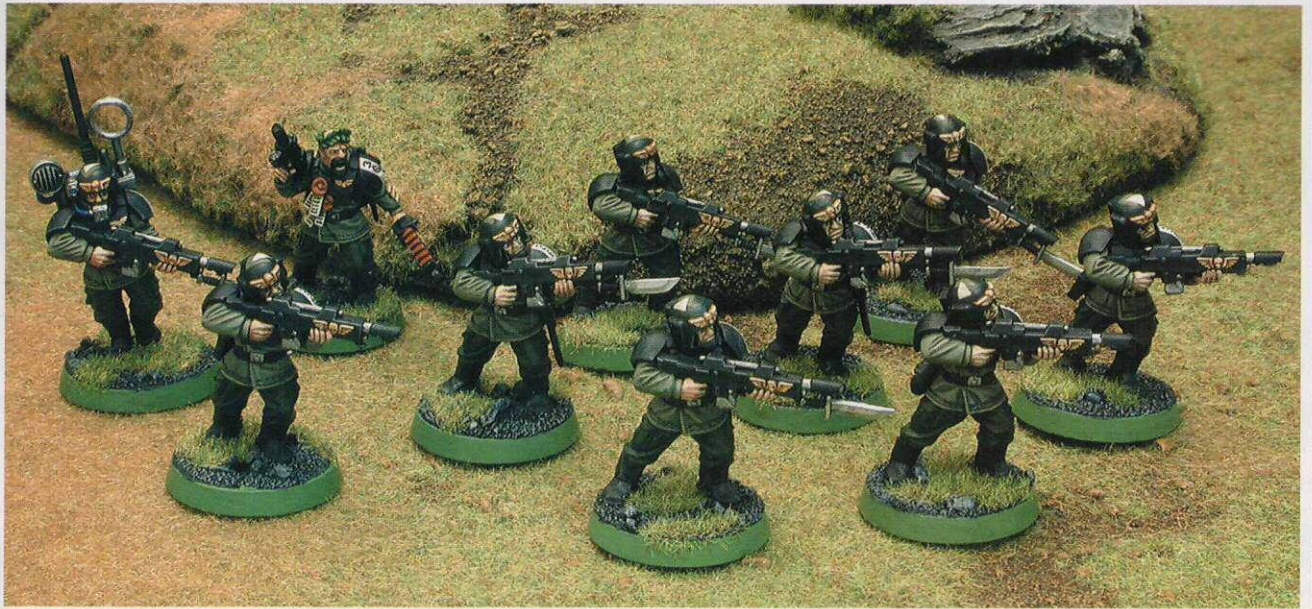
Adrian Wood leaves the savage and barbaric world of the Orks behind for a while, to enter the savage and barbaric world of an Imperial Guard army recruited from a feral tribe. Hmmm...

Adrian has decided to use the Catachan plastics as the basis for his men, rather than the new Cadians. The bare armed and heavily built Catachans are perfect for combining with parts from the Chaos Marauder sprues. The effect was finished off by adding parts from the Kroot sprue for extra savage details, like bones, meat and cleavers.

DOCTRINES

- Warrior Weapons
- Die-hards
- Hardened Fighters
- Light Infantry
- Priests





DAVE TAYLOR

Prolific Imperial Guard collector, Dave Taylor has decided to create an army from the hive world of Macharia. Named after the famous general of Imperial history, the army is formed of some of the most devout adherents to the Imperial cult.

The uniforms of the men have been designed with small touches that emphasise their devout nature. The unit numbers on the shoulder pads are written on a vertical white strip, instead of the usual horizontal pattern, to echo the shape of a purity seal. Markings on the lining of each Guardsman represent lines of Imperial scripture. Dave plans to make a full army of 1,500 of these guys!

DOCTRINES

- Priests
- Special Weapons Squads
- Conscript Platoons
- Iron Discipline
- Close Order Drill

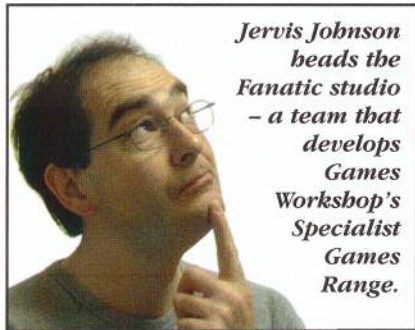


The Doctrines system gives you the opportunity to look at the Imperial Guard from a fresh perspective. You now have the freedom to create an army to suit your own vision in both appearance and gaming terms. Like Dave Taylor or Steve Shepherd, you can create a personalised force by making a very small number of conversions and distinctive uniform details.

If, like Adrian Wood or Jon Hart, you want to go even further and create a unique force, the versatility of plastic kits makes it easy to build some highly unusual troops.



A valiant stand against the mutant horde.



*Jervis Johnson
heads the
Fanatic studio
- a team that
develops
Games
Workshop's
Specialist
Games
Range.*

OCTOBER'S FANATIC NEWS

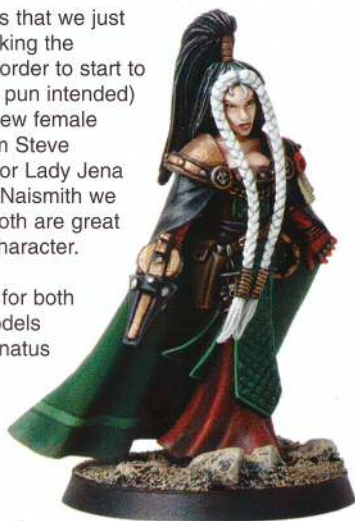
Specialist Games news from the Fanatic Studio

We receive letters and e-mails almost every day asking us why certain models are not available in the Specialist Games Range. "Are you ever going to bring out a Bretonnian Blood Bowl team?" someone might ask, or "I'd love to see a Sister of Battle model for Inquisitor". Although we can't always act upon the letters we receive, when we get a sensible suggestion we do try our best to add it into the game as quickly as we can. And, as it happens, just about all this month's releases started out as suggestions we received in the Fanatic mailbox.

A common question asked about the Inquisitor range is why it doesn't include more female characters, and especially a female Inquisitor. This is a good question,

and the simple answer is that we just haven't got round to making the models... up to now! In order to start to redress the balance (no pun intended) we're bringing out two new female models this month. From Steve Buddle we have Inquisitor Lady Jena Orechiel, and from Bob Naismith we have Sister Repentia. Both are great models brimming with character. Rules, painting tips and background information for both of these superb new models can be found in Exterminatus Magazine 8.

Meanwhile, ever since we released the Daemons of Nurgle for

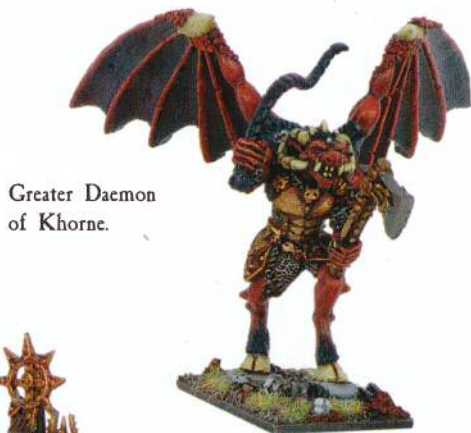


Inquisitor Lady Jena Orechiel (left) and Sister Repentia.

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
VAN SAAR BOOSTER PACK	NECROMUNDA	AUGUST
TOWN CRYER 27	MORDHEIM	AUGUST
CARNIVAL OF CHAOS	MORDHEIM	AUGUST
PLAGUE CART	MORDHEIM	AUGUST
FRENZIED MOB	MORDHEIM	AUGUST
BLOOD BOWL MAGAZINE 9	BLOOD BOWL	AUGUST
FLESH GOLEM	BLOOD BOWL	AUGUST
WEREWOLF	BLOOD BOWL	AUGUST
RAMTUTT III	BLOOD BOWL	AUGUST
ZARA THE SLAYER	BLOOD BOWL	AUGUST
EXTERMINATUS MAGAZINE 8	INQUISITOR	SEPTEMBER
SISTER REPENTIA	INQUISITOR	SEPTEMBER
INQUISITOR LADY JENA ORECHIEL	INQUISITOR	SEPTEMBER
CHAIN WEAPON BOOSTER PACK	INQUISITOR	SEPTEMBER
BATTLEFLEET GOTHIC MAGAZINE 17	BFG	SEPTEMBER
TAU EXPLORER CLASS STARSHIP	BFG	SEPTEMBER
TAU MERCHANT CLASS STARSHIP	BFG	SEPTEMBER
TAU HERO CLASS STARSHIP	BFG	SEPTEMBER
TAU DEFENDER CLASS STARSHIP	BFG	SEPTEMBER
TAU ORCA CLASS STARSHIP	BFG	SEPTEMBER
WARMASTER MAGAZINE 19	WARMASTER	SEPTEMBER
KHORNE BLOODLETTERS	WARMASTER	SEPTEMBER
KHORNE FLESH HOUNDS	WARMASTER	SEPTEMBER
KHORNE GREATER DAEMON	WARMASTER	SEPTEMBER
KHORNE CHARACTERS	WARMASTER	SEPTEMBER
WARMASTER ANNUAL	WARMASTER	SEPTEMBER



Greater Daemon of Khorne.



Chaos Champion on a Juggernaut of Khorne.



A Daemon Prince of Khorne.

QUESTION OF THE MONTH

Every month a message is plucked from the dozens sent to us to be answered in the newsletter.

"I've recently got hold of some new Fanatic models, but can't find the rules for them in the rulebook or any other publications. Can you tell me how to get hold of the rules?"

I'd be very happy to! Whenever we bring out new models, we publish new rules for

Contact Us! The Fanatic team is always pleased to hear from fans of the Specialist Games Range. You can write to us at: **Fanatic Studio, Willow Road, Nottingham, NG7 2WS**, and you can e-mail us at: **fanatic@games-workshop.co.uk**. Please get in touch if you have any feedback, ideas or questions about the Specialist Range.

them in the appropriate Fanatic magazine. So, for example, rules for any new Warmaster miniatures appear in Warmaster magazine, new rules for Inquisitor appear in Exterminatus Magazine, and so on.

We also publish the new rules 'electronically' on the Fanatic website. This version of the rules is available for free as a file that can be downloaded to your computer from the appropriate section of the website. So, for example, rules for any

new Necromunda miniatures appear in the Necromunda section of the website, new rules for Mordheim appear in the Mordheim section, and so on.

Finally, we print any new rules required for a game in the appropriate games annual. So, for example, all of the new rules required for Blood Bowl can be found in the latest Blood Bowl Annual. Any rules not yet in an annual can be found in our magazines and website as described above.

Warmaster, we've had Warmaster players asking us when we'll do similar sets for the other Chaos powers. This is another very good question, and so over the coming months we will be bringing out Warmaster units for all of the different Chaos powers. This month it's the turn of Khorne, and followers of the Blood God will be overjoyed to see the new models Colin Grayson has produced for their army. Rules, background information and painting tips for the new units can be found in Warmag 19. Also out this month is the 2003 Warmaster Annual, jam-packed with all kinds of cool stuff, including the 2003 rules review, new official army lists, and 'best of' material from Warmaster Magazine.

Last but by no means least, by far the most frequently asked question we've received about the BFG range is when are we planning to release a Tau fleet. I can now reveal that for several months we have had top Citadel designer Tim Adcock secretly working away on a range of Tau spacecraft for BFG. This month sees the release of the main Tau fleet, and I have to say that Tim has done us really proud with a fantastic collection of new models. What's more, he hasn't finished yet, and over the coming months we will be adding further ships, including the famous Kroot Battlesphere, to the range. Rules, background information and painting tips for the new units can be found in BFG Magazine 17.

And that's all for this month. As ever, if you have any feedback, or questions about the Specialist Range then you can write to us at the address above. I look forward to hearing from you.

Best regards,



Jarvis Johnson
Head Fanatic



Tau Merchant
class starship



Tau Orca
class starship



Tau Defender
class starship

SPECIALIST GAMES MAGAZINES

Most of the Specialist Games have their own bimonthly magazine, 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

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

SURFING THE WEB

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

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 whether rules are experimental, official or House rules. Some can be downloaded as free PDFs. Check out the websites for more details.

These models are not available in stores, but you can order them via the in-store order point, direct on 0115 91 40000 or via the website at: www.gamesworkshop.com/storefront

For more information on upcoming Specialist Games products and each system, have a look at: www.specialist-games.com

SPECIALIST GAMES NEW RELEASES

New models from the Fanatic Studio...



Inquisitor is a large-scale narrative skirmish game using beautifully crafted 54mm models, and set in the dark world of the Imperium's most covert and mysterious agents. These models are not available in stores, but you can order them via the in-store order point, direct on 0115 91 40000 or via the website at: www.games-workshop.com/storefront



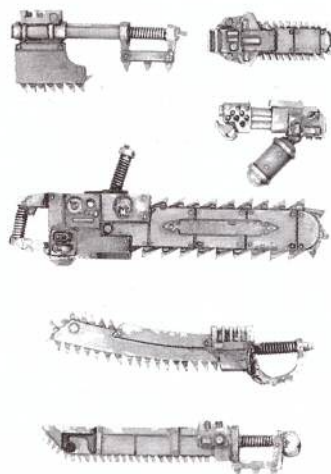
Sister Repentia £12

Boxed set contains 1 Sister Repentia.



Inquisitor Jena Orechiel £15

Boxed set contains 1 Inquisitor Jena Orechiel.



Chain Weapon Booster Pack £6

This blister contains 5 chain weapons and a hand flamer.



Warmaster is a game of conflict on a grand scale, fought over an area of ground that we imagine to be many miles. These models are not available in stores, but you can order them via the in-store order point, direct on 0115 91 40000 or via the website at: www.games-workshop.com/storefront



Greater Daemon of Khorne £7

This blister contains 1 Greater Daemon of Khorne.



Daemon characters of Khorne £6

This blister contains 2 Daemon characters of Khorne.



Daemon Hounds of Khorne £6

This blister contains 3 Daemon Hounds of Khorne stands.



Daemon Horde of Khorne £6

This blister contains 3 Daemon Horde of Khorne stands.

