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WD282 JUNE £3.50 €6.50

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



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EDITORIAL

GOBSTOPPER...

Anyone that's met me knows I'm never short for something to say and heaven forbid someone should ask my opinion! So, when it came time to fill this space with my editorial I was surprised to find myself lost for words. With deadlines looming large I've decided to forego my usual monthly rant and instead talk about a handful of very different things...

FREEBIES!

You can't have failed to notice the excellent free novella strapped to the front of this issue. Created by the Black Library this provides a great taster for things to come in the Eye of Terror campaign. Over the next couple of issues we have more goodies free with your favourite gaming mag:

- Path to Glory will be a free booklet compiling all the articles about collecting and playing

with your own Chaos warband. In addition to the material you've already seen there will be an update explaining how you can add Beastmen and their ilk to your warbands as well. Ideal for those who prefer swords and sorcery to boltguns and battlefleets!

- Eye of Terror campaign map. This has to be seen to be believed! Not only does it show each system in the campaign in minute detail it also has a land map of the main regions of Cadia itself. This is not to be missed by any Warhammer 40,000 fan!

EYE OF TERROR

Over the last couple of issues we've been drip-feeding you information on the worldwide Eye of Terror campaign so you can prepare for battle. The wait is almost over – the campaign gets underway in July. We have lots of great articles planned for you including a 32 page mega-

battle report (10 players, 4 tables and nearly 19,000 points of troops!) stretching over two issues.

SABERTOOTH

As I type this the first samples of Sabertooth's new collectable card game (CCG), War Cry, have hit my desk. You may remember me raving about this back in WD279 and to say I'm excited to finally get my hands on the full deck is an understatement. Watch this space as we'll be keeping you up to date with Sabertooth's progress.

LURE OF THE GODS

For the last year I've been collecting a Warhammer Chaos army. I've had immense fun with it and even taken it overseas to play at conventions. After some very dodgy first steps on the battlefield I've now just about got the hang of it and am holding my own well. With the army nearing 3,000 points I'm going to be winding down soon and the series will end. That's not to say Vradchuk will be gone forever – I fully expect him to pop up now and again...

For someone who had nothing much to say I've not done too badly at all!

See you again next month,

Paul Sawyer
Editor



Paul's Chaos Lord,
Vradchuk the Heinous

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

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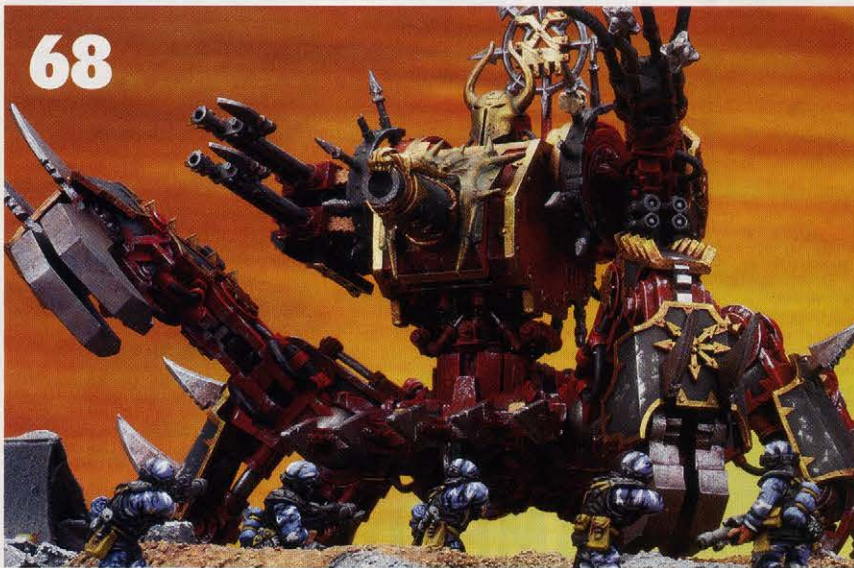
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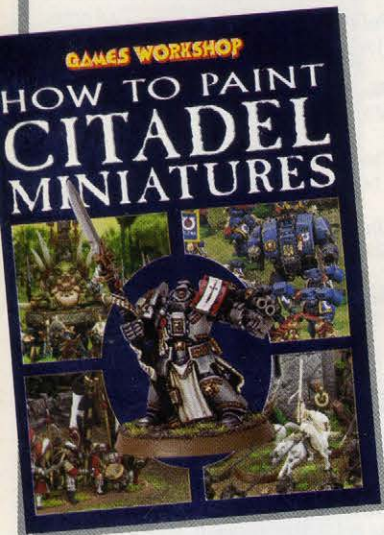


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PAINTING NEWS

● Next month sees the release of *How to Paint Citadel Miniatures*, a book to help all you budding hobbyists hone your skills.

How to Paint Citadel Miniatures is an introduction and general guide to assembling and painting Citadel miniatures, whether plastic or metal. The chosen examples concentrate on the most popular Games Workshop ranges – but the methods and materials discussed are applicable to all similar models.



Fully illustrated throughout with examples from the Warhammer, Warhammer 40,000 and The Lord of The Rings ranges, *How to Paint Citadel Miniatures* clearly explains how to assemble and paint your models for gaming and display using the Citadel Colour range.

Whatever your level of experience, this is the indispensable guide for anyone wanting to learn more about converting and painting miniatures.

Included in the book:

- Which tools and materials to use.
- How to prepare and assemble your models.
- A comprehensive guide to different techniques: blending, drybrushing, glazes, layering, mixing and washes.
- 12 complete stage-by-stages using the techniques described.



Also featured is the work of many gamers and painters, including avid army collectors, display artists and members of the renowned Games Workshop 'Eavy Metal team.

To help you utilise the techniques described in the book, from next month there are several new paints available to purchase, widening the colour spectrum for your finest models. The colours are:

- Tanned Flesh
- Terracotta
- Graveyard Earth
- Kommando Khaki
- Desert Yellow
- Catachan Green

SHADOWS OF CHAOS CAMPAIGN WEEKEND

● Shadows veil the minds of the astropaths and seers as the taint of Chaos reaches out from deep within the Eye of Terror. On the Sentinel worlds countless Inquisitorial agents are searching. In the systems surrounding the Eye, Battlefleets are assembling. The time for war is upon the Imperium and only the strong will survive...

Shadows of Chaos is a campaign weekend for Inquisitor and Battlefleet Gothic being held at Warhammer World on 5 & 6 July 2003. If you wish to get involved, tickets will be available from 17 May 2003 from 0115 91 40000, priced £36 each. The event is open to any players aged 16+.

Inquisitor players must declare their faction: Puritan or Radical. There are only 20 places available for each faction.

Battlefleet Gothic players will need to declare their allegiance prior to the event, and there are 50 places available.

For more information, log onto www.games-workshop.com/events or email questions to: events@games-workshop.co.uk

NEW VACANCY

DIRECT SALES HOBBY SPECIALIST

Our Direct Sales Department are looking for enthusiastic, friendly people to join their team of Hobby Specialists to assist in supporting Games Workshop enthusiasts over the phone. There are a number of positions available for both full-time and key-time staff members.

Based at our Head Office in Nottingham, you will be advising customers on scenery making, painting, rules and armies, as well as selling our products over the phone in our relaxed and informal working environment.

The ideal candidate will be an active gamer in our 3 core systems, have an encyclopaedic knowledge of all aspects of the hobby, demonstrate good customer service skills and possess an excellent telephone manner.

In return for your hard work we offer a comprehensive benefits package which includes: 50% discount on our products, 25 days holiday per year, company pension, company share save scheme, an extensive sports and social club, a fully licensed bar, use of a subsidised restaurant, a fully equipped gym and free parking.

If you are interested in this position and a career with Games Workshop, please send your CV with covering letter to **Louise Johnson, Games Workshop UK Sales, Willow Road, Lenton, Nottingham, NG7 2WS** or by email to: LouiseJ@games-workshop.co.uk

GAMES DAY UPDATE

We can reveal that this summer's Games Day will include the following awesome battles; *The Battle for Helm's Deep* and a titanic Eye of Terror final battle, which will include twenty Titans. Check out next month's issue for more details.



SCALES AND BONES TOUR

● In the mighty cities of Nehekara, the Tomb Kings of Khemri stir from their eternal slumber to defend their kingdoms. Deep within their carcass-infested cities, lies a sacred enchanted Kroxigor skull, which must be returned to its rightful owners, the Lizardmen...

This fantastic roadshow will be visiting several independent stockists throughout May and June.

26/5/03 Speeding Bullet
4 Theatre Yard
Chesterfield
(01246) 201609

27/5/03 Cyberdyne
15 Union Street
Cornhill
Gloucestershire
(01453) 767722

27/5/03 Toy Wonderland
2 Great Western Street
Aylesbury
Buckinghamshire
(01296) 393493

27/5/03 Nuneaton Bookshop
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Abbey Street
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Warwickshire
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28/5/03 Battlezone
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4 Albert Place
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28/5/03 Marquee Models
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15 The Shires Centre
Trowbridge
Wiltshire
(01225) 775980

30/5/03 Wargames World
50-52 Skipton Road
Ilkley
West Yorkshire
(01943) 607500

NEW CENTIGORS

● Next month sees the release of a new army with which to utilise the powers of Chaos – Beastmen! The powerful Bray-shamans, terrifying Doombulls and mighty Beastlords wield control of one of the most vicious and primal armies in the Warhammer world.

The Citadel Miniature Designers have, of course, been hard at work bringing this monstrous army to life, and pictured is one of the all-new Centigor models that will soon be available to use in a Beastmen army.



FORTHCOMING TOURNAMENTS AT WARHAMMER WORLD: TICKETS ON SALE DATES

Doubles Tournament
19-20 July
ON SALE NOW

Warhammer GT Heat 1
16-17 August
ON SALE NOW

Warhammer 40,000 GT Heat 1
27-28 September
ON SALE NOW

Call To Arms
4-5 October
Tickets on sale from 19th July

Warhammer GT Heat 2
25-26 October
On sale from 26th July

Warhammer 40,000 GT Heat 2
22-23 November
On sale from 23rd August

Warhammer GT Final
7-8 February 2004
On sale from 17th August

Warhammer 40,000 GT Final
6-7 March 2004
On sale from 28th September

Lord of The Rings Grand Tournament
3-4 April 2004
On sale from 10th January 2004

The Blood Bowl
8-9 May 2004
On sale from 7th February 2004

INTO THE EYE OF TERROR – FORTHCOMING CAMPAIGN

● Deep within the Sentinel worlds the forces of the Imperium battle the legions of Abaddon to decide the fate of this contested warzone. Will you side with the dread powers or the Emperor of Mankind... or make good of this turmoil to conquer new worlds for your alien hordes?

Into the Eye of Terror is a two-day Warhammer 40,000 campaign weekend at Warhammer World on the 2nd and 3rd of August. To take part you need a painted 1,500 points Warhammer 40,000 army (places are limited to 36 Imperial players, 36 Chaos players and 26 'Neutral' players). Places are allocated on a first-come-first-served basis so please hurry if you wish to ensure you can fight for your side.

Tickets for *Into the Eye of Terror* cost £36 and include lunch on both days and an evening meal and entertainment on the Saturday night. For more information check out:

www.games-workshop.com/intoeot

PAGES FROM THE PORTAL

● Go to www.eyeofterror.com to find out the latest information on this summer's upcoming massive worldwide Warhammer 40,000 campaign. The UK news pages will also have lots of information about this campaign too, including sneak peeks of upcoming miniatures!

For Warhammer this month – keep checking the new Lizardmen pages as there will be many new articles detailing new scenarios, how to paint and play with the Lizardmen army.

The Lord of The Rings section of the website is consistently updated with new hobby, painting, gaming, terrain and tactics articles,

so expect this to continue as brand new material is released to support Shadow and Flame!!

ONLINE LORD OF THE RINGS COMPETITION

Harper Collins have produced two fantastic books – *The Two Towers Visual Companion*, and *The Making of The Lord of The Rings Trilogy*. This month, you will have the chance to win one of fifteen pairs of these fantastic hardback editions, all you have to do is answer three simple questions, which can be found at:

www.games-workshop.com/compo



THE TWO TOWERS

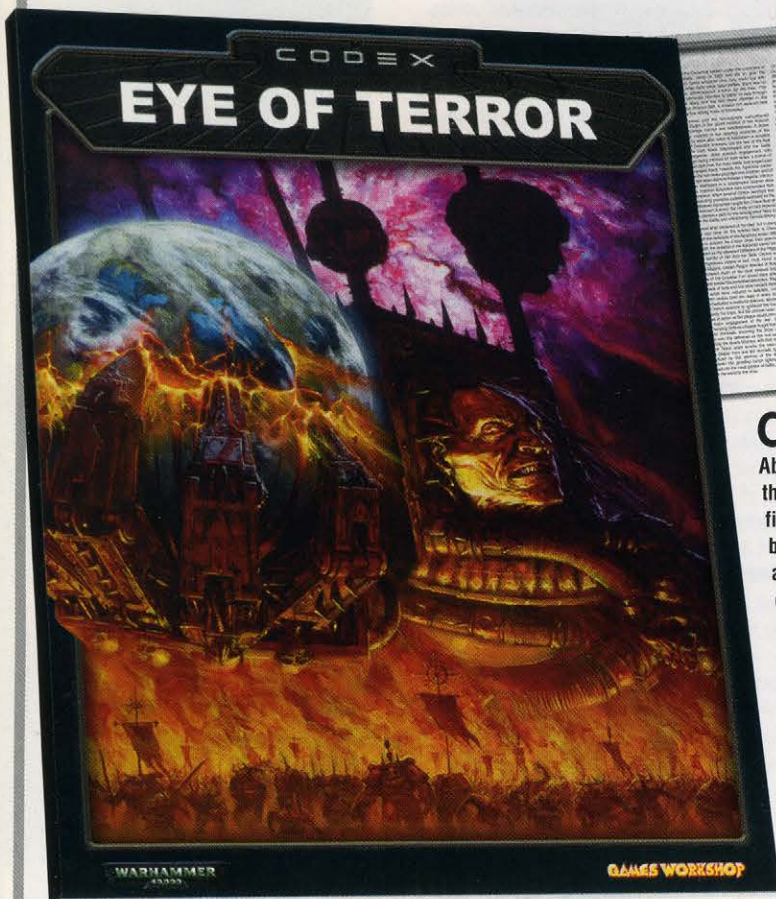
Learn more about The Two Towers

ADD TO CART

BREAKING NEWS

NEW IN THE ONLINE

THE HOUR IS AT HAND



CODEX: EYE OF TERROR

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

Inside you will find four army list variants allowing you to field the shambling Chaos hordes of the Lost and the Damned, the Eldar of the Ulthwé Strike Force, the savage warbands of the Space Wolves 13th Company, or the stalwart Cadians of the Imperial Guard. As well as all that there's full background for the Eye of Terror and a superb modelling and painting guide.

CHAOS SPACE MARINES: DEATH GUARD

Servants of Nurgle, the Death Guard fight only to spread contagion and death throughout the galaxy. All Death Guard must bear the Mark of Nurgle and are a living host for all manner of poxes and infections. Horrific to behold and almost impossible to kill, they are a blight on all life. Having the Mark of Nurgle, the Death Guard are both Fearless and gifted with Daemonic Resilience which gifts each model +1 Toughness, making them an extremely resilient troop type.

This boxed set contains 7 Death Guard Plague Marines, designed by Aly Morrison and Neil Green. These models require assembly.



EYE OF TERROR: CHAOS MUTANTS CONVERSION KIT

This kit is perfect for creating the shambling horde that is a unit of Chaos Mutants with its many and varied grotesque monstrosities. In just this kit there are sprues from four different plastic boxed sets, allowing you to put together a unit of Mutants without the expense of buying several separate boxed sets.

This conversion kit can be used to convert and build 15 Chaos Mutants or to model extra mutations and blessings upon your existing Chaos miniatures. Inside you will find one Chaos Mutations sprue, one Catachan Jungle Fighters sprue, one Zombies sprue and one Ork Boyz sprue.

These models require assembly.



CHAOS SPACE MARINES: TYPHUS

When the Destroyer Plague came and the Death Guard were struck down Typhon received his reward from his true master, Nurgle, Lord of Decay. As the last member of the Death Guard fell, Typhon absorbed the full power of this most terrible plague. He was Typhon no longer, now he was Typhus, Herald of Nurgle. Typhus' armour and body is host to a horrific plague, the Destroyer Hive that manifests as a swarm of insects that pour from the cracks and vents in his armour. When he charges into combat he counts as using frag and blight grenades meaning his foes suffer -1 to hit modifier in the ensuing close combat. Also, when he is charged Typhus and his retinue (if any) count as being in cover.

This blister pack contains 1 Typhus model, designed by Jes Goodwin.

This model requires assembly.

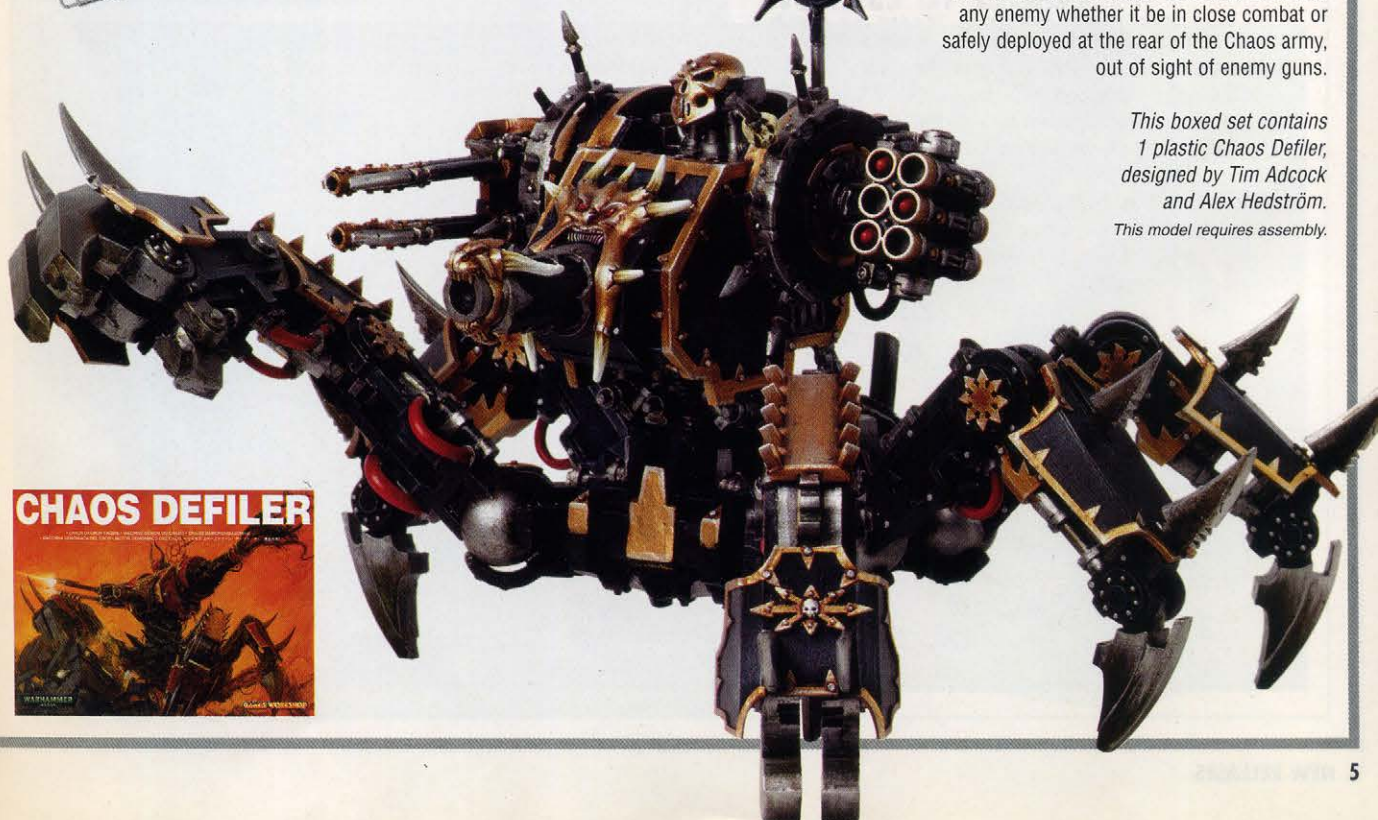


CHAOS SPACE MARINES: DEFLER

The Defiler was fashioned at the command of Abaddon the Despoiler. Shrouded in noxious fumes, its engine a bestial growl, the Defiler lays waste to the ground it drives over and batters down the strongest defences with its mighty battle cannon. Being a Monstrous Creature with multiple Strength 8 attacks makes it capable of tearing its enemies apart in combat. It can also be configured to fire indirectly meaning it can easily deal with any enemy whether it be in close combat or safely deployed at the rear of the Chaos army, out of sight of enemy guns.

This boxed set contains 1 plastic Chaos Defiler, designed by Tim Adcock and Alex Hedström.

This model requires assembly.



CHAOS DEFLER



NEW RELEASES

EYE OF TERROR: SEER COUNCIL

During times of conflict, the Seer Council take a far more active role on the battlefield, divining the most influential warzone in which to add the might of their Craftworld. As with all Seer Councils the Warlocks and Farseers have access to an array of powerful psychic powers such as Mind War. However the Seer Council of the Ulthwé Strike Force also have access to several unique pieces of Wargear such as the Wraithgate. The Wraithgate is a mobile webway portal, which can be activated in the Shooting phase and is represented on the battlefield by a blast marker. Once opened all units entering play as reserves may enter the battle through the portal allowing Ulthwé's reinforcements to strike at the heart of the enemy.

This boxed set contains 2 Farseers and 3 Warlocks, designed by Jes Goodwin, Juan Diaz and Adam Clarke.

These models require assembly.



IMPERIAL ENTRENCHMENT

This complete unpainted entrenchment kit is an ideal defensive position for your games of Warhammer 40,000. The Entrenchment can hold up to 10 normal sized models and even has space for you to position a heavy weapons team. The pack also includes two plastic Battlefield Accessory sprues making it perfect for adding to any growing terrain collection.

This box contains a complete Imperial Entrenchment and 2 Battlefield Accessory sprues, designed by Dave Andrews. Models not included. Supplied unpainted.

These models require assembly.



DAEMONHUNTERS: BROTHER-CAPTAIN STERN

Brother-Captain Stern is a highly decorated member of his company, and has led countless successful missions against the minions of Chaos. In battle he carries a mighty Nemesis force weapon that both increases his Strength to 6 and also counts as a power weapon and a force weapon. Also using his special rule, The Strands of Fate, Brother-Captain Stern may also re-roll one dice roll per phase, although he must accept the result of the second roll. However, this skill can be a double-edged sword as his opponent may subsequently re-roll one of his own units' dice rolls per use of this ability, regardless of situation.

This blister pack contains 1 Brother-Captain Stern model, designed by Jes Goodwin.

This model requires assembly.



DAEMONHUNTERS: GREY KNIGHT WITH PSYCANNON

Psycannons are based on bolt weapons, replacing the standard warheads with ritually inscribed silver tips to produce psychically charged Strength 6 bolts. The psycannon's weight is offset by suspensors that permit it to be fired on the move turning the Heavy 3 range 36" psycannon into a range 18" Assault 3 weapon, proving that, whether in attack or defence, the psycannon has both the power and range to strike down the enemies of Mankind.

This blister pack contains 1 Grey Knights Space Marine with psycannon, designed by Aly Morrison.

This model requires assembly.



DAEMONHUNTERS: GREY KNIGHT TERMINATOR WITH INCINERATOR

Incinerators are blessed weapons, fuelled with the purest consecrated promethium and blessed oils to burn with the white heat of pure faith. A Grey Knight Terminator armed with an incinerator provides a squad of Grey Knight Terminators with a very powerful assault weapon. All models under its template suffer a Strength 5 hit that ignores both cover saves and Invulnerable saves, making it the perfect weapon for assaulting defended positions and fortifications.

This blister pack contains 1 Grey Knight Terminator with incinerator, designed by Jes Goodwin.

This model requires assembly.



HORDES OF CHAOS: CROM THE CONQUEROR

Crom the Conqueror is supremely skilled in many styles of fighting. If Crom fights with sword and shield he gets the normal +1 to his Armour save for using a hand weapon and shield. In addition, if he fights with sword and shield in a challenge, his opponents always count as using a hand weapon regardless of their actual equipment. This applies to both magical and mundane equipment making him ideal for dealing with well-equipped enemy heroes.

This blister pack contains 1 Crom the Conqueror model, designed by Jes Goodwin.

This model requires assembly.



NEW RELEASES

LIZARDMEN: SAURUS LORD

The longer Saurus live, the tougher and more ferocious they become. Their scales become thicker and harder, and their warlike instincts seem to become more honed. The Saurus Scar-Veterans and Oldbloods are ancient beings. Indeed, it has never been known for a Saurus to die of old age, for war is their life, the sole reason for their being. A Saurus Oldblood is a fearsome opponent especially with the blessed spawning of Quetzl that adds +1 Attack to his already impressive 5 Attacks.

This blister pack contains 1 Lizardmen Saurus Lord on foot, designed by Mark Harrison.

This model requires assembly.



LIZARDMEN: KROQ-GAR ON CARNOSAUR

Scar-Leader Kroq-Gar is an ancient Saurus Warrior. Having lived for hundreds of years, and fought in countless wars, Kroq-Gar, as with most Saurus Oldbloods, is a fearsome opponent. However he is also mounted on Grimloq a ferocious Carnosaur that has 5 Attacks and also causes Terror making Kroq-Gar and his mount a force to be rightly feared.

This boxed set contains 1 Lizardmen Lord Kroq-Gar and 1 Carnosaur, designed by Colin Grayson and Trish Morrison.

This model requires assembly.



LIZARDMEN: TEMPLE GUARD

The Temple Guard are a subspecies of Saurus created to protect the Slann. They are spawned with more heavily armoured scales than other Saurus, and instinctively have an unshakeable resolve to guard the Slann. Their special rule, Sacred Duty, means that they may never leave their Slann, and so as long as the Slann remains under their protection the Temple Guard are Stubborn, this combined with Slann's Leadership of 9 and the Lizardmen' Cold Blooded rule means they'll remain steadfast in the face of insurmountable odds.

These models require assembly.



Revered Guardian: This blister pack contains 1 Temple Guard Champion, designed by Colin Grayson.



