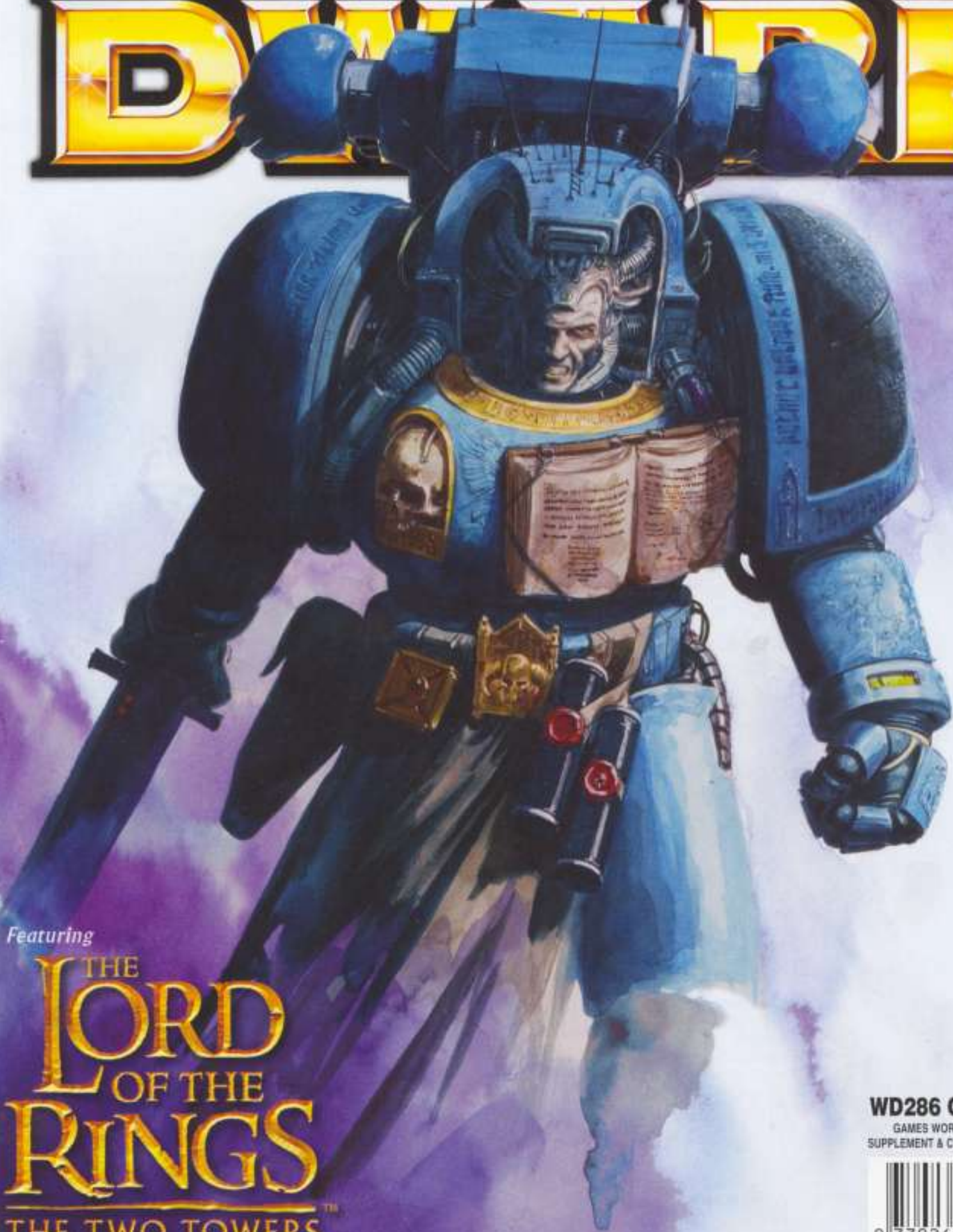


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OF THE  
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THE TWO TOWERS

WD286 OCTOBER £3.50

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SUPPLEMENT & CITADEL MINIATURES® CATALOGUE



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# GAMES WORKSHOP

Willow Road, Lenton, Nottingham, NG7 2WS

# 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/newsletter5.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 Agripinae 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 Sigmarites' 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.



76

54



## 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!

You can find Games Workshop on the World Wide Web at the following Internet address:

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# THE NEWS LET BATTLE COMMENCE!

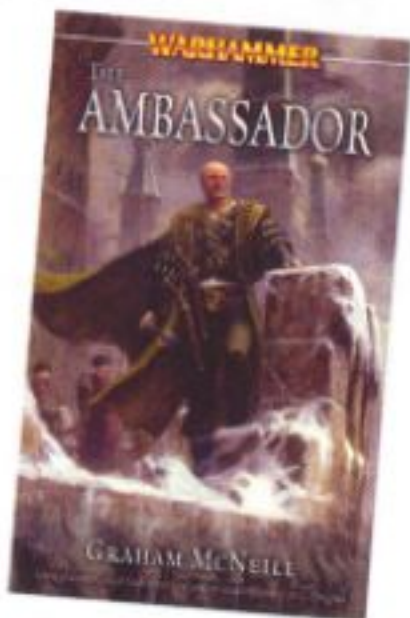
Throughout October, our Games Workshop field team will be travelling the length and breadth of the country hosting a day of gaming and painting at the following independent stockists. This is a great opportunity to check out lots of hobby activity, especially with an Imperial Guard theme. Come along 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](mailto: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](mailto:specgt@games-workshop.co.uk)

**Website:**  
[www.games-workshop.com/gt](http://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](mailto:events@games-workshop.co.uk)

**Website:**  
[www.games-workshop.com/events](http://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](mailto:whgt@games-workshop.co.uk)

**Website:**  
[www.games-workshop.com/gt](http://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](mailto:events@games-workshop.co.uk)

**Website:**  
[www.games-workshop.com/events](http://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](mailto:40kgt@games-workshop.co.uk)

**Website:**  
[www.games-workshop.com/gt](http://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](mailto:events@games-workshop.co.uk)

**Website:**  
[www.games-workshop.com/events](http://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](mailto: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](mailto:HobbySpecialists@games-workshop.co.uk)

This address will replace the current [motroll@games-workshop.co.uk](mailto: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 Scribes 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.warpartefacts.com](http://www.warpartefacts.com)

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



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.

## 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](http://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](http://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](http://www.games-workshop.com/whitedwarf)



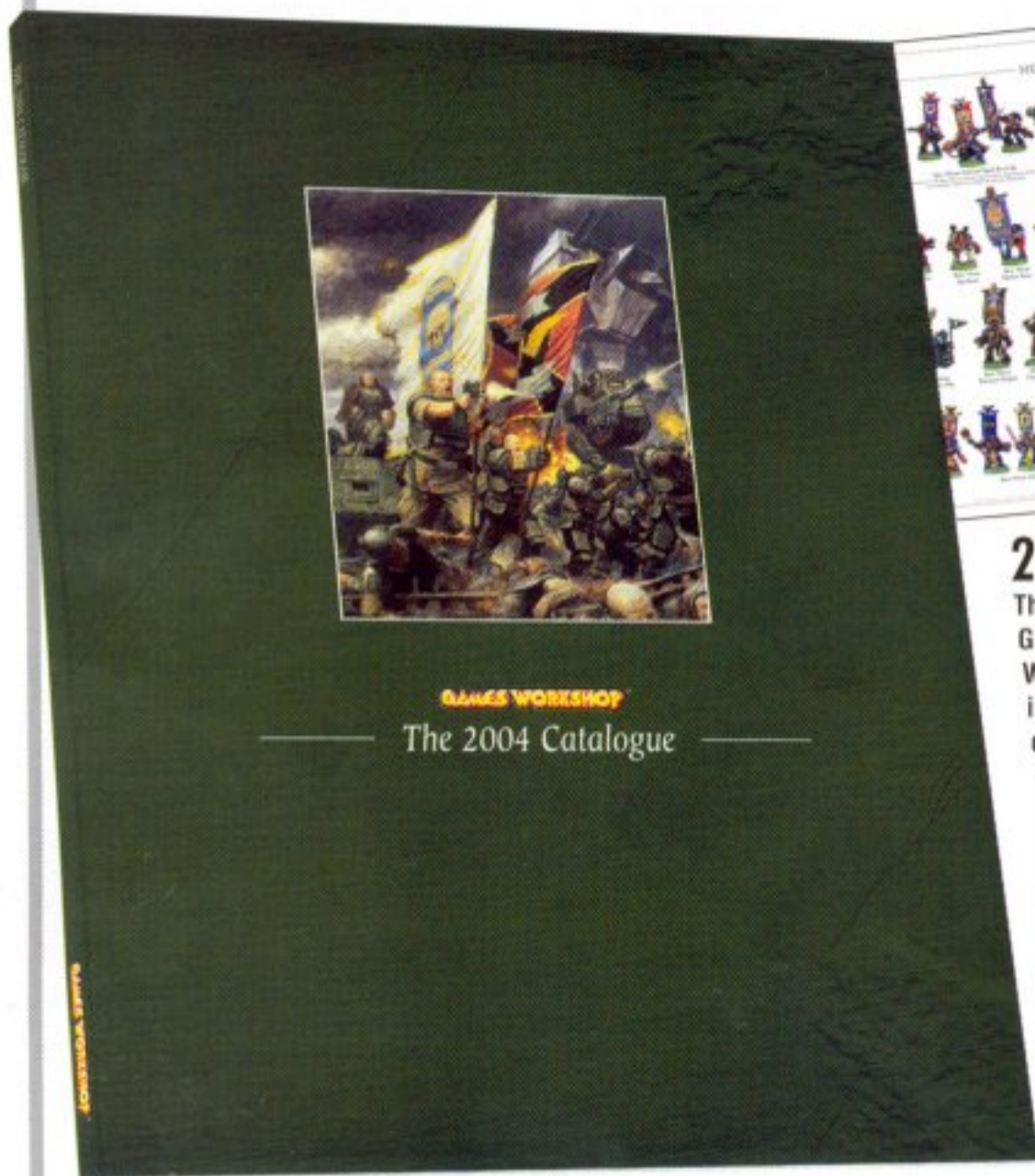
### WARHAMMER 40,000 FAQs

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](http://www.games-workshop.com/chapterapproved)