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

BATTLEFLEET GOTHIC™

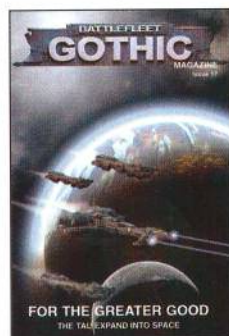
Battlefleet Gothic is the game of space warfare in the war torn 41st millennium. Mighty cruisers and battleships clash in the airless void between the stars. These models are not available in stores, but you can order them via the in-store order point, direct on 0115 91 40000 or via the website at: www.games-workshop.com/storefront



Tau Explorer class star craft

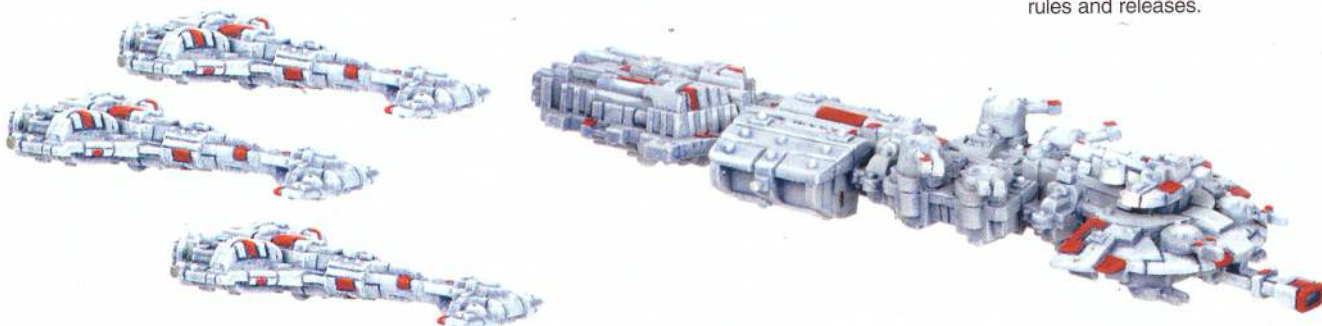
This boxed set contains 1 Explorer class star craft.

£18



Battlefleet Gothic Magazine 17 £3

This 32-page monthly magazine keeps you updated with new rules and releases.



Tau Defender class star craft

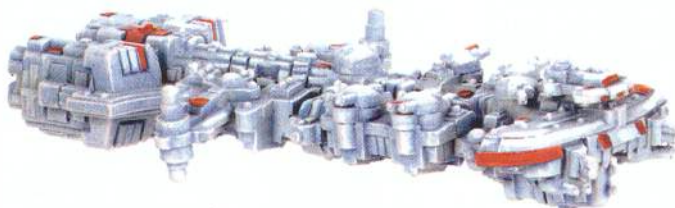
This boxed set contains 3 Defender class star craft.

£6

Tau Hero class star craft

This boxed set contains 1 Hero class star craft.

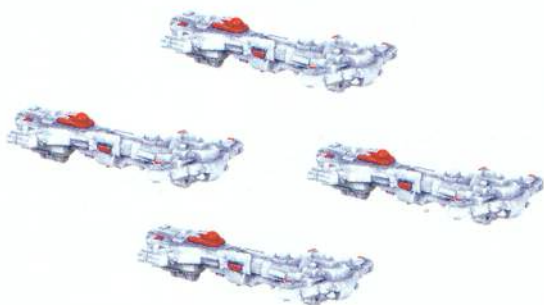
£15



Tau Merchant class star craft

This boxed set contains 1 Merchant class star craft.

£15

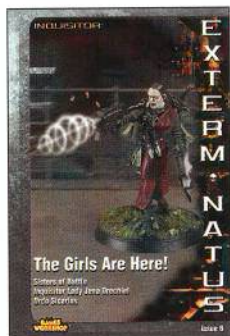


Tau Orca class star craft

This boxed set contains 4 Orca class star craft.

£6

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.



Exterminatus Magazine 8

£3.50

This 32-page monthly magazine keeps you updated with new rules and releases.

Denmarkkr 40.00
Swedenkr 45.00
Euro 5.50

Exterminatus Magazine Subscription

£20

The magazine contains rules clarifications, new characters, equipment and more. By taking out a subscription to the Exterminatus Magazine you will never miss an issue. Not only will we send you the next six 6 issues straight to your door but you will also save money on the cover price and postage.



Warmaster Magazine 19

£3.50

This 48-page monthly magazine keeps you updated with new rules and releases.

Denmarkkr 40.00
Swedenkr 45.00
Euro 5.50

Warmaster Magazine Subscription

£20

Warmaster Magazine is the place where new armies and expanded rules first appear. By taking a subscription to the Warmaster Magazine you will never miss an issue. Not only will we send the next six 6 issues to your door but you also save money on the cover price and postage.

CHARGE OF THE 7TH COMPANY

WARHAMMER 40,000 BATTLE REPORT

In this, the first Imperial Guard battle report using the new codex the Cadians are pitted against an Ork force in a strongpoint attack, but who will be doing the attacking?

This month's battle report features the new Cadian army and an old, old enemy, the Orks. To make things a little bit different we thought we would indulge in a bit of role-reversal. Rather than having the Imperial Guard dug in and blazing away at the Orks we would have the Orks dug in and the Imperial Guard coming for them.

How could such an event occur? Well an incident from the scouring of Waaagh! Razzekai looked to fit the bill perfectly.

The mission would be a 1,500 point Strongpoint Assault with the orks defending the perimeter of a PDF fortress to fight a rearguard action against the pursuing Cadians.

In command of the Imperial Guard is Games Developer Pete Haines, the man responsible for much of the new Imperial Guard rules and background. In the other corner is Illustrator Alex Boyd who will be taking his own force to battle. Alex's Orks have gained a bit of a reputation in the Studio and have featured in numerous battle reports and recently came first in the Studios '40k in 40 minutes campaign'.

To say that the new Studio Imperial Guard is big would be an understatement, in fact its absolutely massive! With over 170 men to choose from, and not forgetting a host of Chimeras, Leman Russ and Sentinels as well, the combinations available to Pete are endless. Of course this won't phase Alex in the slightest, having fine-tuned his Ork army over countless years of gaming.

In the Strongpoint Attack mission the attacker must crush the defenders, and

gains extra Victory Points for each bunker they destroy. The defender only gets to start the game with HQ, Troops and Heavy Support. Everything else is held in reserve. The defender must hold out until the reserves arrive and gains extra Victory Points for each intact bunker occupied only by their troops when the game is over. The game also uses the Sentries rules and lasts for four turns once the alarm is raised.

We were all looking forward to seeing how Pete was going to play the game as the attacker. Would he hold back and engage the Orks from afar with battle cannon and lascannon, or go fixed bayonets for an all-out attack. How also would Alex approach the game? Would he hold back and defend the bunkers or give in to Orky temptation and leg it across the battlefield en mass and charge into close combat? Well, without further ado...

Wessago subsector 992M41

The sheer ferocity of the initial Ork attack had almost shattered Klatos's defenders.

At first the sky was filled by swarms of Greenskin fighta-bommers. Any unit that didn't get under cover was strafed mercilessly. The raw Planetary Defence Force regiments reeled under the assault, the 183rd shamefully breaking and dispersing even before the planetary assault began. While the aerial assault continued five Ork Onslaughts landed. Considered merely Escorts amongst the behemoths of the fleet each was the size of a colony town and brought tens of thousands of Ork boyz to Klatos. The Orks moved to the attack as soon as they landed, rampaging mobs attacking the nearest garrisons while they were still shaken by the bombing raids and causing horrible slaughter.

Klatos was not defenceless however. On the edge of the system Battlefleet Raiman closed in on the Ork raiding fleet.

Warlord Razzekai had plagued the subsector for almost five years, combining piracy and raiding with an unrelenting energy. In frustration, the Agriworld Klatos had been left apparently defenceless to lure the Warlord into a trap.

Dirtside, the Orks looted and burned settlement after settlement, their impetuous advance unimpeded for as long as their aircraft ruled the skies. Klatos endured seventy-two hours of death and terror before the Orks in high orbit detected the vanguard of

Battlefleet Raiman. The air raids ended immediately as the fighta-bommers were called back to their ships. This was the moment that the Imperial Guard had been waiting for. Three elite Cadian regiments had been kept concealed in hidden bunkers and now they emerged and launched themselves at the invaders. The Orks were already spread thin but that didn't stop them throwing themselves at their enemies. The mobs that counter-attacked first were obliterated, running into overwhelming firepower, but they managed to halt the Imperial forces long enough for other mobs to catch up and attack. Assaulting piecemeal the Orks suffered immense losses but as the battlelines became confused their unflinching aggression began to swing the battle their way.

In space, however, the Imperial Navy had brought up its capital ships and were pounding the lighter Ork raiders. Razzekai decided it was time to make a run for it and called for his troops to fall back to their ships. Disengaging was easier said than done though, as the Cadian regiments took every opportunity to follow up and pummel the retreating Orks. Orks don't like retreating at the best of times so it was no surprise that several mobs took it on themselves to turn around and fight it out.

The Imperial Guard had to keep the Orks closely engaged. While they were fighting they couldn't evacuate and soon their fleet would leave without them. The Orks had to swat away the forces harrying them so that they could safely retreat.



CHOOSING THE ATTACKERS



Pete: So, the loathsome Greenskins think they can raid one of the holy Emperor's worlds do they? Hah – the swift sword of his divine wrath shall smite them. It is time for all true Cadians to gather

themselves unto the host of the Lord Emperor, where we shall most certainly consign the xenos to the flames.

So, the Orks will be defending and I have to go get them. Sounds like a challenge and, more importantly, a chance to see if the Cadians can really do the shock troop 'thang' against an army of choppa-wielding brick outhouses. Well, you gotta have faith.

I considered the option of shooting the Orks out of their strongpoint but decided that was altogether too dull an approach. I just had to know if the 8th Cadian could do the job with guts and cold steel.

Now the thing with Strongpoint Assault is that it starts with an opportunity to sneak up close, this is especially useful as the perimeter is quite big and Grot sentries, although numerous, have low Initiative. Also the Infiltrate rule is quite generous in this mission so it is possible to start very close indeed. On the downside, the Force Organisation chart curtails the amount of heavy support in use and vehicles are easily spotted and cause the alarm to be raised.

Most critically, there are only four turns after the alarm has been raised so it is essential to make them count. I will score 200 Victory Points for each bunker I

destroy so the task is to make sure I lay waste to every available bunker while keeping the Orks on the defensive.

I really, seriously considered including Ursarkar Creed himself but, as the attacker, I get the first turn in Strongpoint Assault anyway so I figured that I would save the pleasure of using Creed for a mission in which his special abilities were more relevant.

Overall then, I reasoned that an all-infantry force would give me an option to sneak up and enough bayonets to handle the Orks up close. I started with a strong Command Platoon featuring a tough fighting Command Squad with attached Commissar and four squads of the brilliant new Cadian heavy weapon teams. As I planned to keep my infantry platoons fast-moving, I knew that I would need a strong firebase. The missile launchers and autocannons would give me some bunker-busters as well as options against the inevitable Killer Kans, and the heavy bolters and mortars would enable me to cull any large mobs of Ork infantry and give my own infantry a fighting chance.

The core of my army would be two Infantry Platoons, each with a tough Command Squad and two full Infantry Squads plus a reduced-strength remnants squad. All of these units were well-equipped with special weapons but as I wanted them to move I opted not to include heavy weapon teams. With so much normal infantry it was natural enough to add some Conscripts to pad out the numbers even more. With any luck I would be able to throw them into a

'battle of the titans' with some Grots. The final element was two squads of infiltrating Kasrkin to give the army a sharper edge, one squad was equipped to operate at range, the other for close action. With their carapace armour and good Ballistic Skill these guys are a true elite pick that I was sure would do well. Also the new miniatures are so yummy I couldn't leave them out.

A brief word on Doctrines. I gave all the officers the Iron Discipline Doctrine as I did not want mere casualties to get in the way. With Iron Discipline, the Cadians are not adversely affected when units fall below half strength, and in a mission where some forward momentum is essential this was clearly going to be important. I gave the Sharpshooter Doctrine to the heavy weapon teams as a lot would depend on their accuracy. Normally I would give the ability to the squads as well but as the plan was for them to assault I didn't think it was really worth it in this case. This highlights an important bit of the logic behind Doctrines. I resisted the urge to make it compulsory to take these skills because experience with Catachan Jungle Fighters told me that charging points for skills across the board when only a tiny portion of the models benefit just made the army as a whole undesirable. In this case though, I suspect I will find myself rolling 1's galore with my platoons and bemoaning not having more sharpshooters.

Right, army sorted, time to sneak up, form firing lines and give Johnny Greenskin a volley.

CHOOSING THE DEFENDERS



Alex: We are going to play the Strongpoint Attack mission with the Imperial Guard attacking and the Orks defending the bunkers. This feels strange but should be interesting. The Orks are in the

process of looting an Imperial outpost for available materials when the Imperial force sent to reclaim it arrives.

Looking at the figures available to choose from in my own collection I realised my usual army is very assault orientated even by Ork standards (the best form of defence is attack!). However I want to try to play to the defensive spirit of the scenario and not do the obvious Orky thing of deserting the defences and charging off across the field. I only have one unit of Shoota Boyz so I'll take as large a unit as I can which is 21 and put as many big shootas as possible in it. Big shootas are very effective against Imperial Guard so I'll also give big

shootas to the three Killer Kans I've taken. More big shootas would have been good but I just don't have the models. Lobbas are devastating against low Toughness lightly-armoured troops. They will also be able to fire at the inevitable mortar teams at Pete's table edge. Ideally I would take two batteries for this mission but as I am only using my own available figures I will have to make do with one plus some extra crew.

For the rest of my force I will take a large Slugga Boyz unit, a hefty mob of Skarboys, Tankbustas and, to top it all, a mega armoured Warboss (he shouldn't have to run anywhere but I'll give him a mega boost just in case), with a retinue of six 'eavy armoured Nobs.

I have opted to take two bunkers for my stronghold so the lobbas and Shoota Boyz will hide in these. The Cover save will be invaluable for the very vulnerable Lobbas, the barricades around the bunkas will be manned by the Skarboyz and Slugga Boyz, the Tankbustas will be ready to sneak out in any available cover

and deal with any of Pete's heavy armour as well as disturbing his advance. The Warboss will anchor one flank and the Killer Kans will take care of the other; Pete has suggested he will be assaulting but I will have to be prepared to respond if he decides to stand back and bombard my defences.

This plan was fine in my head but I learned a valuable lesson: always read the scenario rules carefully before you plan! While setting up I discovered that the scenario required elites (my Skarboyz) to begin the game in reserve leaving my Slugga Boyz and Tankbustas to man the outer defences, weakening my defences, tying down my Tankbustas and giving Pete fewer targets to focus on.

This scenario uses the Sentries special rules, so I get 12 Grotz to deploy. I will deploy these quite close to my defences because even though I do not intend to charge out too soon, I want Pete's forces as close as possible before the first shots are fired.