Command: This blister pack contains 1 Standard Bearer and 1 Musician, designed by Colin Grayson.

Temple Guard: This blister pack contains 2 Temple Guard, designed by Colin Grayson.

LIZARDMEN: SALAMANDER

Salamanders are giant, predatory amphibians that inhabit the swamplands and estuaries of the jungles. They are swift-moving creatures on both land and water, and voracious hunters. On the battlefield Salamanders provide the Lizardmen army with some destructive firepower. Each turn the Salamander is able to launch a burst (number of shots is determined by the Artillery dice) of highly corrosive, flaming liquid from their gullet that burns and incapacitates their prey, making a Salamander a very real threat for any enemy unit that moves too close.

This blister pack contains 1 Salamander and 3 Skinks, designed by Mark Harrison and Trish Morrison.

These models require assembly.



LIZARDMEN: SAURUS ON COLD ONES

One of the spawnings that has become more common in the temple-cities is the birth of Saurus Warriors that come into the world instinctively knowing how to ride the dangerous Cold Ones. These creatures make powerful mounts for those able to ride them. Saurus warriors riding ferocious Cold Ones add power and speed to the Lizardmen army. With a charge range of 14" and armed with spears that gives each Saurus Warrior, two Strength 5 Attacks this makes them the perfect attacking unit.

Designed by Mark Harrison, Mark Bedford and Colin Grayson, this boxed set contains 5 Saurus Cold One Riders including a Champion, Standard Bearer and Musician.

These models require assembly.



PRICE LIST

CODEX: EYE OF TERROR£8.00

Denmark kr 115.00 Sweden kr 140.00
Euro € 15.00

SEER COUNCIL BOXED SET£20.00

Denmark kr 250.00 Sweden kr 300.00
Euro € 35.00

CHAOS MUTANTS CONVERSION KIT£10.00

Denmark kr 125.00 Sweden kr 150.00
Euro € 17.50

TEMPLE GUARD£6.00

Denmark kr 70.00 Sweden kr 80.00
Euro € 10.00

TEMPLE GUARD MUSICIAN AND STANDARD£6.00

Denmark kr 70.00 Sweden kr 70.00
Euro € 10.00

TEMPLE GUARD CHAMPION£5.00

Denmark kr 55.00 Sweden kr 65.00
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THE SKEINS OF FATE

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Mankind teeters on the edge of oblivion; a cataclysmic evil readies itself to ravage the Imperium and plunge Mankind into a war to end all wars. Against the coming tide stands the combined might of the Imperium, ready to push back the forces of Abaddon the Despoiler's 13th Black Crusade. Graham McNeill takes a look at what's at stake and gives us a glimpse of what will happen should the Imperial force falter.

Abaddon stands ready to plunge the Imperium into war and the fate of the galaxy is in your hands. Should Cadia fall the consequences will be dire indeed for Mankind. Your games will have a direct influence on the war

for this beleaguered world and the ultimate fate of the galaxy will be decided on the bloody fields of Cadia. The very soul of Mankind is at stake, and defeat on Cadia means a dark time for the people of the Imperium...

- The way will now be open for the forces of Chaos to advance on Terra.
- The millions of men and war materiel lost in the war will have vast impact throughout the surrounding sectors.
- The Eye of Terror will swell, engulfing many Imperial worlds.
- It will be a crippling blow to Imperial morale throughout the galaxy.
- Forces diverted to stem the tide of Chaos from the Eye will leave many other regions of the galaxy dangerously weakened.

The future of the Imperium will be dramatically affected by the campaign fought around the Eye of Terror and the ultimate fate of Mankind may hang in the balance. Victory for the forces of Chaos will plunge the Imperium into the darkest of times, leaving the Segmentum Solar open to attack. Scanting weakness, the enemies of Humanity will rise up and plunge the galaxy into a maelstrom of war from which it may never recover. But should the Imperium triumph and hurl the forces of the Despoiler back into the Eye of Terror, faith in the Emperor will surely rise like a phoenix from the flames and renewed crusades shall spread out across the galaxy as the pious followers of the Imperial Creed push back the tide of heretics and aliens that threaten its very survival.

There's plenty to be fighting for, so get playing those games of Warhammer 40,000 and help decide the fate of the galaxy!



Transmitted: Hive Teriax, Belisar, Belis Corona sub-sector
Received: Segmentum Obscurus, Ordos Belis Corona
Destination: Nemesis Tessera facility, Lord Inquisitor Pelagius
Date: 5672999.M41
Telepathic Duct: 041/5HYY32/Subiaco Diablo Relay
Ref: OrdoMalleus/1438sh8/Unauth-psi
Clearance level: Omicron - Read and Destroy
Author: Inquisitor Castin Theoderus
Subject: Hive Teriax explosion

Honoured Lord,

Further to your instructions regarding investigation into the explosion that destroyed the top nine levels of Hive Teriax on Belisar, I gathered a coterie of my most trusted retainers at the site of this disaster in an attempt to divine its cause and nature. Residual psychic emanations (98.92 psi-trace - a figure wildly exceeding that which even an Alpha level psyker could normally attain) indicated that a psychic event of incredible magnitude had taken place. Using debris trajectories, calculus logi interpolated the blast width radius and calculated that the epicentre of the blast to be within the Astropathic Choir Chamber. Sifting through the ruins of the hive spire has been a long and gruelling task, made all the more unpleasant by the decaying remains of those unfortunates immolated in the blast. Given the urgency of your instruction, I wasted no time in ensuring that all debris from the Choir Chamber was gathered together and sifted by tactile empaths and lexmechanics attuned to the resonant frequencies associated with a psychic event. It did not take long before a data crystal was recovered, its inner structure severely damaged. Pict signal was degraded to obscurity, but a partial vox record of the senior Astropath's personal log was recovered from its remains. It gives an insight into what occurred in the Choir Chamber previous to the explosion and dire warning of future events. I urge you to listen to its contents and pass its evaluation to those better qualified to do so.

Verbal transcript of degraded vox-record recovered from Hive Teriax.
Date: 5672999.M41

"It comes for us. The evil that gathers at the end of time, that existed before the universe was born. The evil that darkness fears. The Despoiler gathers his forces; ancient oaths are honoured, past hates set aside in the face of his wrath. The very fabric of the Eye pulses with the strength of his

hate for us. All who make obeisance to the holy God-Emperor are his hated foe, from the might of the Astartes to the humblest scribe. None shall be spared and the stars themselves will shine with the taint of blood.

The skeins of fate pull back before me and would that my spirit self was as blind as my flesh. I see it all, the paths not yet followed, the futures that might be, the possibilities that might occur. In a heartbeat a thousand lifespans play out before me, the futures of all Mankind. I see triumph, I see defeat, I see glory and I see vile, base treachery. But in all these futures I see war and blood. It flows, bright and strong, from a million times a million sundered veins. I see a world of bitter chill, bleak and haunted at the gateway, its fields sodden with the blood of its people, its cities cast down, no stone upon another. The Despoiler stands triumphant o'er top this wasteland, glorying in the defeat of those who have stood so long before him. Black, monolithic towers pierce the clouds above him and blood flows from the lacerated sky in an unending rain.

Black clouds obscure my vision; mayhap I am to be spared more of this horror? No! The clouds part and my headlong plunge into this nightmare future continues. A dripping eye, its hideous gaze bloodstained and deathly, opens, its foetid depths a gateway to a world of horrors undreamt, nightmares clothed in flesh and wonders and raptures made real. None can resist its imprecations, its call to the hidden senses or the power that seethes within it. A razor slices through the eye and a tide of darkness flows from the wound, a stinking wash of filth that corrupts and defiles all it touches.

It flows with a hideous life, as though an unseen hand guides its progress and world after world is engulfed in its irresistible darkness. Finally I see hope. A magnificent beacon that shines out with a divine light against the gathering night, every scrap of hope that remains is encapsulated within its brightness. The darkness closes in and I am drawn to

the light, taken deep within its purity and I am renewed. My soul floats as a feather in a breeze, drifting down to world I had not thought to see ever again. Terra, I never believed that I would be blessed enough to witness such a holy place after my eyes were taken from me, but even as I gave thanks to all that is holy, gathering storm clouds built and unleashed a torrent of darkness that smothered the light around me.

Slavering daemons, hellish monsters, traitors and all that is wicked filled my sight and as they poured onto the surface of the world they gathered together, forms blurring and running together as they surrendered themselves to some darker purpose. Swelling with every beast that joined the swirling maelstrom of blasphemous creation, the darkness drew a great, heaving breath, stretching upwards to the sky and taking the form of a gargantuan daemon, towering over the mountains themselves. This leviathan crossed continents with every stride, laying waste to everything in its path. I wept bitter tears of rage to see the soil of Terra defiled so, but before I saw anything further, a bright spear of light, singing with a choir of angels' voices, struck the beast and cast it to the ground.

Before me, the Emperor's light took the shape of a blessed angel and were my eyes not already burned from their sockets, I would have torn them from my skull rather than never witness such beauty again. Daemon and angel wrestled before me, cracking the world with the fury of their battle, toppling mountains and sundering continents. Neither seemed to have the measure of the other, and as the battle continued I saw that whichever of the two avatars was the victor would be lord over a wasteland. I watched the battle rage and cried aloud as I saw the daemon-thing plunge its fist within the angel's breast and pluck out its heart. Robbed of its essence, the angel diminished and the daemon wasted no time in ripping its substance apart, tearing bright shards of light from its frame until nothing remained save scraps that slowly faded to nothingness.

My heart died with the angel and I could do nothing but weep and gnash my teeth as the daemon laughed in berserk ecstasy. With its triumph I was cast from Terra and flung far into space, where I spun for an eternity amid the stars, watching them snuffed out one by one as every act of cruelty was played out beneath their light. Unending war rampaged across the

galaxy, brother turning upon brother with no end in sight to the bloodletting. Amid the carnage of whole systems exterminating one another to satiate the thirsting of dark gods, I see no hope, no respite. I see only war. A war without end that will destroy us all in the fires of its hunger.

The galaxy burns and I scream aloud as I am consumed in its fire. I awake from my trance in a feverish state that I only now recover from. Already the visions fade from my mind, and I set them down here as a warning to others of what terrible destiny awaits us.

I need no reading of the cards to interpret these sights. The Despoiler stands poised at the gateway to the Eye of Terror and means to plunge the Imperium into the war to end all wars. He brings all the evils of the Warp into our world, untold misery and suffering; but beyond him I see a dim light and my heart leaps with joy to see it. It is hope. Hope following closely in his footsteps, the hope that comes from knowing that warriors, brave and true, await to stand before his armies. Death comes for us and though hope is not lost, a time of darkness awaits that threatens all we hold dear.

I shall convene an auto-sance on the morrow in an attempt to divine how these terrible events may be prevented. Surely there is something we can do. Surely.

Addendum to report:

The cause of the Hive Teriax disaster remains unclear, though given the lurid subject matter contained in the data crystal, it seems apparent that the Senior Astropath meddled with forces beyond his control and he, as well as thousands of others, paid the ultimate price. In furtherance of this, I have isolated his remains from those of the other victims and immolated them in the holy fire of an blessed incinerator. Buried in sanctified ground, there is no danger of any Warp-spawned contamination remaining. I have removed the data crystal from all records of evidence and present it now to you. Given the current high state of alert in the nearby Cadian sector and the obvious references to its destruction in the Astropath's writings, this matter must surely merit further study, divination and investigation.

Inquisitor Castin Theoderus

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

By now most 40K fans will have heard the rumours that a big campaign is in the offing for summer 2003. Last month we gave you a quick taster of what the Eye of Terror Codex portends; the Archwarmaster of Chaos, Abaddon the Despoiler is on his way. With the codex now released Warhammer 40,000 Overfiend Andy Chambers explains all.



Andy Chambers is a new campaign codex, very much like Codex: Armageddon. It contains four official new army lists for the 40K game. More importantly it's a sourcebook for the Eye of Terror campaign, Abaddon's shattering 13th Crusade against the Imperium. Archwarmaster Abaddon will pit his awesome coalition of Traitor Legions and Chaos hordes against the Imperial fortress world of Cadia and its surrounding systems, battling to gain control of the Cadian Gate. This strategically vital region dominates the only safely navigable route through the roiling warp storms that surround the Eye of Terror.

To control this region is to control access from the twisted daemon worlds in the Eye of Terror to the very heart of the Imperium. If the Cadian Gate fell to the forces of Chaos Mankind's arch foe would

have free rein to assail Segmentum Solar, the oldest and most heavily settled region of the Imperium and even the seat of Imperial authority, Terra itself.

Cadia has held the line against the incursions of Chaos for ten millennia. The fortitude of its martial population, quality of the famed Cadian regiments and the strength of its defences are legendary, but can they withstand the arcane might of the Blackstone fortresses won by Abaddon in the Gothic War? Will betrayal and heresy undermine the Cadian defences in their hour of need or will the combined might of the Imperium and enigmatic Eldar succeed in turning the tide? Will the revered Eldar Farseer, Eldrad Ulthran, escape the vengeance of Abaddon the Despoiler? The Realm of Chaos is straining at the breach and only incorruptible faith and the blessed armies of the Immortal Emperor can hope to defeat it.

The Eye of Terror campaign will be the hiatus of the second revelation, building on the release of

the Inquisitor game, Codex: Chaos Space Marines, the Index Astartes First Founding series and Codex: Daemonhunters to show the power of Chaos in all its terrible glory. How the campaign concludes will have a big influence on the shape of things to come in the 4th edition of Warhammer 40,000 and the eventual outcome of the third revelation...

THE EYE OF TERROR CODEX

As you can probably guess, I've wanted to cut loose with the forces of Chaos for quite some time, and we started planning for the codex while working on Codex: Chaos Space Marines.

Using our last campaign, Codex: Armageddon, as a model I decided that Eye of Terror should be a large swathe of background and four new army lists. Each of the new lists is an exciting new twist on an existing army represented by its own codex: As such, they are ideally suited to players wishing to expand their army in a new direction, or for those who have always been tempted by a force which has been previously unavailable as an official list.

THE HOBBY SECTION

This part of the book covers the colour schemes and modelling opportunities afforded by the Eye of Terror campaign with special focus on the armies presented in the codex. This is extensively illustrated with a host of painted miniatures and conversions by our talented 'Eavy Metal team.





Graham: One of the first things I worked on upon joining the Warhammer 40,000 Games Development team was the

Graham McNeill Armageddon website, writing virtually all the map descriptions, introductions and a great deal of the text for the various forces involved. I'd arrived too late to write any of Codex: Armageddon, but enjoyed the chance to tear a planet apart. A few years have gone by since then and my ambition to wipe out a mere planet grew to the desire to blow apart an entire sector. So when I was given the job of writing the entire background to the Eye of Terror Codex, I knew my insane desire could finally be satisfied.

I only really grasped the scale of this task when myself and the Warhammer 40,000 team sat down to brainstorm ideas for how Abaddon's 13th Crusade might unfold. For several hours we suffered in a stuffy cubicle as we hatched diabolical schemes, outlined story arcs and discussed which characters would play a part in the campaign. After this, I had reams of material to take back to my desk and hammer into some sort of coherent shape. This took a while and there were many things that had to fall by the wayside in the name of page count, but as the other guys worked

on the army lists, the background to the unfolding war began to take shape. I knew that I'd achieved my goal when Imperial players who'd read what I'd put together began coming up to me looking panicked and decidedly pale.

I tried to include as much in the background as I could, so that veteran gamers would find something new and exciting, and newer players would still know what was going on. Story arcs we'd begun in the Necron, Chaos Space Marines and Daemonhunters codexes were drawn together and woven into the development of the 13th Crusade to create something that I'm really pleased with. There's a host of material in the background that will hopefully inspire you in your games of Warhammer 40,000 and more than a few surprises in store for everyone.

Okay, so now I've ripped apart a sector... what's next?



Andy: The 13th Company, along with the whole idea of the Lost Companies has always been the most compelling area of the Space Wolves'

Andy Hoare background for me, and so I was really pleased when I was given the job of bringing it to life.

I had two main areas of concern when it came to writing the



▼ A Defiler dedicated to Nurgle closely supports the Death Guard.





background, and the list that would spring from it. Primarily, the whole idea of the 13th Company is that it is an area of the background that relies on the fact that no one knows exactly what happened to the Wulfen-kind, where they went or what they've been up to since then. So, the first thing I did was to write an Index Astartes article, purely for my own reference, so I could identify the key areas to focus on in the list (this article will appear in next month's White Dwarf). In order to maintain the mystery that gives the 13th Company its character, I presented three different versions of

the legend of its disappearance, and constructed the list so that the player can choose to construct his army according to his own tastes.

The second concern was how to make the 13th Company different from a mainstream Space Wolves army. One problem was that they should be a Space Wolves army, only better, but they still needed to focus on close combat. I decided that the army should essentially be a light infantry force, with no transports or heavy equipment like Dreadnoughts. This focus honed the force into a warband-type army, that concentrates on heroic leaders and

highly skilled core troops using their natural scouting abilities to close on the enemy rather than charge headlong towards him in Rhinos.

What really makes this army stand out for me is the Wulfen, an entirely new troop type available only to the 13th Company. They took a bit of testing, and I deliberately gave them an element of unpredictability as befits a bunch of howling-mad wolfmen! The Animal Rage rule means that the Wulfen are likely to go haring off after the enemy when you'd really rather they stood their ground, and unless you attach a Wolf Priest to them to keep them under control this can lead to some unexpected battlefield situations. In testing for example, a pack of Wulfen decided to tackle a Wraithlord, but thanks to their 4 Attacks on the charge at Strength and Initiative of 5, gave it a pretty good going over.

The 13th Company is undoubtedly a force for those who do well with small, elite armies, and I hope Space Wolves players, as well as those looking for a slightly unusual army to start with, will find them appealing, as much as from a narrative point of view as from a game play one.



Pete Haines

Pete: When the time came to sort out what armies were to be included in Codex: Eye of Terror a couple of key facts made their presence felt.

Firstly the book was going to be called 'Codex: Eye of Terror', secondly it would be released very close to the time the long-awaited Cadian plastics were released. Given that it is difficult to get out of the Eye of Terror without going through Cadia these rather burly and uncompromising facts ensured that Cadian Shock Troops was duly noted down first.

The main issue for designing the Cadians was that not much further down the development schedule was Codex: Imperial Guard. This meant that the list in Eye of Terror would have to work with the current Imperial Guard Codex and then effortlessly switch to working with the new codex. The only way to ensure this was to put a lot of thought into what the Imperial Guard was going to be like and then work backwards to design the Cadians.

The effect of this was to establish a framework within which I had to work. This proved to be helpful rather than limiting. I spent some time looking back at the earliest representations of the Imperial Guard in Warhammer 40,000 as well as making a study of how the Cadian military had been represented in fiction as well as in the rules.

The result was the restoration of Sanctioned Psykers and Whiteshields to the Cadian army. From Dan Abnett's fiction I introduced the Kasrkin, the elite Cadian Guard Troops, to give the Shock Troopers a cutting edge. Finally I mixed in some special rules



Codex: Eye of Terror breaks down into three sections. Written by Graham McNeill, the history and background part of the codex describes Cadia and the Eye; the opening moves of Abaddon's Crusade; major characters and forces involved are also detailed; Pestilence, madness, treachery and betrayal stalk the stars in this section of the book. The second section is a full colour guide to the forces battling for supremacy in the Eye of Terror, with advice and tips on collecting and modelling these armies and also a comprehensive map of the Eye of Terror warzones. The final section contains four variant army lists which are as follows.

Cadian Imperial Guard

Cadian Imperial Guard regiments are a byword for discipline, dedication and quality. Born into a ten thousand year tradition of martial prowess in one of the most militarised worlds of the Imperium, Cadians begin training almost before they can walk. Written by Pete Haines, this list uses Codex: Imperial Guard as its core.

Ullhwé Strike Force

Small, lightly equipped forces of the Craftworld Eldar are deployed in to the Webway by the Ullhwé Craftworld. They fight to turn the tide of Chaos by striking at vital junctures divined by their infamous leader, the Farseer Eldrad Ulthran. Written by Phil Kelly, this army list uses Codex: Eldar as its core.

The Lost and The Damned

Chaos Space Marines of the Traitor Legions are the elite amongst Abaddon's forces, but the massed hordes of the Great Enemy are made up of innumerable mutants and traitors eager to win glory in the name of the Ruinous Powers. Written by Andy Chambers, this uses Codex: Chaos Space Marines as its core.

Space Wolves 13th Company

Forces of the legendary 13th Company of the Space Wolves, the Wulfen-Kind. Feral and savage, the Wulfen-Kind have been lost in the Eye of Terror for millennia. Now as the Eye opens and Abaddon's forces are unleashed, the Wulfen have been freed too, snapping at the heels of Chaos. Written by Andy Hoare, this list uses Codex: Space Wolves as its core.



▲ The Ultramarines Honour Company combat the forces of the Despoiler amongst the ruins of Cadia.

to reflect the professionalism and discipline of the Shock Troop regiments.

The result was an army with less abhuman elements than a normal Imperial Guard army but which included some classic Warhammer 40,000 'gothicness' and some interesting quirks. It is still undeniably Imperial Guard but with generous Cadian seasoning.



Phil Kelly

Phil: When I first learned that we were definitely taking up the idea for an Eldar variant list for Codex: Eye of Terror, a couple of themes sprang

to mind straight away, foremost among them that of Ulthwé the Damned. As with Cadia, this craftworld resides on the outskirts of the Eye, ready to react with full

force to any daemonic incursion emanating from it. After toying with some ideas for the doomed Craftworld of Altansar and the Crone World Eldar (those poor unfortunates trapped within the Eye of Terror since the Fall) I decided that those already devoured by the Eye were better left for another time. This was Ulthwé's darkest hour, and I was determined that they should rise to the challenge.

The question was, how? If I was to put together a variant list for Ulthwé, it would have to be markedly different from the parent list. The answer was in the background. The Eldar could not possibly hope to stem the tide of filth vomiting from the Eye, nor match the billions of troops mustered for the Imperial war effort. After all, they are a dying race. Nevertheless, they have their strengths, including the mighty prescience of Farseers such as Eldrad Ulthran. I decided that only by

dividing Ulthwé's army into small Strike Forces that could tip the tide of battle at exactly the right place and time could Eldrad hope to influence the course of the coming war.

Stripping the army right down to its core, the Black Guardians and their psyker leaders, I ensured that the army list comprised primarily of both Storm and Defender squads plus the war machines manned by the Black Guardians (Support weapons, War Walkers, Vypers and Jetbikes). I gave them all the signature Ballistic Skill of the troop type, and balanced this with a Tactical Withdrawal special rule that forced them to make quick, decisive strikes instead of kamikaze charges.

Lastly, I needed an interesting twist to the army so that it played in its own unique style. The Eldar use a labyrinth dimension called the Webway to navigate the galaxy, and although massive spaceships can traverse the wider arteries of the

Webway, I reasoned a compact, light infantry force could travel down the smallest capillary to arrive wherever the situation demands. I stripped out the vehicles and bulky wraith-constructs from the army list, and gave them the option to take a Wraithgate (essentially a mobile Webway Portal) so that, once it opened, the rest of the army could spill out in a lightning-fast strike. Led by the formidable Seer Council or the Avatar-led Spear of Khaine, and backed up by a forest of BS4 shuriken catapults, it was turning out to be an army that excelled at close quarters. After extensive playtesting and a rule that kept half of the army in reserve, I was left with a very fast, infantry-based army that has to play carefully on the first few turns, but hits like a ton of bricks when the cavalry arrives. And believe me, when your opponent thinks he's got you on the ropes, that's a lot of fun.

THE WORLDWIDE CAMPAIGN

The outcome of this campaign will be determined by you and countless other gamers across the globe, with the games you play contributing towards what I hope to make the biggest gaming event in Warhammer 40,000 history. As it progresses, you will be able to witness the shifts in the fortunes of war, and decide how best to make your own contribution in the ongoing fight.

The fighting will range across the planets, sectors and sub-sectors of the Cadian Gate and its surrounding region at the edge of the Eye of Terror. There are a host of

special gaming events planned at GW clubs and stores throughout the summer months.

These events will include not just games of Warhammer 40,000 but Battlefleet Gothic, Epic 40,000 and Inquisitor too. The Eye of Terror campaign has a vast scope so everything from the desperate individual battles of Inquisitors to huge conflicts involving ships, Titans and thousands of warriors will affect the outcome.

By participating in these events your games will affect the battles raging in the campaign, their results

being registered on our all-singing, all-dancing Eye of Terror website whilst updates on the campaign will be reported in White Dwarf magazine. If you have access to the internet you can also check out the progress of the campaign by checking in on the website:

www.eyeofterror.com

Better than this, through July and August the Eye of Terror website will be open for you to register and input the results of your own games. By registering with the site you'll also receive campaign news letters with updates of recent events. Not only

that but you can visit the Imperial and Chaos war rooms to discuss strategy with other gamers. Why would you be discussing strategy? Well, read on....

THE WARZONES

At the start of the campaign all of the important locations on the campaign map will be allotted a percentage representing the degree of Imperial control exercised there, their loyalty to the beneficent Emperor of Mankind. A warzone could be a planet, star system or even an entire sub-sector of several systems. Important locations will be more detailed than lesser ones, for example all of the worlds in the Cadia system are warzones, not only Cadia itself. Eidolon on the other hand is a single warzone.

One effect of this is that the terrain at your disposal should be usable for battles in the Eye of Terror campaign. You don't have to worry about having terrain for a specific locale, there are entire worlds to choose from!

STRATEGIES

When registering results on the website you can select which warzone they will be applied to. Naturally most players will be inclined to register them into one of the important warzones, probably Cadia itself. However (and here's the cunning part) we've 'weighted' the results so that a result registered in a heavily fought-over warzone will have less impact than one registered in a quieter, less strategically important one. This is only right and proper as the result of a single battle on Cadia, for example, is bound to have less impact as one that is being fought over by millions of men and whole legions of Titans and war machines.

The strategy comes into play when you realise that many of the warzones are interlinked and will be affected by results in nearby warzones. So if another planet in the Cadian system is invaded, the loss of Imperial control there will drag down control on all the other worlds in the system to represent the additional strain placed on Imperial forces. Because of this, it is possible for players to coordinate their strikes to achieve maximum impact, often by attacking the less obvious warzones, as their battles will then in turn have a bigger impact in adjacent locations.