# WHAT'S NEW THIS MONTH?



## 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.

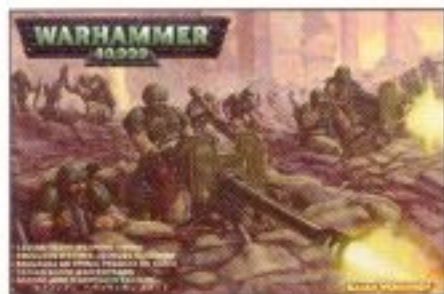


## CADIAN HEAVY WEAPONS PLATOONS

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  
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### ELDAR WRAITHLORD .....£15.00

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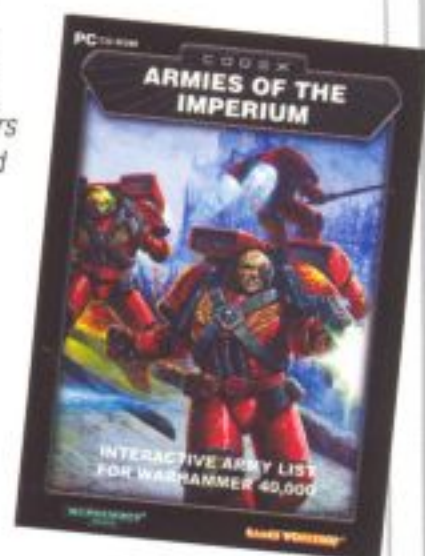
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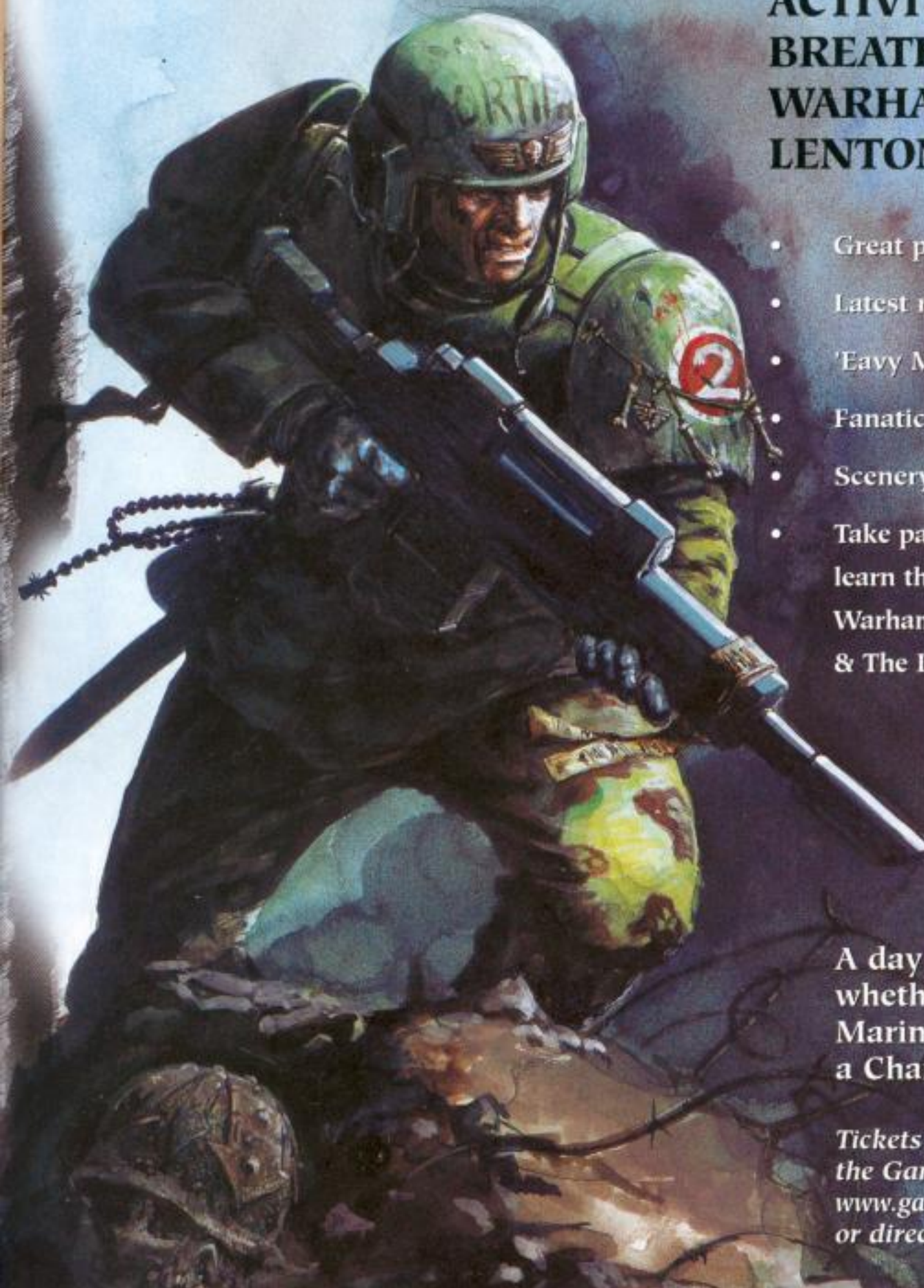
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# THE BATTLE OF STERNBURG

*A Beasts of Chaos scenario*

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 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..."

Arthus 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 war-herds 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

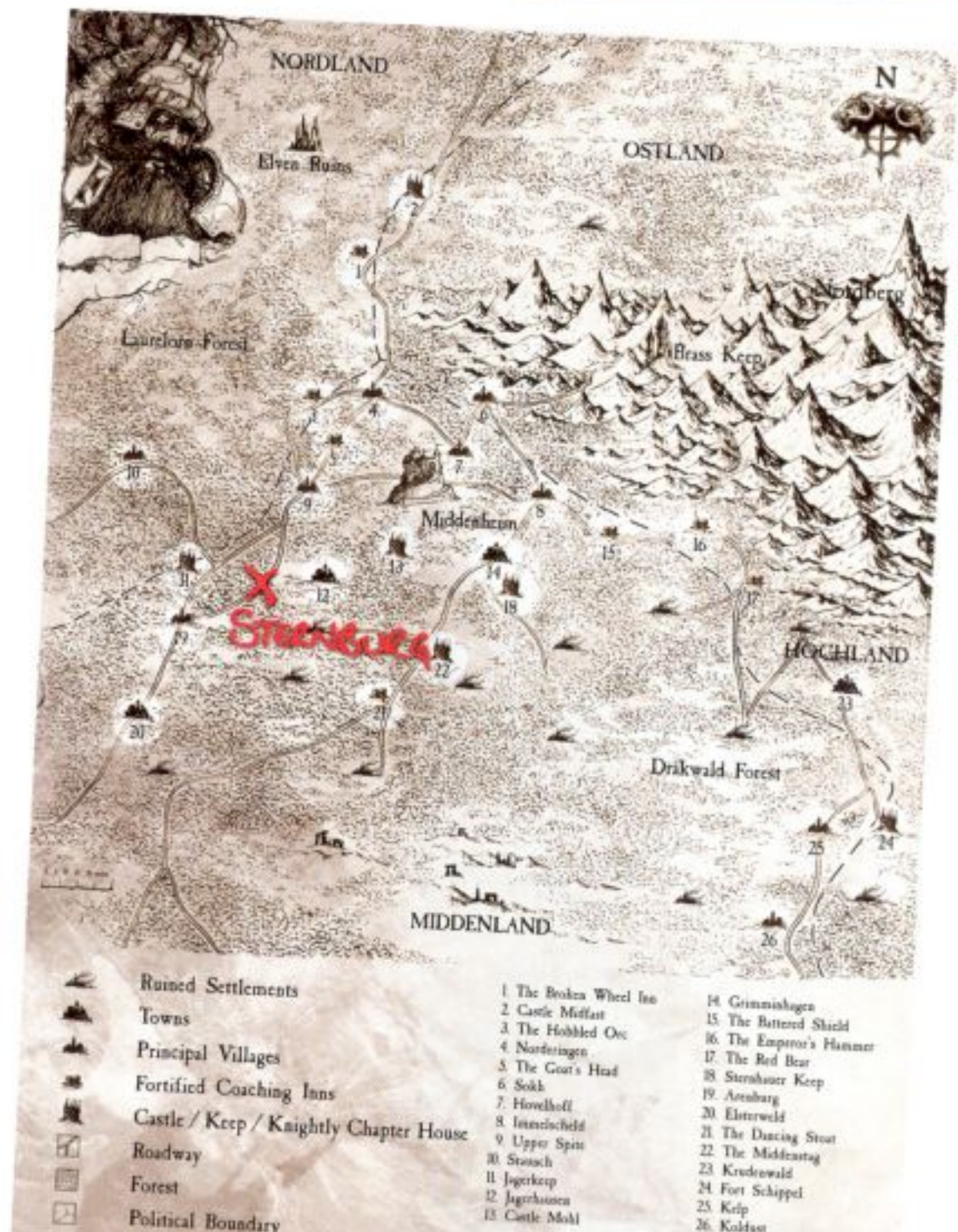
a sprawling shanty town sprang up outside the great city, clinging to the base of the mountainous walls.