THE CADIAN 8TH, 7TH COMPANY

HQ

Command Platoon

- CS** **Command Squad 3** 6 – Senior Officer Captain Urco Geist with Iron Discipline doctrine, trademark item (monocle), laspistol & power weapon, Veteran with standard & lasgun, Veteran Medic with medi-pack & lasgun, 1 Guardsman with meltagun, 1 Guardsman with lasgun. **117 pts**
- C** **Commissar Wessenland** with laspistol, power weapon. **45 pts**
- S** **Sanctioned Psyker Jorran** with laspistol, close combat weapon, Psychic lash. **12 pts**
- F B**
4 **Fire Support Team 501** – 3 Guardsmen with lasguns, 3 Guardsmen with heavy bolters. All have Sharpshooter doctrine. **90 pts**
- F B**
3 **Fire Support Team 176** – 3 Guardsmen with lasguns, 3 Guardsmen with autocannons. All have Sharpshooter doctrine. **105 pts**
- F B**
2 **Anti-tank Support Team 117** – 3 Guardsmen with lasguns, 3 Guardsmen with missile launchers. All have Sharpshooter doctrine. **105 pts**
- F B**
1 **Mortar Support Team 907** – 3 Guardsmen with lasguns, 3 Guardsmen with mortars. **80 pts**
- Elites**
- 1** **Kasrkin Squad 005**
Sergeant with hellpistol & close combat weapon, 7 Storm Troopers with hellgun, 1 Storm Trooper with flamer, 1 Storm Trooper with meltagun. Unit can Infiltrate. **126 pts**



Kasrkin Squad 008

Sergeant with hellpistol & close combat weapon, 7 Storm Troopers with hellguns, 1 Storm Trooper with plasma gun, 1 Storm Trooper with grenade launcher. Unit can Infiltrate. **128 pts**



Troops

1st Infantry Platoon Red

- CS** **Command Squad 8** 2 – Junior Officer Lieutenant Annull Crane with Iron Discipline doctrine, laspistol & power fist, Veteran with laspistol & close combat weapon, Guardsman with laspistol & close combat weapon, 2 Guardsman with meltaguns. **91 pts**
- C** **Commissar Trask** with laspistol, power fist. **45 pts**
- S** **Sanctioned Psyker Vallios** with laspistol, close combat weapon, Psychic lash. **12 pts**
- 1** **Infantry Squad 190** – Sergeant with laspistol & close combat weapon, 8 Guardsmen with lasguns, 1 Guardsman with flamer. **66 pts**
- 2** **Infantry Squad 265** – Sergeant with laspistol & close combat weapon, 8 Guardsmen with lasguns, 1 Guardsman with grenade launcher. **68 pts**
- 3** **Infantry Squad 728** – Sergeant with laspistol & close combat weapon, 3 Guardsmen with lasguns, 1 Guardsman with grenade launcher. **38 pts**



2nd Infantry Platoon Blue

- CS** **Command Squad 4** 9 – Junior Officer Lieutenant Orvell Quist with Iron Discipline doctrine, laspistol & power fist, Veteran with Honorifica Imperialis, laspistol, close combat weapon & melta bombs, 3 Guardsmen with laspistol & close combat weapon. **101 pts**
- S** **Sanctioned Psyker Babel** with laspistol, close combat weapon, no usable power. **12 pts**
- 1** **Infantry Squad 144** – Sergeant with laspistol & close combat weapon, 8 Guardsmen with lasguns, 1 Guardsman with meltagun. **70 pts**
- 2** **Infantry Squad 609** – Sergeant with laspistol & close combat weapon, 8 Guardsmen with lasguns, 1 Guardsman with grenade launcher. **68 pts**
- 3** **Infantry Squad 317** – Sergeant with laspistol & close combat weapon, 3 Guardsmen with lasguns, 1 Guardsman with flamer. **36 pts**
- IP** **Conscript Infantry Platoon**
20 Conscripts with lasguns. **80 pts**

TOTAL

1,495 pts







WAAAGH! GAZBAG

<p> HQ Warboss Gazbag Mega armour, kombi weapon: shoota/skorcha, mega boosta, iron gob. 114 pts</p>	<p> Troops Gogruk's Shoota Boyz Mob 1 Nob with big shoota, choppa, iron gob & bosspole, 3 Boyz with big shootas, 17 Boyz with shootas. 227 pts</p>	<p> Heavy Support Killer Kan Mob 3 Killer Kans with Dreadnought close combat weapons, big shootas & armour plates. 150 pts</p>
<p> Gazbag's Bodyguard 3 Nobz with slugga, choppa & 'eavy armour, 2 Nobz with slugga, 'uge choppa & 'eavy armour, 1 Nob with slugga, power claw & 'eavy armour. 225 pts</p>	<p> Hazrok's Slugga Boyz Mob 1 Nob with slugga, power claw, 'eavy armour & iron gob, 2 Boyz with burnas, 20 Boyz with sluggas & choppas. 269 pts</p>	<p> Big Gunz Battery 3 lobbas, 9 Grots, 1 Slaver with Squig Hound & grabba stick, 1 Mekboy with slugga, choppa & Mekboy's tools. 132 pts</p>
<p> Elites Nagruk's Skarboyz Mob 1 Nob with slugga, choppa, frag stikkbombz & iron gob, 3 Boyz with burnas, 12 Boyz with sluggas & choppas. 216 pts</p>	<p> Skuzbag's Tankbustas Mob 1 Nob with rokkit launcha, choppa, 'eavy armour & iron gob, 3 Boyz with rokkit launchas, 6 Boyz with sluggas & choppas. All have frag stikkbombz & tanbusta bombz. 166 pts</p>	<p>TOTAL 1,499 pts</p>



SNEAKING AROUND

Pete: With the Grot sentries posted well back I could see that I would have at least one turn of creeping forward before the alarm was raised. This was not what I had expected! By adopting a tight perimeter, Alex had made it impossible for me to deploy my Kasrkin infiltrators close to his defensive lines. I had hoped I might use such an opportunity to tie up a big-shooter-laden mob or two in close combat while I got the rest of the army into position. Already foiled, I contented myself with setting up the Kasrkin in and around a wood where they would be well-placed to support the point I had chosen to attack. Looking along the outer defences, I could either head towards the Slugga Boyz or the Tankbustas. The Tankbustas unit was much smaller and therefore more vulnerable but I knew that it takes space to deploy 134 Guardsmen and that if I didn't use that space I would end up with an untidy mob with no chance of responding to developments. I decided therefore to go for the Slugga Boyz as the line of approach was far clearer. I abandoned any thought of moving up on

either flank as the Ork reserves could arrive anywhere on the far table edge and easily outflank any attack there. I could see from the numbers deployed that there were Orks missing and in this regard they had already served their purpose. The threat of their arriving had removed the possibility of attacking entirely from a flank. This would otherwise have been a good option as it would have enabled me to take out the Orks unit by unit.

I deployed my two platoons side by side, one of them screened by conscript whiteshields. Behind them, out of sight, I deployed my mortars, my autocannons to dominate the inside of the defences and threaten the Killer Kans, my missile launchers placed to bombard the bunkers and the heavy bolters to provide fire support at my chosen point of attack. All that remained was to begin the advance. All along the line, the Cadians moved forward, each squad moving in a low crouching run before going to ground and signalling the next to follow.



The Orks go about their business on a nice summer day.

TURN 1 – IMPERIAL GUARD

Pete: Well, it was apparent to me now that there was no chance of getting another stealthy advance in so this was the turn I raised the alarm for the Orks by OPENING FIRE, bwahahahaha ha.

Oh, I did some moving as well. One of my Kasrkin units hurried into range and the infantry line rose from the grass, closed ranks and raised its banners. Ah the glory and pageantry of it all.

Then I did my shooting and killed one Grot and three Boyz.

That's all.

I don't really want to discuss this turn much further. In an ideal world my mortars would have fallen on the top of the rearmost Ork bunker and either

slaughtered or suppressed the Lobbas there. My autocannons would have raked across his Killer Kans' hulls tearing great holes in them. My missile launcher team would have sent one krak missile after another into the front Ork bunker and reduced it to crumbling slag. Then to crown it all, my heavy bolters, Kasrkin and a host of supporting lasguns and grenade launchers would have blasted the Slugga Boyz off their defences with a volley of deafening intensity and uncompromising lethality.

That's what would have happened in an ideal world or if I had finally been permitted to script my dice rolls. In reality, however, I killed one Grot and three Boyz.

I hate dice. I suppose I should be grateful to my Kasrkin, if it hadn't been for them the score would have been a single Grot. At least they managed to knock off some of the Slugga Boyz.

TURN 1 – ORKS

Alex: The first sign the Orks had of the Imperial presence was the gunfire and explosions, the sentries had legged it – their screams of alarm being a little late in coming. Although Pete had opened fire with his entire force I had got off lightly as I had only lost a few models. Resisting the urge to charge the Imperial Guard I returned fire with everything.

Looking at Pete's army one thing comes to mind there's loads of them!, It really looks like he is going to try and

The Imperial Guard lines pour fire into the Ork positions.



swamp me, something of a first for me as it's usually me who does the swamping. Looking at the placement of Pete's forces I just couldn't resist firing the lobbas into the centre of the massed ranks. To devastating effect they managed to kill eleven of the Guardsmen. Expecting that Pete would want revenge for this I was glad the Grot crew had a 4+ Cover save due to the defences. The rest of my fire had the usual Ork accuracy. One of the exceptions to this though was the big shootas of the Shoota Boyz who killed four Guardsmen. Overall it had been a good round of shooting but the Guard casualties were a drop in the ocean. Pete still had over a hundred figures which is a lot of lasrifles shots. I waited to see what Pete's next move would be.





Bitter hand-to-hand combat erupts.

TURN 2 – IMPERIAL GUARD

The Ork return fire was really far more unpleasant than I might have anticipated. The Lobbas had made a real mess and the big shootas in the front bunker had delivered a statement of intent to slaughter.

I sent the Kasrkin squad 005 towards the defences; I planned to hit the Orks with a flamer, negating the protection provided by the fortification, deliver a massive supporting volley and then go into close combat.

As my shooting last turn had totally failed, I desperately needed to put even more pressure on the Slugga Boyz this turn. That meant slowing my advance a bit to enable more weapons to fire. I also moved the HQs from the Red and Blue platoons closer to the front line. If the Kasrkin failed to break through this round then they would need some support the turn after, support of the power fist variety!

First of all though – shooting.

The mortars' barrage fell accurately on the top of the rear bunker this turn. The Grots made good use of the cover

though and only three were killed, although in partial compensation one of the Lobbas was blown up as well. The missile launchers opened fire at the front bunker again but did no better than last turn. Frustrated I fired the autocannon squad at the same bunker and was rewarded with a single glancing hit ensuring that any subsequent hits would get +1 when rolling for damage. That was about it for bombarding the bunkers, I either needed to be luckier or get some meltaguns up close.

Everything else that could fire fired on the Slugga Boyz. Whilst I inflicted lots of hits I had trouble converting them to wounds and only killed seven of them. Considering that I fired an entire Kasrkin squad, a heavy bolter squad and approximately 60 Guardsmen this wasn't very impressive. This was the one thing I couldn't have planned for, a single Ork unit managing to absorb all my shooting long enough to prevent me getting to within meltagun range of the bunkers. While the Slugga Boyz endured I had to be careful, at any time the Orks could turn defence into attack and my men would find themselves fighting hand-to-hand.

Even though I hadn't killed nearly enough of the Slugga Boyz I had to continue with my Kasrkin assault. If nothing else, stopping now would mean leaving them standing right in front of the Ork defences waiting for something unpleasant to happen.

The Kasrkin fought bravely but killed only a single Ork, losing four in reply. Stubbornly the survivors dragged themselves to the top of the wall and continue the fight. The reinforcement move then occurred and the Slugga Boyz who had been spread along the perimeter were dragged into the hurly burly of close combat. This put them more or less where I wanted them. With the Kasrkin still fighting them I knew I wouldn't be taking any close range shooting from them next turn and they certainly wouldn't be leaving their lines to charge me. More importantly, the reinforcement move left a big gap in the Ork lines with only the Warboss' retinue able to fill it. If Alex put his retinue into the line instead of holding it out of harm's way for a counter-attack I would still be in with a chance. Although my shooting had been dismal I could win as long as I was allowed to keep the initiative.

TURN 2 – ORKS

Possibly my most important dice role of this game and it goes against me. Failing the Reserves roll for my Skarboyz means they will be next to useless, even if they arrive next turn that still only leaves them two turns to make it into combat, having no ranged weapons apart from sluggas would pretty much leave them out of the game.

With the thinly-stretched Slugga Boyz being drawn into a combat with Pete's Kasrkin to the left of my defences, a large hole had opened in my centre leaving my expensive Warboss unit feeling a little exposed (staring down the barrel of missile launchers and autocannon) so I moved them into the cover of the walls leaving me having to rely on the lobbas to deal with the weapons team threat. With a distinct feeling of déjà vu I rolled double 1 for the Warboss's mega armour movement roll. Luckily I had given him a re-roll in the form of his boost... which also came up double 1! He wasn't going anywhere fast. I moved the rest of his retinue up to the cover of the defences.

After my first Shooting phase my second was a total disappointment; I couldn't remove the threat of Pete's autocannon and rocket teams with my lobbas; my guess for range was spot on but the scatter dice were against me causing them to overshoot and drop off the table edge. The rest of my shooting, apart



The Imperial Guard lines advance upon the defences.

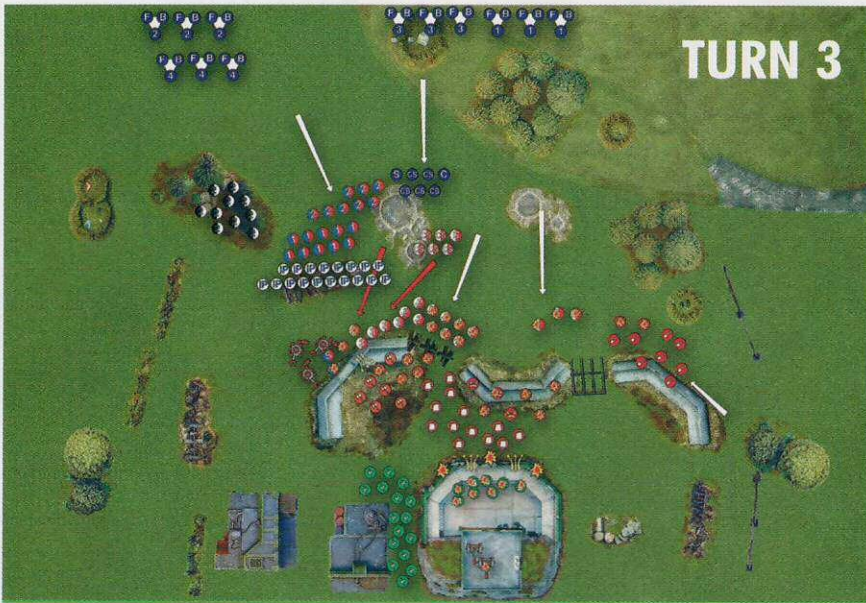
from the Killer Kans I targeted at the 2nd platoon Infantry squad 1 – containing a meltagun and which was marching brazenly towards the centre of my bunkers – killing seven of them but not quite managing to remove the meltagun threat. The Killer Kans killed two Storm Troopers in the woods. My shooting so far seemed to be only scratching the surface of Pete's masses – I really needed to be doing more combat, however Pete was still just too far away

and the closer he got the more my defences were going to be a help to him and a hindrance to me. I began to get a sinking feeling and needed cheering up with some close combat.

The Storm Troopers assault on the Slugga Boyz continues as expected with the Orks winning. The Storm Troopers failed their Leadership test but, preferring not to be shot to pieces, I kept the rest of them in combat.



TURN 3



The Ork Skarboyz finally turn up.

TURN 3 – IMPERIAL GUARD

After the Orks' turn I was still in the game. This is a good thing. However I still badly needed a fortunate turn to make up for my previous misfortunes. The Storm troopers had finally been repelled by the Slugga Boys but the Orks had kept the last two Kasrkin in combat to prevent me gunning them down in this turn. Oh hum, just as well I had brought up my command squads last turn.