By taking advantage of this Chaos forces can unhinge even the

EYE OF TERROR

SCARUS SECTOR
MEDUSA
EIDOLON
SCECLUS SUB-SECTOR
CHINCHARE SUB-SECTOR
SENTINEL WORLDS
CALIBAN
THE RUBICON STRAITS
THE PERILOUS STAIR
BELIAL IV
ULTHWÉ CRAFTWORLD
NEMESIS TESSERA
CADIA
BELIS CORONA SUB-SECTOR
CADIAN GATE
AGRIPINAA SECTOR

Imperial World
Space Marine Homeworld
Anomaly (Inquisition Clearance Required)

Cadia is a fortress world, the guardian of the one stable route from the Eye of Terror. Its entire population is geared for war and its factories and manufactorum churn out munitions, weapons and tanks at a prodigious rate. It is perhaps the most vital location in the entire Imperium and the military strength based there is unfeasibly vast, 71.75% of its population are under arms. Largest exporter of arms and munitions in region.

CADIA SYSTEMS

- Kaasr Sennan - Fortress world
- Kaasr Parlox - Fortress world
- Korelis - Promethian weapons grade atomic materials produced here
- St. Josamine's Hope - Military prison
- Prosar - Hostile environment training ground
- Solar Mariatus - source of much war materiel
- Vigilatum - Naval training world
- Machana - Militarised hive world
- Kaasr Holn - Fortress world
- Cadia - Lynchpin fortress world of sector

CADIA

C1.017
Orb. Dist. 1.32 AU
1.12G/Temp 20 C
Fortress / Garrison World
Tithes Grade: Adeptus Non Aestimare: A3
Population: 250,000,000

most powerful Imperial defences simply through bypassing them and attacking soft targets. The defenders will have to react quickly to new developments to stop Chaos pulling apart the Cadian Gate piece by piece.

And that's why you're going to need some strategy (wicked grin).

CAMPAIGN EVENTS

To keep things suitably Chaotic we've also got a series of 'random events' prepared to unleash. Some of these are directly linked into the campaign's progress. Others are effectively like special event cards we'll be giving out to players over the course of the campaign. Once a player has an event card they can choose to play it at any time simply by letting us know. These might be assassinations, surprise attacks, reinforcements, bombardments, ritual magicks or any of a host of other things.

Events can be won by the victors at GW tournaments, road shows and campaign days. We'll also keep some to give out to particularly worthy players or clubs that have performed above and beyond the call of duty during Eye of Terror. By coordinating battle results and events it should be possible to make some scary and rapid gains over the course of the campaign – but that's exactly what the war rooms are for, to thrash out strategies and bring together players across the globe in a way unimaginable just a few years ago.

RACES

So, which armies can play in the campaign? Everybody!

This campaign is primarily keyed to the Imperium and the forces of Chaos. But both sides have

other armies lined up to support or resist their cause knowingly or unknowingly. As such we've divided up the races into the forces of Order and the forces of Disorder.

Forces of Order

All Space Marines, Imperial Guard, Daemonhunters, Sisters of Battle, Eldar, Necrons*

Forces of Disorder

All Chaos Space Marines, Traitors (Imperial Guard and Space Marines) Dark Eldar, Orks, Tyranids, Necrons*

**The Necrons effectively have their own agenda, as such their results will have special effects in the campaign.*

OF COURSE THAT LEAVES....

Tau

Tau are on the wrong side of the galaxy to participate directly in the Eye of Terror campaign, make no mistake. However, we're going to have an extra warzone just to represent the fortunes of the Tau empire during this turbulent time. This means that Tau players can fight their own war for the greater good. Anyone that feels like giving them a hard time (especially Tyranid and Ork players who don't wish to sully themselves helping out Chaos) can have a go at crushing this upstart younger race.

INFIGHTING

Of course there's bound to be some Chaos vs Chaos games, or Imperial vs Imperial games going on over the campaign. For these we will simply count the result against whichever side they're on. So regardless of the results of a game between Chaos players for example, the result will be a defeat for Chaos.... So try not to do it, unless you're being a real anarchist of course!



LONG TERM EFFECTS

The results of the Eye Of Terror campaign will direct the future of 40K. If the Imperium takes a hammering at the Cadian Gate it will be facing a dark time where Chaos is in the ascendant, the Imperium crumbling ever faster. Chaos forces will be free to attack at will, even threatening Earth itself. Across the galaxy men will look up at the stars with fear, knowing the Despoiler is unleashed and plotting their downfall. Segmentum Obscurus and Ultima Segmentum will start to fragment as Mankind loses hope in the distant Emperor and alien invasions devastate their worlds, unchecked.

If the Imperium forces win through in their darkest hour and resist the 13th Crusade it will herald the dawn of a new age. With devotion to the Emperor at its height and the great enemy thrown back, the High Lords will have an opportunity to win back lost territories and unify the Imperium. Mighty crusades can be unleashed against threatening alien incursions, seeking to eradicate them at source. There is even talk of reinstating the Space Marine legions, or incepting new successor chapters from the victors of the Cadian Gate.

One way or another, the future is in your hands. Try not to drop it...



▲ The Space Wolves 13th company assault the foul mutant hordes of Chaos.

THE EYE OF TERROR

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

The Eye of Terror is a massive tear in the fabric of real-space. Phil Kelly examines the depths of this hellish dimensional rift.

Ten thousand years ago the galaxy bore witness to the Fall of the Eldar. That such a technologically and culturally advanced race had plunged into disaster is something that few really understood until it was too late. As with so many mortal races, the Eldar soul is flawed, possessed of a dark intensity that compels it to excess in all it pursues. This led to the breakdown of Eldar society as each individual indulged his or her own passions to the exclusion of all else.

The Eldar will not describe their downfall to any member of a lesser race, but much of the story can be gleaned from those passages of Eldar mythology known to outsiders through those Eldar that have chosen the Path of the Outcast. Throughout the long period of the Eldar's decline, the intensity of emotion generated by their excess began to coalesce within the Warp. A new power was being formed, growing stronger with every indulgence, slowly forming into a vast, yet sleeping intelligence. This entity dozed fitfully, its dreams fed by the Eldar's carnal lusts and base urges. These dreams leaked back through the skein of reality into the Eldar psyche, and the race was plunged into further depths of evil by the coalescent god's nightmares.

At length the Eldar people sank to the lowest depths of depravity and in an instant the sleeping power awoke. The Chaos god Slaanesh was born and its birth cries decimated the race, drawing the spirits of billions of Eldar into the Warp to be consumed by the newborn god. The entire Eldar race was devastated, but the worst destruction occurred at the heart of their galaxy-spanning empire. The Warp erupted forth to create an area of warp/real-space interface, a vast, open wound upon the fabric of reality constantly weeping filth and corruption. This area is today known as the Eye of Terror.

THE LIVING HELL

The Eye of Terror is known to be home to the darkest evils of the galaxy. It stains the heavens with its presence, dominating the stars with

a smear the colour of infected blood. Across every system within ten thousand light years it can be seen clearly with the naked eye: a pulsing ocean of sickly purple from Cadia, a vast sore eating away at the sky from Fenris, a baleful, glowering malignancy from Terra. Deadly warp storms surround it, making interstellar travel practically impossible without the most skilled of the Navis Nobilite at the helm. It is so massive that a full quarter of Imperial space sleeps under its malevolent stare, and although it may become faint or obscured by meteorological conditions or a stellar anomaly, it is nothing more than a brief respite. Those under its infected glare feel in their souls that they are under the constant scrutiny of their enemies. The Eye will never close, and its denizens will never cease to plot the downfall of the Imperium.

THE TRAITOR LEGIONS

Amongst the most powerful of these inhabitants are the legions of the Chaos Space Marines. At the height of the Horus Heresy the Traitor Legions were driven from Holy Terra and sought shelter within the Eye of Terror. Each legion claimed for itself a new homeworld, moulding it to its own perverse designs. Medregard, the daemon world taken by the Iron Warriors Primarch Perturabo to be his domain, is an industrial nightmare of tangled fortifications thrown into stark relief by a black sun in a white sky. The Daemon Prince Mortarion, Primarch of the Death Guard, has shaped his domain into a mockery of his homeworld; the people he called brothers when he was mortal are now enslaved and tortured by Plaguelords as they eke out a hellish existence in the foetid mud and filth.

Those foolhardy or misguided captains who have ordered their ships to traverse the warp storms and enter the Eye often vanish without trace, only for their vessels to reappear from the vortex melded into one of the behemoths known as space hulks. These are massive conglomerates of wrecked ships, space detritus, asteroids and the pure stuff of chaos that allows such a fusion. They inevitably harbour all manner of hostile lifeforms from the vanguards

The Vale of Creatures

"The realm of Slaanesh was still and quiet, scented with sin and sweet corruption. Its silence was not that of the grave, nor of ease at labour's end, nor of peace after the storm. It was the malicious, plotting stillness of evil wanting to be done; the silence before a moan of pain or scream of pleasure. And in that awful quiet the small shrieks of Slaanesh's daemons were swallowed and muted. Their endless masque and antimasque of forbidden pleasures and hideous pains were reduced to soft murmurs of decadence and depravity.

As I passed over the Outer Realm of Slaanesh, my eyes were numbed by its pale softness and my ears by its endless quiet. I began to believe that any act could be contemplated if only it would provide variety and relief from the silence. I was saved from further weakness by a vile noise, carried on the perfumed and sickly breeze.

Torn from the rocks and stones, there was a buzzing like a hundred angry swarms of bees. Before my eyes the land itself heaved and pulsed, and spat forth mewling, puking and misshapen creatures. Lumpen and hideous, the monsters turned upon one another in search of further depravity. When one fell, exhausted from its unlovely exertions, its fellows chortled and joked at its fate. The corpse sank slowly into the earth of that foul vale, and a new beast was given form from the clay.

As I witnessed the decadence of Slaanesh's land, I was seen by the creatures. As those eyes beheld me, I turned and fled, the fiends of Slaanesh's realm at my heels...

- Liber Malefic, The Book of Contemptible Slaanesh,
Marius Hollscher

ALTANSAR, THE LOST

After the Fall of the Eldar, the Craftworld of Altansar was pulled into the Eye of Terror, slowly but inexorably, over a period of 500 years. Although its warriors fought Chaos every step of the way, they ultimately failed, and the Ghost Craftworld of Altansar has remained trapped within the Eye for ten thousand years. The only Eldar able to escape the slow and torturous fate of the Craftworld was the immortal Phoenix Lord Maugan Ra, who still mourns the loss of his people to this day.

Craftworld Altansar settled within the Eye, a frail, pain-wracked remnant of its former glory that eventually fell into orbit around the crone world Merichen. The remnants of the Eldar of Altansar, realising their dying Craftworld had been crippled beyond repair after its torturous journey into the Warp, fled to the crone world below and effected a few last pockets of resistance against the constant attacks from Chaos.

The remaining population of Altansar the Lost dwindled quickly in the hopeless fight against Chaos as they fought a guerrilla war they could not win. Chaos slowly ate away at their once-populous Craftworld like a voracious parasite until it was a ragged husk, totally unable to escape the orbit of the world below. Even if the Eldar somehow recovered the dormant arsenal of the once-powerful crone world, it would have been impossible to permanently stem the tide of daemons intent on consuming their bodies and souls.

It is now thought by the most farsighted of Eldar Seers that the denizens of Altansar must have entered into a terrible pact, for they exist still, their psychic signature weak but discernible to those with the might to project their anima on a vision-quest into the depths of the Eye. As to the method of their survival, the Farseers suspect the worst, and there remains only one with the faith or desire to prove them wrong.

of Ork and Tyranid invasions to fully-armed companies of Chaos Space Marines embarking upon a new age of conquest.

The Eye of Terror has provided the means by which the Traitor Legions have terrorised the Imperium for ten thousand years, as time within that twisted realm is as distorted as it is within the Warp itself. Ten millennia after the events of the heresy, the very same traitors who fled from the armies of the Imperium still embark upon their Black Crusades.

THE BLACK CRUSADES

The followers of the different Chaos Powers fight one another in an eternal struggle for supremacy for the 'natural' resources to be found within the Eye of Terror, but they are at their most deadly on the very rare occasions when they cease fighting one another and turn their attentions to the material universe outside the Eye. Few have managed to unite the disparate factions in this manner, but Abaddon the Despoiler is such a being. The resultant invasions of Imperial Space are often short lived, as few but the strongest servant of Chaos can exist for long at any distance from the twisted energies of the Warp. Only the hideous death tolls inflicted during these Black Crusades can maintain the forces of Chaos, and that death toll is always unimaginably high. Over the last few decades, Abaddon the Despoiler has

that have gone before. He has united the warring factions of Khorne and Slaanesh, Nurgle and Tzeentch under the same banner, if only for long enough to crush the Imperium into dust. Chaos Space Marines of every legion, towering Daemon Princes, countless traitors, vile heretics, gibbering cacodaemons, malefic spirits and teeming hordes of mutants all obey his command. Abaddon's obsessive desire to tear apart the Imperium has driven him to new peaks of violence and destruction, and he intends to channel every weapon at his disposal straight into the heavily fortified Cadian Gate. Once he has captured Cadia and annihilated all who stand in his way, Abaddon intends to take his Crusade straight to the heart

of the Imperium, besieging Terra much as his Primarch did ten millennia ago. This time, however, Abaddon has sworn blood oaths by every one of the Chaos gods that he will succeed and make a banquet of the Emperor's dishevelled corpse. With a massive army gathered from the far corners of a stellar hell almost twenty thousand light years in breadth, such a feat is well within his iron grasp.



THE PYLONS OF CADIA

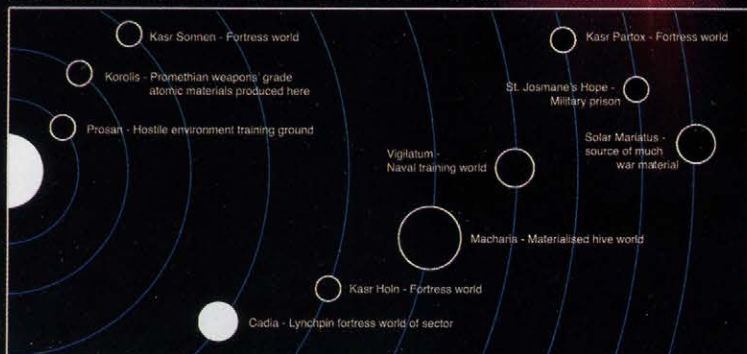
Dotted across the landscape of Cadia like jagged teeth are monolithic structures of ancient design, all of exactly the same proportions and all permeated by a network of tiny tunnels that form an unchartable labyrinth at the pylon's heart. It is thought by the Collegia Geologis that these pylons somehow keep the Eye of Terror from expanding further, for as it disgorges army after army of the damned, the pylons are becoming riddled with microscopic stress fractures.

It is rumoured among the highest echelons of the Ordo Malleus that the heretic Inquisitor Quixos was near to the completion of a pylon network of immense scale that he claimed would shut the Eye of Terror for eternity. The exact dimensions had been taken from the Cadian pylons and replicated with the greatest of skill. He was unable to complete this task, however, as he was discovered and destroyed by a cabal of Inquisitors in 343.M41. Whether his conclusions had any merit is uncertain, that he was a vile heretic and traitor to the Imperium is not.



Cadia is a fortress world, the guardian of the one stable route from the Eye of Terror. Its entire population is geared for war and its factories and manufactorum churn out munitions, weapons and tanks at a prodigious rate. It is perhaps the most vital location in the entire Imperium and the military strength based there is unfeasibly vast. 71.75 of population under arms. Largest exporter of arms and munitions in region.

CADIAN SYSTEM



C1.0.17
 Orb. Dist. 1.32 AU
 1.12G/Temp 20°C
 Fortress /
 Garrison World
 Tithe Grade:
 Adeptus Non
 Aestimare: A3
 Population:
 250,000,000



▲ The horrors that reside in the Eye of Terror are its deadliest threat.

THE CRONE WORLDS

When the Eldar worlds were overwhelmed by the cataclysmic birth of the Eye of Terror they were not destroyed. They were drawn into the Warp and horribly altered, so that they became abodes of daemons and other foul Chaos entities. These worlds still exist in timeless limbo today, half real and half part of the Warp. It is impossible to imagine more vile or outlandish places, where the skies burn with fire, rivers run with blood, and mortals are driven to torment by their daemonic masters.

To the Eldar the worlds are known as the crone worlds. According to tradition the crone worlds still preserve some of the Eldar's greatest treasures despite the changes that Chaos has wrought upon them. It is said that there are worlds where ancient Eldar still live, the descendants of Chaos-worshipping Eldar of ancient times, spared or recreated by Slaanesh to serve his evil purpose. When the erratic and unpredictable orbit of one of these planets brings it close to the fringe of the Eye of Terror, it is not unheard of for Eldar Outcasts to visit these worlds, searching for some lost treasure or friend. They rarely return and those that do are often so badly wounded in mind and spirit that they soon seek the solace of the Infinity Circuits.

DAEMON WORLDS

The powers within the Empyrean have direct influence within the Eye, making it a region where the laws of physics hold no sway and worlds are shaped entirely on the whim of mad gods. It is almost impossible to classify a daemon world, save that it defies all logic and is invariably an inhospitable

hell that will either pervert or devour its inhabitants. Each and every one is radically different, tailored to the personality of the ruler of each twisted planet.

Although the daemonic require vast amounts of energy or a host body to exist outside the Immaterium, the Eye is a place of sanctity for the daemon. This peculiar inversion of natural law is echoed by the nature of each Warp-world; none of the immutable strictures imposed by gravity and astrophysics within the material universe apply. What little is known about these worlds has come at great expense to the Imperium. Only the most powerful psykers can attempt a vision-quest that enters the Eye and return with his mind intact; the weakest inevitably return with something else entirely inhabiting their body. The Inquisition's Null-Ships have also penetrated deep into the Eye, invisible to the scions of the Warp behind arrays of psychic voidshields. These incredible craft are covered in clusters of sensory apparatus. Although the nature of the Warp means that the data gleaned from their hazardous journeys is often inconsistent and that many have paid for it with their souls, over the millennia the Ordo Malleus has gathered enough to be sure of the existence of several daemon worlds on the southern fringe of the Eye of Terror.

Ichoria is a twisting plane of glass and bone, coruscating energy rippling through vitrious forests hung with the moaning bodies of those that have sold their soul in the name of fortune. Brittle thorns grow through their every limb, shards of broken glass slicing into tortured bodies every time a slight movement or agonised spasm snaps

the branches. Every nine hundred and ninety nine days one of these individuals is returned to normal life, whole in mind and body once more. The Daemon Prince of that world knows, however, that the memories of Ichoria will drive the unfortunate insane in a matter of days; a process of degeneration he finds extremely entertaining. The false hope this ritual imparts to the prisoners of this bizarre world is a keener torment than any physical pain the daemons of that world can devise, for it is the prisoner's own mind that provides the instruments of torture.

The daemon world of Uolesh is a sprawling graveyard plunged into perpetual night, the earth composed of a mosaic of living corpses that writhe and scream. Each of these bodies was once a man, and each of them made a pact with dark powers motivated by jealousy and spite. Those that traverse this vile carpet of rotting flesh have to constantly fight clutching hands and stabbing claws that grab them and attempt to drag the trespasser down to their level in the filth and putrescence. Each of the corpse-things is filled with thoughts of envy and hatred for those that remain unsullied and pure, and it is said that when the Lord of Uolesh manifests in the material world, a writhing tide of corpse-things bursts through with him, intent on sharing their fate with everyone they find.

The daemon world of Pluvioris is unusual in that the world itself is also its lord: a fleshy colossus constantly writhing in pain and pleasure, so large that should he wake from his perverse dreams he could cup an ocean in his hands. The insane landscape of crater-sized pores and scaly hairs that vanish into the heavens is populated by those

who have spent their lives chasing dreams, only to pay the ultimate price for their lack of faith. Each time the overactive imagination of each inhabitant conjures a new fear or horror, it will crawl from the nearest pore, writhing across the heaving landscape to greet its parent in an orgy of crawling flesh and spurting blood. The next night, the victim will crawl from the cavernous mouth of Pluvioris once more and the nightmare will begin anew.

On the fringe of the Eye of Terror, Y'gharnak is one of many daemon worlds onto which more than one psyker has projected his mind, for their insane gibberings describe the same diabolic sight. Rather than a solid planet, Y'gharnak is a collection of brazen spheres. As the observer grows nearer, it is apparent that each of these spheres is a revolving, spinning cage formed from red-hot bronze bars that scorch and burn the flesh of those incarcerated within. It is the fate of those that have drunk another's blood under the eye of a Dark God to languish in these burning cage-spheres, and the only way they can alleviate the unbearable heat of the bronze bars is to paint them with their own blood. In defiance of physical law, the area of space in which these damned individuals float is permeated by the all-pervading stench of burning flesh, a smell most pleasing to the cackling leviathan that squats at the core of Y'gharnak.

These are but the tiniest sample of the myriad daemon worlds within the Eye of Terror. It is a chilling thought that one individual now commands so many of the denizens of these worlds, ready to hurl them into Humanity's midst to do as they will.

MARK OF THE WULFEN

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Matt Hutson continues his fight for the forces of Order in the Studio 'Fast and Furious 40k in 40 minutes' campaign. This month his force starts to take form as he starts playing his first campaign games against the forces of Disorder.



Matt: Since last month's article I've managed to get my hands on 6 Wulfen models (some excuse about needing

them for a White Dwarf article). In the future one of these will be used as the basis for my Wolf Guard Pack Leader with the Mark of the Wulfen. These were the last models I needed so all I had to do was paint them up, ready for my first game.

The Fast and Furious campaign uses a special mission designed specially for small 400 point games. For our campaign Phil Kelly has modified these rules slightly from the original article published in White Dwarf. The most notable change

being the omission of the 50% casualties Leadership test. Below I have included the mission rules.

As I mentioned last month, the first game I had arranged was against Adrian Wood's Ork force. When I first saw Adrian's army I thought that I was going to be in for a hard game as it consisted of three units of 10 Trukk Boyz and 10 Grots. That will be a ratio of 4-1 then. From the first turn though it was evident that it was not going to be Adrian's day. The Grots were wiped out on the very first turn by the Long Fangs. The Grey Slayers, although eventually wiped out themselves, accounted for 20 of the Orks. This left the Wulfen to kill the rest of the Orks and two of the Trukks proving that Space Wolves really do fight on no matter the odds. I learned two things from this game; firstly the

Wolf Guard Pack Leader with the Mark of the Wulfen is something of a double-edged sword. The hitting on 3+ for him and the squad he's with is very useful but receiving hits back on a 3+ can be pretty painful, especially when there are forty of them from an Ork mob armed with choppas. The second point I learned was that a 13th Company, despite not having any transport vehicles, can move across the battlefield surprisingly quickly which can catch out an unwary opponent.

The second game I played was also against Orks, this time commanded by Alex Boyd. This army was completely different to Adrian's. Alex's force consisted of a large mob of Shoota Boyz, a small unit of Tankbusta Boyz and three (yes, three) Killa Kans. If there is one thing a close combat Space Marines player hates more than anything else it's Dreadnoughts. With no power fists in my army the only thing that can take them out are the Long Fangs. As the game went on it became evident it was not going to be my day. The Long Fangs proved to be completely inept at taking out the Kans while the Shoota Boyz big shootas managed to completely gun down my small force (Ork players always seem to manage to hit despite needing 5+).

The next game I played was against fellow White Dwarf Paul Rudge's Necrons. From past experience I knew that his army would contain a lot of firepower but be quite feeble in close combat. Despite being massacred in my last game I decided to stick with the same army list. This game went extremely well for me. Paul made a fatal mistake on his first turn by moving his Destroyers forward to bring my Long Fangs into range of

MISSION RULES

- Battles are fought on a 4' x 4' table. Use a good amount of terrain for best effect.
- Force are set up with a 24" gap between them, exactly as in the Recon mission in the Warhammer 40,000 rulebook.
- Infiltrators may make a 6" move after all deployment is completed. Units that are allowed to Deep Strike may do so as per usual.
- The battle is a straightforward contest, and the victor is determined using Victory points. Deploy as per the standard order (Heavy Support first and so on).
- All usual rules apply for all armies.



▲ My completed Grey Slayers pack. Unfortunately, at the time of writing, I haven't quite finished my Wolf Guard Pack Leader so you'll have to wait until next month to see this conversion.

13TH COMPANY ICONS



At the time of writing this, the new 13th Company

transfer sheet, is not yet available so I have had to paint on the icons. Although quite complicated looking the icon is surprisingly easy to do, if a little time consuming. First of all I painted the white crescent with Skull White using a fine detail brush. The black background behind the icon makes it simple to round off any parts afterwards. To paint the wolf head I copied one from the colour section and painted it Red Gore. To finish off I painted on a small white line to represent the eye.

his guns, the cavalcade of gauss shots left the Long Fangs very dead but this left the Destroyers in assault range of the Wulfen. In the ensuing scrap the Destroyers were wiped out. In the next turn Paul's luck completely left him (he's usually very jammy, so it serves him right) and he was only able to kill one of the Wulfen with his Necron Warriors which were then ripped apart themselves in my next Close Combat phase. By the time the Grey

Slayers had caught up the Necrons had already phased out giving me an emphatic victory.

With two wins under my belt I entered my next game full of confidence. Graham Davey's Black Legion Chaos Space Marines are an old adversary of my Black Templars. It's time to see how the 13th Company gets on against them. For the campaign Graham is using the Lost and the Damned army list from Codex: Eye of Terror. At the core of his army lies a large unit of Mutants backed up by a squad of Chaos Space Marines and a Lieutenant. The game was quite close. The Grey Slayers easily managed to best the Mutants in close combat. The Long Fangs didn't fair well though in a firefight with the Chaos Space Marines squad. The deciding factor of the game though was a combat between the Wulfen and Chaos Lieutenant. Although quite close the combination of combat drugs and the Mark of Slaanesh was too much for the Wulfen to handle. The problem I'm having with this force is that I'm not hitting the enemy lines with all of my force at the same time. The Wulfen's extra D6 movement is leaving the Storm Claws behind making my force attack in two waves. With this in mind I have decided to design a new force. When you start a new army this usually happens after a few



▲ The Grey Slayers attack the Mutants of Graham Davey's Lost and the Damned.