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 wenches. 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, Matrud 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.)

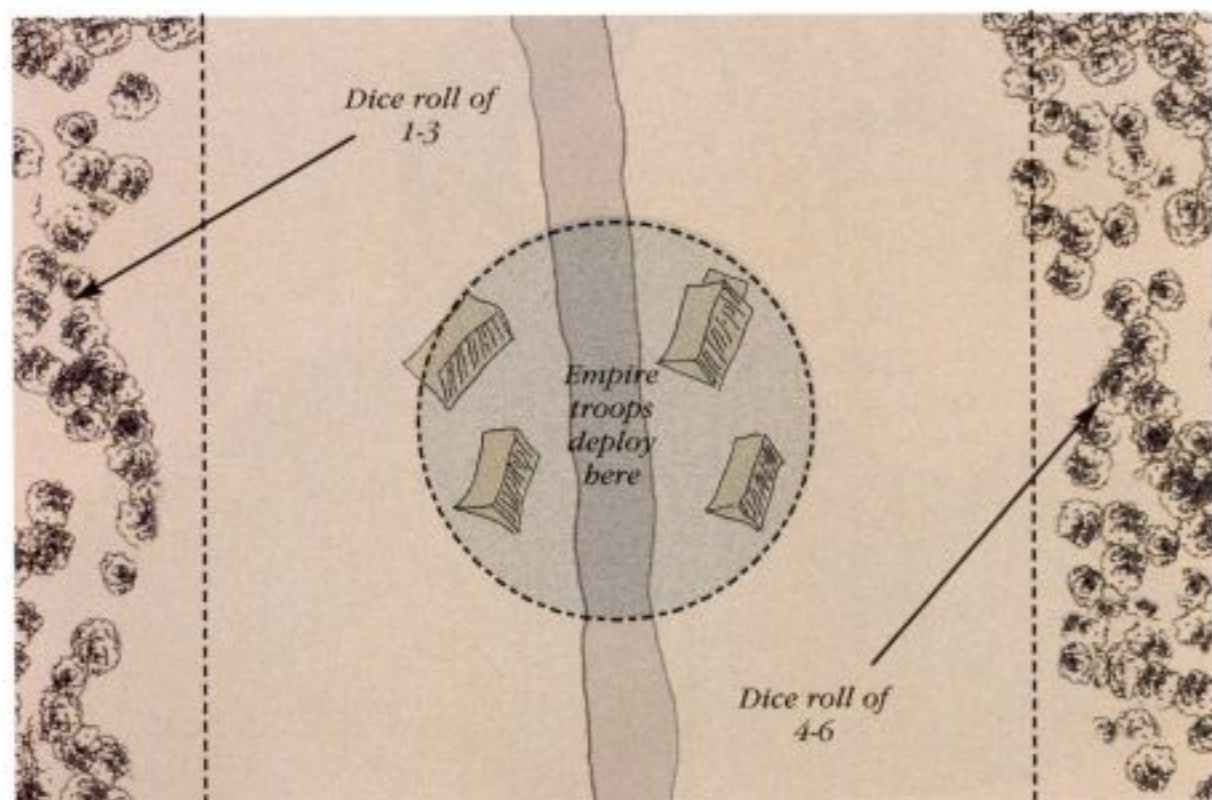
However, as soon as the Knights turn up to the battle (see below), the Beastmen player gets no further units. With the arrival of the Knights, the Beastmen have decided to attack somewhere less well defended.

**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.

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.

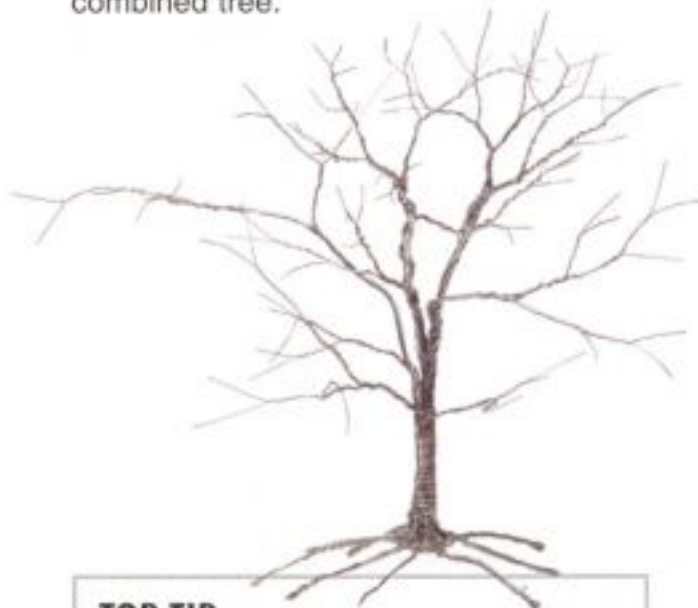


## MAKING THE BASE

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.

## 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.



## 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



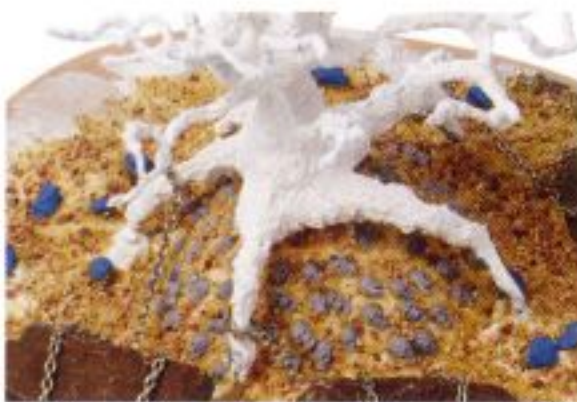
branches, and given the same bark effect. The texturing on the trunk did have one unusual feature. The suggestion of a face was added to the trunk to create the illusion that the tree was almost alive.

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.



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.*

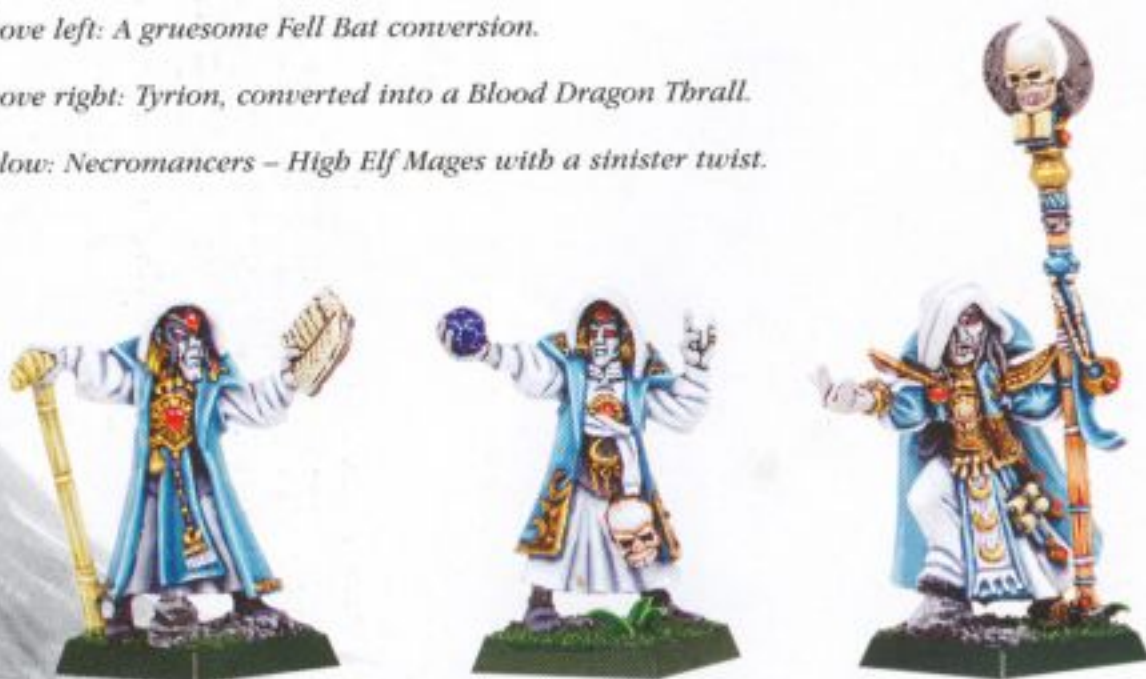
more specialised units and leaders Jesper has only done what is necessary to maintain the overall theme of the army. This could be as simple as using Alarielle as a Banshee, or as technical as his 'Dead Tyrion' conversion for the Blood Dragon Thrall for which Jesper sculpted the face himself! In the 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.*

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.

**E**ldrad 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 Ulthwé 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 Ulthwé. 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 Ulthwé.