I sent the remnants of 1st platoon's 265 squad directly toward the centre of the Ork defences. Finally I was close enough to get a bit of meltagun on bunker action.

While the Slugga Boyz lived there wasn't much point in crossing the defences so the rest of the army hung tough and turned their guns on the Tankbustas and Warboss's retinue.

Once again I opened up with my mortars bombarding the rear bunker. By now the range didn't take much guessing but scatter dice are a harsh mistress. By the time the dice had been rolled and all three blast markers positioned there was a single dead Grot for my efforts. This Grot must have been very popular with his mates though because when he exploded they all dived for cover having failed their Pinning test. Phew! After the first blast from the Lobbas killed eleven men I had been fortunate to get off lightly thanks to a bad scatter the next time and would now be immune to them for another turn.

The eager remains of 2nd platoon's 144 squad pointed their meltagun at the front bunker and... missed, oh no I panicked, not another turn of unimpressive shooting, perhaps it was time to cry like a girl and demand a draw. I needn't have worried as even Fate had come to

the conclusion that crocking my dice rolls was an old joke by now. The missile launcher team...

Gaming superstitions and their complete authenticity.

When I joined the Studio I brought with me a rather irrational superstition that if I rolled well when rolling to hit I should not use any of the good rolls again when rolling to wound as they were already tired out. I know the statistics guys would disagree with this theory but it has served me well and whenever I forget I get punished by lots of low scores. The new superstition, started by veteran Imperial Guard player Rowland Cox, is based on the observation that missile launcher contains the word 'miss' in its name and this has to be a bad thing. He therefore refers to his as rocket launchers as it often seems BS2 Orks are more accurate than BS3 Guard. Luckily I remembered this just before I fired.

...no, actually let's make that the rocket launcher team, fired again on the front bunker, all three krak rockets hit, one penetrated and, in conjunction with the existing damage, destroyed the bunker. Of the 21 Orks inside, 9 were buried in the rubble. One small piece of dice sorcery and I was back in the game.

I may have said 'whooooooo' at this point.

There were two other targets worth engaging, the Tankbusta boyz starting to sally out from the defences and the very, very brutal Warboss' retinue. The HQ squad of 2nd platoon and the conscripts got the pleasure of firing on the Tankbustas and managed to not only kill two of them but wound the Nob as well. This was plenty as it pushed them back



into the fortifications and ensured they would be taking a Morale test. Everyone else opened up on the Warboss' retinue. From the start it was apparent things were definitely looking up.

The autocannons and heavy bolters, both capable of slicing through 'eavy armour inflicted seven wounds between them. Nice.

Then 2nd platoon's squad 609 got another wound with a flamer. Toasty.

Finally, 1st Platoon's squad 265 inflicted another 4 wounds with a well-aimed frag grenade. I would have fried some more with a lightning arc from the Sanctioned Psyker attached to the Command HQ but sadly he failed his Psychic test. Fortunately for him it was just a failure and he did not need to be saved from daemonic possession by being mercilessly neck-shot by the squad's attached Commissar.

The Imperial Guard codex features a new special rule called 'It's For Your Own Good'. If a sanctioned psyker is subject to a 'Perils of the Warp' attack while part of a squad including a Commissar then he will be executed by the Commissar before he is daemonically possessed. It's these little things that makes the Imperial Guard a caring hammer of the Imperium.

By the time the shooting was over, all that remained of the retinue was the



Warboss and one Nob. They didn't look so scary now, indeed the pair of clearly shocked Orks ran off and mobbed up with the Shoota Boyz dusting themselves off after their collapsing bunker experience.

Meantime the Command squad of red platoon stormed into the Slugga Boyz on the wall. Their Psyker used his psychic lash power from a rear rank to kill a single Ork while his Lieutenant crushed two Greenskins with his power fist. The Slugga Boyz inflicted two casualties in return and fled. The Sanctioned Psyker had made the difference, what a pleasing use of 12 points. The last few Boyz mobbed up with the Shoota Boyz as well. This amalgamated mob now contained the bulk of the remaining Orks. It was also now massively dangerous, containing as it did most of the good guns and leaders of its constituent parts. It suddenly occurred to me that I had inadvertently created a monster.

All in all, though, this had been a great turn for the Guard. All the earlier dice unpleasantness had evened out with the typical dull thudding noise that probability makes when it reasserts itself. With BS3 armies, no matter how many guns you have there will be turns when you do not get to do as much damage as you should. When it happens you have got to hang tough, keep the faith and wait for the turn when the jinx lifts. I was now in a good position; I just needed to avoid the worst of the amalgamated mob from hell and

try to knock over the rear bunker and all should be well. Even after such a good turn it still had the makings of a white knuckle ride.

TURN 3 – ORKS

I'm still in shock from Pete's third turn; everything that could go right for him did. Pete had a good (jammy, flukey generally unfair) Shooting phase, and this coupled with the fact that I was unable to pass any tests, had put Pete firmly on top. Deciding what to do next having had half of my army annihilated was pretty difficult, (Ok I'm exaggerating, being a drama queen, but it feels that way.)

Let's start with the positives. My Skarboyz had finally turned up, bored with whatever had delayed them so long, but the action by now was at least 20" away from them though, forcing them to pretty much have to watch and maybe shout some encouragement.

Pete had unconsciously created a monster unit after a charge from one of his HQ units and a failed Morale check. The remains of my heroic Slugga Boyz had fallen back to join the Shoota Boyz mob that had just dug themselves out of the rubble of the first bunker, only to find that the Warboss and his single remaining Nob had also joined them (the Warboss's unit was shot to pieces and to add to my misery he failed his test on Leadership 10). This new powerful toolled-up unit has no other option –

screaming hatred they reverted to their Orky nature and charged at the enemy to break some heads.

The only shooting I had this turn was my Tankbustas unit who had rolled a pathetic 1" for their difficult terrain move. They had no other option than to shoot at the unit they were hoping to charge. Luckily they killed the remaining men and more importantly, the meltagun they were carrying. The Killer Kans and Warbosses unit elected not to shoot as, using the Trial Assault rules, you can only shoot the unit you intend to charge and it's vital that they both charged.

The Lobbas could not fire this turn as they were pinned, however the Mek Boy used this time to his advantage and repaired the broken Lobba.

In the Assault phase the Warboss's new unit easily overpowered their opponents (there were now three power fists in this unit including the Warboss's Strength 10 one), then consolidated into their next intended victims – this was much more like it and I had begun to have a glimmer of hope.

One of the Killer Kans was able to charge (just) an unfortunate Imperial Guardsman that had strayed a little too close. The surprised Guardsman was soon very squashed. Pete's unit passed its Morale test which was fine by me as it kept my Killer Kans in combat and feeling a lot less exposed for Pete's next Shooting phase.

TURN 4 – IMPERIAL GUARD

Last turn already – this one was playing fast. Probably a good thing though, as I am not sure that even armies as numerous as these would have any models left if the game went on for a couple more turns.

The late arrival of the Skarboyz meant they would not concern me. The Tankbustas were too far away to matter, all that remained were the Killer Kans and the amalgamated über-mob led by the Warboss. Please note that the use of the word 'all' in the last sentence does not imply that I did not rate the threat. Indeed the massed sally out of the gates by the amalgamated mob and the charge of the Killer Kans in the last Ork turn posed serious problems. Often the trick with such situations is to be calm enough not to attempt anything over-ambitious.

I knew I had options against the Killer Kans. The main objective though was to prevent them scoring Victory Points. If I did nothing they would undoubtedly wipe out the 1st Platoon's Command squad and then be free to attack something else on the next turn. I figured I was already ahead on points and could

concentrate on avoiding disasters. The best way of keeping the Kans quiet was to introduce them to a large unit that they couldn't possibly wipe out. I nominated the Whiteshield Conscript Platoon for the job. Because I couldn't resist it though, I decided to throw in the Red Platoon's Command squad as well with its two power fists.

The long Ork column pouring out of the gates was a very tempting target. Although it was in combat, models more than 2" from engaged friends could be targeted. I moved one squad across to block their further progress, moved the rest of the army away from them and then unleashed my heavy weapon squads, notably the mortars and autocannons. The mortars took a heavy toll – 6 models – the autocannons 3 models. So to summarise I had took out and now ensured I would score Victory Points for the unit and reduced its options for the following turn. Sorted.

Next were the Tankbustas. These were a safe distance away but they were worth Victory Points so I let rip with the heavy bolter squad at them and killed three! Result!

Finally, I fired the missile launchers at the rear bunker and foolishly (stupid, stupid, stupid) described them as missile launchers before rolling and predictably missed. The moral here being 'trust your superstitions'.

In the Assault phase the amalgamated Ork mob predictably made short work of the handful of guys fighting with them. My counters were already in place so this did not concern me.

The Killer Kan fight was a different deal, I lost four guys but my glorious power fists laid waste to a Kan. My troops passed their test and the fight continued. This was not as good as I had hoped as there had been a chance of me winning the scuffle but the main thing was that the Kans had been isolated and effectively neutered.

OK, all I had to do now was ride the 'have a go' last turn heroics of the Orks and all would be well.

TURN 4 – ORKS

The Tankbustas were falling back after losing half their number to heavy bolters, and would probably meet the Skarboyz

The Imperial Guard break the back of the Ork defenders.



coming in the opposite direction. The Warboss and his new followers repositioned themselves for their next intended victims.

The Shooting phase was more encouraging as the Lobbas ended the game on a high. After two rounds of achieving nothing they found the range of Pete's missile and autocannon weapons teams, killing two men from each unit and forcing a test for each team. Amazingly, they both failed and fled the field of battle – very satisfying, but too little too late. Being the last turn, and wanting to try out his kombi-scorcher, I fired the Warboss's unit instead of charging. The scorcher itself killed seven Guardsmen and the remains of the unit were pulped with a combination of sluggas, shootas and big shooters. The Tankbustas fired off a couple of rokkits as they were falling back but failed to hit anything.

Onto the Assault phase and the Killer Kans (one of which was destroyed in Pete's previous Combat phase) who were slowly mashing their way through the Imperial Guard. The two remaining Killer Kans had a truly unlucky turn as

they killed more Guardsmen when they blew up than the measly one they killed with their close combat weapons. Pete's power fist, which I hadn't been able to get to grips with because of the mass of other expendable Guardsmen, had scored a glancing and a penetrating hit

and then rolled double 6... Kaboom! With four Conscripts being the final casualties the game ended.

Totalling up the victory point revealed that Pete had won, but only just, having scored 160 more Victory Points than me.



The Ork Killer Kans explode with spectacular results.



STORMING THE BARRICADES



Pete: I should definitely have taken more Sharpshooters! For the first two turns my shooting dice were... unfortunate, and re-rolls of the rich seam of 1s in each handful thrown would have

helped immeasurably.

This was very much a game of two halves. For the first two turns after the alarm went up, all my momentum was dissipated by either me being unable to hit anything or the Orks being shrewd enough to duck. There simply wasn't enough of them dying, so as I got close to the wall instead of finding a few tattered remnants I found a decent strength unit which I had to deal with in two stages as described earlier.

Then, after two turns of woe, the clouds parted and the light of the Emperor's

wrath fell on his enemies and slapped them around a bit. Suddenly all the old gags started getting laughs. My missile launchers took down a bunker after previously looking like they couldn't blow up a beach hut. My mortars started to hit their targets, and even the Whiteshields started making some 'To Wound' rolls. The effect was amazing, on turn three a losing situation turned around completely and left me just needing to ride out the Orks' last charge to win.

What a last charge though! Three separate units all mobbed up, led by the Warboss and dripping in burnas, power fists and Nobs, it came running out of the defences to get stuck in. I didn't have the time to stop it properly so, knowing there was only four turns, I swerved away from the attack as much as I could and took some casualties to keep the Orks from my better units. I still had a fright when a bit of Lobba fire sent two of my support squads fleeing but

fortunately I was far enough in the lead that it didn't matter.

For me, taking out the Killer Kans with a few power fist-wielding officers was the highlight. I knew I could have just tied them down with the Conscripts, but it was far more fun to have a go at them.

The low point was probably the first shot from the Lobbas, which cut a swathe through my lines and made my superior numbers appear to be a very transitory thing.

Overall the slow start prevented me sweeping over the Ork lines at bayonet point and forced me to dig deep and readjust my plan. Even halted, my assault formation was able to redirect its fire, supplemented by the fire support squads, to inflict very heavy casualties on the Orks and secure the win.

There might even be a Macharian Cross in it for me.

IF ONLY...



Alex: It ended closer than I thought it would, but the Guard have recaptured their stronghold (I didn't really want it in the first place – it smelt).

Oh for a couple more turns! My Warboss was just finding his

momentum and the Skarboys were almost there.

Pete's third turn was decisive. His shooting combined with my inability to pass any tests made me feel that I had lost the game there and then – I would have loved to have seen what would have happened if the Warboss and all of his Nobs had been allowed to get into the centre of Pete's force. However Pete obviously didn't want to see this, hence his blowing the unit to pieces.

If I had thought to read the small print in the scenario I would not have taken any elites. A four-turn game is too short to take any but the fastest moving of Reserves, and you rely too heavily on the dice roll for Reserves on turn 2. The Skarboys would have made such a difference manning the defences, instead they were 211 wasted points.

Instead of the Skarboys I would have been better off taking a second Shoota Boyz mob with all available big shootas and another Lobba battery.

It is satisfying playing to the spirit of a scenario and not just closing the distance to the enemy screaming in Orky fashion. In the end I had to sortie

out anyway as the previous turn's shooting was too overwhelming – one lasgun is a joke 130 of them isn't. Maybe if I had charged out earlier I would have had more success, but in the end it was a hard-fought and enjoyable game. Pete won by 160 points, he didn't get over my defences and I still had a standing bunker which isn't bad.

My Lobbas were amazing in two accurate turns of firing they accounted for about three times their worth and distracted Pete's Mortars for the whole game.

My Killer Kans didn't do as well. Fair play to Pete for destroying them all in close combat, but I will have more sympathy for opponents' Dreadnoughts that I surround with Slugga Boyz and a Nob with a power fist in future games; it's quite frustrating to be on the receiving end of it.

The Warboss lives to fight another day, angry at the loss of all his plunder and looking for someone to blame for it. Pete may think that he won because he out manoeuvred me and pretty much controlled the game but I just blame my Skarboys for being useless.



Throughout the game the Lobbas and Mortars exchanged fire.



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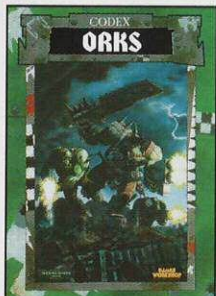
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Ork Zzap Gun















































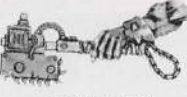


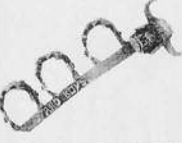






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THE LORD OF THE RINGS

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In This Issue:

- Spellcasters Tactics
- Ringwraiths Scenario
- Isenguard Scenario
- Radagast the Brown Painting Masterclass
- The Return of The King Preview



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...

THE RING-BEARER SPEAKS...