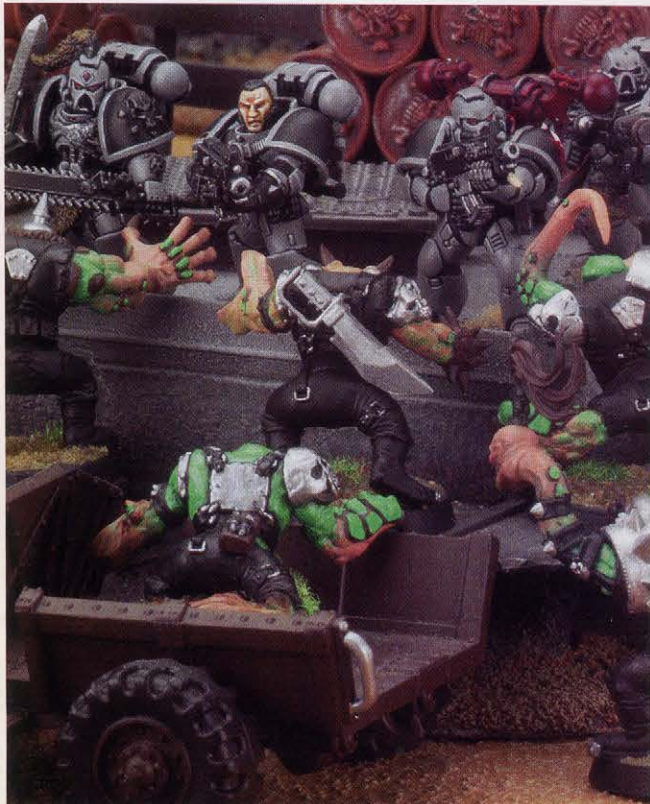
games as you begin to figure out how the army works and develop your own style of play. Below is what I've come up with.

I've included the Rune Priest for two reasons. Firstly, he will give the force an edge in close combat, especially against enemy characters. Secondly, his psychic power will help me get the Grey Slayers pack into close combat at the same time as the Wulfen. The two meltaguns and the Rune Priest's plasma pistol also give me the option of appearing near any enemy Dreadnoughts or vehicles and destroying them at close range.

I've got a rematch arranged against Alex Boyd's Orks so next month I'll tell you how I got on.

THE GATE PSYCHIC POWER

This is a new power that replaces Stormcaller in the 13th Company. On a successful Psychic test it allows the Rune Priest and up to one squad of Grey Slayers, Storm Claws or Long Fangs within 6" to be placed immediately anywhere on the tabletop using the Deep Strike rules. With a lack of transport vehicles in the army this is very useful for getting units of assault troops into dangerous positions or for getting Long Fangs into the side and rear arcs of enemy vehicles.



▲ Adrian Wood's Orks bounce off the Grey Slayers pack.

SPACE WOLVES 13TH COMPANY FORCE LIST

Rune Priest Plasma pistol, frostblade, frag grenades, Wolf Pelt, Wolf Tail Talisman, The Gate.	120 pts
Wulfen Pack 5 Wulfen	120 pts
Grey Slayers Pack Wolf Guard Pack Leader with bolt pistol, close combat weapon & melta bombs, 3 Grey Slayers with bolter & close combat weapon, 2 Grey Slayers with meltagun. All have frag & Krak grenades.	160 pts
	400 pts

WARHAMMER

BEASTS OF CHAOS

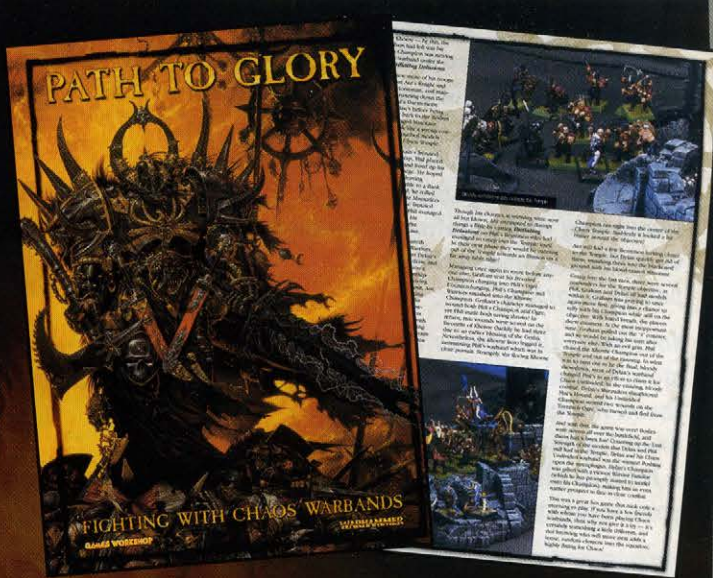
With the release this summer of the new Beasts of Chaos book, you'll naturally see Beastmen armies appear on tables across the land, however there's much more for the Warhammer enthusiast in our stores across the summer months.

GAMING LEAGUE

Beginning in your local store from the start of the summer school holidays (as early as June in parts of Scotland and Eire), each store will host a Warhammer Gaming League to find local champions worthy of leading their faction in the eternal struggle between the forces of Chaos and evil and the mortal races. Sign up now in your local store and find out more.

CHAOS WARBANDS

In addition, White Dwarf 283 will feature a compilation of all the Path to Glory articles plus brand new rules and material for running a Chaos Warbands campaign over the summer. Updated for the Beasts of Chaos release, this campaign is ideal for Warhammer beginners and veterans alike in its use of warbands made up of a small number of models and its linked battles (similar in style to the concept behind Necromunda and Mordheim). Make sure you don't miss out on this issue of White Dwarf, and check out the campaign your local store will be hosting.



WARHAMMER WORLD

31st May - 1st June: HOBBY MASTERCLASS

Spend a weekend in the company of the champions of the Games Workshop hobby. 'Mastercrafted' is a two-day intensive event focussing on the secrets and techniques of the Design Studios Painters, sculptors and designers.

5th - 6th July: SPECIALIST GAMES

CAMPAIGN WEEKEND

While titanic fleet actions rage overhead, rival Inquisitors struggle to unlock the secrets that will swing the balance of power in the Imperium's favour. This is a two-day campaign featuring Battlefleet Gothic and Inquisitor. Sign up for either the Battlefleet Gothic or Inquisitor campaign today!

19th - 20th July: DOUBLES TOURNAMENT (WARHAMMER & WARHAMMER 40,000)

Team up with a friend and play nine games of Warhammer or Warhammer 40,000 across a weekend. Based on the innovative '40K in 40 Minutes' and new 'Border Patrol' Warhammer 500 points rules for small games, the event offers a fast-paced and easygoing tournament with meals in Bugman's Bar and evening fun and games.

2nd - 3rd August: INTO THE EYE OF TERROR (WARHAMMER 40,000 CAMPAIGN)

Massive task forces assemble to do battle across a dozen war zones in this two-day campaign event for veteran Warhammer 40,000 players.



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

SHADOW & FLAME

Next issue sees the release of *Shadow & Flame*, the first supplement to The Lord of The Rings Strategy Battle Game featuring characters and background from the books by JRR Tolkien. To celebrate this milestone, we have arranged a grand campaign and nationwide painting competition in every store across the country.

The map-based campaign is based around the environs of Moria, allowing you to fight in the deep caverns of the mines itself. Not to worry if you don't have Moria Goblins, or plan on painting up some of the new Dwarfs from *Shadow & Flame*, the campaign allows the use of any of the Free Peoples or Forces of Darkness, including Elves, Gondonians, Rohirrim, Uruk-hai or Mordor Orcs. Check out your local campaign now to join the fight.

PAINTING COMPETITION

In addition, each store is allowing their local enthusiasts to flex their painting muscles in a prelude to Golden Demon itself, with a nationwide painting competition focusing on The Lord of The Rings itself.



From more information on what on on in your local Games Workshop store, look on our website at: www.games-workshop.com or ask your friendly member of staff.

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

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

WHAT'S IN STORE FOR YOU?

A Games Workshop store is more than just a shop...



FREE GAMING AND TACTICS ADVICE

All our staff are gaming veterans (after all it's what they do for a living!). They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries that you may have.



FREE PAINTING AND MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!



FULL RANGE OF PRODUCTS

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



IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus many components and classic models with which to customise your armies.



BEGINNERS' SUNDAYS

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



THURSDAY'S GAMES NIGHT

Most Games Workshop stores stay open late on Thursdays so that you can play your favourite games. Thursday's games feature tea participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about hobby, particularly for those who have just graduated from the Beginners' Programme.



VETERANS' NIGHTS

Many Games Workshop stores run evenings for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, play games against equally experienced opponents, and also play Games Workshop's more specialised gaming systems well into the evening.



STORE CLUBS

A development of Veterans' evenings run by some stores (marked with a red dot on the store list below), are special Store Clubs. These are evenings where the store closes to the public, and only club members (age 16+ only) are allowed to come in and play. They are a great way to meet new people and expand your knowledge of the hobby.



BATTLE BUNKERS

Battle Bunkers at these Games Workshop stores (Bromley, Carlisle, Newport, Middlesborough, Shrewsbury and Ipswich) offer a free room for veteran hobbyists. Please contact your local Battle Bunker for more details.

GAMES WORKSHOP STORES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops spread throughout the UK. What follows below is a complete listing of all the stores that sell Games Workshop products. Alternatively, you can find a list of all our retail outlets on our website at www.games-workshop.com.

We also have Games Workshop stores in 16 different countries across the world (and independent stockists in even more). Call **0115 91 40000** to find out where they are. Most Games Workshop stores are open seven days a

week and open late for gaming evenings, but please contact your local store for more details. Stores with a red dot (●) represent those with In-store Clubs. Just to be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. All stores in a yellow box are brand new stockists. If you're still unsure as to where your nearest stockist is located, why not give us a call on **0115 916 8200**.

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GW BRISTOL (CENTRAL):
13 Broad Weir. Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall. Tel: 0117 959 2528
PORTISHEAD, Makit:
Tel: 01275 844 751
YATE, Hoggosaurus Toystore:
Tel: 01454 326566

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars. Tel: 01234 273 663
GW LUTON:
12 Park Street. Tel: 01582 417 474
LEIGHTON BUZZARD, Cuddlers:
Tel: 01525 217415

BERKSHIRE

GW MAIDENHEAD:
2 Blandy House, 3/5 King Street.
Tel: 01628 621 854
GW READING:
111 Broad Street Mall. Tel: 0118 959 8693
GW SLOUGH:
101 High Street. Tel: 01753 575 675
BRACKNELL, Hammicks Bookshops:
Tel: 01344 488124
NEWBURY, Cyberdyne:
Tel: 01225 775980
WINDSOR, Hammicks Bookshops:
Tel: 01753 856 456

BIRMINGHAM AREA

GW BIRMINGHAM:
116 Corporation Street. Tel: 0121 236 7880
GW DUDLEY:
Unit 36, Merry Hill Centre, Brierley Hill.
Tel: 01384 481 818
GW SOLIHULL:
690 Warwick Road. Tel: 0121 705 7997
GW WOLVERHAMPTON:
Unit 98, Mander Centre. Tel: 01902 310 466
GW WALSALL:
Unit 27, Old Square Shopping Centre.
Tel: 01922 725 207
GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080
RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 3280
SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 637 793

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre.
Tel: 01494 531 494
GW MILTON KEYNES:
Unit 2, West End Extension, 504 Silbury
Boulevard, Shopping Centre. Tel: 01908 690 477
AYLESBURY, Toy Wonderland:
Tel: 01298 303 493
GERARDS CROSS, Howard Marshall:
Tel: 01753 982952
MILTON KEYNES, Daeron's Books:
Tel: 01908 569989
**PRINCES RISBOROUGH, Treats (K.T. Sales
Limited):** Tel: 01844 274 795

CAMBRIDGESHIRE

GW CAMBRIDGE:
8 Bridge Street. Tel: 01223 313 350
GW PETERBOROUGH:
3 Wentworth Street. Tel: 01733 890 052
CAMBRIDGE, Toymaster Kingdom:
Tel: 01223 350386
ELY, City Cycle Centre:
Tel: 01353 863131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454 541
PETERBOROUGH, Westgate Department Store:
Tel: 01733 563151
SAWSTON, The Toy & Model Centre:
Tel: 01233 505052
ST. NEOTS, Westgate Department Store:
Tel: 01480 473242
WISBECH, Westgate Department Store:
Tel: 01536 203525

CHESHIRE

GW ALTRINCHAM:
Unit 1, 17 Grafton Street. Tel: 0161 929 9896
GW CHESTER:
112 Foregate Street. Tel: 01244 311 967
GW STOCKPORT:
32 Morsey Square. Tel: 0161 474 1427
CONGLETON, Deans Toys & Cycles:
Tel: 01280 273277
CREWE, ABC Models Sport:
Tel: 01270 505048

NANTWICH, Funfayre LTD:

Tel: 01270 626346
NORTHWICH, Level 1:
Tel: 01806 45053
NORTHWICH, The Model Shop:
Tel: 01806 47740
RUNCORN, R G Marsh LTD/The Hobby Shop:
Tel: 01928 573614
STOCKPORT, Goslings Toymaster:
Tel: 0161 4272099
WIDNES, R G Marsh LTD:
Tel: 01514 241947

CLEVELAND

GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street. Tel: 01642 254 091
HARTLEPOOL, Westgate Department Store:
Co. Durham. Tel: 01429 261777
HARTLEPOOL, Illusions:
Tel: 01429 233199
REDCAR, The Command Post:
Tel: 01642 473247

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street.
Tel: 01872 320 047
BODMIN, Bricknells:
Tel: 01202 277088
FALMOUTH, Wonderland Falmouth:
Tel: 01326 312571
HAYLE, Blewetts of Hayle:
Tel: 01736 753012
HELSTON, Eddy & Son:
Tel: 01326 572787
NEWQUAY, Planet Hobbywood:
Tel: 01637 859941
ST AUUSTELL, Mad for Miniatures:
Tel: 01726 72259

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GW DARLINGTON:
78 Skinnergate. Tel: 01325 382 463
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
CONSETT, Kwikpart:
Consett, Co. Tel: 01207 581024
DARLINGTON, Lamb's:
Tel: 01325 468042
TEESDALE, Toy Shop:
Tel: 01833 637396

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GW CARLISLE:
Unit 2, Earls Lane. Tel: 01228 598 216
BARROW-IN-FURNESS, Heaths:
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BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons LTD:
Tel: 01539 443047
COCKERMOUTH, The Toy Shop:
Tel: 01900 825855
COCKERMOUTH, Playtimes:
Tel: 01900 829299
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Tel: 01539 723284
KESWICK, J B Dixon Limited:
Tel: 01768 772 381
PENRITH, Harpers Cycles:
Tel: 01768 864475
WHITEHAVEN, Robinson's Model Shop:
Tel: 01946 66525
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Tel: 01900 873322

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Tel: 01803 863049

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BRIDPORT, Frosts Toymaster:
Tel: 01308 422296
GILLINGHAM, Mervyn's Toys & Models:
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SHAFTSBURY, Hardings:
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GW COLCHESTER:
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GW SOUTHEND:
12 Southchurch Road. Tel: 01702 461 251
GW THURROCK:
Unit 415B, Level 3, Lakeside Shopping Centre.
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Tel: 01989 562 839

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GW BLUEWATER:
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Greenhithe, Kent. Tel: 01322 427 850
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BURNLEY, Arthur Benn:
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Tel: 01942 245 683

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GW LEICESTER:
Unit 2,16/20 Silver Street. Tel: 0116 253 0510
GW LOUGHBOROUGH:
22 Biggin Street. Tel: 01509 238 107
ASHBY-DE-LA-ZOUCH, Steve's Models:
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COALVILLE, Geoff's Toymaster:
Tel: 01530 832795
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Tel: 01455 230952
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Tel: 01530 832795

LINCOLNSHIRE AREA

GW GRIMSBY:
9 West St Mary's Gate. Tel: 01472 347 757
GW LINCOLN:
Unit SJA, Salfergate (on outside of Waterside
Centre). Tel: 01522 548 027
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Tel: 01427 676000
GRANTHAM, Arbon & Watts:
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GRANTHAM, Access Models:
Tel: 01476 592 001
LOUTH, Castaline:
Tel: 01507 602149
QUADRING, M. S. Sturgess:
Tel: 01775 821967
SCUNTHORPE, Shermans Model Shop:
Tel: 01724 842 439
SCUNTHORPE, Toymaster:
Tel: 01724 271020
SCUNTHORPE, Westgate Department Store:
Tel: 01724 281888
SKEGNESS, The Model Shop:
Tel: 01754 763429
SPALDING, Mason's Models:
Tel: 01775 722456
STAMFORD, Hawleys:
Tel: 01780 762125

MANCHESTER AREA

GW MANCHESTER (central):
Unit R35, Marsden Way South,
Arndale Centre. Tel: 0161 834 6871
GW MANCHESTER (Trafford centre):
Unit H2, Festival Village, The Trafford Centre,
Trafford Park. Tel: 0161 747 2121
LEIGH, Toymaster:
Tel: 01942 671116
WARRINGTON, Steve Webb Models & Hobbies:
Tel: 01928 735225

MERSEYSIDE AREA

GW LIVERPOOL:
47 Lord Street. Tel: 0151 258 1404
GW SOUTHPORT:
Unit K2, Marble Place Shopping Centre.
Tel: 01704 501 255
GW WARRINGTON:
Unit 20, Time Square (near Currys).
Tel: 01925 651 984
BIRKENHEAD, Hammicks Bookshop:
Tel: 0151 6491620
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WIRRAL, RS Models:
Tel: 0151 348 4363

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MILTON KEYNES

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Unit 2, West End Extension, 504 Silbury Boulevard,
Milton Keynes Shopping Centre. Tel: 01908 690 477

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GW NORWICH:
12-14 Exchange Street. Tel: 01603 767 656
CROMER, Medland Toys:
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Tel: 01379 640003
DISS, Toymaster:
Tel: 01379 641743
EAST DEREHAM, Youngsters World:
Tel: 01788 562 372
GORLESTON, Toymaster:
Tel: 01493 443097
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Tel: 01493 858920
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Tel: 01263 821777
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Tel: 01953 607 730
WROXHAM, Point House Toyshop:
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38 Princess Walk, Grosvenor Centre.
Tel: 01604 636 687
CORBRY, Westgate Department Store:
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KETTERING, Toymaster Kingdom:
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KETTERING, Green Angel Cards & Games:
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NORTHAMPTON, Toymaster:
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MANSFIELD, Bridge Street Model Shop:
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Tel: 01636 673116
NEWARK, Toymaster:
Tel: 01636 611211
NOTTINGHAM, Shaws:
Tel: 0115 9418646
RETFORD, Toymaster:
Tel: 01777 700330
RETFORD, Puzzles Plus:
Tel: 01777 708628
SUTTON IN ASHFIELD, Sutton Models and Hobbies:
Tel: 01623 557812
WORKSOP, Toymaster:
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WORKSOP, Model Base:
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Tel: 01275 341819
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Tel: 01373 462138
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This month Matthew Ward looks into the rumours surrounding the coming Chaos threat and brings us rules and background for Crom the Conqueror, Herald of Archaon.

Warhammer chronicles

From the north the Chaos tide begins its attack.

Karl-Franz's historic Conclave of Light had come and gone and the rulers of the Old World returned home to fortify against the storm that Archaon would unleash upon them all. The responsibility for the vigil over the Dark Lands had fallen to the Dwarfs, a duty the Dwarf Kings vowed to fulfil with grim resolve, a burden reinforced by an alliance as old as the Empire itself. Since the time of Sigmar the Dwarfs had stood shoulder to shoulder with the human realms against the threat of Chaos,

often to great cost. They would stand with the humans once more, to whatever end it would lead them.

THE VIGIL BEGINS

Throughout the Worlds Edge Mountains smoke and steam rose in great billowing clouds from the chimneys and vents of the Dwarven furnaces as their masters prepared for war. Hammers rang throughout the realm, Dwarf smiths labouring night and day as they worked their forges, their arms aching with effort and their faces drawn with fatigue. The Runesmiths toiled as they never had before, inscribing their most potent of runes onto armour, axes, and war machines of all kinds. Rangers were recalled in their hundreds and sent into the Dark Lands to search for anything that would indicate Archaon's incursion had begun. In Zhufbar, the great waterwheels

groaned and creaked under the strain, as load after load of ore was hoisted to the workshops to be smelted and forged. In Karaz-a-Karak the engineers worked themselves close to collapse constructing a fleet of gyrocopters that would scour the tundra and plains to the north and east for a sign of the approaching horde. The roads to Karak Kadri were choked with returning Slayers, each drawn home in anticipation of a glorious doom.

Days and weeks passed with no news, and no change to the tumultuous chaos that was the daily lot of the Dark Lands. Gyrocopter pilots and Rangers brought back reports of greenskin hordes warring amongst themselves in constant battles for superiority. The Black Orc warlord Grimgor Ironhide continued to block the High Pass, his presence forcing the marauding Steppe tribes to fight him, his actions, for now, unwittingly defending the Empire from the east. Then one bitter winter day, nearly four months after the meeting of the Conclave of Light, an uneasy silence fell upon the Dark Lands. The raiders that were as natural to that land as the howling winds had vanished, and the Dwarfs feared they may have joined some larger cause. The efforts of the scouts were doubled as the Dwarfs strove to find the cause of this unsettling reprieve but though they searched far and wide, no answer was found.

Another week passed without news, but then, as the first snows of winter fell on the rocky foothills of the Worlds Edge Mountains, a single Ranger stumbled through the gates of Karak Azul. Though his body was broken and his armour was battered and bloodied, he refused all help from the guards as he staggered to the



throne room. Though his agony was evident to all, his pride would not allow him to accept aid and haltingly he arrived before his king. With a final groan, he fell to his knees at the foot of the throne, managing a single weary sentence before unconsciousness took him.

"It has begun."

THE GATHERING CLOUD

In a bloodthirsty flood from the north, the Kurgan came. They flooded into the Great Skull Land as locusts over crops, a massive horde seething and roiling like a dark tide – a host of wild-eyed Kurgan tribesmen following a single, mighty lord, savage and eager for battle. There was no doubt as to who this warrior was for his followers chanted his name as they marched, thousands upon thousands of voices howling his name to the sky so that the Gods of Chaos would know the progress of their champion. This was the army of Crom the Conqueror, Bringer of the Storm, Herald of Archaon.

The horde was relentless as it crossed the tundra. Greenskin tribes that were caught in its path were crushed, helpless before the inexorable might of Crom's host. At the head of the army, outriders and scouts rode down Dwarf Rangers, the lucky ones slain in battle, the unlucky ones sacrificed slowly to the honour of the Gods. Dwarf patrols were crushed, gyrocopters were brought down in smoke and flames; Crom's horde stretched as far as the eye could see and it seemed that none could stand against it.

There was one who would however. Before the tide of Chaos could break against the Dwarven defences to the west, an unexpected obstacle arose before it. As Crom led his army into the foothills below the High Pass he found his way blocked by rank upon rank of Orcs and Goblins. Unlike others who had opposed him before, these greenskins appeared well-ordered and battle-ready. This was the army of Grimgor Ironhide who, having tired of the poor challenges offered by the raiding marauders of the north, had eagerly marched forth from the High Pass at the prospect of testing himself against a truly worthy opponent.

THE STORM BREAKS

It was not yet fully light when the two armies met, the sun just rising from behind the Mountains of Mourn. Two great battle-lines stretched from horizon to horizon, threaded amongst giant skeletons of creatures long since forgotten, hundreds of warriors swarming like insects on the snowy plains. For what seemed like an eternity, greenskins and humans stared at each other across the expanse of unbroken snow in eerie silence. Suddenly, as if by a pre-arranged

signal, the warcries of both armies split the morning air, melding together in a cacophony of challenge. As the sound faded away into the chill north wind the two armies began to advance, the footfalls of thousands of feet echoing back from the mountains. The greatest battle ever seen in the Dark Lands had begun.

The two colossal armies collided with a sound like thunder, their fury staining the snow with blood. The Kurgan warriors fought for their lord like men possessed, their frantic swings with axe and flail slaying greenskins in droves. The Orcs were indifferent to their own casualties, wielding their rusty cleavers and blunt swords with brutal force, hacking down hundreds of humans in return. On the flanks the savage horsemen of the Yasuk tribe fought for supremacy with the Goblins of the foothills, slaving wolves and warhorses lashing out with fang, claw and hoof as readily as their riders hewed at each other with notched and primitive blades. Boar riders thundered deep into the ranks of the marauders, their snarling mounts trampling and goring as many men as the Orcs speared, only to find themselves crushed in a countercharge by the tall and brutal knights of the Tokmars, their armour shining like brass in the morning sun. Black-flighted Orc arrows darkened the sky, raining down on the shields of the Kurgan warriors. Chariots thundered between the bones of the massive skeletons, crushing them to powder under spiked wheels, their scythes cleaving men and Orcs in vast numbers. Huge Orc war machines hurled massive boulders deep into the ranks of the marauders, their impact tossing aside the broken and ruined bodies in a shower of blood and flesh, but it seemed for every Kurgan slain, another would take his place, and another, and another.

IN THE EYE OF THE STORM

Crom hacked and raged at the very heart of the fighting. Leading his own tribe of the Kul, he carved a path through the greenskin horde. He roared with laughter at the charge of the boar riders, cleaving them from their mounts with great sweeps of his sword. Taking up his axe he disembowelled a Savage Orc Chieftain and crushed his retinue with contemptuous ease. His challenges rang out across the battlefield, urging his Gods to send him an opponent equal to his might and skill. As Crom felled an Orc Shaman his eyes were drawn across the battlefield, his gaze met by the steely stare of Grimgor Ironhide. In a moment of recognition both warriors knew that in the other was a foe worth fighting. They fought through the churning mass of bodies, each eager for a true challenge, and with roars of triumph they clashed in the very centre of the battlefield.

Tightening his grip upon his axe, Crom let his sword fall to the ground while unslinging his shield. With a mighty shout and crushing force he barrelled into Grimgor, the impetus of his charge and the force of impact sending the warboss's awesome bulk reeling. Seeing his advantage Crom continued to press his foe, swinging his axe with incredible speed in whirling arcs. Grimgor was hard-pressed to deflect the blows, with only the swiftness granted him by his magical axe Gitsnik enabling him to counter the berserk attacks of the human. As Grimgor was forced back against the wreckage of a chariot he desperately parried the sweep of Crom's weapon, knocking the Chaos Lord's blade aside with a ringing blow. With Crom momentarily vulnerable the Black Orc launched himself into the Chaos Lord, swinging his blade in broad arcs, his ferocious assault driving Crom backwards.