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 Ulthamar forms a hyperspatial link to the infinity circuit of Craftworld Ulthwé. 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 Ulthwé 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+

**A**n 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.

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.*

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.

# PAINTING SPACE MARINES

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



**S**pace 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.



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.

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



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.

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.



**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.

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 Lamprecht.

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.



Slanneshi 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 Jukub Tracz. 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.



Brettonnian 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.



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





Champion of Slaanesh,  
by Bruce Veugolers.  
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.

## THE EYE OF THE STORM

Space Marine Chapters fighting in the Eye of Terror

by Andy Hoare

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.



## 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 Unforgiven's 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 Departamento 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 Stigmatus 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.

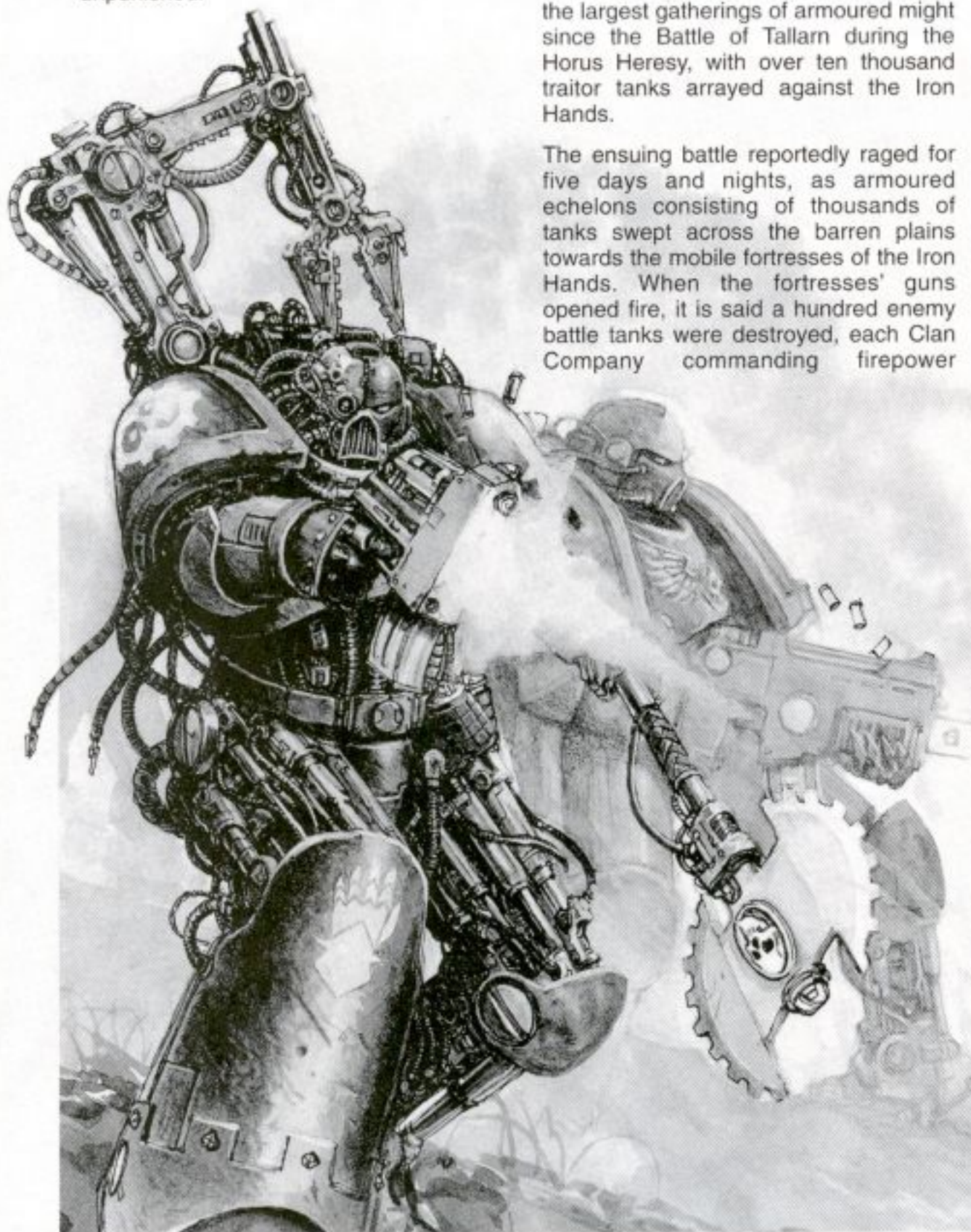
With Medusa largely secured by the midpoint in the war, the Iron Hands could spare a number of Clan Companies to the defence of the Cadian system, and despatched a force to oppose the vast hordes of invaders threatening to overwhelm the naval world of Vigilatum.

### 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.

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

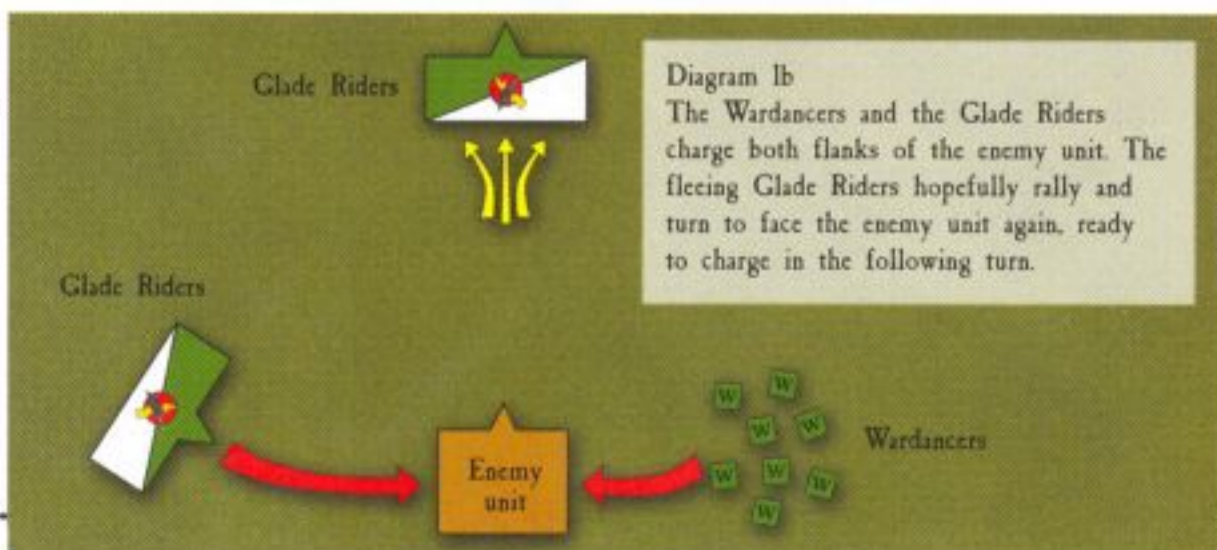
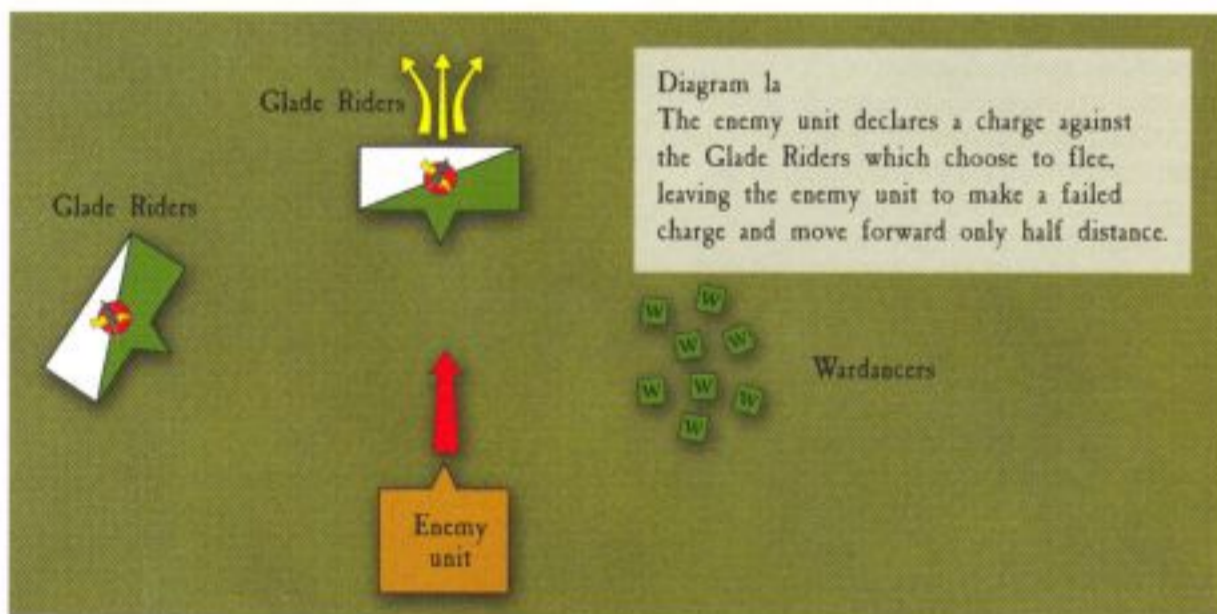
## Tactics for using Wood Elves