Alessio Cavatore discusses all things The Lord of The Rings

THERE AND BACK AGAIN

Returning to the real world after the trip to New Zealand was hard. Not only had I to deal with the twelve hours of jet-lag and the side effects of the 28-hour flight, but I also had to fight my way through an army of Matt-bots to reclaim the title of Ring-bearer that had been usurped in my absence. Having thwarted Matthew's evil schemes and delayed his plan for world domination, I can now put the finishing touches on The Return of The King.

Visiting WETA Workshop and some of the other companies that revolve around The Lord of The Rings film production has been a fantastic experience, highly motivating and inspiring. Our little Games Workshop expedition (consisting of myself, Alan Perry, Michael Perry, Gary Morley and Brian Nelson) was treated with great kindness and generosity, for which we are all really grateful to the people there. We even got to spend some time with Peter Jackson himself, Alan Lee, Richard Taylor and many of the other designers at WETA, and from them we've learnt quite a few things about The Return of The King. It was very rewarding to see how the people there at WETA know Games Workshop's stuff and really like what we do. When appreciation comes from such highly talented people, it is very flattering. Even young Billy Jackson, the son of our favourite director, is apparently getting hooked by our game! Way to go Billy!

The fragments of material we have seen had a jaw-dropping effect – the sheer scale of the



Alessio and Peter Jackson enjoy a game of The Two Towers.

fighters that will take place in the third instalment of the film is unbelievable. The battles in The Return of The King will make the assault on Helm's Deep look like a small skirmish!

After seeing the part that the fell beasts play during the conflict, I have decided that I have definitely made them too weak and I'm seriously considering adding at least another Attack to their profile!

This is not the only change that I will implement into The Return of The King game, because reading a more up-to-date script I have found out that a few of the scenarios are slightly inaccurate in representing some of the scenes from the film. It might be a bit too late for making some of the changes, so you'll have to forgive us if you find some minor inconsistencies between film and game, but we'll endeavour to fill any gaps in the future supplements The Siege of Gondor and The Battle of Pelennor Fields. More and more it feels like The Return of The King is so huge that it cannot be contained in one game, and the next two supplements will play a big part in the monumental task of completing it.

By the way, as part of the many treats of this trip, we have also been shown the extended version of The Two Towers. The great new bits enrich the film beautifully, especially helping to make the story clearer for people who haven't read the book.

C'mon, just one more month to go for the game and two for the film! I just cannot wait!



As well as Alessio, miniatures designers Michael Perry, Alan Perry, Gary Morley and Brian Nelson also visited New Zealand as research for the forthcoming The Return of The King miniatures range.

THIS MONTH'S RELEASES FOR THE LORD OF THE RINGS

Lord Balin

Designed by Michael Perry, this blister pack contains 1 Balin model. Previously only available in the *Khazâd Guard* box, Balin can now be ordered separately directly from Games Workshop through the in-store order point, on the telephone (0115 9140000) or via the online store.

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Designed by Gary Morley, this blister pack contains 1 Radagast model.

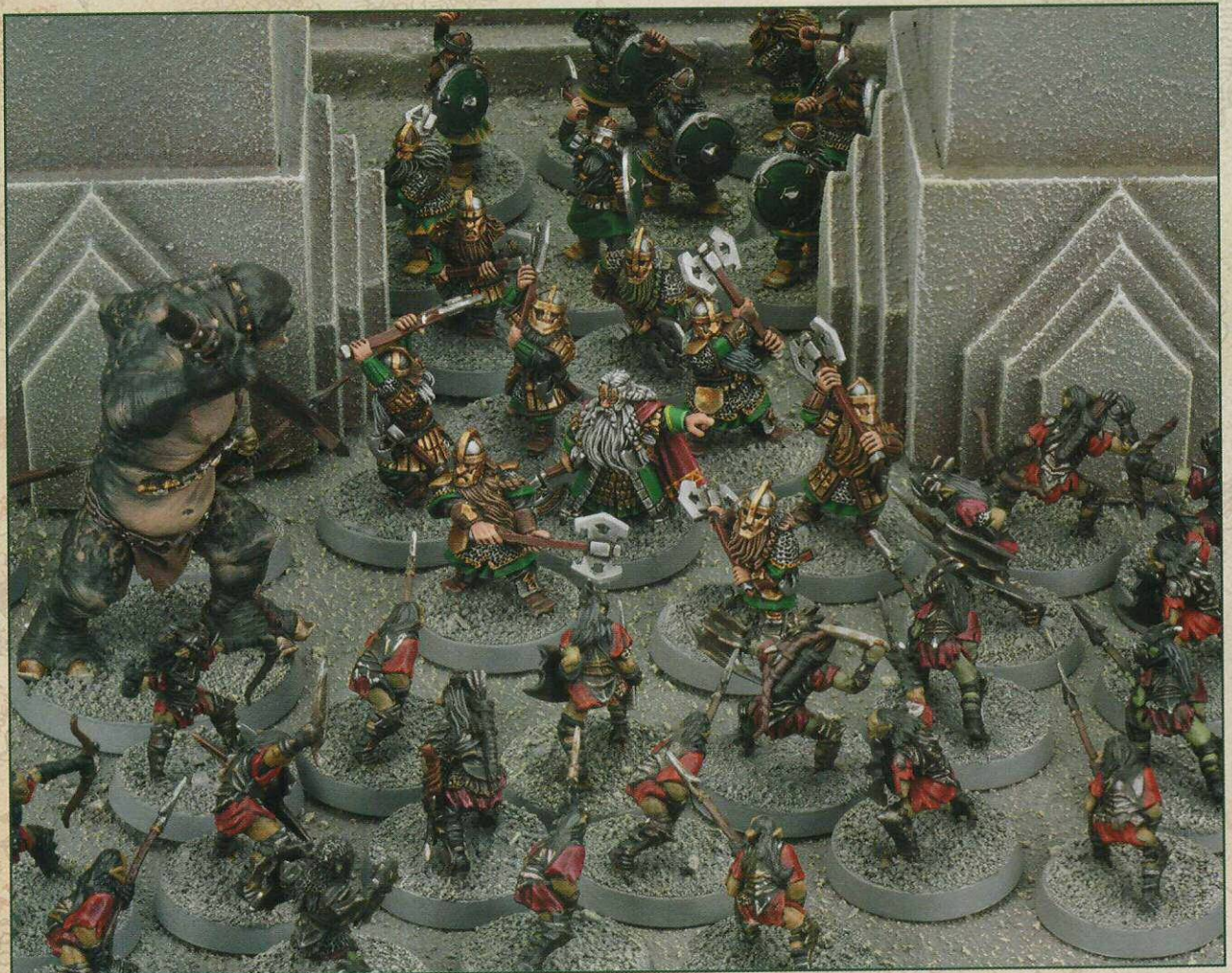
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Designed by Michael Perry, this blister pack contains 1 Uruk-hai Shaman model. This model requires assembly.

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This month sees the release of a slew of Middle-earth spellcasters. With the ranks of his Good and Evil forces now bursting with wizards, wraiths and shamans, Matthew Ward casts an eye over the good, the bad, and the ugly.

THE WIZARDS OF MIDDLE-EARTH

Matt Ward reveals some tricks for the budding spellcaster

Gandalf's return to Middle-earth saw him gain not just power, but strength – making him a good choice, if an expensive one.



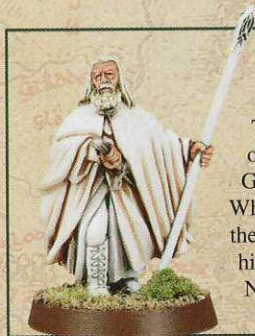
Among the final, and for me the most entertaining, set of releases for Shadow and Flame are the spellcasters. With the diligent Radagast, the twisted Moria Goblin and Uruk-hai Shamans, the carefree Tom Bombadil and Goldberry and the insidious Barrow-wights, the range of magic users available to a player has increased dramatically. To mark this boon, let's take a look at the main spellcasters in the game, starting with the Free Peoples...

GANDALF THE GREY

Probably the most famous of all the spellcasters, and possibly the most renowned individual in all of Middle-earth, Gandalf the Grey is one of the most versatile Heroes available to the Good player. With an awesome range of six spells, a free point of Will each turn and a fairly solid stat-line, Gandalf is always a good choice to give support to a beleaguered force. Like most magic users in Middle-earth, Gandalf doesn't have many blatantly pyrotechnical spells, preferring to work on the fragile wills and psyches of his opponents – though by no means does this make them any less effective. *Immobilise* and *Command* can quite happily pin opponents in place, either to buy time or to make them more

vulnerable to being hacked down by a well-timed blow from a Good warrior. With a Defence of 5, Gandalf is fairly resilient for an unarmoured old man, a state that is only enhanced by his two defensive auras: *Terrifying Aura*, and *Last Light*. One keeps him safe from being charged, while the other drastically reduces the chance of him being hit by arrows. Admittedly, as it casts a brilliant white radiance, *Last Light* definitely does not fit into the 'subtle' group, but then neither does the regular favourite, and mainstay of Gandalf's repertoire, *Sorcerous Blast*. While *Sorcerous Blast* has its finer points, it is relatively difficult to cast (needing a 5+) so use it sparingly. It's always tempting to send magical blast after blast into the enemy lines but this can drain Gandalf's

Will like there is no tomorrow, so the voice of caution should be heeded. Last, but not least, is *Strengthen Will* – always useful when confronted with tricky enemy spellcasters, particularly ones with *Sap Will*. Ultimately, Gandalf the Grey is an excellent support character, well-suited to protecting your warriors, disrupting the enemy, or clobbering opposing troops depending on your mood and the tactical situation.



GANDALF THE WHITE

The next iteration of Gandalf the Grey, Gandalf the White is more of the same but at a higher power level. Nearly all of his

spells are a pip easier to cast, and some have additional effects (*Ultimate Sorcerous Blast* is Strength 6, rather than the Strength 5 of *Sorcerous Blast*). Added to the mélange of magical powers is *Your Staff is Broken!* – not of great use, but enough to keep Saruman at a distance should he be lurking on the same battlefield. Finally, with Strength 5 and Defence 6, Gandalf is tougher than ever,

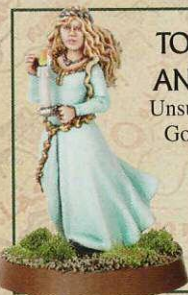
able to take and hand out a fair amount of hurt. With access to both *Shadowfax* and an Elven cloak Gandalf the White is literally stronger, faster and more difficult to hit than before. The only downside is that at 200 points he is a bit of an indulgence in small games and still quite expensive in large ones. That said, if you want a cornerstone for your force that you can absolutely rely on, this is he!

RADAGAST THE BROWN

Marching out of the pages of *Shadow and Flame*, Radagast is another of the wizards from the West sent to battle Sauron. Though commonly believed to be the weakest of the wizards, Radagast is no mean opponent and certainly not to be trifled with. Radagast brings the always useful *Immobilise* to the battle, but more tellingly the excellent *Renew*, and the daunting *Aura of Dismay*. *Renew* is one of the simplest but potentially one of the most useful spells in the game, allowing Radagast to heal Wounds wherever there is need (although it won't bring anyone back from the dead). More tactically useful, *Aura of Dismay* is slightly unusual, making a good chunk of your force cause Terror for a

turn – it's only useful if you get priority, but there's always the option of Heroic Movement if you don't. Radagast's mastery of beasts means that he is an anti-cavalry Hero without peer. *Panic Steed* is easy to cast and can really wreak havoc amongst enemy cavalry. Even better, his *Terrifying Aura* forces cavalry to test on the Courage value of both rider and mount to successfully charge him. The combination of these two can often turn Radagast into a breakwater in the quadrupedal tide of Warg Riders, with the Evil player preferring to tangle with almost anyone else than risk the wrath of Radagast. In the meantime, his innate ability to move through terrain without penalty and with his raven providing line of sight to anywhere on the

battlefield, Radagast can swiftly get to where he needs to be in time to do whatever it is he needs to do. Essentially, Radagast is a defensive tour de force, his own *Terrifying Aura* and *Aura of Dismay* can keep the numbers on your side in a fight, *Renew* heals wounded friends, while *Panic Steed* can keep cavalry at a distance. All this for 150 points! Oh, and he counts as wearing an Elven cloak too.



TOM BOMBADIL AND GOLDBERRY

Unsurprisingly, Tom and Goldberry are a bit odd. Given their unwillingness to leave the Old Forest, they'll normally only be seen in scenario play – and

then rarely enough – something that many Evil players will breathe a sigh of relief over. Why? Perhaps it's because both Tom and Goldberry can instantly heal all the Wounds, Might, Fate and Will of a single friendly model each turn? Maybe because they can never be wounded or even struck in combat? Or perhaps it is because they are immune to spells and ignore terrain

effects? It may even be because of that pesky ability that means all Good models within 6"/14cm of them automatically pass Courage tests. Whatever it is, Tom Bombadil and Goldberry make their mark wherever they go.



SAURON

Of course, we can't talk about spellcasters without a nod to the prime Evil of Middle-earth: Sauron, The Lord of The Rings. The first thing people notice about Sauron is the fact that he's rather tough. While having Defence 10 and 5 Wounds often means that you don't have to say sorry to anyone, it isn't as impenetrable as you might think.

Once he gets surrounded, he's in trouble. For this reason, if no other, Sauron should be kept lurking at the back of your army doing what he does best, which is flexing his magical might.

As the supreme lord of darkness, Sauron can marshal all the powers that a Ringwraith can, not only more easily, but

also at greater range. With a range of 18"/42cm on all his powers, Sauron has the best magical reach in the game, able to reach out and touch anyone from the same distance as an Orc bow.

Even better, *Chill Soul* is a whole step better than Black Dart, automatically causing a Wound if it is successful. Although it is tempting to *Chill Soul* the characters, it is sometimes better to zap normal warriors – all the better to outnumber the foe!

By teaming Sauron up with your archers while a Captain leads the main wave forward, you can really hurt the enemy. You can, of course, still move him into combat later if you wish, but it's wise to wait until after you've thinned out the enemy.



SARUMAN THE WHITE...

...or Saruman the Wise, or Saruman of Many Colours, or Saruman Ringmaker. There is no limit, it seems, to the self-imposed titles bestowed on the head of the wizardly order.



As an individual who has trodden the paths of both Good and Evil, Saruman has a fairly substantial

repertoire of spells to inflict upon his foes. Those of you who own The Fellowship of The Ring or The Two Towers rules manuals will notice that Saruman's spell list has changed a little for The Return of The King.

Master of deception and dismay, Saruman can cast *Immobilise* and *Command* at the level of Gandalf the White, and with the palantir he can target anyone anywhere on the battlefield. When the foe gets close, Saruman can happily repel them with a few *Sorcerous Blasts* while sheltering behind his *Terrifying Aura*.

Though perhaps not as versatile as his fellow wizards, Saruman has one unparalleled ability – he can affect his enemy all the way across the battlefield. This is not a skill to be underestimated. After all, when it is combined with *Immobilise* cast on a 2+, you can be assailing Heroes' reserves of Will, or just delaying warriors, from a very safe distance indeed. Another plus is a purely comparative one. Even though Gandalf (for example) is not half as efficient in combat as many Good Heroes, such is the lack of skill displayed by Evil leaders that Saruman is the equal to many Evil Heroes and far better than some.