The epic duel continued for hours. Neither fighter could get the better of the other, their skills perfectly matched. For every blow there was a parry, every time one of the fighters seemed spent they would find new reserves of determination and continue the duel. Both Crom and Grimgor were completely consumed by their own conflict, unaware of the battle unfolding around them. Even as the Orcs broke and turned to flee, the duel continued, neither willing to admit defeat. Blow after blow rang out, stroke after stroke was exchanged. Each warrior was utterly exhausted but convinced that they would prevail over their opponent.

Only as the last blood-red rays of the sun dipped down behind the Worlds Edge Mountains did they pull apart, their muscles drained and blood flowing from scores of wounds. For a long moment they stood, their breath frosting the air, each regarding the other with a grudging respect. Slowly, Crom shook his head. The Conqueror put up his axe and took a step back. Grimgor bellowed with rage at the insult. His jaw clenched, and seething with resentment, Grimgor stared balefully at the Chaos Lord and the ranks of his victorious followers. Then, slowly, and staring at any who dared look him in the eye, he turned to join his fleeing troops.

FROM THE ASHES OF DEFEAT...

In the days following the battle with Crom, Grimgor Ironhide felt unfamiliar, uncomfortable pangs eating away at his pride. As he began the lengthy process of gathering his scattered troops, Grimgor vowed that he would absolve himself before Gork and Mork. He would embark on a Waaagh! so massive and destructive it would wipe away the stain of his loss...

CROM THE CONQUEROR, HERALD OF ARCHAON

To the east of the Worlds Edge Mountains and north of the Mountains of Mourn, the Steppes stretch from the civilised lands of men to the Chaos wastes. These vast, rolling plains of grass and tundra are home to the Kurgan, savage tribes of nomadic warriors who spend their lives in battle to prove their might before the Gods. Born into a land constantly riven by warfare, the people of the north must be strong warriors lest they meet an early and brutal end in battle.

Crom the Conqueror is of the Kul. A tribe of the Kurgan people, the Kul stake their claim on the lands above the Worlds Edge Mountains and to the east

of the Sea of Chaos, from where they launch brutal raids on their neighbouring tribes, sometimes travelling as far as Cathay or the Empire in their quest for plunder. Possessed of an ambition that burned like fire and a keen warrior's skill, Crom bested his chieftain in a leadership challenge before his twentieth year. Crom's cunning and prowess ensured that the Kul rose to great renown, a position built on the backs of slaves, and paid for with a hoard of stolen wealth. Before another ten winters had passed Crom was one of mightiest kings the Steppes had ever known, and it was then that the dreams started.

Night after night, Crom dreamt of the future, of a world drowning in a tide of Chaos for the glory of the Gods. He saw a dark figure silhouetted against a red sky, a blade sheathed in golden fire raised above its head. The dreams became ever more vivid, and Crom became convinced that it was a message from the Gods and a clue to his destiny; but who was this figure? Was it his own destiny to claim the world for the Gods, or was there another, even mightier than he? Obsessed with the meaning of the dreams, Crom spoke with the sorcerers of his tribe but when they could not provide him with answers, his mood became dark and brooding.

When news came to him of a company of armoured knights marching over his lands uninvited, Crom was furious. Angered by the slight to his sovereignty and made reckless by his infuriating dreams, he immediately rode forth to challenge the intruders. Catching sight of the knights across the sweeping plains he bellowed challenges at them until eventually their dark leader raised a hand, stopping his riders and turning back.

The knights spurred towards the king of the Kul, who soon found himself encircled. Though outnumbered many times over, Crom did not back down and demanded to know who dared cross his lands without his permission. The leader of the knights replied simply that his name was Archaon, and he sought the six treasures of Chaos. As far as Crom was concerned, for Archaon to make such a statement as this was the ultimate blasphemy. Drawing his sword Crom challenged Archaon to single combat and to prove that he was indeed he chosen of the Gods.

Archaon's shoulders shook slightly with silent laughter and gestured to one of his riders. Seemingly unhindered by the great weight of armour upon his back, the knight leapt down from his horse and charged at Crom. Crom simply grinned, and in a single motion battered the warrior's sword aside before backswinging his blade, severing the man's head. Crying out in triumph he demanded once more that Archaon face him. Archaon said nothing, but gestured again. Another of the armoured warriors stepped forwards; again Crom cut him down with ease. A dozen times more Archaon sent forth his champions, and each time Crom proved victorious, the blood of the knights spilt upon the barren Steppes. The Kul ruler was in a fury, demanding to know why Archaon refused to fight, when the huge knight finally dismounted. Sensing that this was to be a fight worthy of his skills, Crom did not allow the knight to even draw his blade before rushing headlong towards him, his sword swinging in vicious arcs.

Crom the Conqueror

	M	WS	BS	S	T	W	I	A	Id
Crom	4	9	3	5	5	3	8	5	9

Cost: 230 points.

Weapons: Crom wears Chaos armour and carries a sword, an axe and a shield.

SPECIAL RULES

Master of Chaos Undivided: Crom bears the Mark of Chaos Undivided, and the vast majority of his troops celebrate Chaos in its purest, undiluted form. Units of Chaos Warriors or Knights bearing any Mark other than Chaos Undivided count as Special Units. Units of Chosen Chaos Warriors or Chosen Knights bearing any Mark other than Chaos Undivided count as Rare Units. Daemons of all types also count as Rare Units. However, all Marauder and Marauder Horsemen units may have the Mark of Chaos Undivided for free. They may not be given any other Marks.

Immense Pride: Crom is a true warrior, a master of single combat. He has defeated many chieftains in single combat to gain leadership of their tribes, each victory increasing an already considerable pride. Crom must always accept a challenge if one is issued.

The Way of the Warrior: The Conqueror is supremely skilled in many styles of fighting, be it with sword and axe, or sword and shield.

With his sword and axe Crom is a whirlwind of destruction, his attacks striking with such power that his opponents are torn apart by the storm of blows. If Crom fights with sword and axe he gains +1 Attack for an additional hand weapon as normal. In addition, if he fights with sword and axe in a challenge, Crom may make an additional attack for each wounding hit he makes (before saving throws).

Crom uses his shield expertly, forcing his opponent back and blocking any attempt to launch an attack. If Crom fights with sword and shield he gets the normal +1 to his Armour save for using a hand weapon and shield. In addition if he fights with sword and shield in a challenge, any special rules applying to Crom's opponent's weapon are completely nullified; in other words his opponents always count as using a single handed weapon regardless of their actual equipment. This applies to both magical and mundane equipment.



Crom is a Lord's choice and if taken must always be your army general. He must be used exactly as represented here and may not be given additional equipment.



Across the battlefield, the mighty warlords meet.

At first the dark knight gave ground before the enraged king, beating aside the ferocious attacks with his shield, seemingly unable to draw his own weapon in the face of such skill and ferocity. Crom pressed on, believing that he had the measure of his foe, but as Archaon reached the ring of knights, he gave ground no further and with a single sweep of his shield swept the blade from Crom's hand. Without pause, Crom flung himself weaponless at his foe but as fast as he was, Archaon was faster, his right hand closing in a vice-like grip about Crom's throat. As he lifted the struggling Kul high off the ground, Archaon abandoned his shield and drew his sword, the blade easing from the scabbard.

Struck with awe, Crom instantly stopped his struggles, for the blade shone with a golden flame that danced across runes inscribed so finely as to be barely readable. The serrated edge of the sword seemed to move and flow even as he watched, and a faint moaning emanated from the desperate struggles of an imprisoned daemon. Still holding the king at arm's length, Archaon told him of the quest for the treasures. The Sword he possessed already, and the Eye and

the Mark. Still he needed the Steed, the Armour and the Crown. Crom had been tested and found to be a mighty warrior; Archaon bade Crom accompany him for the remainder of his journey. Crom realised that Archaon could truly be the figure from his dreams, the chosen of the Gods and of the prophecy – he who would bring about the Storm of Chaos. The Gods could not have given Crom greater honour and, leaving his people, he joined Archaon's band, the Swords of Chaos, and Crom's tale passed into the myths of the Kul. Over the decades spanned by that epic quest, Crom's fervour and belief in Archaon grew ever stronger. Soon he became the most loyal and devoted of his Lord's companions, travelling far and wide in his lord's name – a herald for the Lord of the End Times.

As the day of prophecy drew near, Crom took it upon himself to create an army worthy of the Lord of the End Times and Crom returned to his homeland for the first time in many years. He strode brazenly into the tent of the king of his people demanding that the Kul swear loyalty to Archaon and the End Times. When the king, himself a mighty warrior, challenged Crom he was cut down like a mere boy. In awe of Crom and his

words, and remembering the legends of their tribe, the assembled chieftains of the Kul acknowledged him with deafening cheers and swore themselves to his cause.

Under Crom's leadership once more, the Kul burst forth from their own lands in a whirlwind of conquest. Those chieftains who would not join the cause were slain by Crom, their armies humbled in battle, and the people of their tribes pledged to obey Archaon as their ruler and Crom as his Herald. As the ranks swelled with the peoples of the conquered tribes, the horde swept eastwards across the plains. Crom's following was the largest army ever assembled in the east, the warriors fanatical in their desire to crush all before them in the name of their Gods.

When finally the Conqueror was satisfied with the strength of the force at his command he led his army south, leaving the open plains of the Steppes for the rocky, greenskin-infested lands below. The lands of men would be attacked not only from the north, but also from the east, each incursion alone more mighty than any that had come before. Truly the time of mortals was at an end and the Storm of Chaos was upon the world.

LURE OF THE GODS

COLLECTING A CHAOS ARMY BY PAUL SAWYER

Month by month White Dwarf editor Paul Sawyer is building a Chaos army for Warhammer. With £30 to spend each month the army is growing very nicely but what of success on the field of battle?



of the way when I'm not around. This has meant for some interesting deadlines and me not always being able to paint everything I've bought that month. This hasn't worried me unduly – many gamers have real life commitments that eat into their 'oh, so precious' painting time and I'm no different. As luck would have it our Games Workshop stores have much smaller paint-stations for customers to use when they paint their models in store. I managed to get my hands on one of these and they are ideal for holding a few models and paints at a time and then being stored away out of the reach of little fingers. Result!

FRIVER OF BLOOD

Only one game to report from the Studio campaign this issue. I have my eyes firmly set on a return to the Mansfield Wargames Club which I've frequented on occasion during my army building project. Playing games against such veterans can only help me get the best out of my own game. For now, however, I'll recount my meeting with Gil Surepi's Dwarf throng across a river-split battlefield. This was part of the Studio campaign and was an interesting conflict...

Vradchuk's force was:

Characters (562 points)

Vradchuk, Lord of Chaos281
Chaos armour, great weapon, Helm of Many Eyes and Berserker Sword.

Riding scythed Chariot120
Barded steeds, extra crew member with halberd & heavy armour.

Uuz'bedyre, Chaos Sorcerer.....161
Level 2 (by holding two Stone Circles territories in the campaign he is actually Level 3). Power Stone. Hand weapon, Chaos armour, Barded Chaos Steed.

Core (983 points)

Scythed Chariot120
Barded steeds, 2 crew members with halberds & heavy armour.

6 Warhounds.....36

6 Warhounds.....36

16 Marauders of Chaos137
Light armour, flails. Full command.

6 Marauder Horsemen120
Flails. Full command.

BACK IN BLACK

It seems an age since I last penned this column on my Chaos army but I suppose two months is a long time when you work on a monthly magazine. I'm still peeved about taking time out to paint Dwarfs for a battle report in WD280 and then being too ill to play in it. Still, I'm back refreshed and raring to go again.

The enforced absence from my Chaos army has helped me to take stock of its progression so far and that's no bad thing. It's always useful to take a step back from any project and assess how it's going.

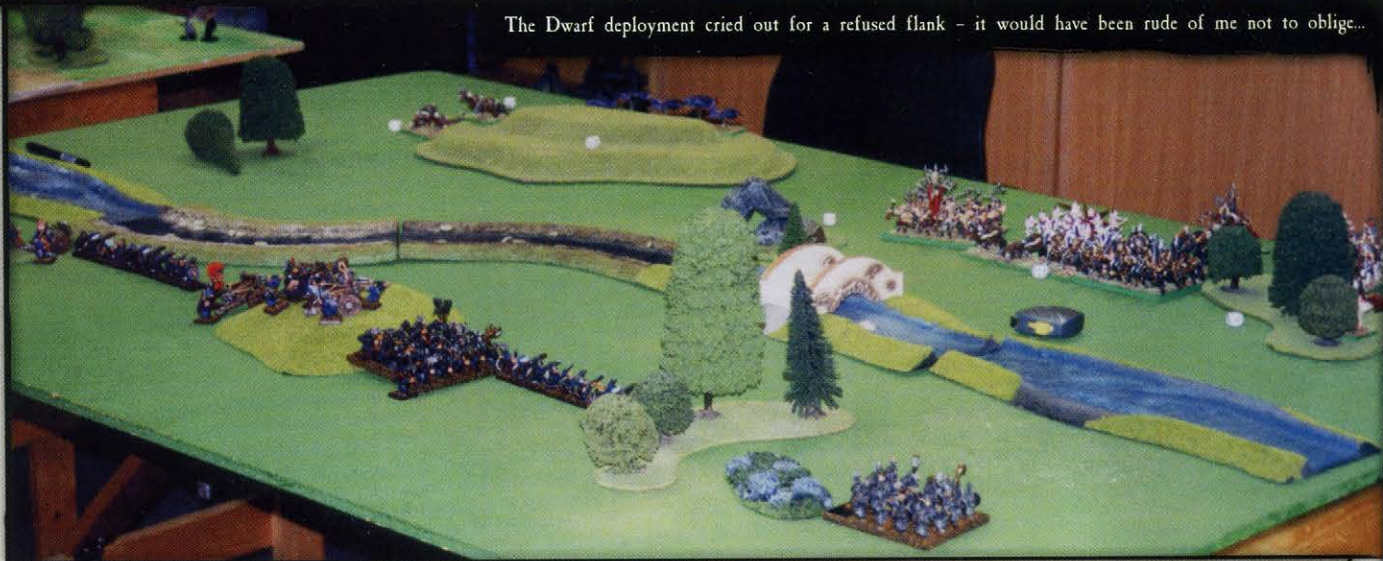
By and large I'm very pleased with the painting and converting side. I like the dark, uniform look of the army. Even the Slaaneshi elements are tied in through use of black and deep red as common elements.

In terms of what I've bought so far I'd definitely do one or two things differently. Firstly I wouldn't have bought the Marauders so early. That's not to say they don't have a role to play in the army but as I've found out I need many more of them to be

effective. I'd also have bought the Marauder Horsemen separately as blister packs rather than the boxed set as I want them to be harrying flanks and I feel the use of a Standard Bearer and Champion isn't the best use of points (standards make too tempting a target for the enemy, giving away as they do 100 Victory points if captured). Two regiments of six Horsemen, each with a Musician (Musicians are vital for fast cavalry so they can use the flee reaction when threatened and then rally next turn), would be a better option in my eyes. Another rank of Chaos Warriors would have been a great help too – 12 is just too few and they are easily dealt with through the Shooting and Magic phases. With the benefit of hindsight nothing seems too broken and all can be rectified fairly painlessly.

A BIT OF LUCK

So far I've ostensibly been painting my army at work in my lunch hour or the hour before work. My youngest daughter, Holly, is into everything so I can't leave paints and modelling tools around the house. Certainly my paint-station is way too big to be stored out



12 Warriors of Chaos	234
<i>Halberd & shield. Full command.</i>	
5 Chosen Knights of Chaos	300
<i>Full command. War Banner.</i>	
Special (390 points)	
15 Daemonettes	225
5 Screammers of Tzeentch	165
Rare (60 points)	
1 Spawn	60
Total:	1,995

Gil's army was thus:

Characters (534 points)	
Morghrim Fireforge, Dwarf Lord	264
<i>Light armour, great weapon. Runic armour: Master Rune of Gromril, Rune of Resistance. Runic Talisman: Master Rune of Spite, Rune of Luck.</i>	
Runesmith	155
<i>Gromril armour, shield, band weapon. Runic Talisman: Master Rune of Balance, Rune of Spellbreaking.</i>	
Dragon Slayer	115
<i>Runic weapon: Master Rune of Swiftmess, Rune of Cleaving, Rune of Speed.</i>	

Core (550 points)	
25 Dwarf Warriors	250
<i>Heavy armour, shield and band weapon. Full command.</i>	

10 Thunderers	150
<i>Light armour, shield and band weapon. Dwarf Handgun.</i>	
10 Thunderers	150
<i>Light armour, shield and band weapon. Dwarf Handgun.</i>	
Special (650 points)	
19 Ironbreakers	277
<i>Gromril armour, shield and band weapon. Full command.</i>	
16 Slayers (13 Troll Slayers and 3 Giant Slayers)	233
<i>Standard Bearer. Additional band weapon.</i>	
Bolt Thrower	45
<i>3 crew with light armour and shield.</i>	
Bolt Thrower	95
<i>Master Rune of Skewering, Rune of Penetrating. 3 crew with light armour and shield.</i>	

Rare (265 points)	
Flame Cannon	140
<i>3 crew with light armour and shield.</i>	
Organ Gun	125
<i>3 crew with light armour and shield.</i>	
Total:	1,999

Gil chose an unusual Dwarf deployment - a very long line as

opposed to the traditional compact block most Dwarf players favour. This presented a perfect opportunity to go for a refused flank deployment and it also allowed me to completely avoid the Trollslayers (nasty, unbreakable things!). Taking a refused flank would be preferable to running into the considerable firepower of the whole army. The campaign dictated that this battle would be fought with a river across the table and this played very much into Dwarf hands - I had only three crossing points giving me the choice of splitting my force or going in one block. I chose the latter.

The game started fairly predictably - my army marched headlong towards the Ironbreakers on my left flank. On the other flank a Warhound pack and my Screammers positioned themselves ready to attack the war machines. If I could silence those I'd be in with a good chance of victory. The Magic phase was a damp squib with nothing being cast.

Gil then unleashed the Dwarf firepower. The Flame Cannon killed 7 Chaos Warriors - ouch! The Thunderers left only one Warhound alive on my left flank. Amazingly the survivor passed his Leadership test (they only have Ld5!).

My Screammers attacked the Flame Cannon as I couldn't afford for it to keep doing that kind of damage. Taking on Dwarfs with their Toughness 4 is always going to be risky and so it turned out. The next turn the Dragon Slayer turned up and over the next couple of turns the Screammers were despatched. Still at least they did their job of stopping the Flame Cannon firing.



The Chaos horde crosses the ford and thunders into the Dwarf flank.

The left flank was going very well. Despite the Ironbreakers holding to a combined charge of the Knights. Still the next turn saw them soundly thrashed with the arrival of a Chariot but they held. The following turn they were destroyed as they fled horrendous casualties. In the middle the Daemonettes were quickly across the bridge and into the Warriors but the tough beardedlings stood their ground and gave better than they got. A couple of fortuitous dice rolls meant the Daemonettes stuck around for a lot longer than they should have done. The Marauders didn't fare so well and were savaged by the Dwarf firepower as were the Chaos Warriors.

My Knights rounded the wood and took out the Thunderers whilst Vradchuk, with the Chariot shot from under him by those pesky war machines, joined the fray with the Daemonettes. I'd just like to point out that 'runed-up' Dwarf Lords are like bouncing off a brick wall. Cue one dead Chaos Lord...

The refused flank seemed a good idea but it meant I couldn't bring enough of my army to bear on the Dwarfs and Gil won on Victory points.

WARHAMMER JOINERS

1. I didn't learn much that I didn't already know about the Dwarf army. They are a very tough proposition to face with their widespread firepower, and Toughness 4.
2. I learned not to be such a big girl. I'm a Chaos Lord and should have acted like one rather than skulking around behind the trees. Yes, I would have lost a fair few models to missile fire but by skirting around the Dwarf flank I couldn't get to grips with the bulk of the Dwarf army and whilst I destroyed those elements I got to, it didn't provide enough Victory points.
3. I need to decide whether to go for all out offensive magic or rely on my Sorcerer to act in a more defensive role. I think that until I have the rest of my army working in a way I'm more comfortable with, Uuz'bedyre will perform the latter role and be a level 1 Sorcerer carrying 2 Dispel Scrolls to block enemy casting.
4. Spawn are great at tying a unit up for a turn or two. As you can take two of these creatures for your Rare choice another one would be most useful.
5. Indecision lost me this game, pure and simple. I should have charged

Daemonettes vs Dwarf Warriors - neither unit prepared to give any ground!



right down the left flank of the Dwarf army and be damned with the consequences of shooting. Sending the Screammers into the Flame Cannon would have helped minimise the casualties to the Chaos Warriors and also blocked line of sight for other units. As it was I played too cautiously and ended up not bringing enough of my army to bear.

DESERT DUST-UP

Next saw a return to Mansfield Wargames Club, home of the legendary Dragon Slayers Tournament players. I'd played a few games there when I was starting my army and was relishing testing myself against the Dragon Slayers - some of the best Warhammer players in the country (so they keep telling me...). Playing against top players will not only show me new tricks but also tighten up my own game as one mistake will be severely punished.

The game was against Pete Scholey and his Tomb Kings army. You'll remember Pete from his articles about the Tomb Kings in WD277 and 278 and the battle report WD278. My first game against Tomb Kings too. The game would be 2,500 points. I really had to stretch to get to 2,500 points and have more magic items than I'd normally want to use. This isn't going to be pretty...

Vradchuk's army consisted of:

Characters (912 points)
 Vradchuk, Lord of Chaos400
(Chaos armour, hand weapon, Berserker Sword, Armour of Damnation).

Riding scythed Chariot
(Barded steeds, extra crew member with halberd & heavy armour).

Qae'larne, Enraptured of Slaanesh.
 Exalted Champion of Slaanesh.....211
Hand weapon, great weapon, Chaos armour, shield, Steed of Slaanesh. Mark of Slaanesh. Helm of Many Eyes. Crimson Armour of Dargan.

Uuz'bedyre,
 Chaos Sorcerer (Level 1)151
Hand weapon, Chaos armour, Barded Chaos steed. 2 Dispel scrolls.

Syrenne Soulflayer, Aspiring
 Champion of Slaanesh150
Hand weapon, Whip of Pleasure, Chaos armour, Mark of Slaanesh. With Chosen Chaos Warriors.

Core (1125 points)

Scythed Chariot120
Barded steeds, 2 crew members with halberd & heavy armour.

6 Warhounds.....36

6 Warhounds.....36

16 Marauders of Chaos137
Light armour, flails. Full command.

6 Marauder Horsemen120
Flails. Full command.

12 Warriors of Chaos -
 Chosen of Slaanesh376
Halberd, Chaos armour & shield. Full command. Mark of Slaanesh. Rapturous Standard.

5 Chosen Knights of Chaos300
Champion, Standard Bearer and Musician. War Banner.

Special (390 points)

15 Daemonettes225

5 Screammers of T'zeentch165

Rare (75 points)

1 Spawn (Fiend of Slaanesh)75

Total:2,499

Pete's army was:

Characters (939 points)

Tomb King	273
<i>Light armour. Destroyer of Eternities, Talisman of Protection and Vambraces of the Sun. Leads the Tomb Guard.</i>	
Liche Priest	330
<i>Hand weapon. 2 Dispel scrolls. Casket of Souls.</i>	
Hierophant	160
<i>Hand weapon. Cloak of Dunes, Hieratic Jar</i>	
Tomb Prince	176
<i>Chariot of Fire. Great weapon and light armour. Leads a Chariot unit.</i>	

Core (903 points)

20 Skeleton Warriors	200
<i>Hand weapon, light armour and shield. Champion and Standard Bearer.</i>	
10 Skeleton Heavy Horsemen	213
<i>Champion and Standard Bearer. War Banner.</i>	
10 Skeleton Warriors	80
<i>Hand weapon and bow.</i>	
3 Chariots	160
<i>Champion and Standard Bearer.</i>	
3 Chariots	160
<i>Champion and Standard Bearer.</i>	
2 Tomb Swarms	90

Special (544 points)

19 Tomb Guard.....	277
<i>Champion and Standard Bearer. Standard of Undying Legion.</i>	
3 Ushabti.....	195
3 Carrion.....	72

Rare (110 points)

Screaming Skull Catapult	110
<i>Skulls of the Foe.</i>	
Total:	2,499

I thoroughly enjoyed this game. It was a real education to not only play someone who regularly attends tournaments but also to face a new army. I had a few things I wanted to try out – namely knocking my magic-using capacity right down so I could load up on more troops, using my Chariots as infantry support and using Qae'larne in tandem with my Fiend of Slaanesh Spawn on the flank.

For my deployment I placed the two infantry regiments alongside each other and left space for a Chariot between them. I also placed Vradchuk's Chariot next to the Warriors. On the right flank I had two Warhound packs screening my Marauder Horsemen, Screammers and my Chosen Knights. On my left I had Qae'larne and the Fiend of Slaanesh Spawn. The Daemonettes were positioned on the right centre of my battle-line.

STYRENIINE SOULEFLAYER, ASPIRING CHAMPION OF SLAANESH

I've long thought this Warhammer 40,000 Dark Eldar character model, Lelith Hesperax (right), would make a great Slaaneshbi Champion. Now I had the chance to make it so. I wanted to add a character, an Aspiring Champion, to my newly purchased (and still being painted) Chaos Warriors of Slaanesh regiment.



I thought it would be in keeping with that regiment to arm her in the same way – additional hand weapon. I had considered giving her a great weapon for extra killing power should the regiment meet up with anything tough but I figured that the front rank of the regiment dealing out seven Strength 4 and four Strength 5 attacks should be enough to see off most opponents. Throw in the Rapturous Standard (which gives the regiment Soporific Musk – any opposing model in base-to-base contact with the regiment halves their WS and D) and the regiment is very nasty.

The obvious start was the Lelith body, arm and leg. I really like the gracefulness of the model and it fits very well with the enraptured nature of Slaaneshbi followers.

The Warhammer 40,000 model has a row of blades on the shoulder but I forewent that in favour of filling the hole with Green Stuff (I'd be adding spikes of my own once the model was painted).

I snipped off the row of blades from her sword arm and using a needle file smoothed the surface. This would further reinforce the lithe nature of the model by

make it seem more slender. I also snipped off the sword and the pommel as I wanted to arm her with that trademark of Slaaneshbi worshippers – the whip.