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

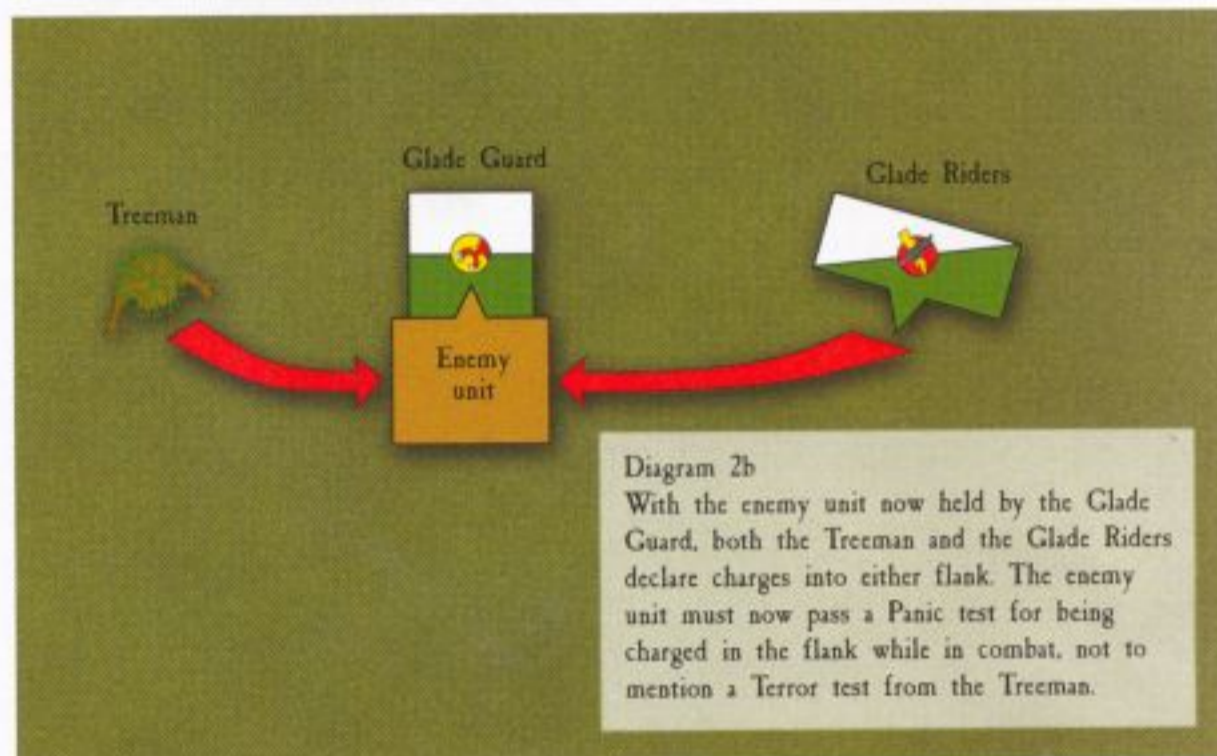
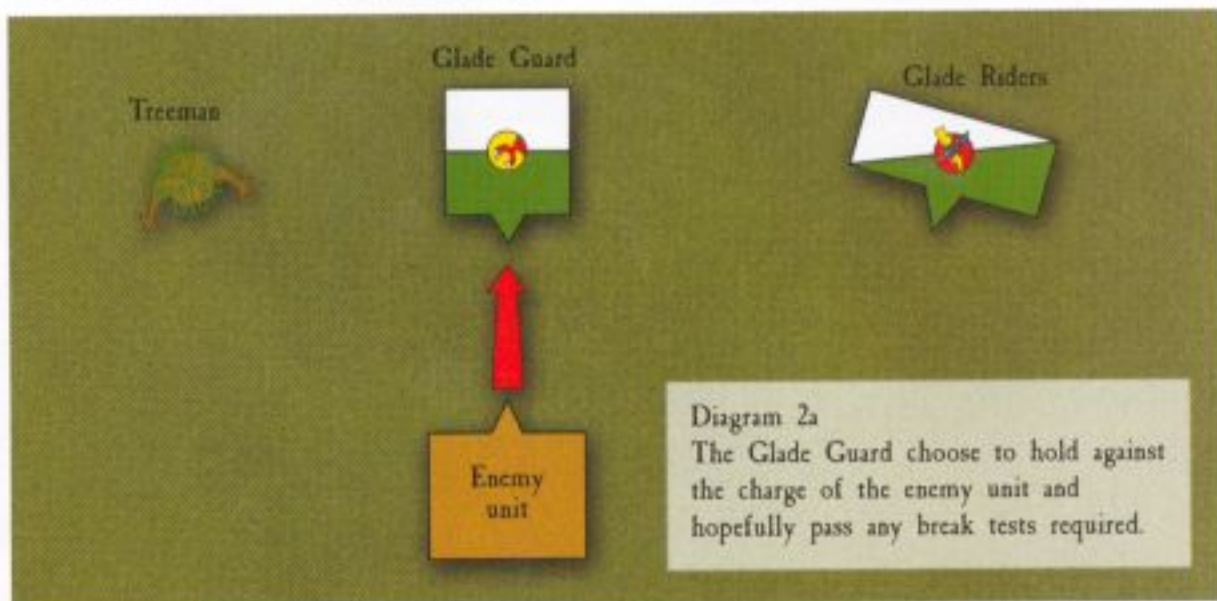
A trap is when an enemy unit is lured into a predicament he does not want to be in and did not realise it beforehand. Some Wood Elf units have different ways of doing this to their enemies. First off, the Run Away! trap (See diagram 1a & 1b). Something Elves get picked on a lot for is running away. Tell 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.

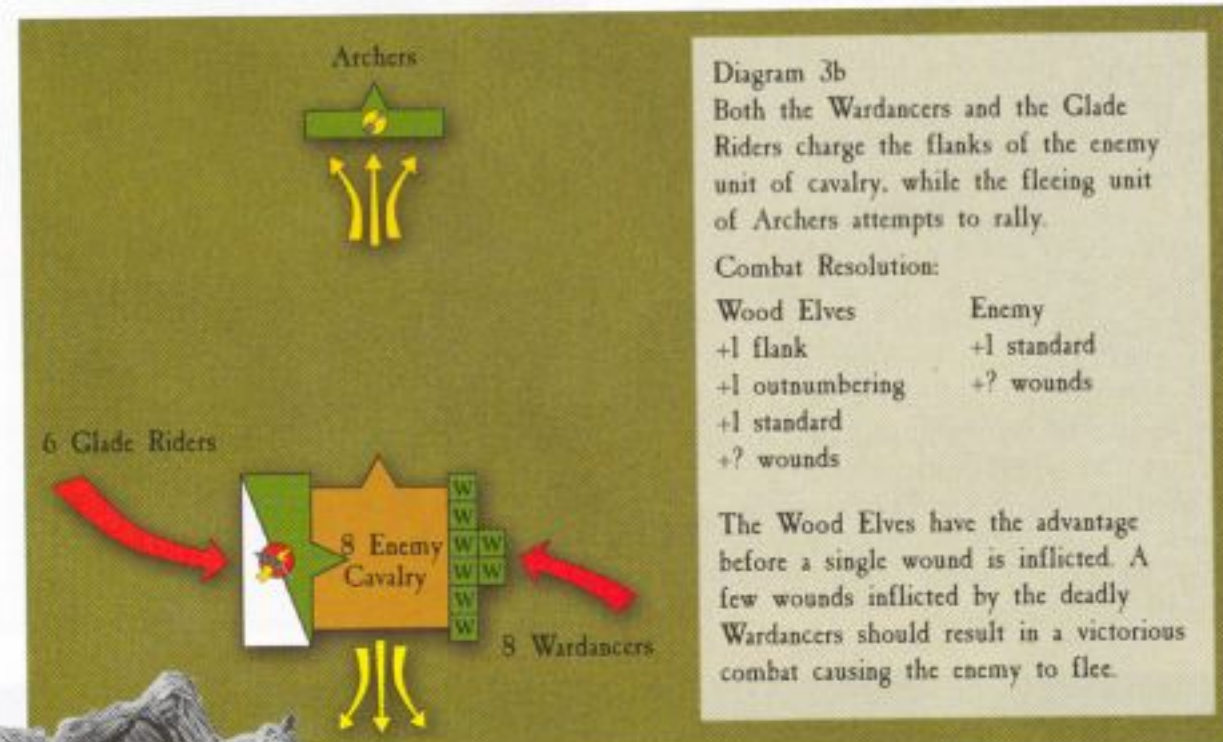
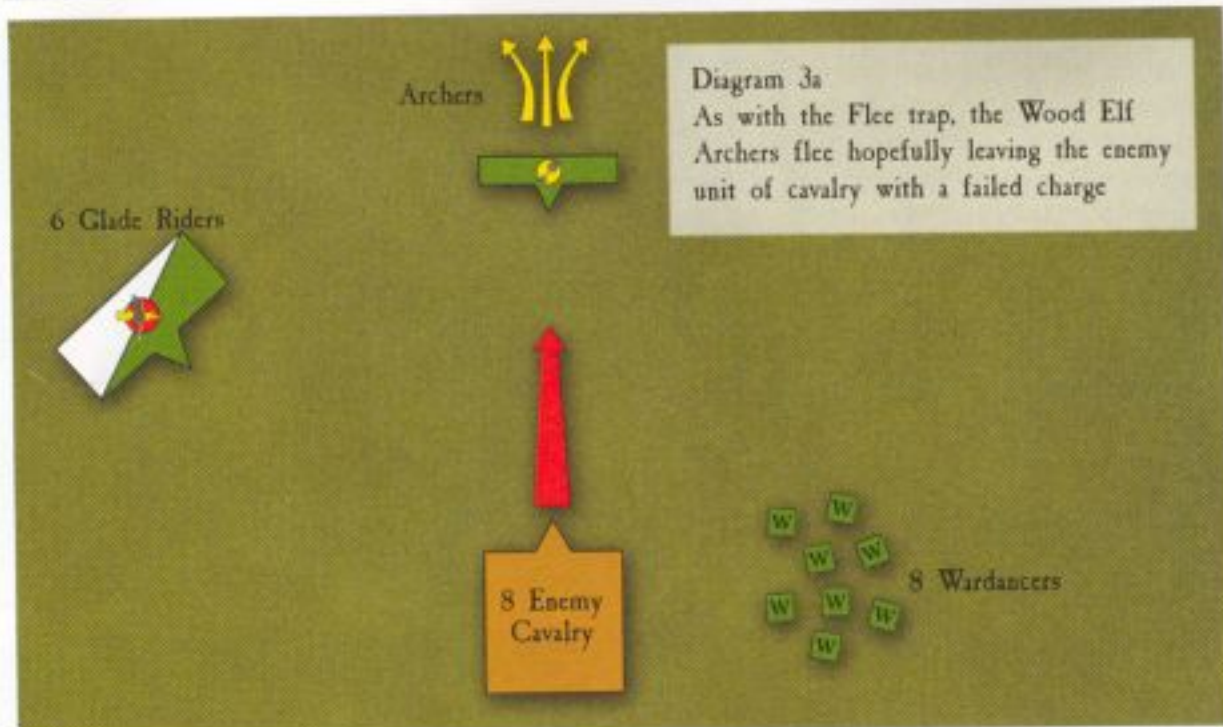