THE RINGWRAITHS

The most versatile spellcasters available to the Evil player, Nazgûl offer no end of tricks and nasty surprises to play on your opponent. Starting off with *Transfix* and *Compel* (the Evil versions of *Immobilise* and *Command*) the Nazgûl have all the basics for disrupting your enemies' strategy.

Their tricks don't end here though – Black Dart can pierce the toughest armour with ease, *Sap Will* can prevent the enemy resisting, or even drain enemy wizards of their casting reserves. The key weapon in the arsenal of a Ringwraith is none of these.

As Ringwraiths rely on their Will, and worse lose it through combat, the best way to use these armoured spectres is from a distance.

The fact that they cause Terror will help immensely in this regard, but the trick to making it work is a handy spell named *Drain Courage*.

A battery of Nazgûl can quickly get the Courage of even the bravest Hero down to a point where they have to roll ridiculously high to even charge a Ringwraith. Essentially, Ringwraiths are meant as support. Even though the new versions come with *Might* and *Fate*, don't be tempted to throw them into the fray needlessly – cautious is the way to play. It's always hard to resist the rising bloodlust and charge everything in as soon as you can. Fight it! It won't work.

The one and only to this is if your Nazgûl has a fell beast as transport. Speaking from experience, nothing attracts arrows quite like a fell beast and its sheer size means it cannot hide easily.

Once it is in combat, Good can no longer target it and with *Strength* 6 attacks coming in from the beast itself, your Nazgûl will be able to tear up an awful lot of foes in short order. If you don't get him into combat he's just one big target and, correspondingly, dead.





SHAMANS

Coming in both Uruk-hai and Moria Goblin flavours, Shamans can be an essential part of any Evil force. Like most spellcasters they have an immobilisation

spell – in their case *Transfix*. This isn't the core of their worth, however.

Not being very good at magic, their spell only succeeds on a 5+, not great odds. *Transfix* is therefore the backup ability the Shamans should rely on while their real worth comes into play with *Fury*.

Fury is an excellent support spell. Keep your Shamans close to your troops and watch as your hordes of Goblins and

Uruk-hai suddenly pass all of their Courage tests, driven by the shamanic force of one Hero. Even better, enthused to the point of senselessness by the magical aura, 1 in 6 of your minions will shrug off otherwise fatal blows and live to fight another day! For only 45 or 50 points, Shamans are an ideal investment for an Evil player – they even come with a point of Might to let them do some heroic leadership.



BARROW-WIGHTS

Evil spirits housed in the corrupted flesh of kings long dead, the Barrow-wights are part of the legacy of Angmar, and the tyrannical reign of the Witch King.

As you might expect, these

soulless creatures are very similar to the Ringwraiths in form and aspect, giving them a very similar profile. With a Strength of 2 and only 1 Attack, Barrow-wights are not going to last long against enemy troops (although, as ever, terror will help them stay alive).

Why take a Barrow-wight? The answer is simple: *Paralyse*. *Paralyse* is one of the most powerful (and most vocally reviled) spell in the game. Does your opponent take powerful Heroes like Aragorn or

Elrond? *Paralyse* will deal with them, knocking them out and leaving them vulnerable to your vengeful attacks.

A Ringwraith paired with a Barrow-wight is an incredibly powerful double-whammy. The Ringwraith casts *Sap Will* on the Hero who is then Paralysed. On this not-so-subtle cue, a dozen or so Orcs or Goblins rush forward and beat the offending Hero into a pulp while he can't fight back. This may not sound fair but then, nobody ever said that evil was fair.

Right: A shaman can be a crucial ingredient for ensuring success over the forces of Good.



Ultimately, there is a spellcaster to match every taste, whether you are Good or Evil. Just choose with care for the task you have in mind. A Barrow-wight can deal with enemy Heroes with ease, but will die to troops. Saruman can deal with Heroes and warriors alike with moderate skill while Radagast is the bane of cavalry. The choice is yours.

RIDE OF THE RINGWRAITHS

Part One – Osgiliath

The first part in a series of scenarios involving the nine Ringwraiths. This month the defenders of the west bank try to stop the Ringwraiths. Written by David Smith.

DESCRIPTION

The Dark Lord has spent every moment trying to find the One Ring since Isildur cut it from his hand, but through chance and desperate fortune, the Ring has remained hidden from his eye. Now, after many long centuries of searching, the whereabouts of the One Ring has been gleaned. In the dungeons of Barad-dûr, the creature known as Gollum has been tortured almost to death by the Dark Lord's servants. In his pitiful cries were two distinct words: 'Shire' and 'Baggins', and so Sauron is finally one step closer to tracing his quarry. Sauron sends his most faithful servants, the nine Ringwraiths, to retrieve the Ring. The Nazgûl are afraid of water, especially the large and swift river Anduin and so the Ringwraiths have to cross the bridge at Osgiliath. From the western bank they can then head off through Rohan to find the Shire and hunt for a Hobbit called Baggins. Unwilling to delay his war plans even for the search for the Ring, Sauron also uses this moment to test the resolve of the west bank defenders. Fortunately for the free

peoples of the world, the Lord of Mordor has not counted on the sheer bravery of the Men who garrison the western bank.

PARTICIPANTS

On the Good side there are a 18 Men of Gondor led by a Captain, 12 Men led by Faramir and 12 Men led by Boromir (on foot) (for a total of 42 Men of Gondor). You can have any mix of weapons, but only up to 33% may be bow-armed.

On the Evil side there's the Witch King and 8 Ringwraiths (on horseback), a Troll, and 24 Orcs. You can have any mix of weapons, but only up to 33% may be bow-armed.

LAYOUT

Set up a 72"/180cm x 48"/112cm board with as many buildings and ruins as you have within the 48"/112cm x 48"/112cm city area.

A bridge needs to be made from card or wood about 24"/56cm long by 3"/8cm wide.

Put a barricade at the end of the bridge.

Make up to 4 boats or rafts from card about 3"/8cm x 6"/14cm long, just a top view template will do cut from cereal packets or make some rafts out of balsa wood.

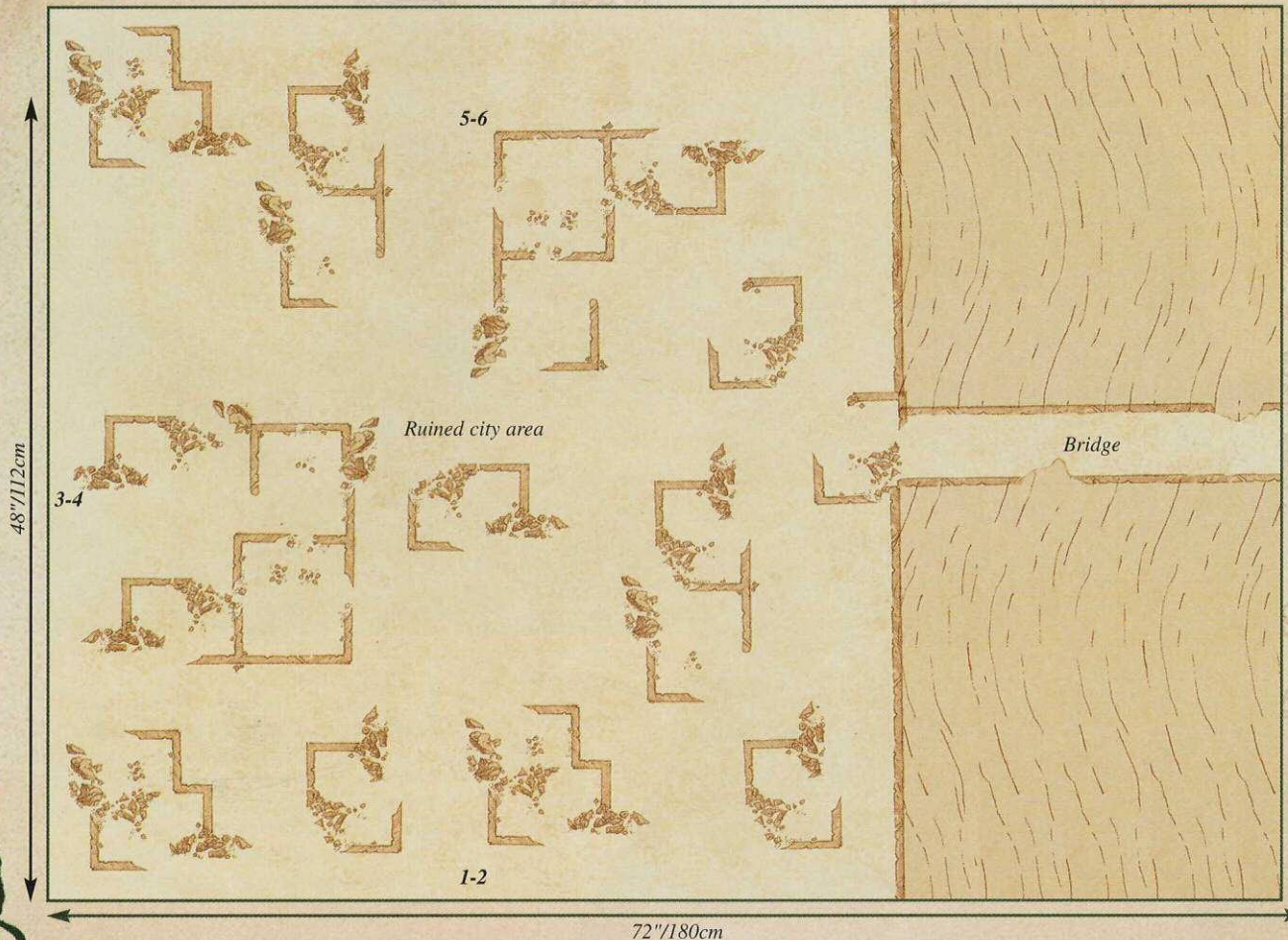
POINTS MATCH

If you want to fight this battle with other forces then the Good side gets 600 points; 200 points should start in the city while the other 400 pts come on as reinforcements, in two separate groups of 200 points each. A Hero should lead each of these groups; you could use Isildur and Elendil and fight a battle of the Second Age.

The Evil side gets 600 points of Heroes and 150 points of Warriors. Half of the Heroes must exit the table to win.

STARTING POSITIONS

The Captain of Gondor and his 18 Men set up anywhere in the city.





"They are the Nazgul. The nine servants of Sauron."

The Evil force set up at least 18"/42cm from the riverbank, either in a boat or on the bridge.

At the start of the Good player's second and subsequent turns Faramir and Boromir roll a die individually to see if they come on; they arrive on a 4, 5 or 6. If they arrive then roll a D6 to see where they come on, they then make a move in from the table edge and can shoot but may not charge.

Faramir's and Boromir's Men must be set up within 6"/14cm of the Hero.

OBJECTIVE

For Evil to win more than half the Ringwraiths must cross the bridge and exit the western edge and head for the Gap of Rohan.

The Good side must prevent this.

SPECIAL RULES

Surprise Attack. The forces of Good are caught wrong-footed after several days of relative peace. The Evil player automatically has Priority in the first turn.

Night. The battle takes place at night so visibility is down to 12"/28cm for the Good forces.

Boats. Each boat or raft can carry up to 12 Orcs; the Ringwraiths and the Troll cannot use the boats due to the Ringwraiths' fear of water and the instability of the boat to carry the Troll safely.

Orcs are certainly not the best mariners in Middle-earth and controlling boats is not one of their skills. At the start of their Movement phase roll a die for their boating skills:

- | | |
|-----|--|
| 1 | The boat goes out of control. The Orcs spend the rest of their Move phase trying to regain control and may not move this turn. |
| 2-5 | The boat is under control. Move up to 6"/14cm. |
| 6 | Excellent seamanship. Move 6"/14cm + D6"/2D6cm. |



The boat can move at full speed if there are 4 or more Orcs propelling the boat, if there are less than 4 then the speed of the boat is halved. If an Orc is propelling the boat then he cannot fire his bow.

Once the prow of the boat hits the bank the Orcs can then make a jump roll to disembark using the normal jump rules. If a 1 is rolled on the jump roll then the Orc falls into the Anduin and is swept away. Remove the model as a casualty.

The boat may turn side on taking one model, one move, to allow an easier exit from the boat by allowing more warriors to disembark in the same turn.

If there are any defenders at the bank then they fight as if defending an obstacle.

Boromir. Boromir has yet to be influenced by the power of The Ring; to represent this his Fate is increased to 3, he does not have a horse in this scenario.

Barricade. The barricade has a Defence of 7 and 3 Batter points; the barrier can only be attacked if the model is not fighting an enemy model. The Cave Troll is the exception to the rule in that if the Troll misses a model due to the barrier being 'in the way' then the barrier is hit instead, roll to damage the barrier as normal.

PAINTING MASTERCLASS

Radagast the Brown, Glorfindel and Elrond's sons

Tammy Haye reveals how five of the fantastic new models for The Lord of The Rings: Shadow & Flame were beautifully brought to life by the 'Eavy Metal team; Elrond's sons, Glorfindel and Radagast the Brown.



Painted by
Darren Latham.
Designed by
Michael Perry and Alan Perry.



FINE DETAIL



Radagast's skin was given a basecoat of Mid Flesh. Dwarf Flesh was layered over this followed by a highlight of

Dwarf Flesh mixed with an equal amount of Elf Flesh. A final highlight of Elf Flesh was painted on and a heavily diluted wash of Brown Ink applied over that.



Scorched Brown mixed with equal amounts of Codex Grey was used as the basecoat for the hair. Codex Grey was then layered on, followed by a highlight of Fortress Grey. Finally a highlight of Skull White was applied.



The bird and Radagast's belt pouch were highlighted with Codex Grey mixed with an equal amount of Chaos Black. This was given another highlight of Codex Grey on its own.



The leaves were painted Dark Angels Green with an equal amount of Dark Angels Green and Goblin Green layered over this. A small amount of Bleached Bone was added to this for the highlight.

RADAGAST THE BROWN: PAINTING THE MODEL



The cloak of Radagast was given a basecoat of an equal parts mix of Scorched Brown and Bestial Brown. For the next layer more Bestial Brown was added to this mix and for the final highlight Bleached Bone was added.



The inner robes were painted Bestial Brown with Bleached Bone added into this mix for the highlights.



Scorched Brown mixed with equal amounts of Chaos Black was then used to paint the tunic. This was highlighted by adding Bleached Bone to the mix.

FINISHING TOUCHES



The staff was painted Scorched Brown first, and then highlighted with Scorched Brown mixed with an equal amount of Snakebite Leather. A small amount of Bleached Bone was added to this mix for the final highlight.



Codex Grey was used for the basecoat of the stone on top of the staff. This was highlighted with Fortress Grey.

GLORFINDEL: PAINTING THE MODEL



Glorfindel's skin was painted with Mid Flesh, after which a highlight of Dwarf Flesh was applied. This was followed by a highlight of Dwarf Flesh mixed with equal parts Elf

Flesh and finally a highlight of Elf Flesh. A thinned down glaze of Brown Ink was then applied over the top of that.