The whip was made from stuff from my bits box and the addition of a hooked chain from a Dark Eldar jetbike. Using a micro drill set (a twenty piece drill bit set that goes as thin as 0.3mm – these are very useful for anyone serious about converting) I drilled through the fist so I could attach the grip, pommel and whip to a length of brass rod. The grip and pommel were taken from the knife found on the Chaos Warriors sprue.



I cut the pommel and a millimetre of grip off and pinned it to the fist of the Champion. I pinned the rest of the grip to the other side of the model's fist. I then took a skull from my bits box and pinned that to the grip. Once this was dry I set about the tricky bit – attaching the chains. I carefully snipped and filed the chains to a more appropriate length. Then I again took a micro drill bit and drilled holes in the resultant chain ends. I glued a short length of brass rod into each hole and then carefully pushed the rod into place against the skull. The marks it left would be where I'd drill. Once these holes were made the whip was glued into position and left to dry.

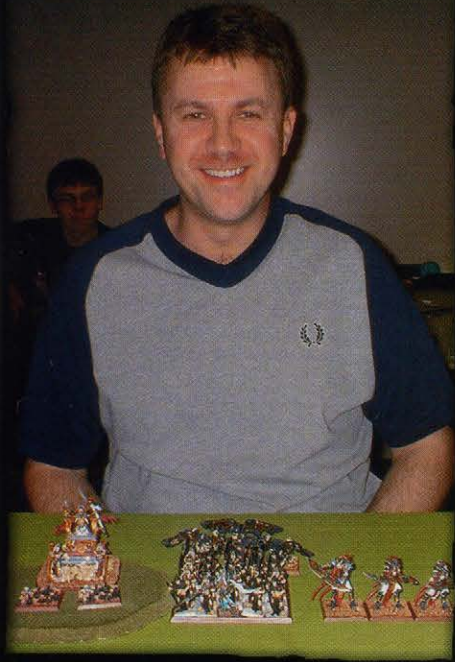
The sword and gauntlet would be taken from the Champion of Slaanesh model. I snipped the trident from the Lelith arm at the base of the glove. I then filed the resultant cut marks down and pinned the arm into the gauntlet.



Once the model was painted I drilled holes in the shoulder guard and glued cut-down sewing pins in the holes.



Pete gets into character as mummification sets in...



The battle itself was pretty much as I expected - a big fight in the centre with minor skirmishers on the flanks.

The game started badly for me on the right flank as my Warhounds lived up to their low Leadership and legged it at the first sign of *fear-causers*. This left my Marauder Horsemen to declare a flee charge reaction to get them out of harm's way and for me to turn my Chaos Knights to face the looming Chariots including Pete's Tomb Prince. Tomb Kings Chariots, being fast cavalry, ran rings around me and in the end I took a flank charge which saw my Knights automatically break and ridden down. What a waste...

In the centre my army marched forward. Battle was joined with the Skeleton regiment charging Vradchuk (damned *Mankara's Incantation of Urgency!*). He was automatically broken and fled. The Skeletons followed on into the second Chariot. I backed the Chariot up by throwing Qae'larne into the combat and killed the Skeletons out.

The Screammers did well - flying over the Carrion with their slashing attack and then leaving the Carrion no option but to charge them or have the Daemons attack the Casket of Souls. The Screammers killed the Carrion and also saw off the Scorpion Swarms that were acting as bodyguard to the Casket. Just when it looked like I would get at the Casket and Screaming Skull Catapult, the

Skeleton Horsemen caught the Screammers and killed them. Damn.

Back in the centre the Daemonettes has been easily dealt with by the Tomb King and Tomb Guard. The Chaos Warriors made short work of the Ushabti however.

The Tomb Prince's Chariot unit had worked its way back around my army and the now rallied Vradchuk headed them off. Taking the Chariot's charge, the Chaos Lord shrugged off the weak attack and, using the Berserker Sword, set about the Skeletons with 10 Attacks - 5 normal Attacks and 5 more for the sword (the Tomb Kings models in contact had a Unit Strength of 9 which is halved and rounded up to give additional Attacks). Vradchuk destroyed the unit and the Tomb Prince.

One Chaos Lord plus two failed Leadership tests for The Curse equals one dead Chaos Lord.

All that was left was for Pete to mop up the remnants of my army and in Turn 5 the game ended with not a single Chaos model left on the table...

LEARNING POINTS

1. Where to start! This game really showed me how mobile the Tomb Kings are. I'd casually watched them played before and read about them a fair bit but it isn't until they actually run rings around you that it sinks in. Those Chariots are nasty...

2. I picked the wrong game to minimise my spell-casting ability. I'd decided to have a few games with a level 1 Sorcerer and use him

defensively (carrying 2 Dispel Scrolls). Sadly this game was a magicfest - Tomb Kings have a scary Magic phase and I all but let Pete have free reign.

3. My Screammers did well taking out first the Carrion and then the Swarms in front of the Casket of Souls but they were too isolated. Backed up by a pack of Furies they would be a threat to most armies. I have a conversion in mind for Furies rather than buy the sculpted version...

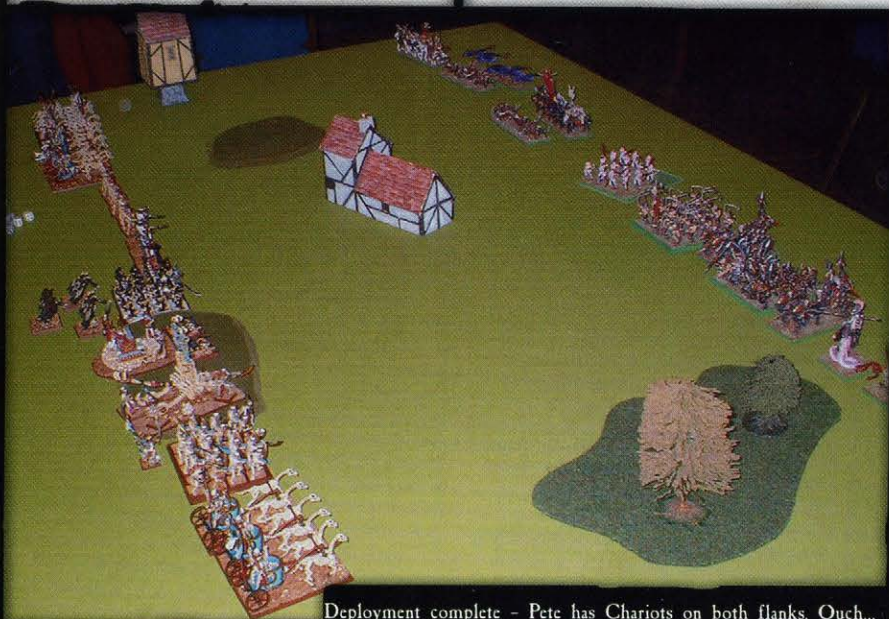
4. My two new Slaaneshi characters did well and have given the army much more punch. Qae'larne didn't get to act in his 'Chariot killing' role - (Strength 7 from the great weapon and the Helm of Many Eyes equals dead Chariots...) but he did well nonetheless and, backed up by two Fiends of Slaanesh, will be a thorn in the flank of most opponents.

5. Curse of the Mummy. I mistakenly thought this only applied to Tomb Kings and not Tomb Princes. Sadly for Vradchuk I learned the hard way.

DOUBTS

I've not been having the best of the games I've played so far and some of that has come down to me having no flexibility in my growing army. On the other hand my opponent not only has the advantage of knowing what they'll be facing but also having larger armies to choose from so that they can tailor their force to defeat mine - a luxury I don't yet have.

That's not the whole reason though. I've said a few times that as a Dwarf player I'm not yet comfortable with



Deployment complete - Pete has Chariots on both flanks. Ouch...

the magic aspect of the game. In the last few weeks I've been pretty down about my performance on the battlefield and even considered stopping collecting the army for a while. Happily I took another course of action: I asked for advice from veteran players on the Warhammer Players Society (www.players-society.com) internet forum. The sage advice I received was very useful indeed and whilst some merely reinforced my own thoughts there were some genuine gems of wisdom in there.

NEW TROOPS

I have £2 left over from previous months and that means I have £32 to spend this time around. So, with the advice of the WPS denizens still ringing loud in my ears, I have decided to buy the following:

A Marauders of Chaos boxed set (£15). I've long moaned about the frailty of the regiment I have and its lack of numbers and it's time to put that right - I've put it off simply because they took so long to paint for what is only around 130 points. I'll be bumping this regiment up to 32 Marauders so that even with the inevitable losses to missile fire and magic I'll still have that magic Combat Resolution of 5 most of the time (3 for the maximum extra ranks, one for Standard Bearer and one for outnumbering). Marauders don't tend to get many return attacks due to their Toughness 3. I've had less than positive results with them armed with flails so I've decided to go for the hand weapon and shield option. This will mean that with light armour, shield and hand weapon they get a save of 4+ in combat or 5+ from missile fire. Hopefully this will make them more durable and the ranks/Standard/outnumbering will make the difference. Trouble is that my current 16 Marauders are all armed with flails. I'll explain how I went about converting these models next issue, time permitting.

1 Daemonette (£2). With my current regiment of these standing at 15 (I bought 5 blisters of 3 Daemonettes) an extra one will help me with the extra rank bonus.

1 Chaos Warriors sprue A (£2.50). This, added to components from my bits box, will allow me to add another rank to my Undivided regiment with halberd and shield. This will not only give them an extra rank but also allow

Good and bad - the Chaos Warriors make short work of the Ushabti but Vradchuk gets charged...



them to take more punishment at range than usual. Even with a few casualties from missile fire, war machines and magic these lads will cause problems for almost any opposition.

So for £19.50 I've got plenty of painting to do. This being said I already have an eye on the next set of purchases...

The game against Pete Scholey showed me how much better the Fiends of Slaanesh upgrade can be to a Spawn. I'll be looking to do a couple of these as conversions soon - they'll make good accomplices for Qae'Iarne as he harries the enemy flank. Their *fear*-causing ability and the fact they are Unbreakable makes them a tough proposition to get rid of quickly and will allow Qae'Iarne freedom of movement whilst the Spawn tie up any trickier opponents on the flank.

I need to get Vradchuk, my general, out of the Chariot as soon as I can so he can either lead the Undivided Chaos Warrior regiment (and thus use his Leadership at the core of the army) or to mount him on a Daemon Steed and have him supply more punch to the Chaos Knights. Giving him more mobility will give the army more flexibility but conversely it will take his Leadership abilities away from the bulk of my army. I'm still undecided on this one but will rectify it next month (if I can wade through all this painting!).

There's also the conversions I want to do for the Chaos Furies...

QAE'IRNE ENRAPPED OF SLAANESH



Not as extensive a conversion as Syrenne Soulflayer this does have one or two differences from the model as supplied in the boxed set.

Firstly I've removed the banner. The model looks tall enough without it in my opinion and I like to save banners for regiments rather than characters. It'd make a useful addition to my growing bits box. I also removed the shield arm and replaced it with a tentacled arm from the Mutations sprue in my bits box. The gauntlet has been snipped from the shield and attached to the model as an accessory (this character will need all the protection he can get)



Michael Bay
2002
Langley

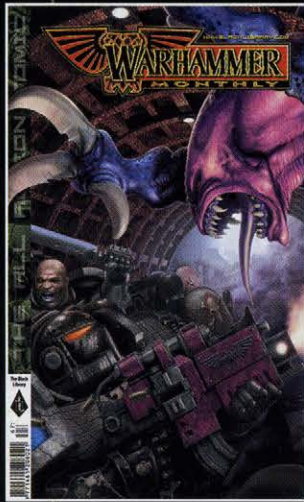
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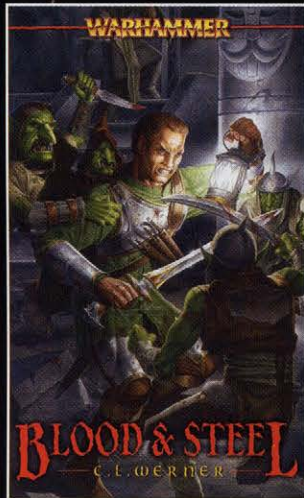
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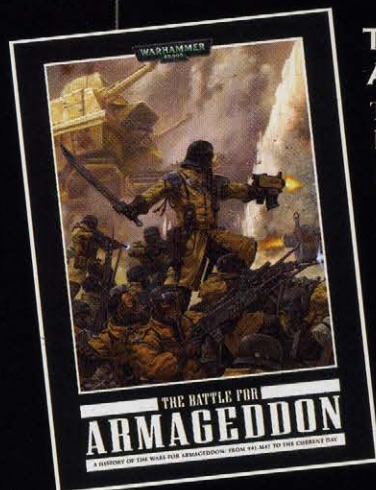
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Once again our American White Dwarf team have come up with more new scenarios! Not only that but they even found time to do a bit of modelling...

LOCK ON!

Two new Battlefleet Gothic scenarios

RETRIEVAL

OVERVIEW

A fleet has been dispatched to escort a small group of transports back to base. Initial reports indicate that the transports have retrieved an ancient artefact. The escorting fleet arrives at the rendezvous point, only to discover the aftermath of a vicious battle and a half a dozen derelict hulks, apparently the remains of the transports. The escorting force begins to organise a search of the derelicts for the missing artefact, but in the midst of its preparations an enemy fleet appears. The fleet must hold off the enemy while trying to retrieve the artefact.

FORCES

Forces are chosen to an equal points value.

BATTLEZONE

Players take turns placing the six derelict ships (or counters to represent them) numbered on the bottom from 1 to 6. Make sure they are placed 'blind' so that neither player knows which number is where. No derelict may be closer than 20 cm to another or to the table edge.

Once the derelicts are placed, each player rolls a D6. The higher scoring player begins by placing a celestial phenomenon. Alternate placing terrain on the table until it has all been placed.

SET UP

Each player rolls a D6. The higher scoring player sets up a ship or squadron first anywhere on the table. Players alternate placing ships/squadrons until all have been placed. No ships may be closer than 50 cm to an enemy ship.

FIRST TURN

Both players roll a D6. The higher scoring player may choose to go first or second.

SPECIAL RULES

To determine which of the derelicts has the artefact, roll a D6 before the game begins. The derelict corresponding to that number carries the artefact that must be found by the fleets during the battle.

To search a derelict, a ship must be moved within 5 cm of the hulk. The

number on the derelict is then revealed. If the number matches the result rolled at the start of the game, then the artefact has been found and is transferred to that ship.

The opposing player may steal the artefact by damaging the ship carrying it to such an extent that it becomes a hulk and repeating the procedure above. Also, in the event of a successful boarding action on the ship carrying the artefact, no damage is done, but the artefact is stolen.

A ship may transfer the artefact to another ship by moving to within 5 cm and transferring it. The artefact may only be transferred once per turn.

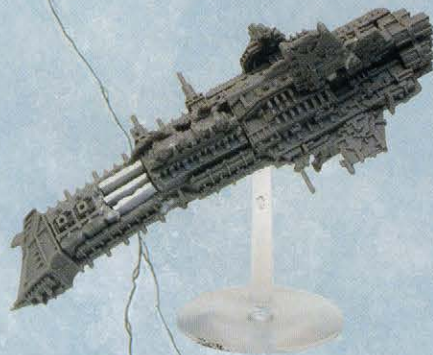
GAME LENGTH

The game lasts 8 turns or until one of the fleets is destroyed or disengages, whichever comes first.

VICTORY CONDITIONS

A fleet wins if it has a functional ship with the artefact on the table at the end of the game.

If neither fleet has possession, at the end of the battle, the game is a draw.



To create a blazing hulk, simply glue a cruiser onto the base at an angle and bend the front. Cut part of the armament piece off and use plasticard to create the structural beams and decks. Paint it up, add some cotton as smoke, and you've got yourself a wreck!

DEFENSIVE RING

OVERVIEW

The enemy fleet has been a constant thorn in the commander's side. The enemy continues to employ hit and run tactics and refuses to stand and fight. The best way to slow him down is to wreck his refuelling station. The station is heavily defended, but a sudden attack could overwhelm the enemy's defences.

FORCES

Forces are chosen to an equal points value.

The defender must choose at least 30% of his points from the Orbital Defences list (BFG rulebook, p. 147); these orbital defences must include a space station (BFG rulebook, p. 145) that will represent the refuelling station. The Defender may spend the remainder of his points on escorts and up to one cruiser per 750 points in his fleet.

The attacker may choose any ships but is limited to launching six stands of ordnance (torpedoes excepted) per 750 points in his fleet.

BATTLEZONE

The defender places any celestial phenomena.

The defender places the refuelling station in the centre of the table.

SET UP

The defender places the orbital defences and escorts first within 30 cm of the refuelling station.

The attacker may then place his ships within 20 cm of any one table edge.

FIRST TURN

The attacker goes first.

GAME LENGTH

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

VICTORY CONDITIONS

Use the standard Victory Points system found on p.66 of the Battlefleet Gothic rulebook with the following modifications:

The attacker gets double the normal Victory Points for destroying the refuelling station (300 points instead of 150 points) or normal Victory Points for crippling the refuelling station (150 points instead of 37 points). If the refuelling station is undamaged or damaged but not crippled, the defenders get a bonus as if they had destroyed a space station of 150 points to represent the heroic defence.

PART OF A CAMPAIGN

Attacker Wins: During the next game, if the player who was the defender in the Defensive Ring scenario rolls a double on a Leadership test when attempting to issue 'All Ahead Full' or 'Burn Retros' special orders, the ship in question has run low on fuel and may not attempt these orders again during the game.

Defender Wins: Before the next game, the player who was the attacker in the Defensive Ring scenario should roll a D6 for each capital ship in his fleet. On a roll of a 1, the ship is still damaged from the previous battle and starts the game with one less hit.



Chad Mierzwa's collection of linked asteroids was inspired by this classic piece of artwork from the Battlefleet Gothic rulebook. It can be used to represent the refuelling station from the Defensive Ring scenario.



Chad has also constructed this orbital weapons platform from pieces of the Epic 40,000 Imperator Titan.

With the Eye of Terror global campaign imminent we're re-launching our Battlefleet Gothic game of spaceship conflict. Over the next few issues we'll be bringing you all manner of new material for this great game – keep your eyes peeled!

TO MURDER, TO MAIM, TO ENSLAVE

DARK ELДАР RAIDERS IN BATTLEFLEET GOTHIC

The Dark Eldar operate as raiders, pirates and slave merchants, uncaring for either the practicalities or aesthetics of ship design that so obsess their Craftworld kin. The Dark Eldar construct their ships only to be ever more horrifying and devilish to observe, ever more destructive to oppose. In pursuit of torture, murder and desecration, the Dark Eldar construct all manner of perverse and obscene vessels, designed only to help them fulfil their insane lust for brutality. Ships bearing nothing but corridor after corridor of torture chambers echoing to the shrill cries of the enslaved, vast 'arboretums' exposed to the stars where row upon bloody row of impaled captives are leeches of their life by the hungry dark vacuum of space, huge cavernous hells surrounded on all sides by void in which captives are left to descend into madness, and all manner of such horrors are known amongst the fleets of the Dark Eldar raiders.

As such Dark Eldar fleets, whilst looking apparently alike, actually comprise of a vast collection of uniquely outfitted raiding vessels, each

tailored to best cater to the particular fetishes of the ship's own captain. Classifying such ships is difficult, and though many long and arcane treatises do attempt to exhaustively classify these ships' configurations, each new contact with the Dark Eldar Raiders invariably invalidates many of the previous theories.

However, whilst such pedantry may suit the mindless drones of the Administratum, out on the front line, the practical needs of Imperial captains familiar with the nightmare of raids by these pirates has led them to refer to these ships by two broad designations – the Torture class cruiser, and the escort-sized Corsair.

DARK ELДАР SPECIAL RULES

The Dark Eldar use the following special rules. Note: unless specifically stated otherwise, the Dark Eldar do NOT use any of the special rules for Dark Eldar Corsairs presented in the Battlefleet Gothic rulebook. Where the Dark Eldar do use such rules, these are printed below to avoid confusion.

The models on this page have been put together with pieces from the Dark Eldar Booster Pack, such as the mimic engines and additional tail fins.

The parts contained in the booster pack have been designed so that they fit on both the Torture class cruiser and Corsair class escort models. Likewise, the pieces from the two basic ships are interchangeable and allow you to customise your own unique raiding party.

DARK ELДАР LEADERSHIP

All Dark Eldar ships add +1 to the Leadership score generated on the Leadership table on page 10 of the Battlefleet Gothic rulebook, giving them a Leadership value of between 7 and 10.

BOARDING ACTIONS

The Dark Eldar are furious and brutal pirates, fanatical in the pursuit of violence and the hunt for captives. Their all-consuming blood lust can often overcome them, leaving them in an uncontrolled frenzy. Dark Eldar receive a +1 in the first round of any boarding action and a -1 in any subsequent rounds.

COME TO NEW HEADING

Dark Eldar vessels are incredibly sleek and agile, bearing arrays of delicate fins and operating sophisticated manoeuvring systems, allowing them to turn with an ease horrifying to the crews of Imperial vessels, leaden by comparison. Because of this, Dark Eldar ships do not need to pass a Command check in order to use Come to New Heading special orders.

SHADOWFIELDS

Against attacks that use the Gunnery table, the shadowfields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Dark Eldar ship as normal, but the Dark Eldar player may then make a saving roll for his shadowfields:

D6 Result

1 Hit! Score a hit on the Dark Eldar ship

2-6 Missed! Place a Blast marker in contact with the ship

DARK ELДАР RAIDERS FLEET LIST

FLEET COMMANDER

0-1 Dread Archon

You may include 1 Dread Archon in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points, a Dread Archon MUST be included to lead it.

Dread Archon (Ld +2).....100 pts

You may purchase Fleet Commander re-rolls for your Dread Archon by paying the cost listed below:

One re-roll25 pts
Two re-rolls.....50 pts
Three re-rolls100 pts

CAPITAL SHIPS

0-12 Cruisers

Dark Eldar Torture class cruiser210 pts

ESCORTS

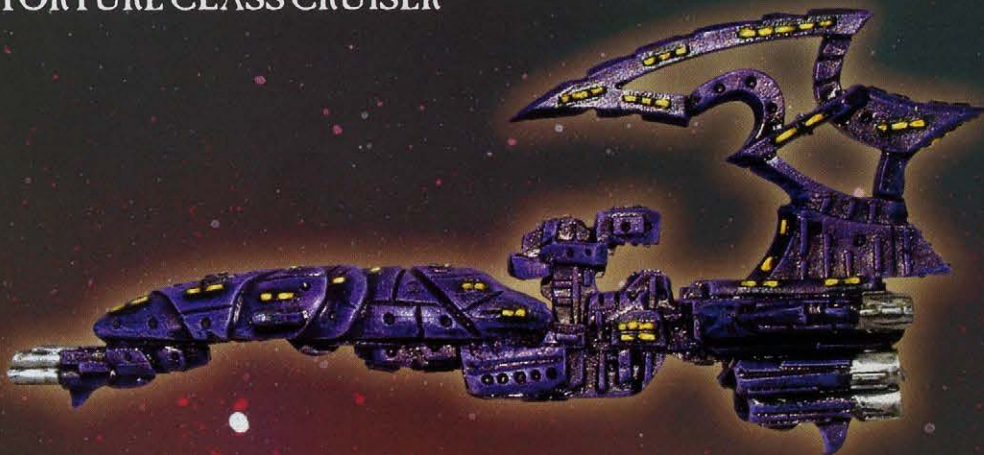
Your fleet may have any number of escorts.

Dark Eldar Corsair class escort50 pts

Dark Eldar fleets must contain one squadron of at least three escorts for every capital ship taken.

TORTURE CLASS CRUISER

Known Configurations



Ref: EP/GS 104/797/604X – Poison Barb

Positively sighted in the Gothic Sector seven times in the previous 3 months, the above vessel has come to be known as Poison Barb. Pictured to the right are several other vessels sighted in the same areas of space or even alongside Poison Barb (two of them initially were mistaken for Poison Barb). These vessels may represent several distinct classes, though no additional ships have been recorded that could corroborate this conclusion, and Imperial captains operating in the area have termed all such foul vessels "Torture class cruisers."

TORTURE CLASS CRUISER 6 210 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	35cm	90°	Shadowfield	5+	0
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Prow batteries		30cm		12	Front
Prow torpedoes		30cm		4	Front
Torture class cruisers may upgrade by adding mimic engines for +40 pts.					
Torture class cruisers may replace their prow torpedo tubes with one of the following for the points shown:					
Phantom lance+20 pts					
Launch bays+40 pts					
Impaler assault module+20 pts					
Prow phantom lance		30cm		2	Front
Impaler assault module		Attack Craft: 30cm		Special	Front
Launch bays		Fighters: 30cm Bombers: 20cm Boats: 30cm		4	N/A

THE MIMIC ENGINE

A Dark Eldar vessel equipped with mimic engines is able to assume the apparent dimensions of enemy ships, thus allowing the Dark Eldar to sneak up on their prey unseen. The Dark Eldar are able to mimic Imperial, Eldar, Ork and Chaos ships, but not Tyranid or Necron vessels, so the engine has no effect against either of these fleets.

A Dark Eldar ship equipped with mimic engines approaches closer to the enemy before the threat is realised and so may make one normal move immediately after deployment, but before either side has taken a turn.

In addition, if a mimic engine-equipped vessel is more than 30cm from the enemy at the start of the game (after making its extra move) it may NOT be targeted by enemy ships at all during the first turn of the game, until it itself has attacked another vessel. In the second and subsequent turns it is assumed that the exchange of information between vessels in the opposing fleet will uncover the impostors, meaning the Dark Eldar can be targeted normally.

DARK ELДАР WEAPONS BATTERIES

As pirates adept at striking with the utmost speed, Dark Eldar specialise in

rapid, ultra-accurate attacks before their relative fragility forces them to withdraw. Because of this, Dark Eldar rely on their sophisticated targetting technology which allows them to count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. Other than this, the weapons batteries fire as normal.