*A Green Dragon ambushes an artillery train moving through the forest*

## 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



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 I 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.

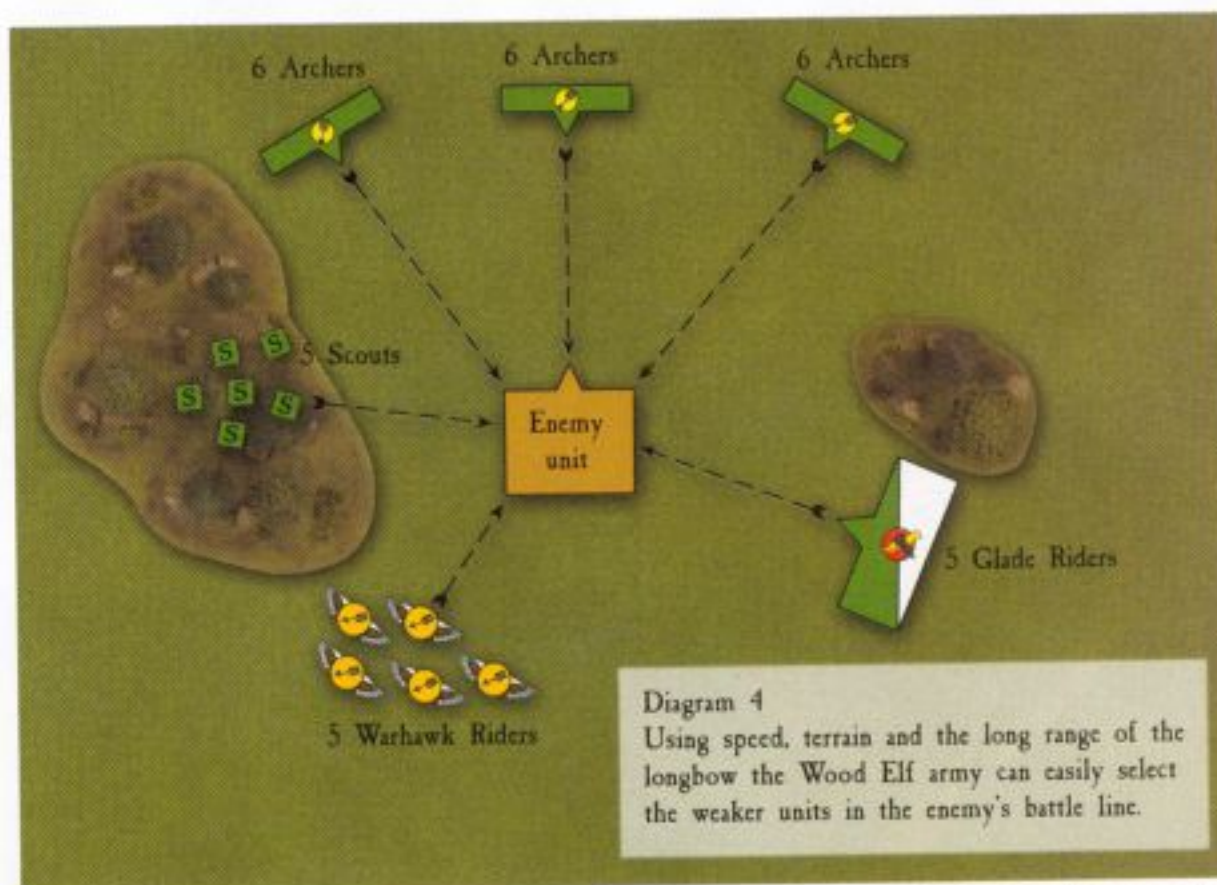
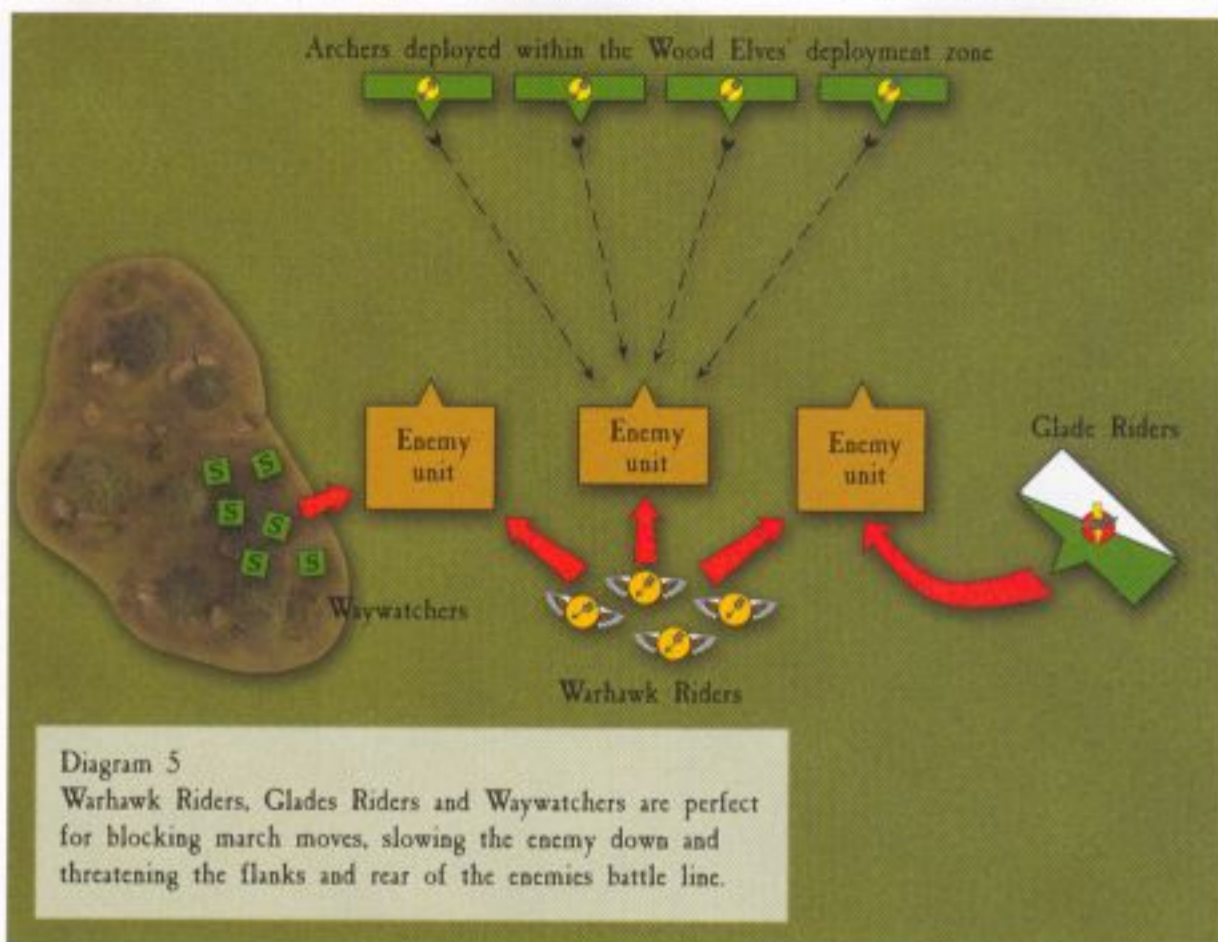


Diagram 4  
Using speed, terrain and the long range of the longbow the Wood Elf army can easily select the weaker units in the enemy's battle line.