The outer robes and the arm and leg greaves were painted with a basecoat of Chaos Black mixed with an equal amount of Codex Grey. This was then highlighted with Codex Grey and finally with Fortress Grey.



The heroes defend desperately against an attack led by a Ringwraith.



Codex Grey was used as a basecoat for the cloak. This was then highlighted with Codex Grey mixed with an equal amount of Space Wolves Grey, with Skull White added to this mix for the following highlights.



The inner lining of the cloak was given a basecoat of Regal Blue mixed with an equal amount of Ice Blue. Skull White was then added to this mix for consecutive highlights.



FINE DETAIL

His hair was painted with Bronzed Flesh and then a wash of Flesh Wash was applied over the top of that. It was then highlighted with Bronzed Flesh mixed with an equal amount of Bleached Bone, and finally with Bleached Bone on its own.



The boots, trousers and under robes were left Chaos Black and highlighted with Chaos Black mixed with an equal amount of Codex Grey. A final highlight was applied with Codex Grey on its own.



The sword and the chainmail were painted Boltgun Metal first and then highlighted with Chainmail. Mithril Silver was used as the final highlight and then a thinned down glaze of Brown Ink mixed with a little Black Ink was applied over all the metal areas.

FINISHING TOUCHES



The sash around his waist was given a basecoat of Shadow Grey mixed with a little Chaos Black. This was then highlighted with Shadow Grey and finally with Shadow Grey mixed with an equal amount of Skull White.

The metallic silk band in the centre of the sash was painted in the same way as the sword.



Glorfindel's gold headband and the ornaments on his boots were painted Shining Gold. This was then highlighted with Shining Gold mixed with a little Mithril Silver and finally a thinned down glaze of Flesh Wash was applied.



GLORFINDEL ON HORSEBACK

Glorfindel on horseback is painted in the same way as the unmounted model.

THE HORSE:



The body was painted with a basecoat of Codex Grey and then highlighted with Fortress Grey. A final highlight of Skull White was applied on top of that.



A basecoat of Codex Grey was used for the mane, with Bleached Bone added for the highlight.

ELROND'S SONS:



The sons of Elrond were painted exactly the same as Glorfindel. Their hair was painted Scorched Brown, however, with Bleached Bone mixed in for the highlights. A glaze of Brown Ink was then applied over the hair.

THE RETURN

THE
LORD OF THE RINGS
THE RETURN OF THE KING

OF THE KING™

A SPECIAL PREVIEW OF THE NEW INSTALMENT IN OUR STRATEGY BATTLE GAME

Next issue, two years on from the release of our *The Fellowship of The Ring* game, it is time to unleash the third instalment, *The Return of The King*, upon the world. Mirroring the events of the forthcoming film, it takes players through the key events of the movie, including the fighting at Minas Tirith, the battle at the Black Gates of Mordor, and the culmination of Frodo's quest to destroy The Ring.

As with *The Two Towers* edition of the game, *The Return of The King* adds greater depth and detail, with twelve new scenarios recreating the events of the film.

A comprehensive forces section gives you all the information you need to field warriors from any of the films, from Isildur through to the Mouth of Sauron and from the noble High Elves to the brutish Mordor Trolls. Also included are new rules for monstrous creatures, such as the horrific Shelob, and for including banners in your force. Add to this the new War of the Ring section that presents a further five scenarios covering the great battles raging throughout Middle-earth and a new character to use in them, and you'll agree that *The Return of The King* is easily the largest and most comprehensive edition of the game yet!



Over the coming year we'll be showing off all our fantastic new models – from Aragorn the King to the twisted Gorbag, and from the Knights of Gondor to the Easterlings and the Mordor Uruk-hai. In future issues of White Dwarf we'll be publishing painting and modelling advice along with new scenarios and gaming material to help you enjoy your games even more.

After waiting with bated breath for the films of *The Fellowship of The Ring* and *The Two Towers*, we're all eagerly looking forward to the third and final instalment of one of the greatest stories ever written. The first two films have been absolutely fantastic and we're sure that *The Return of The King* will be the best of the lot!

The same holds true for our new *The Return of The King* game – we've been thrilled with the success of the first two games. This new edition will, we hope, be even more popular with those of you who have enjoyed the game so much as well as those of you coming into the game for the first time.

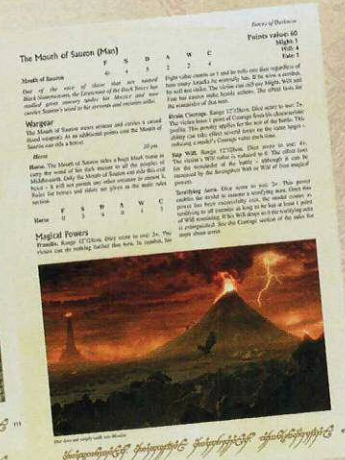
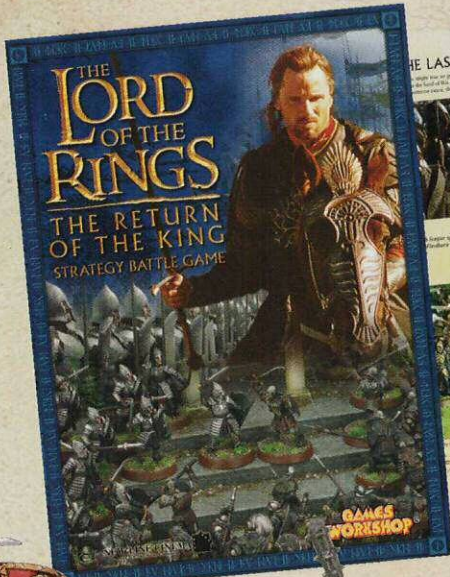
The final struggle for Middle-earth begins in earnest next month. Marshal your forces...

Check out our website for more details:

www.games-workshop.com/lotr



“ You may triumph on the Pelennor for a day, but against the power that has arisen there can be no victory.”
The Return of The King



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THE BUTCHERS OF ISENGUARD

A New scenario for The Lord of The Rings strategy game

Ever thought about how the actors of The Lord of The Rings film trilogy feel about their characters' decisions in battle. Would they have fought them differently from their film counterparts? Read on for the chance to find out...



Faithful protector of Theoden, Gamling is always by his King's side.

Since the release of our The Fellowship of The Ring edition of The Lord of The Rings Strategy Battle Game the web community of players has gone from strength to strength. Perhaps the most influential fan site for The Lord of The Rings is Theonering.net. If something involving either J.R.R Tolkien or Peter Jackson's The Lord of The Rings films is happening somewhere in the world then you can guarantee that this website, run by volunteers, will be covering it!

The Gaming Havens section of the site has a large area devoted to The Lord of The Rings strategy Battle Game. The area contains articles on painting, modelling,

Games Workshop events and interviews. Stephen Grant from the One Ring recently wrote a scenario that centres around the mighty Rohan hero Gamling and, after writing the scenario, was lucky



enough to interview Bruce Hopkins who played Gamling in The Two Towers about the scenario and our Strategy Battle Game. Here's what he had to say:

Stephen: In the scenario, "The Butchers of Isengard", Gamling is leading a group of Rohirrim against the best troops Isengard has to offer. Do you think he would have been up to the challenge?

Bruce: Absolutely! Although we are slightly outnumbered, we are on horseback and have spears, so we can take out the enemy from a distance, utilising our speed and ability to work with the horses. Also, I have experience on my side.

Stephen: Gamling has been at the King's side for so many years. What do you think he would've been feeling commanding such a large force on his own while hunting down the Uruks in the deadly mountain passes?

Bruce: Gamling is doing this for his King and his people. After watching and being powerless as Theoden came under the spell of Saruman, via Wormtongue, this is yet another opportunity for Gamling to avenge the evil that was wrought upon the

Rohirrim. Gamling will protect and command his men as though each were his son.

Stephen: In this scenario, cavalry has the obvious tactical advantage but the Berserkers are better fighters. If you were Gamling (and you are!), how would you go about assailing the Uruk-hai in this scenario?

Bruce: I would encircle the enemy so that they must face all directions and fight separately. If we cannot fully encircle them we will form two opposite flanks of attack, again splitting their unit. Once we are within throwing distance of the Uruk-hai, one out of every three Rohan will unleash his spear. This will hopefully take out at least six of the Uruk-hai and create a panic into which the next eight Riders will charge, using the advantage of the spear's length to inflict more damage, before retreating back to rejoin their unit.

We would repeat this pattern until the Uruk-hai numbers were depleted and they were weakened for a full on charge of the entire Rohan unit.

Stephen: So you've seen some of the Games Workshop product line for The Lord of The Rings. What is your opinion of the game from what you've seen so far?

Bruce: It's great, and should allow any diehard fan to get involved in recreating either battles from the story or their own battle scenes. Of course my kids and I love the fact that Gamling is featured. It was such a joy to be involved in the filming and this allows the experience to continue.

Stephen: Any chance we may eventually see you on the convention circuit or even at a Games Day event for Games Workshop?

Bruce: Yes, I am about to travel to Holland and the UK for two conventions on the 26th & 27th of April and the 3rd & 4th of May. This will be my first experience of what I have been told is mayhem!

I am also going to the Ring*Con, Germany in November, as well as The Best of Both Worlds in Australia in September sometime.

And yes, I would love to come to a Games Day event if the timing is right.

Stephen: At the TheOneRing.net Oscar party, Flinch gave you a painted Gamling figure from the Games Workshop product line. So tell us, what place of honour does he hold in your home?

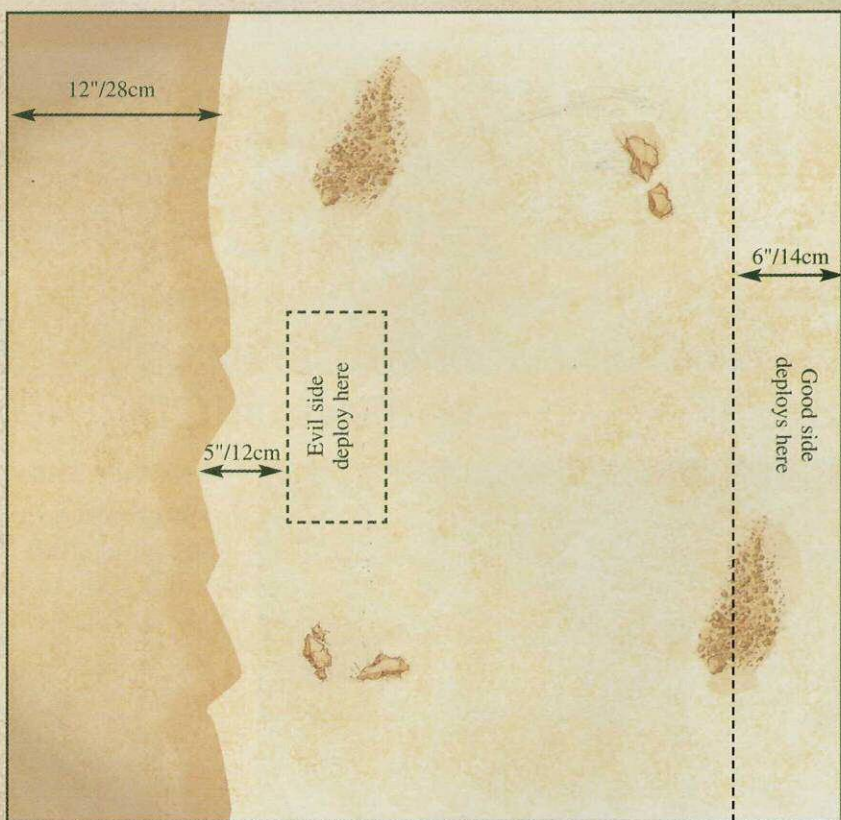
Bruce: He is standing proudly on a shelf in the living room, guarding us in the event of an intruder! My kids were so buzzed to see it.

Bruce can be seen in Macbeth (August 8th through September 6th) at the Silo Theatre in Auckland and don't forget to check out Bruce's official website at Bruce-Hopkins.com! Thanks Bruce for taking the time out from your rehearsals to talk with us, and our continued thanks to Rebecca Kirkland at Oracle Productions for making this all possible!

Now, how will Gamling and his Rohirrim Guard fend off the overwhelming force of the Uruk-hai? That's up to you, so on to the scenario!

DESCRIPTION

The evils of war are shown no greater than by the brutal hands of the Uruk-hai Berserkers. Reports had been coming in to the Helm's Deep column that a group of Berserkers, led by a merciless Uruk-hai Captain, were butchering their way through the mountain country. The people of these mountain passes have lived in



fear of these vile murderers that call themselves the Butchers of Isengard.

Hoping to save what's left of the mountain folk, Theoden orders Gamling and his Rohan Royal Guard to hunt down these murderers in the mountain passes before they kill again. After days of searching, Gamling and his men corner the Butchers of Isengard in one of the high mountain passes. Under a blood red moon, the two forces clash in an epic display of Good versus Evil.

PARTICIPANTS

On the Good side, there is Gamling mounted with the Royal Standard of Rohan, a Rohan Captain mounted with shield and throwing spear, 12 mounted Rohan Royal Guard with throwing spears, and 12 Riders of Rohan with throwing spears.

On the Evil side is Grahl, an Uruk-hai Captain with shield, and 30 Berserkers.

POINTS MATCH

Each side should be 500 points with no more than 33% of either side with shooting weapons.

LAYOUT

Play on a roughly 48" by 48" board. The high cliff overlooks a deep valley which can be represented by measuring out a distance of 36" from the right side of the

board, stopping 12" from the left side. To represent the edge of the cliff use felt along a zig zag line from the top of the table to the bottom.

STARTING POSITIONS

Good side: The Good side can line up anywhere along the right side of the table, no more than 6" in.

Evil side: The Evil side is camped 5" from the edge of the cliff. They should be positioned in the mid-section of the cliff's edge taking up about 12" for their camp.

THE OBJECTIVE

This scenario is a bloodbath encounter. The Berserkers will not flee the battlefield so the Good side must slay each and every one of them. So determined are Gamling and his men that nothing short of total victory will be acceptable. Therefore, the Good side must slay the entire Evil force to earn a victory. The Evil side must also slay the Good forces or get them to flee. If the Berserkers can manage to kill Gamling they can force a draw even if their force is destroyed. So, to be successful, the Royal Guard must protect their leader!

SPECIAL RULES

Anyone forced to the cliff's edge will be trapped and must also see if they fall over the edge, (1-3) they fall to their deaths, (4-6) they remain pinned but steadfast.