PHANTOM LANCE

This is the Dark Eldar equivalent of the pulsar, using dark matter powered lasers. Roll a dice for each point of the Phantom lance's Strength when firing, with the following effects:

D6	Result
1-3	No hits
4	1 hit
5-6	2 hits

LEECH TORPEDOES

Dark Eldar ships armed with torpedoes may use leech torpedoes at no extra cost. These must be loaded with a specific Reload Ordnance roll, although a ship may start the scenario with them in the tubes by writing a note on the ship sheet. Leech torpedoes cause no damage other than a single, automatic critical hit. Do not roll for the effect of this critical hit, instead the leech torpedo causes a -10cm speed reduction on its target, and no All Ahead Full special orders may be executed by the target. Only one -10cm speed penalty applies regardless of the number attached – the effect is not cumulative. However, all leech hits on a ship must be repaired before the movement penalty is removed

CORSAIR CLASS CRUISER

50 pts



Identified ships: The Decadence, Manflayer, Sextant

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40 cm	90°	Shadowfield	4+	0
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Prow batteries	30 cm	2		Front	

Corsair class cruisers may upgrade by adding mimic engines for +40 pts
One of the following:

Prow phantom lance	30 cm	1		Front	
Prow torpedoes	30 cm	2		Front	

(eg, if a ship suffers 5 leech hits, it remains at a reduced speed until all 5 hits have been repaired).

When not firing leeches, Dark Eldar ships equipped with torpedo tubes use the rules for Eldar torpedoes from the Battlefleet Gothic rulebook instead.

IMPALER ASSAULT MODULE

The Impaler is a specialised form of prow-mounted attack craft, a little like an assault boat, but large enough to carry enough Dark Eldar assault troops to potentially overwhelm an entire ship. An Impaler is launched like an assault boat, and moves in the same way during the Ordnance phase. Fighters which attack the Impaler do not automatically remove it from play, but must roll a D6. On a score of 4 or more the Impaler is removed. Turrets may fire at the Impaler, in the same way as against ordnance, but require a 6 to hit.

When the Impaler successfully moves into contact with an enemy ship, it makes a Hit & Run attack. Roll a D6 as normal.

On a score of a 1 the Impaler's boarders are defeated and the module may not be used for the remainder of the game. On a 2-6 the Impaler causes a critical hit. However, unlike assault boats, roll 2D6 and look up the score on the critical hits table (as opposed to just looking up the score of the Hit & Run attack).

If the Impaler is removed (either by turrets, enemy ordnance, attack craft and so on), the Dark Eldar vessel must reload ordnance as normal before being able to fire it again (it is assumed that a damaged module limps back to its parent vessel and must await hurried repairs or else take time for its crew to transfer to a replacement). An Impaler can only be completely destroyed by a failed Hit & Run attack, which would leave it useless due to the loss of its crew.

ATTACK CRAFT

Attack craft ordnance in a Dark Eldar fleet consists of Raptor fighters, Razorwing bombers and Slavebringer assault boats.

Raptor fighters have a speed of 30cm and need a 4+ to remain in play after removing ordnance as with Eldar fighters.

Razorwing bombers have a speed of 20cm and are hit by turrets only on a D6 roll of 6.

Slavebringer assault boats have a speed of 30cm and are hit by turrets only on a D6 roll of 6.

SLAVETAKING

The Dark Eldar receive a +1 on Hit & Run attacks but may forgo rolling on the Hit & Run Critical Hit table in return for +10 Victory points. This reflects the desire of the Dark Eldar for captives, often when it is most tactically foolish.

DARK ELДАР CRITICAL HITS

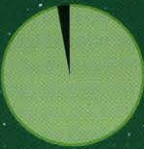
When a Dark Eldar ship suffers a critical hit, roll 2D6 on the Dark Eldar Critical Hits table, rather than the normal Critical Hits table. Note: Dark Eldar suffer a critical hit only on a roll of a 6, as is normal for all other fleets, NOT on a 4+ as is the case with Eldar Corsairs.

DARK ELДАР CRITICAL HITS TABLE

2D6	Extra Damage	Result
2	+0	Weapons Systems Damaged. None of the ship's weapons may fire until the damage is repaired.
3	+0	Prow Armament Damaged. The ship's main prow armament (not its weapons batteries) are damaged and may not fire until it has been repaired.
4	+0	Manoeuvring Systems Damaged. The ship's steering fins, turning thrusters and manoeuvring sensors are damaged. The ship must pass a Command check in order to come to new heading until the damage can be repaired.
5	+0	Weapons Batteries Damaged. The vessel's integral weapons batteries are damaged and may not be fired until repaired.
6	+0	Turning Fins Dented. The ship's sleek shape is distorted by the damage, reducing its manoeuvrability. Until the damage is repaired, the ship may only make turns of up to 45°.
7	+0	Engines Damaged. The ship's speed is reduced by 10cm until the damage is repaired.
8	+1	Superstructure Damaged. Roll a dice every time the ship attempts to go on to special orders. On a score of a 1 the ship suffers 1 additional damage point.
9	+0	Commanders Slain. A number of the ship's commanders are killed in the explosions, reducing the ship's Leadership by 1. This damage may not be repaired.
10	+0	Shadowfield Generator Destroyed. The ship's shadowfields cease to work. This damage cannot be repaired.
11	+D3	Hull Breach. A huge gash is torn in the ship's hull, causing much damage.
12	+D6	Bulkhead Collapse. Substantial portions of the ship buckle under the strain of increasing damage. If you're lucky, enough of the ship will hold together at least a while longer.



Power Output: 367564L/c
 Code: -- Override --
 Authorisation: -- Override --
 Device: -- Ignore Protocol --
 File: -- Accessed -- Warning
 Unauthorised Access



CLASSIFIED

Subject: 8/3/Dark Eldar
 File: 3474659.M39
 Loading: 99.9% Complete
 Authorised: Imp 457/b
 Source: Imp/Inq/Psy/A
 Access Code: TracD

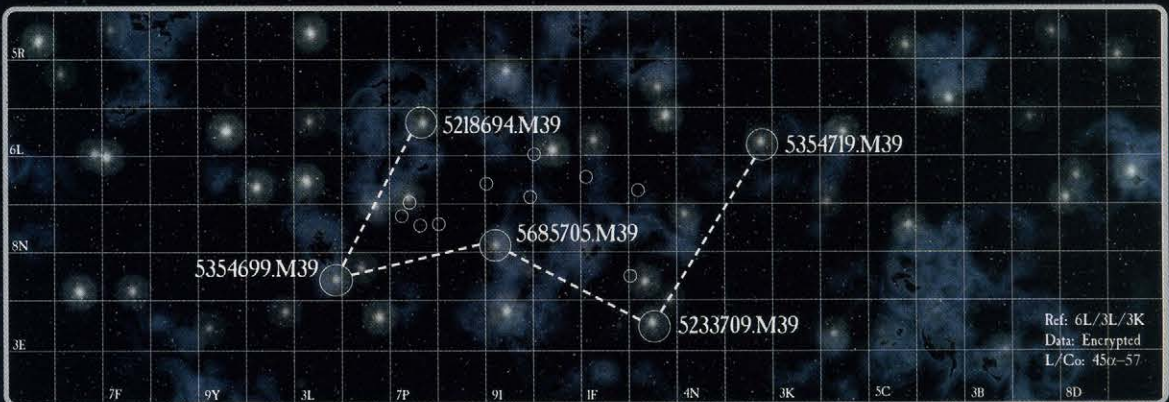
SITUATION REPORT ON ELDAR PIRATE ACTIVITY IN THE SPARTUS SECTOR.

Directed to: ++++++ Admiral Borghi, Naval Command Station, Bakka Orbit.
 Commit to: ++++++ Imperial EP 343/72 Inquisition INR 2422/31
 Crossfile to: ++++++ Alien Attacks [ALAt]
 Transmitted: ++++++ Werarwe [Josh system]
 Purity Check: ++++++ Inquisitor Strictus
 Input Date: ++++++ 5235723.M39
 Compiled: ++++++ Mikael Spear, Assimilator Minor, Officio Monitoris Spartus Sector
 Thought for the Day: Honour, Duty & Obedience.

Over the last three decades, there has been a significant increase in the number of attacks committed by the Eldar in this sector. This raiding activity has now reached the pre-determined level of tolerance as laid down in the Sectoris Stabilis Mandate [0125967.M34] and so the formation of this report has been instigated to bring the problem to your attention. The following are incidents which have reached a Threat Level of Delta-Majoris on the Sectoris Stabilis Mandate Magnitude Scale.

- [5218694.M39] Jericho system. Eldar pirates attack Jericho III, destroying the capital, killing 3,200 defence force personnel and 1,400 civilians, capturing 1,500 defence personnel and 16,800 civilians (±03%).
- [5354699.M39] Wilderness space - 152.6:91.7:31.5K. Remains of convoy en route to Vistro discovered. Imperial Navy Cruiser Judgement destroyed, 4 escorts destroyed, 12 Free Charter merchant vessels destroyed. Two destroyed Eldar vessels recovered for analysis. Shipment of ores missing, presumed captured. Shipments of technical materials and foodstuffs abandoned.
- [5685705.M39] Stratix Forge World. In a small-scale engagement, Eldar troops penetrated the polar arsenal, absconding with an undisclosed amount of experimental military hardware. Losses on both sides were minimal, but breach of Sector Security implicit in the nature of the items stolen.
- [5233709.M39] Banelund. Contact with colony on Banelund XI lost. Investigative team found all of the 1,200 colonists slain or missing, presumed captured. The attack on Banelund is prominent because of the previously undiscovered presence of an alien edifice on planet's surface, judged by Inquisition to be some form of warp-space portal, almost undoubtedly Eldar in origin.
- [5354719.M39] Jurn Orbit. Imperial Navy vessels clash with Eldar forces. Attackers driven off - loss of the Battleship Excessive Force, the cruisers Pious Victory and Mighty Endeavour plus 8 assorted support vessels. Eldar losses number 12 ships of undisclosed classification. The Eldar's disengagement from the warp within the normally intolerable circumstances of an in-system gravity field provides more proof of the Eldar's ability to appear almost instantaneously in orbit over a world.

The attached map also shows the location of incidents from a Delta-Minoris to a Gamma-Majoris Threat Level. I am sure you will concur with our evaluation that the majority of attacks seem to focus around an area of space at 153.1:91.6L:3L.3K. In your wisdom, you may find it appropriate to despatch a suitably sized punitive fleet to this position, either to locate and destroy any Eldar outpost that may be present, or to await the interception and engagement of Eldar forces in the surrounding systems.



Since long before the rise of Men, the Lizardmen existed in the oppressive depths of the steaming jungles. They are a dangerous and powerful civilisation, and any who enter their lands do so at their own peril.

Ibn Jellaba was a merchant of Araby intent on opening up a trade route into the interior of the Southlands to procure spices and gold. Around 1150 (Imperial Calendar), he trekked over the desert with a camel caravan until he reached the jungles of the Southlands, where he encountered the Lizardmen city of Zlatlan which had remained hidden for millennia. This Lizardmen realm far to the south of the Great Desert was known to the Arabians only by rumour and legend, and the uncertain reports of chance encounters between desert nomads and the dreaded 'Al Saurim'. Ibn survived the adventure and made his way back overland to Araby, where the Sultan instructed that his adventures be written down. The following extracts describe Ibn's encounters with the Lizardmen.

IBN CROSSES THE GREAT DESERT

"I, Ibn Jellaba made the trek from Kasabar into the interior. No one had ever done this before and lived to tell the tale.

IBN JELLABA'S EXPEDITION TO ZLATLAN

The discovery of the Lizardmen

The Sultan of Araby provided me with fifty camels and an escort of exceptionally loyal eunuch soldiers from his palace guard, commanded by Haqim, a champion of immense size and courage. I myself hired several Tuareg scouts to lead me across the desert. I was seeking a land route to the gold and spice lands of the south beyond the great jungle.

At this time the merchants of Lasheik were in fierce rivalry with the Cathayan ships that had appeared in the southern oceans, seeking to take over the sea trade routes. As well as this the Elf ships of Ulthuan were attempting to keep the routes to themselves. It was for this reason that the Sultan instructed me to discover an overland route across the Great Desert, saying: "Find a way with the ships of the desert. (*Historian's note:* He means camels.) Navigate by the stars, and bring back the riches from under the noses of our rivals!"

IBN REACHES THE JUNGLE

Historian's note: Ibn goes on to mention in the account of his journey the rumour of the Al Saurim and

wonders whether he will encounter them and if they will be hostile. Some of the Tuaregs he has hired claim to have seen them. He then describes the first stage of the journey across the desert and we pick up the tale where his expedition reaches the edge of the jungle.

"After trekking for three weeks across the burning void, we reached green land covered with scrub and thorn bushes. My Tuaregs were able to smell water in the breeze, so we found several unknown oases and waterholes. I carefully recorded the position of these according to sightings upon the sun, moon and stars, so that those who might come after us shall not die of thirst. I also had these places marked with cairns of stones.

No one from Araby had ever been into this green land before, not even the Tuaregs, and so we were all on our guard against ambushes and wild beasts. I had to promise the Tuaregs more gold to persuade them to leave the desert and continue with me into this unknown land. After several days, the trees became more numerous and soon the vegetation was so dense that the eunuchs were



The Lizardmen army marches forth – none shall stand in their path.

hardly able to cut a way through with their scimitars.

Then suddenly we came upon a paved road which was open to the sky. The road was very ancient and overgrown with weeds and stretched far off towards the distant horizon. As it was certainly aligned upon the southern constellation, I decided that we should follow it. At that time I believed it had been made by the people of Al Nehekharayah long ago. (*Historian's note:* This is the Arabian name for the ancient civilisation destroyed by the Undead.) Later, I discovered that it had been made by the mysterious Al Saurim."

IBN ADVANCES TO WITHIN SIGHT OF ZLATLAN

"We followed the road southwards through the jungle for many days. It would not have been possible for us to hack our way through the dense vegetation on either side of the road. There were many treacherous swamps but the road crossed over these by means of causeways. It was good that we had brought

camels with us because although we often came upon water, it was normally unsafe for drinking.

In one place, some camels were led to a pool and left to drink. They became irritated and all at once stampeded. In the pool we found the carcass of one of the camels, which had been reduced to a skeleton by the ferocious creatures that dwelt there. Sometimes we saw the eyes of reptiles appear above the water, as if watching us.

At length, the top of a tall tower was seen shimmering on the far southern horizon. The road was aligned directly towards it. At first we all thought that this must be a mirage of the Elven citadel on the coast of the Southlands. But it was not, for later we could see that the towering structure was in fact shaped in

the form of a stepped pyramid. It was not at all like the pyramids of Al Nehekharayah which are smooth and end in a point that pierces the sky. This pyramid ended in a flat platform."

IBN ENCOUNTERS THE AL SAURIM

"We were within sight of the city when we were spied from above by their scouts. They flew high over us riding upon the backs of great winged lizards and then circled like vultures, slowly descending lower and lower. All the time the riders were observing us. Soon they were gliding and swooping very low. Their shadows fell over the camel caravan causing the camels, which are always bad tempered, to grunt and bellow and become unmanageable.

I harangued the Tuaregs saying that no-one was to shoot arrows up at them, or they would be executed! I was anxious not to provoke fighting that would certainly end in our destruction. We carried on and the flying scouts, having taken a good look at us, swooped off towards the distant pyramids. Later that day, as we were leading the camels across another causeway, Al Saurim carrying weapons and ornaments of polished stone and gold suddenly swarmed out of



the weed-choked pools from either side. They were bright turquoise with yellow crests and gathered on either side of their standard like a regiment of soldiers, barring our way with their weapons.

The camels halted, and the eunuchs stepped forward with their scimitars to form a battle-line. I stepped forward myself, making the gestures of peace and friendship of all the desert tribes that I could think of, in the hope that they would recognise one of them. Their leader, who was bedecked in feathers, edged forward towards me. It was I who spoke first. "Hail brother, we come in peace!" He spoke to me in his own tongue which I could not understand. It was time to declare the reason for our entry into his land before they decided to attack us. I beckoned bearers to bring forward all manner of good things from the land of Araby and laid them out on the causeway. Then I retreated back to the eunuchs, so that the chief of the Al Saurim could examine our merchandise.

The chief and several others were looking at our goods displayed on the causeway. They wore a great amount of gold ornaments proving that they were important officers or champions. While this was going on Haqim the eunuch had noticed that another company of Al Saurim had appeared behind us. These were much bigger warriors than the ones who stood to our front. They were armed with spears and shields of hide which glinted in the sun. These were undoubtedly the best soldiers of the Al Saurim.

Those inspecting the merchandise now turned away, leaving all of it where it was. They retreated a little way along the road and then scurried off into the trees. This revealed what was behind them: another densely packed regiment of Al Saurim armed with great stone weapons behind a huge standard surmounted by one of their idols. Our path was blocked in both directions and there was no escape across the swamps. The Al Saurim stood motionless. The chiefs, who were head and shoulders above the rest, kept them under strict discipline. All this time the hot sun beat down on us from above.

I discussed our predicament with Haqim. We agreed that it was better to wait, since they did not move to attack us. If they did attack, then he and the eunuchs would try to hack their way back along the road. Either way we would meet our fate honourably."

IBN MEETS THE SCRIBES OF ZLATLAN...

"As the sun was about to set and the moon was clear above the horizon, the ranks of warriors parted to let through a group of the smaller Al Saurim. They were dignitaries of some sort, carrying

plaques and other strange artefacts. The leader began to speak in a different tongue from the one they had used before. I listened for a long time and then I knew that he was speaking in the ancient tongue of the Al Nehekharin, although he was barely able to pronounce the words. This is a very evil tongue used now only by wicked sorcerers and it is only because I am a scholar that I recognised it. I am one of the few whom the Sultan allows to read the forbidden scrolls, for I am strong in faith and will not be corrupted.

I was at first afraid that the Al Saurim might be followers of the evil ones of the Al Nehekharin, but they spoke the archaic tongue as it was spoken long before the evil came into that accursed land. Unfortunately all the efforts of the speaker were in vain because I did not know the language well enough to reply to them, and indeed, it is forbidden for subjects of the Sultan to speak out loud the words of that accursed tongue!

At length, the leader of the Al Saurim gave up speaking to me, but I had understood some of what he had said. He had asked me many questions about the shape of the world and the realms of the many nations and races. These questions had come from his overlord who presided over the city. In order to reply to the questions, and also as a gesture of peace, I ordered my boxes of charts to be brought up and opened, so that he could inspect them. The leader of the Al Saurim was most impressed and had all his servants gather up my charts and also all the mathematical instruments, including my astrolabe and compass. Assuming them to be gifts, they scurried off in a state of great satisfaction!"

THE LANDS OF THE UNDEAD

Historian's note: The Skink scribes returned having taken the 'gifts' to their leader. They escorted Ibn and his men into other parts of the city where they were well cared for. Ibn Jellaba's tale now includes a long report of his observations in the city and how through long and difficult conversations, the Skink scribes promised to help him return to his own land with gifts for the Sultan, in return for his help in a great expedition that they were planning.

The highly intelligent Skinks managed to acquire some knowledge of Arabian making communication easier. At this point Ibn was able to convey the Sultan's desire for permission for the merchants of Araby to lead caravans along the road of the Lizardmen to reach the spices and gold of the south. The Mage-Lord would not permit this, not even in return for a tribute of gold! Ibn did however manage to get back his mathematical instruments and charts,

so he was once again able to navigate by the stars. Apparently, the Skink artisans had made copies of them for the Mage-Lord.

The expedition was an attempt to recover the mummified relics of one of the Lizardmen's former Mage-Priests. They believed it was hidden in a necropolis in the lands of the Undead, having been stolen in a raid many thousands of years ago. It seems likely that the reigning Mage-Priest of the city, Lord Xuaxamul, needed Ibn's first-hand knowledge of the Great Desert and the routes across it because Lizardmen, being creatures of the humid rainforest, were unaccustomed to survival in an arid land. In the next extract, the expedition is well under way. It appears that only Saurus and Stegadons, (which Ibn describes as 'giant horned beasts', but are translated here as 'Stegadons' for convenience) were selected for the expedition accompanied by cohorts of Skinks, and of course Ibn's own small contingent.

"We passed the dismal skull pillars which marked the borders of the lands of Al Nehekharayah and entered truly desolate desert. Ynininhi (a Skink hero and leader of the expedition) reorganised the order of march, placing all the Stegadons that were laden down with the huge gourds of water in the rear of the column. The Stegadons equipped with howdahs were placed in the fore, interspersed with cohorts of fierce Al Saurim. My contingent went ahead of these, with Tuareg scouts searching for the way, seeking out waterholes, and keeping a lookout for the foe. Battle with the Al Nehekharin could be expected at any time.

The column marched for several hours after sunrise and sunset each day and we rested during the night and the hottest part of the day. This was done because the Al Saurim and their beasts became sluggish in the cold of night and the heat of day and needed to rest. It was also a very sound strategy, because the dust raised by the column would not be so apparent to the enemy in the haze of dawn and dusk.

It was revealed to me that at this time the Mage-Lord of the city was attempting to send his thoughts out across the void to entrance the minds of his great adversary. I doubted whether such a thing was possible, but Ynininhi was utterly convinced that their lord could make him slothful and inactive even if he discovered our presence in his land."

Historian's note: The Mage-Lord had undoubtedly used his telepathic powers to search the deserts and find the place where his predecessor's relics were hidden, before dispatching Ynininhi to recover them.



A Lizardmen army defends itself from a surprise Undead attack.

"It seems that he had managed this magical feat, because at length we saw a ruined pyramid necropolis as a mirage before us. I knew that this meant that the real necropolis was several days march further north. There were no signs of any defenders until we came close to the actual ruins. Then it was clearly only a lesser servant of the great lord of the Al Nehekharin who came out to oppose us, and not the mighty horde of his overlord."

THE BATTLE BETWEEN THE LIZARDMEN AND THE UNDEAD

"Nevertheless, the army of the Al Nehekharin were numerous. It was made up of the skeleton chariotry of the former kings of that dreaded place and his evil archers. They issued forth from their tomb shafts and attacked us in the heat of the day forcing us to break camp to defend ourselves. The Al Saurim were basking in the heat and gathered to their standards slowly, without any sense of urgency. I ordered my men to fall back to the crest of the next sand dune before the arrows fell among us, so as to delay the onset of the foe.

This tactic worked and the entire host of the evil ones followed us over the last great dune and into the massed ranks of the Al Saurim who were ready to slay them. The Al Saurim were drawn up for battle with the Stegadons to the fore. These charged into the approaching enemy. Behind them, but spaced between the monsters, were the cohorts

of Al Saurim. These charged next, after the monsters had plunged deep into the enemy ranks, throwing them into disarray. Thus the Al Nehekharin were destroyed and they collapsed into heaps of skulls and bones strewn across the desert. Their numbers could not prevail against the might of the Stegadons and the rage of the Al Saurim. Although the wailing and sight of the evil hordes would have struck utter terror into the hearts of mortal men, the Al Saurim were not at all afraid, they just slew anything that came near.

After the battle, the desert was silent. There was little flesh for the buzzards to fight over, since so few of the Al Saurim had fallen. The army entered the necropolis. The pyramids of the city had been destroyed. All that was left were the dark gaping shafts leading into the Undead crypts. Without fear, the scribes entered each and every one of these in their search. Al Saurim warriors were summoned and set to work breaking open chambers and sarcophagi with bronze chisels. We made a great pile of all that we found.

On my instructions the evil scrolls were burned, and several inert mummies of the former kings were dismembered, put to the torch and scattered to the four winds. This was exactly as we had done with the corpse of the Tomb King who had led the horde against us. Then the scribes found what they were seeking – the relics of their ancient Mage-Lord. A tattered bundle was all that remained, many of the missing

bones had no doubt been subjected to all manner of vile rituals by the evil necromancers. The scribes placed these upon the palanquin which they had brought with them for the purpose, with great awe and reverence."

Historian's note: The rest of the tale concerns Ibn's return journey. The Skink scribes allowed Ibn to take the gold and precious gems that had been found in the tombs or ripped from the mummies of the Tomb Kings; all the Skinks wanted was their relic lord. The treasure amounted to a great heap which was laden onto the camels. This was Ibn's reward for leading the Lizardmen through the desert, so that he should not return empty handed to incur the displeasure of the Sultan. After passing the skull pillars once more, Ibn's contingent set off westwards for Ka-Sabar and the Lizardmen continued southwards to Zlatlan.

Ibn reached Ka-Sabar and reported that there was no practical overland route to the southern seas. He also told the Sultan about the powerful armies of the lost realm of the Al Saurim who controlled the hinterland and that they had no interest in opening up trade links with anyone. Although the Sultan was disappointed with this news, he was delighted with the vast treasure brought back by Ibn's caravan. Not only were Ibn and all his men rewarded, but there was enough wealth left over to equip a new fleet of war dhows to challenge the High Elves and Cathayans for the southern spice trade routes.

The release of the new Lizardmen army has given us the chance to show how to quickly achieve a good quality paint job on your Saurus regiments.

PAINING SAURUS WARRIORS

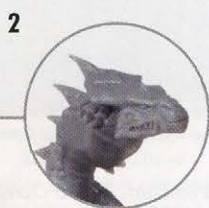
A quick and easy way to paint an army in no time!

All the warriors in the new Warhammer Lizardmen army feature a predominantly blue skin colour. In this painting guide we look at just one quick way to paint up one of the central regiments in the army, the Saurus.

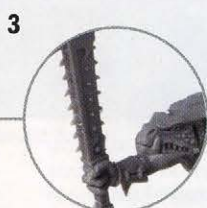
This cold-blooded warrior, painted by the prolific Orc painter Adi Wood, shows how the application of overbrushing and ink washes can create a bold effect in very little time.



1 Begin by gluing the separate leg in place on the body. Then glue the completed body to the base.



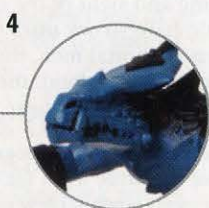
2 Glue the Saurus' head in place. It's important to do this before attaching both of the arms.



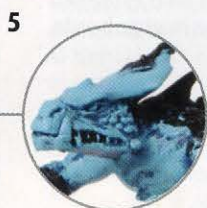
3 Finally, attach the arms in place. Pose the left arm to hold a shield, but keep the shield separate.



When assembling the Saurus warrior, use a modelling knife or file to remove the mould lines on the model.



4 Working over a black undercoat, paint the skin areas a basecoat of Hawk Turquoise.



5 Overbrush the first basecoat with a mix of one-third Hawk Turquoise and two-thirds Skull White. Leave the darker colour showing in the recesses.