## 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-*

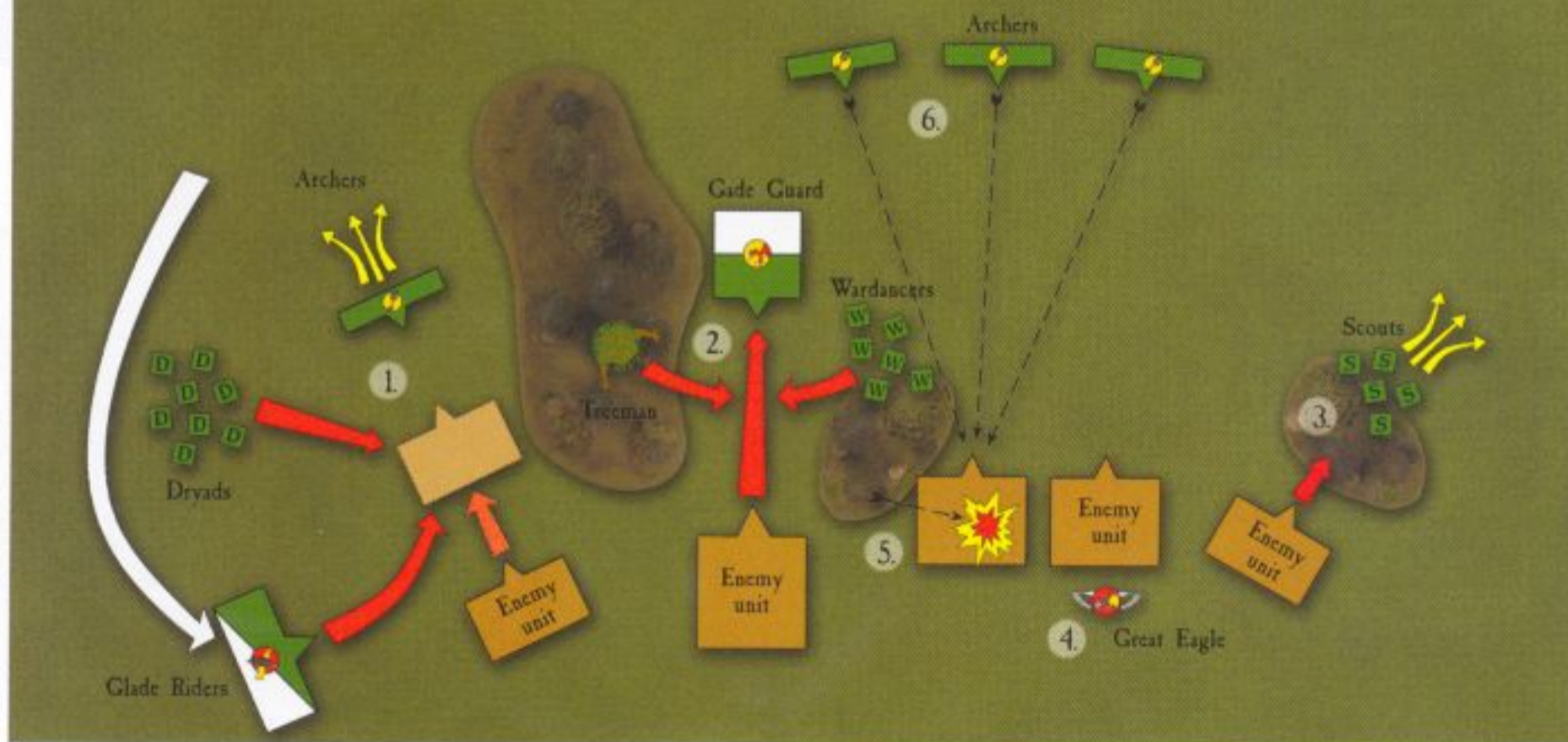
causing Dryads that he can't catch, or that *terror*; causing Treeman? No thanks, he will go for those nice lines of Archers across the board and for those extra Victory Points for being in the Wood Elves' deployment zone, weathering the hail of arrows while all the other Wood Elf units manoeuvre into 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 Lore 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](http://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 Archaon, 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.*



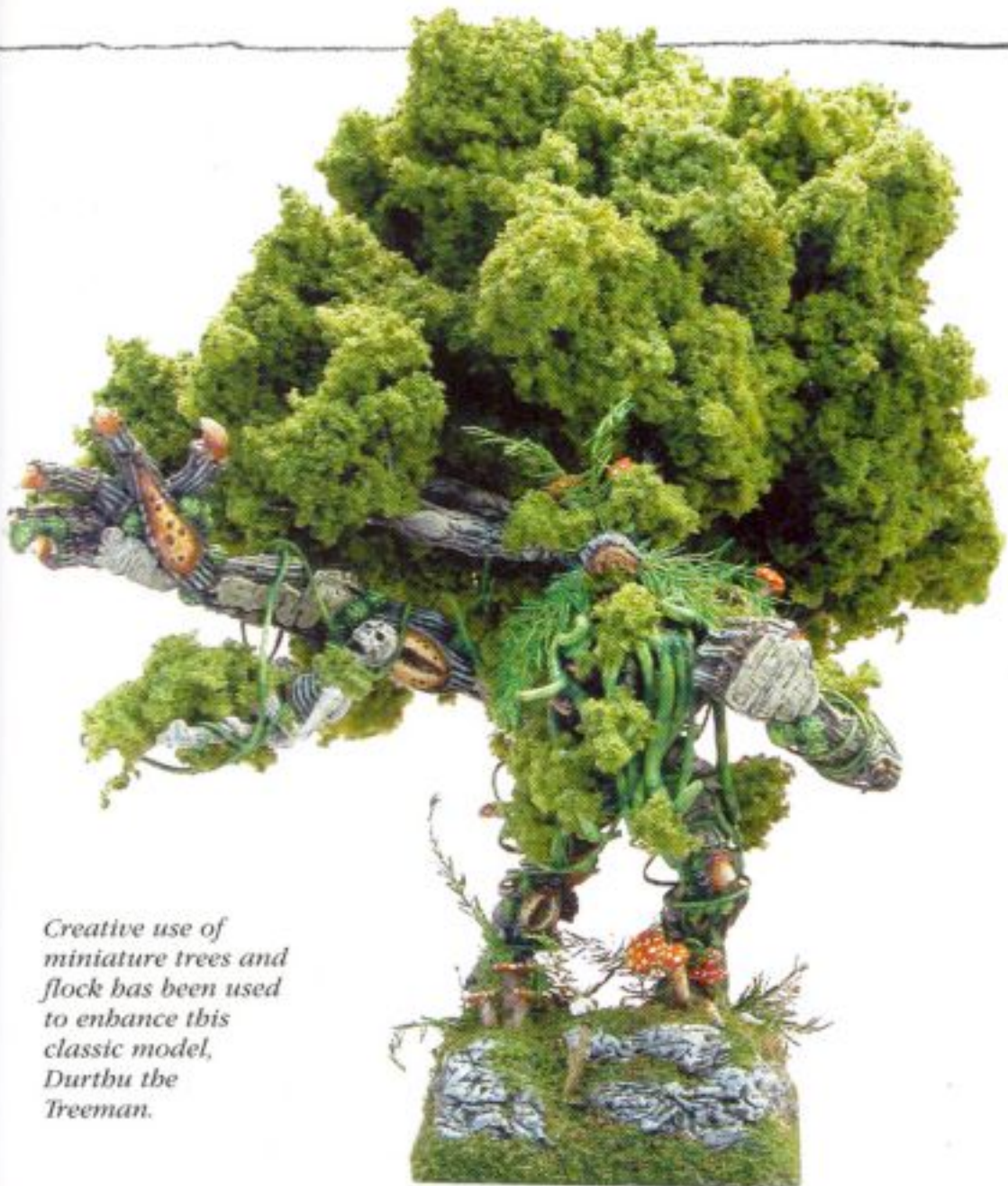
*Conversion of a Wood Elf Mage. Various alterations have been made including the staff and beaddress, and replacing the original dagger with an owl.*



*Classic Wood Elf Mage. This model shows how timeless Jes Goodwin's models are!*



*Wood Elf Mage, using the Truthsayer of Albion model as its basis.*



*Creative use of miniature trees and flock has been used to enhance this classic model, Durtbu the Treeman.*