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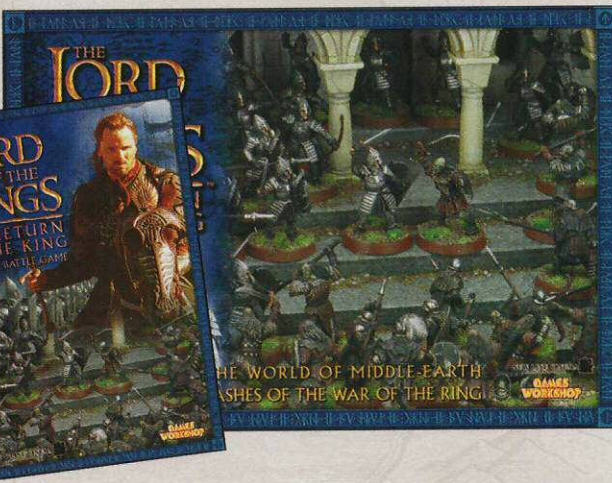
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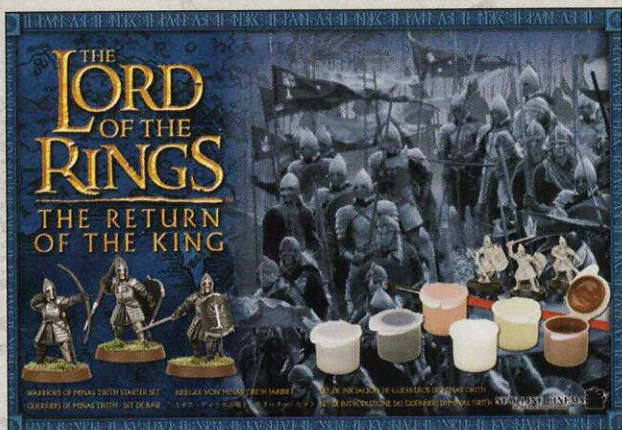


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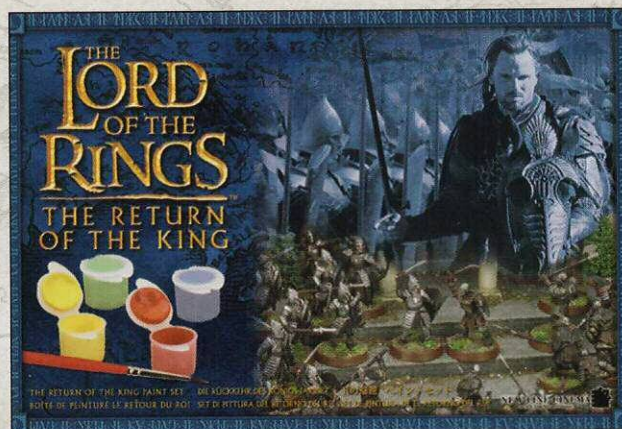


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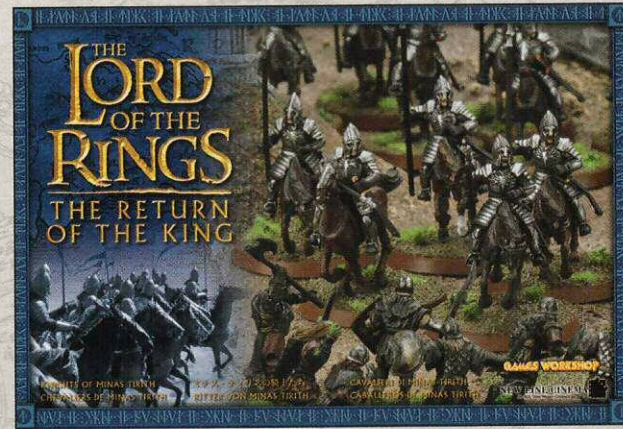


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Please note that all Lord of The Rings products are supplied complete as box sets and/or blister packs. Individual models from some sets may be made available separately in the future.

Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS
Tel: 0115 9140000, Fax: 0115 9168002

RELEASE DATE & DESCRIPTION

PRICE

RELEASE DATE & DESCRIPTION	PRICE
Nov The Return of The King (Boxed Game)	£40
Nov Heroes of The West (9 figure boxed set)	£25
Nov The Return of The King Rules Manual	£20
Nov Warriors of Minas Tirith (24 figure plastic boxed set)	£12
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NEXT MONTH:

THE LORD OF THE RINGS

THE RETURN OF THE KING



WARHAMMER®

Base Size & Unit Strength REFERENCE SHEET

VAMPIRE COUNTS

	Base Size (mm)	Unit Strength
Characters on Foot	20 x 20	1
Nightmare Mounted Characters	25 x 50	2
Winged Nightmare Mounted Characters	50 x 50	4 + 1
Zombie Dragon Mounted Characters	50 x 50	6 + 1
Ghouls, Skeleton Warriors, Zombies, Grave Guard, Banshee	20 x 20	1
Dire Wolves, Black Knights	25 x 50	2
Bat Swarms	40 x 40	1
Fell Bats	40 x 40	1
Spirit Hosts	40 x 40	3
Black Coach	50 x 100	5

TOMB KINGS

	Base Size (mm)	Unit Strength
Characters on Foot	20 x 20	1
Chariot Mounted Characters	50 x 100	4
Skeletal Steed Mounted Characters	25 x 50	2
Skeleton Warriors, Tomb Guard	20 x 20	1
Skeleton Light Horsemen, Skeleton Heavy Horsemen	25 x 50	2
Tomb Swarm	40 x 40	3
Chariots	50 x 100	3
Ushabti	40 x 40	3
Carrion	40 x 40	1
Tomb Scorpion	40 x 40	3
Bone Giant	50 x 50	6
Screaming Skull Catapult	-	3 ⁰⁰

HIGH ELVES

	Base Size (mm)	Unit Strength
Characters on Foot	20 x 20	1
Elven Steed Mounted Characters	25 x 50	2
Griffon or Great Eagle Mounted Characters	40 x 40	3 + 1
Dragon Mounted Characters	50 x 50	6 + 1
Chariot Mounted Characters	50 x 100	4 + 1
Archers, Lothorn Seaguard, Spearmen, Shadow Warriors, Swordmasters, Phoenix Guard, White Lions	20 x 20	1
Silver Helms, Dragon Princes, Ellyrian Reavers	25 x 50	2
Tiranoc Chariot	50 x 100	4
Eagles Claw Bolt Thrower	-	2 ⁰⁰
Great Eagle	40 x 40	3

DOGS OF WAR

	Base Size (mm)	Unit Strength
Characters on Foot	20 x 20	1
Warhorse Mounted Characters	25 x 50	2
Pegasus Mounted Characters	40 x 40	3 + 1
Pikemen, Crossbowmen, Duellists, Dwarfs, Norse Marauders, Paymaster's Bodyguard, Halflings	20 x 20	1
Heavy Cavalry, Light Cavalry	25 x 50	2
Ogres	40 x 40	3
Cannon, Halfling Hot Pot	-	3 ⁰⁰

REGIMENTS OF RENOWN

	Base Size (mm)	Unit Strength
Pirazzo's Lost Legion, Vespero's Vendetta, The Bearmen of Urslo, The Cursed Company, Leopold's Leopard Company, Braganza's Besiegers, The Alcatani Fellowship, Marksmen of Miragliano, Ricco's Republican Guard, Long Drong's Slayer Pirates, Lumpin Croop's Fighting Cocks	20 x 20	1
Al Muktar's Desert Dogs, Voland's Venators, Oglia Khan's Wolfboyz	25 x 50	2
Asarnil the Dragonlord	50 x 50	6 + 1
Bronzino	25 x 50	1
Bronzino's Galloper Guns	-	3 ⁰⁰
Birdmen of Catrazza	40 x 40	1
Hengus	20 x 20	1
Giants of Albion	50 x 50	5
Tichi Huichi's Raiders	25 x 50	2
Witch Hunters	20 x 20	1
Ruglud's Armoured Orcs	25 x 25	1

HORDES OF CHAOS

	Base Size (mm)	Unit Strength
Mortal Character on Foot	25 x 25	1
Chaos Steed Mounted Character	25 x 50	2
Chariot Mounted Character	50 x 100	4 + 1
Daemonic Mounted Character	50 x 50	3 + 1
Chaos Dragon Mounted Character	50 x 50	6 + 1
Exalted Daemon, Daemon Prince	40 x 40	3
Bloodthirster	50 x 50	7
Great Unclean One	50 x 50	10
Keeper of Secrets	50 x 50	6
Lord of Change	50 x 50	6
Chaos Warriors (including Chosen), Chaos Marauders, Bloodletters, Daemonettes, Mounted Daemonettes, Plaguebearers, Horrors, Flamers, Chaos Furies	25 x 25	1
Marauder Horsemen, Chaos Warhounds, Flesh Hounds, Chaos Knights (including Chosen)	25 x 50	2
Chariots of Chaos	50 x 100	4
Screamers of Tzeentch	40 x 40	1
Nurglings	40 x 40	3
Chaos Spawn	50 x 50	3

BEASTS OF CHAOS

	Base Size (mm)	Unit Strength
Beast Character on Foot	25 x 25	1
Doombull	40 x 40	3
Chariot Mounted Character	50 x 100	4 + 1
Gors, Ungors, Bestigors (including all variants)	25 x 25	1
Warhounds, Centigor	25 x 50	2
Tuskgor Chariot	50 x 100	4
Chaos Trolls, Minotaurs, Chaos Ogres, Dragon Ogres	40 x 40	3
Dragon Ogre Shaggoth, Chaos Giant	50 x 50	6

BRETONNIANS

	Base Size (mm)	Unit Strength
Warhorse Mounted Characters	25 x 50	2
Pegasus Mounted Character	40 x 40	3 + 1
Hippogryph Mounted Characters	50 x 50	4 + 1
Mounted Squires, Knights Errant, Knights of the Realm, Questing Knights, Grail Knights	25 x 50	2
Men-at-Arms, Bowmen, Foot Squires	20 x 20	1

CHAOS DWARFS

	Base Size (mm)	Unit Strength
Chaos Dwarf Characters on Foot (including Hobgoblin Heroes)	20 x 20	1
Bull Centaur Character	25 x 50	2
Great Taurus or Lammasu Mounted Characters	50 x 50	4 + 1
Sneaky Gits, Warriors, Goblin Boyz, Hobgoblins, Chaos Dwarf, Chaos Dwarf Blunderbuss	20 x 20	1
Hobgoblin Wolf Riders, Bull Centaurs	25 x 50	2
Black Orcs, Orc Boyz, Orc Arrer Boyz	25 x 25	1
Hobgoblin Bolt Thrower	-	2 ⁰⁰
Earthshaker Cannon	-	3 ⁰⁰

ORCS & GOBLINS

	Base Size (mm)	Unit Strength
Goblin & Night Goblin Characters on Foot	20 x 20	1
Orc, Savage Orc & Black Orc Characters on Foot	25 x 25	1
Wolf or Boar Mounted Characters	25 x 50	2
Wyvern Mounted Characters	50 x 50	5 + 1
Chariot Mounted Characters	50 x 100 ⁰⁰	4 + 1
Goblins, Night Goblins, Squig Herd	20 x 20	1
Orc Arrer Boyz, Black Orcs, Orc & Savage Orc Boyz (including Big 'Uns)	25 x 25	1
Goblin Wolf Riders, Orc & Savage Orc Boar Boyz (including Big 'Uns)	25 x 50	2
Snotlings	40 x 40	3
Goblin Wolf Chariots & Orc Boar Chariots	50 x 100 ⁰⁰	4
Rock Lobber, Spear Chukka	-	3 ⁰⁰
Doom Diver	-	3
Trolls	40 x 40	3
Pump Wagon	50 x 50	4
Giant	50 x 50	6

DARK ELVES

	Base Size (mm)	Unit Strength
Characters on Foot	20 x 20	1
Cold One or Dark Steed Mounted Characters	25 x 50	2
Dark Pegasus Mounted Characters	40 x 40	3 + 1
Black Dragon Mounted Characters	50 x 50	6 + 1
Manticore Mounted Characters	50 x 50	4 + 1
Chariot Mounted Characters	50 x 100	4 + 1
Corsairs, Warriors, Executioners, Harpies, Shades, Witch Elves, Black Guard	20 x 20	1
Dark Riders, Cold One Knight	25 x 50	2
Cold One Chariot	50 x 100	4
Reaper Bolt Thrower	-	2 ⁰⁰
War Hydra	50 x 100	6 + 2
Apprentices	20 x 20	1

DWARFS

	Base Size (mm)	Unit Strength
Dwarf Characters	20 x 20	1
Dwarf Crossbowmen, Miners, Rangers, Thunderers, Warriors, Longbeards, Ironbreakers, Hammerers, Troll Slayers	20 x 20	1
Bolt Thrower, Stone Thrower, Cannon, Flame Cannon, Organ Gun.	-	3 ⁰⁰
Gyrocopter	40 x 40	3
Anvil of Doom	60 x 60	3

LIZARDMEN

	Base Size (mm)	Unit Strength
Slann Mage-Priest	50 x 50	5
Saurus Oldblood and Scar-Veteran	25 x 25	1
Skink Chief and Priest	20 x 20	1
Cold One Mounted Characters	25 x 50	2
Carnosaur Mounted Character	50 x 50	5 + 1
Saurus Warriors, Temple Guard	25 x 25	1
Skink Skirmishers, Chameleon Skinks	20 x 20	1
Jungle Swarm, Kroxigor	40 x 40	3
Saurus Cavalry	25 x 50	2
Terradons	40 x 40	1
Stegadon	50 x 100	8
Salamander & Skink Handlers	40 x 40 20 x 20	3 1

EMPIRE

	Base Size (mm)	Unit Strength
Characters on Foot	20 x 20	1
Warhorse Mounted Characters	25 x 50	2
Pegasus Mounted Characters	40 x 40	3 + 1
Griffon Mounted Characters	50 x 50	4 + 1
Archers, Crossbowmen, Spearmen, Free Company, Halberdiers, Huntsmen, Swordsmen, Handgunners, Greatswords, Flagellants	20 x 20	1
Knights, Inner Circle Knights, Pistoliers, White Wolf Knights, Inner Circle White Wolf Knights	25 x 50	2
Cannon, Mortar, Helblaster	-	3 ⁰⁰

SKAVEN

	Base Size (mm)	Unit Strength
Characters on Foot	20 x 20	1
Grey Seer on Bell	40 x 60	4 + 1
Clanrat Slaves, Clanrats, Giant Rat, Night Runners, Poison Wind Globadiers, Stormvermin, Packmasters, Gutter Runners, Plague Monks, Plague Censer Bearers	20 x 20	1
Rat Swarms	40 x 40	3
Rat Ogres	40 x 40	3
Warplock Jezzails	25 x 50	2
Ratling Gun	25 x 50	2
Warpfire Thrower	25 x 50	2
Warp-lightning Cannon	-	3

WOOD ELVES

	Base Size (mm)	Unit Strength
Characters on Foot	20 x 20	1
Unicorn Mounted Characters	50 x 50	3 + 1
Elven Steed Mounted Characters	25 x 50	2
Great Eagle Mounted Characters	40 x 40	3 + 1
Green Dragon Mounted Characters	50 x 50	6 + 1
Archers, Glade Guard, Scouts, Wardancers, Waywatchers	20 x 20	1
Glade Riders	25 x 50	2
Dryads	25 x 25	1
Great Eagle	40 x 40	3
Warhawk Riders	40 x 40	1
Treemen	50 x 50	5

⁰⁰ War machines have a Unit Strength of the current number of crew. The listed value is the initial Unit Strength.

⁰⁰ Goblin Chariots with an extra wolf should be mounted on a 75 x 100 base.