*Converted Glade Guardian based upon Prince Tyrion.*



*Wood Elf Scouts.*



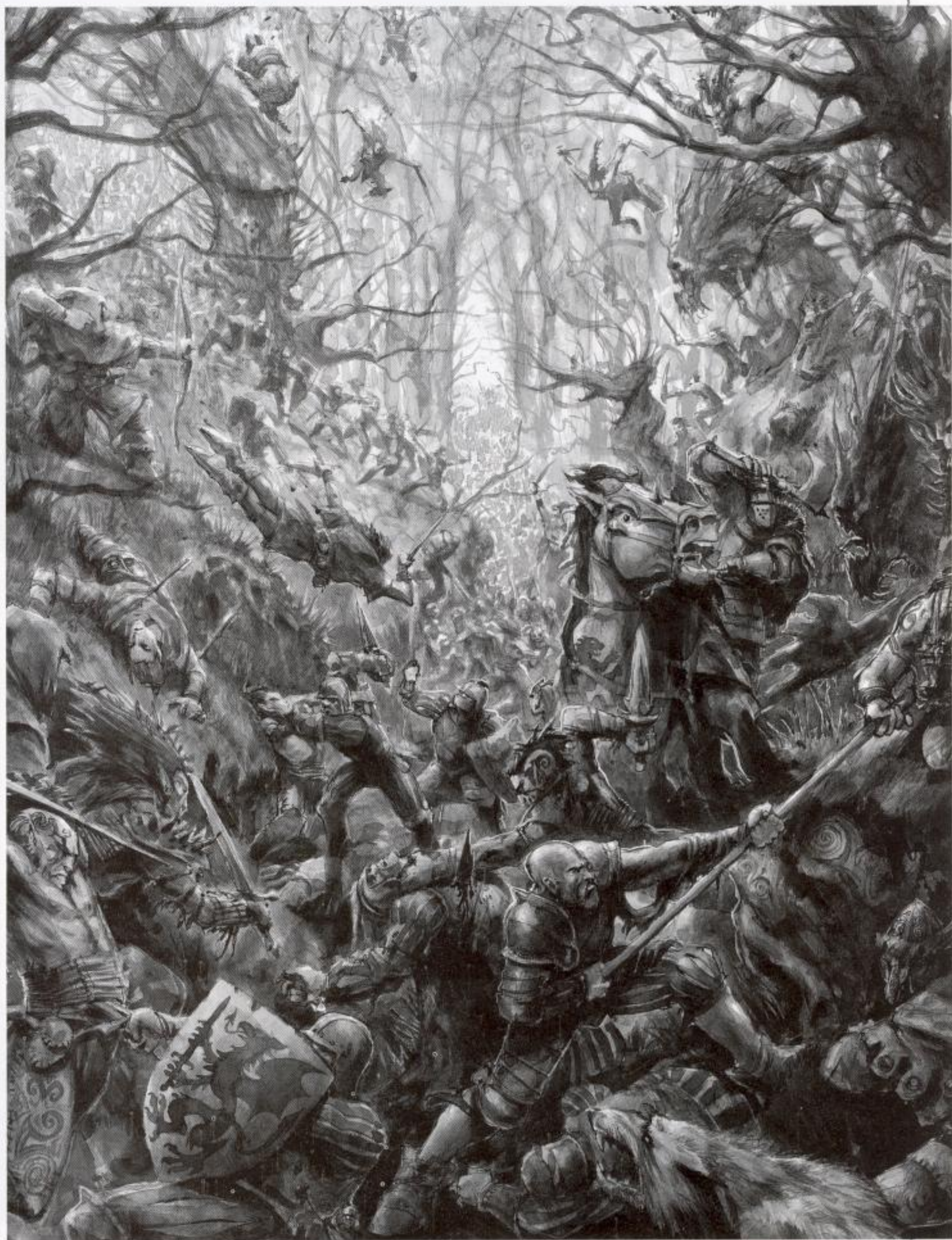
*Wood Elf Mage, utilising Alarielle, the Everqueen of Averlorn. Jeff has added a few extra touches that make her stand out from her counterparts.*

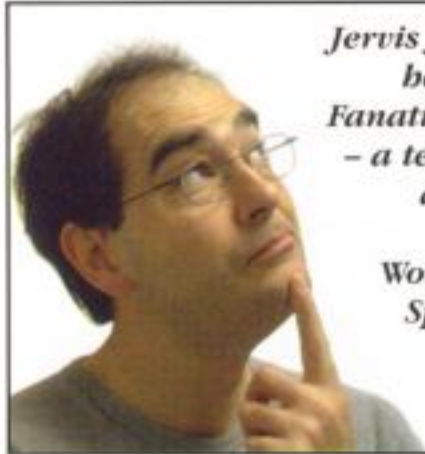


*A conversion of a Glade Guardian using a High Elf Lord from the Games Workshop classic range.*



*Converted Wood Elf Glade Guardian. The Warhawk has been constructed using the Empire Griffon model.*





*Jervis Johnson  
beats the  
Fanatic studio  
- a team that  
develops  
Games  
Workshop's  
Specialist  
Games  
Range.*

# OCTOBER'S FANATIC NEWS

*Specialist Games news from the Fanatic Studio*

**W**e 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](http://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.

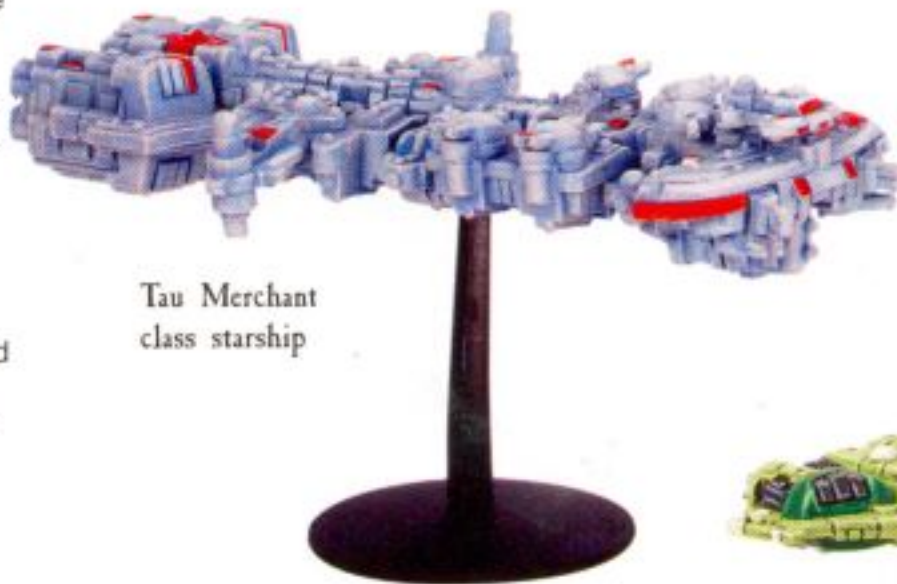
Last but by no means least, by far the most frequently asked question we've received about the BFG range is when are we planning to release a Tau fleet. I can now reveal that for several months we have had top Citadel designer Tim Adcock secretly working away on a range of Tau spacecraft for BFG. This 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,



Jervis 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](http://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](http://www.BloodBowl.com)  
[www.Mordheim.com](http://www.Mordheim.com)  
[www.Epic40000.com](http://www.Epic40000.com)  
[www.Necromunda.com](http://www.Necromunda.com)  
[www.Warmaster.co.uk](http://www.Warmaster.co.uk)  
[www.BattlefleetGothic.com](http://www.BattlefleetGothic.com)  
[www.Exterminatus.com](http://www.Exterminatus.com)  
[www.Specialist-Games.com](http://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](http://www.gamesworkshop.com/storefront)

For more information on upcoming Specialist Games products and each system, have a look at: [www.specialist-games.com](http://www.specialist-games.com)

# SPECIALIST GAMES NEW RELEASES

*New models from the Fanatic Studio...*

## INQUISITOR

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](http://www.games-workshop.com/storefront)



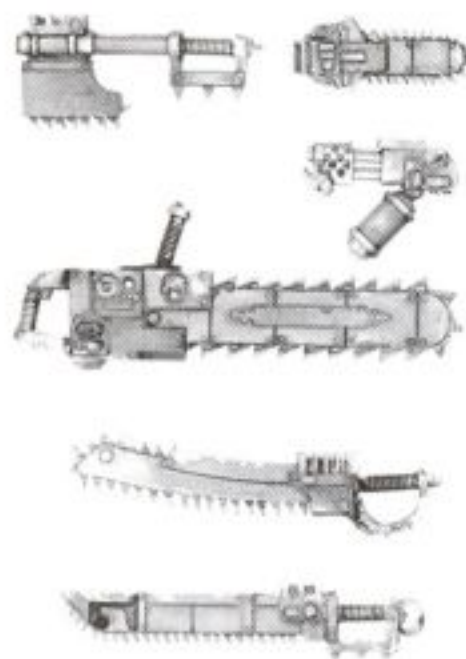
**Sister Repentia** £12

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.

## WARMMASTER

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](http://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](http://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

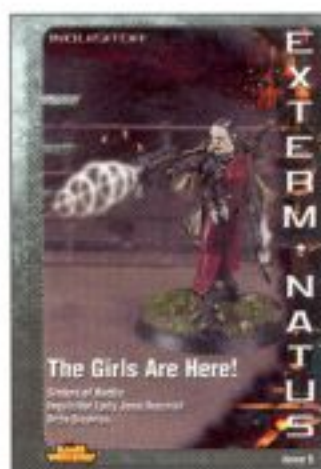


## Tau Orca class star craft

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.

Denmark .....kr 40.00  
Sweden .....kr 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.

Denmark .....kr 40.00  
Sweden .....kr 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.

Tammy Hays 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.

# PAINTING MASTERCLASS

*Radagast the Brown, Glorfindel and Elrond's sons*



Painted by Darren Latham.  
Designed by Michael Perry and Alan Perry.



## 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.

## 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.

## 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.



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.

## 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.

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 <sup>00</sup>

### 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 <sup>00</sup>
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 <sup>00</sup>

### 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, Oglá 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 <sup>00</sup>
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 <sup>00</sup>
Earthshaker Cannon	-	3 <sup>00</sup>

## 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 <sup>00</sup>	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 <sup>00</sup>	4
Rock Lobber, Spear Chukka	-	3 <sup>00</sup>
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 <sup>00</sup>
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 <sup>00</sup>
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 <sup>00</sup>

## 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

<sup>00</sup> War machines have a Unit Strength of the current number of crew. The listed value is the initial Unit Strength.

<sup>00</sup> Goblin Chariots with an extra wolf should be mounted on a 75 x 100 base.