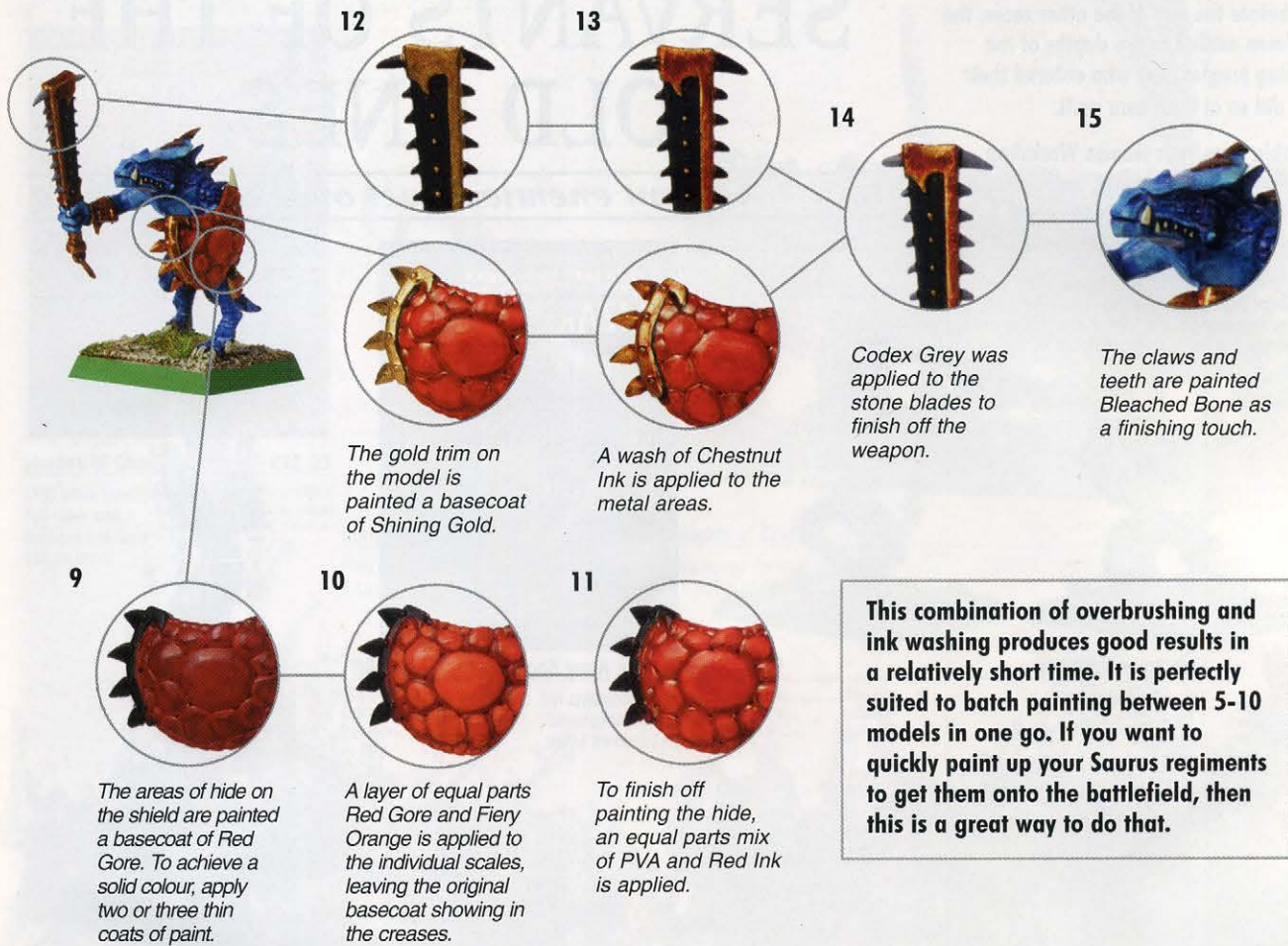
6 A basecoat of Regal Blue is applied to the scales on the back, shoulders and legs of the Saurus.



7 The scales are overbrushed with Enchanted Blue to pick out the individual scales.



8 A small amount of Regal Blue is added to a mix of equal parts Blue Ink, PVA glue and water and applied over the skin and the scales.



Adi's Saurus unit, produced en masse in very little time.

Long before the rise of the other races, the Lizardmen existed in the depths of the steaming jungles. Any who entered their lands did so at their own peril.

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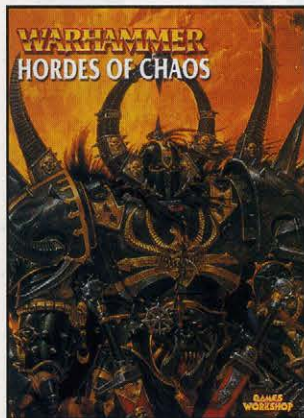
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Phil Kelly has been beleaguering the Studio gaming tables with his Ulthwé Eldar army ever since he joined the Studio. He won the 2001 Warhammer 40,000 Staff Tournament, and took the laurels in several battle reports. We asked him how to get the most out of the Strike Force army list which he wrote for Eye of Terror.

TACTICA

ULTHWÉ STRIKE FORCE

STRATEGIES FOR THE NEW ULTHWÉ STRIKE FORCE



Phil: The Ulthwé Strike Force fights in a very different way to the Craftworld Eldar Ulthwé list, but is no less deadly. The force is split into two halves, one of which arrives late in the game via a Wraithgate. When the bulk of the army arrives from inside the webway, it hits like a ton of bricks, and anything nearby is usually reduced to a bloody paste. It excels at taking objectives, attacking with overwhelming force at one particular location, and counter-attacking. However, it is a lightly-armoured, fragile force, and requires a lot of practice to master.

Alternatively, you could just read this article and save yourself the hassle of learning the hard way.

WHAT THE STRIKE FORCE IS ALL ABOUT

The Strike Force is a tricky army to get the hang of because there's so little of it on the table in the first two turns. You're forced to divide your force in two and leave one half in reserve, regardless of mission. This can put you at a real disadvantage in the opening turns of a game. Not only that, but because there are so few Eldar compared to the teeming hordes of the enemy, they have a special rule called 'Tactical Withdrawal.' This means that whenever a Black Guardian squad starts to fall back from casualties inflicted it will head toward the Wraithgate (more about this later), attempt to disappear back into it

and will not rally even if it would normally be allowed to. The good news is that this is to balance out the fact the entire army has a Ballistic Skill of 4 or better, unlike the usual Eldar list. Now we've got that out of the way, we can spend the rest of the article looking at the good points of the army. And yes, there is enough to cover the next five pages...

The Strike Force tends to play like this:

1) Cagey first and second turn, with a few precision attacks neutralising high priority targets. Your small number of troops will mean your enemy will move into good positions and shoot anything he can see (if you've deployed cleverly, this isn't going to be a hell of a lot). It's a nerve-racking experience, but grin and bear it, because the cavalry's about to show up...

2) The Wraithgate is in place, and your Strike Force storms out into the midst of the enemy, guns cutting the foe down in swathes and assault units piling into the remnants. The third and fourth turn should see the mother of all counter-attacks. If the Wraithgate is in the right location, you'll tear the heart out from the enemy.

3) The endgame will see your troops spreading out to take out the outlying remnants of the enemy, claim quarters and so on. Of all the armies in the Warhammer 40,000 universe, the Strike Force tends to make the best use of the last two turns of the game.

OPENING GAMBITS

At first glance, you may think that the Ulthwé Strike Force starts the game at a disadvantage, because it has to hold half of its units in reserve even when the Reserves special rule is not being used. However, the trick to getting the most out of this rule is to ensure that the units that specialise in assault and close-range fighting are held back in the webway, and the shooty stuff is deployed to begin with. Offer any player who specialises in assault a way to get his elite close combat troops across the battlefield in guaranteed safety and he'll practically rip your hand off. The Wraithgate is such a way. It is represented by a small blast template, and can be 'activated' by the bearer during the Shooting phase. From that point on, your reserves enter play through the Wraithgate. Here's a list of those units you'd do well to keep in the ether until the time is ripe to unleash them, and those you should use in your first wave of shooty death:

FIRST WAVE

- *Seer Council*
- *Rangers*
- *Black Guardian Defender squad (with heavy weapon platform)*
- *Black Guardian Vyper squadron*
- *Black Guardian War Walkers*
- *Black Guardian Support Weapon Battery*
- *Black Guardian Jetbikes*
- *Dark Reapers*

WEBWAY STRIKE

- *Spear of Khaine*
- *Dire Avengers*
- *Howling Banshees*
- *Fire Dragons*
- *Striking Scorpions*
- *Black Guardian Storm squad*
- *Black Guardian Jetbikes*
- *Swooping Hawks*
- *Maugan Ra*
- *Black Guardian Defender squad (without heavy weapon platform)*

Each of these units can be used very effectively in the Strike Force provided they are played in the correct roles. Let's tackle the first wave, looking at how to place the Wraithgate to best effect as well as suppressing or destroying choice enemy targets in the first stages of the game.

THE SEER COUNCIL: NOT BIG BUT VERY CLEVER

The Seer Council is the lynchpin of the Strike Force, so don't hesitate to spend some points on it. You'll find it makes sense to give one of the Farseers a Wraithgate (the portal that allows your Strike Force to emerge from the webway onto the battlefield, represented by a small Blast template) as the Seer Council is resilient enough to run into the open and place the portal without having its pointy ears shot off. It goes without saying that you should buy Fortune as one of the psychic powers for your Farseers; as you're going to need that re-rolled 4+ rune Armour saving throw. Although several millennia old, these granddads can really shift it across the battlefield due to their Fleet of Foot. Once things have really started to hot up and your Seer Council is close enough to place the Wraithgate, it's party time.

As activating the Wraithgate happens in the Shooting phase, it's a good idea to use this phase to lay down some psychic death, casting Mind War on the most expensive model in sight and possibly even Eldritch Storm, hopefully pinning that unit in place for when the cavalry arrive next turn. Be bold, because if the enemy closes to take the bait, he'll get a nasty surprise next turn.

Once the webway portal has been placed, your Seer Council will probably have its work cut out for it, as the enemy will have moved into a defensible position. The Seers will often have been engaged in combat by this point: if you can, make sure you arrange the portal so that there's a Farseer or two between the enemy and the Wraithgate template. This way your reserves can enter play with relative ease.

THE FIREBASE

A familiar part of the army for most Eldar players, the heavy support section of the Ulthwé Strike Force has some advantages and disadvantages over its Craftworld parent list. On the down side, there are no Falcons, Fire Prisms or Wraithlords available to the army as they just aren't manoeuvrable enough to negotiate the thin capillaries of the webway. On the plus side, the Black Guardian-crewed Heavy Support choices

have a Ballistic Skill of 4, making them really rather nasty, especially in the case of War Walkers.

War Walkers, basically heavy weapons on legs, should be deployed in (or preferably behind) cover. This means that should your opponent get first turn, he can't see them to shoot at them, and should you get first turn, you can just move them forward enough to shoot whilst still being hull down. A unit of three hull-down War Walkers is actually a lot less fragile than the Armour Value suggests. After all, whilst in cover it's glancing hits only: a stunned War Walker leaves the other two to fire unimpeded next turn, Immobilised really isn't a problem, and Weapon Destroyed will only take care of one of the unit's six heavy weapons, so most of the time those hits won't bother the unit too badly (the energy field also helps against Strength 9/10 weaponry and ordnance). Meanwhile the Walkers will be targeting the enemy heavy support with up to six brightlances, starcannon and so on, all at BS4 because they are crewed by Black Guardians. Coupled with Guide from the Seer Council, they can blow apart practically anything the Warhammer 40,000 universe can throw at them. It's always a good idea to target enemy armour and fast transports as soon as possible.



The Vyper destroys the Predator, leaving the Jetbikes to take on the Ultramarines ground troops.

The Dark Reapers form a characterful part of the army, especially if the Phoenix Lord Maugan Ra is also part of the army. In the background for the Strike Force, Maugan Ra arrived on Ulthwé just prior to the Thirteenth Crusade with his bodyguard of Dark Reapers. In conjunction with Eldrad Ulthran, it was Maugan Ra who organised the Strike Forces. As a result the 0-1 restriction on Aspect Warriors in the Ulthwé Strike Force does not apply to Dark Reapers. Although Maugan Ra is better used in the webway strike force itself due to his close combat abilities, you might want to give your Exarch an Eldar missile launcher with the 'Fast Shot' upgrade. Two Plasma missile templates a turn at AP4, in addition to all those Reaper missiles, are bound to offend.

Finally, the good old Support Weapon Battery. A set of D-cannon, deployed to the fore but still behind a large feature that blocks line of sight, can a) put the fear of god into the enemy, b) take out enemy transports intent on closing the distance and c) act as the perfect 'bait unit'. The enemy will most likely surge towards your army in the first turn, reasoning that if he can take out the D-cannon, Dark Reapers, etc, nice and early on he can mop up the rest when it enters play.

This is where the Seer Council come in again. Not only can they Guide the D-cannon, making them more effective, but as the enemy closes, they can open the Wraithgate and engage the oncoming unit. You'll probably get bogged down in a long protracted combat, but that's really not so bad when your assault reinforcements are about to emerge from the ether a few feet away, intact and ready to rumble. All the while the D-cannon crew are firing away with big grins on their faces. Vibrocannons are also worth a look as a cheap and cheerful Heavy Support choice. Not only can they hit multiple units and cause pinning, but they can also cause automatic glancing hits on vehicles (it's great fun when you roll a 6 and take down that Monolith or Land Raider) and well worth it with the improved BS of the Black Guardians.

THE HIDDEN SNIPERS

Another way to really get the most out of the first wave of a Strike Force is to include some scalpel-sharp weaponry to break up the enemy battle-line. Rangers are always useful; not only are they familiar with the paths of the webway but their longrifles can cause pinning, perfect for holding up the enemy advance.

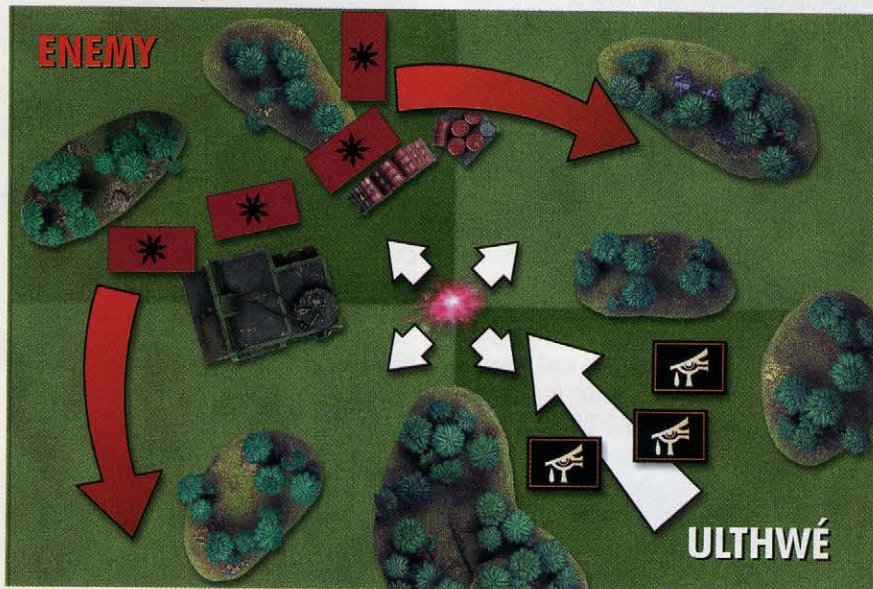
Another favourite tactic of mine is to include a pair of Black Guardian Vypers

as separate Fast Attack choices. Equipped with brightlances and crystal targeting matrices these become very useful indeed. 'Affectionately' known as Sniper-Vypers in Games Development, these pricey little numbers nearly always make their points back by hiding behind cover, popping out long enough to loose a brightlance shot at the enemy tanks, and then nipping back into cover. Nothing the standard Vyper can't do, but because they are crewed by Black Guardians, they have (you guessed it) a BS of 4. They shoot in the Movement phase, so they are great at a one-two manoeuvre with the D-cannon. Imagine a Rhino full of Death

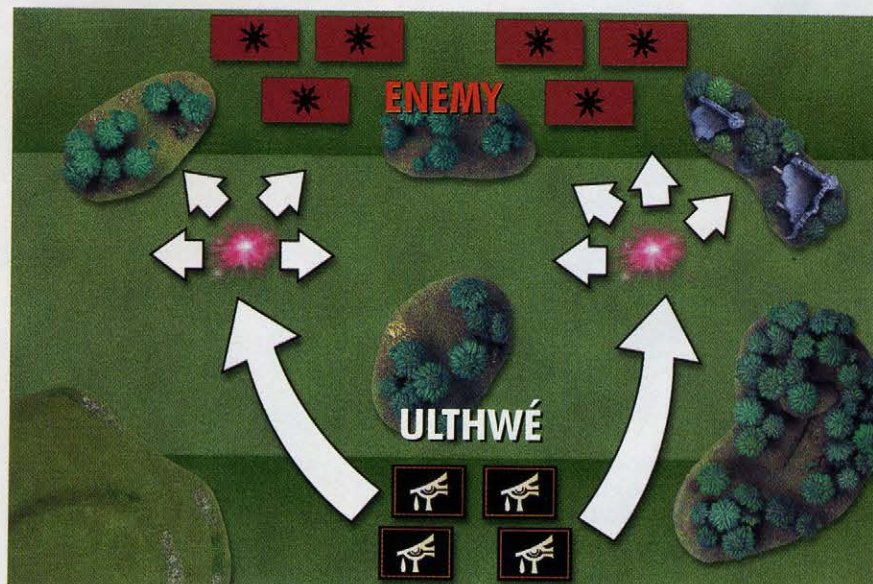
Company with their Chaplain hurtling towards your lines (quite a distressing experience). In the Movement phase, the Vypers pop out long enough to take down the Rhino, and the surviving troops pile out, albeit uncomfortably close. Then, at the start of the Shooting phase, the D-cannon can take down the rest of the squad with a few well-placed templates. Problem solved.

WHERE AND WHEN TO OPEN THE WRAITHGATE

The mission rolled will often determine where you put your Wraithgate, and even if you take more than one. The



1) Cleanse mission – Open the Wraithgate in the centre of the board giving you more options.



2) Rescue mission – Use two Wraithgates to cover your flanks until the third turn, when the Rescue counter is revealed.

placement of this portal can be the difference between a win and a loss, so don't be too tempted to drop it at the first opportunity. Here's a few ideas:

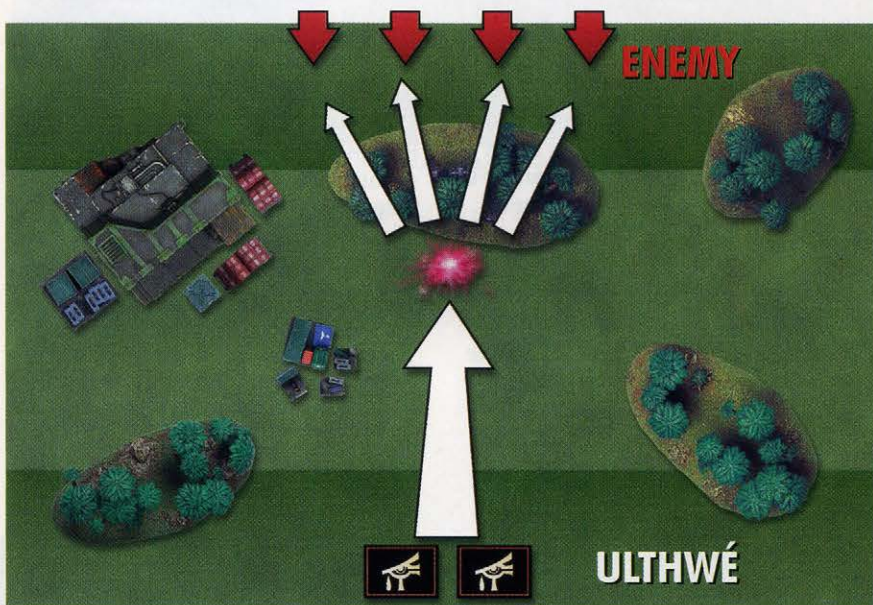
1) CLEANSE In missions where the claiming of quarters determines who wins, it makes sense to place the portal pretty much right in the centre of the board as soon as possible. This way your Strike Force troops can head in any direction when they arrive, engaging any enemy that has taken up position in the other quarters and even head back into their own if necessary. If they get too close, you can storm in with your assault troops and cut them to ribbons.

2) RESCUE You'll need two Wraithgates to really come out on top in a Rescue (think about giving one to a Warlock in a large squad of Black Guardians without a support weapon so they can Fleet of Foot into position). Try opening the Wraithgates in the middle of the board, one to the right flank, one to the left. Unusually, you might want to open the portals around turn three, so that all of your reserves are waiting in the webway and ready to react. When the Rescue counter is revealed, bring out your reserves from the portal nearest the counter. This means you can synchronise an overwhelming attack at the location of the objective, something the spread-out forces of the enemy won't be able to effect until it's too late.

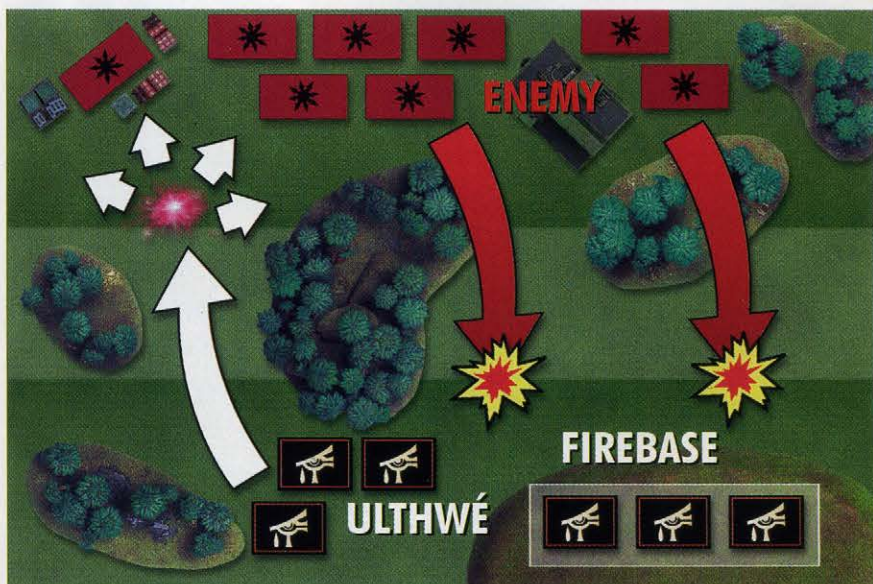
3) PATROL Patrol is a gift for the Strike Force, because not only does it use the Reserves rule, putting your opponent at the same disadvantage as yourself (but with none of the advantages), but also because any unit with a Wraithgate automatically starts on the board. As a result, you can hoof it up the centre of the board with your Wraithgate-equipped squad in relative safety, open the Wraithgate in cover upfield somewhere, and systematically take apart the enemy forces as they come onto the table. A united and well-supported force will usually triumph over a scattered one.

4) RECON Recon is another mission in which you can really take advantage of the fact that all your reserves come on from the same point, and often at the same time. Provided you can get the unit with the Wraithgate up close to the enemy's deployment zone (and this is trickier than it sounds, believe me) then you stand a good chance of getting a ton of bonus Victory points. The down side is, whilst you're busy bringing unit after unit into play on, say, the left flank of your opponent's deployment zone, he'll be busy zooming down the right flank and into yours, so make sure to get the firebase on the right flank and take out those enemy transports nice and early in the game.

5) NIGHT FIGHT The tactics for Cleanse missions described above hold equally true for Night Fight, although you have a little bit more of an advantage in the dark. During the first few turns, it will be a lot more difficult for your opponent to punish your lack of numbers due to the Night Fighting special rules. After all, you'd think that shooting Black Guardians in the dead of night would be kind of tricky...



3) Patrol mission – Speed up the board and open the Wraithgate in cover.



4) Recon mission – Open the Wraithgate near to your opponent's deployment zone, whilst using your firebase as cover against any fast moving units or transports.

THE WEBWAY STRIKE

The Webway Strike itself is the really fun part of using this army list. The enemy outnumbers and surrounds you, each side has taken casualties, and it's looking grim. Suddenly, out of the ether storm the cream of the Ulthwé assault units, smashing into the enemy lines with the force of a sledgehammer. You can make sure this happens in two ways.

1) WAIT FOR IT... Timing is everything. It's really tempting to just open the Wraithgate straight away and get some more troops on the table, but if you do this you'll find your reserves come through in small clusters rather than all at once. If the dice aren't cooperating, this can potentially rob the strike of much of its impact and allow the enemy to take your army out wave by wave. Instead, you might like to leave activating the portal until turn two or even three if you're doing well. With the use of the

Waystone (allows you to re-roll one failed Reserve roll per turn if the bearer is still in the webway) you can ensure that the remainder of your force enters play all at once. The idea is to hit the enemy with such a massive amount of punishment in one turn that he will never recover, and the best way to do that is to ensure everything attacks at once.

2) CONCENTRATE YOUR FIRE

Assaulting with overwhelming force is the only real way to be sure of destroying enemy units at close quarters. To do this, make sure you hit every one of his units with two of yours. Not much can stand up to the combined assault of a Spear of Khaine and a squad of Banshees, or Striking Scorpions and a Seer Council. This way you can be sure that you will take a good few units out altogether, dealing a real body blow to your opponent's army. If they are all over you, another way to one-two an opponent's unit is to hit it with a massive volley of fire from shuriken catapults, reaper launchers and the like, then assault the remnants with a full squad of specialists fresh from the webway.

SHURIKEN DEATH

The humble shuriken catapult really comes into its own in the Ulthwé Strike Force. It's a well-documented dilemma that to unleash a volley of shuriken fire at the enemy necessitates getting within 12" of them, and it's highly likely you'll

be assaulted next turn by the angry remnants of the squad you just shot up. Defenders are quite legendary in assault, and it's not for good reasons. As a result, shuriken catapults generally don't see much use, overshadowed as they are by heavy weapon platforms.

However, as Eldar guru Gav Thorpe often points out, a large squad of Guardians can do rather well without a heavy weapon, fleet-of-footing towards the enemy until they're in range to unleash a salvo right in their faces. I don't usually have the nerve to try this tactic, but in the Strike Force it's another matter. A cheap and numerous Black Guardian squad can burst from the Wraithgate well within 12" of the enemy, and unleash 40 Strength 4 shots (BS 4, naturally). That stands a good chance of reducing an entire squad to paté. The second part of the old one-two is when one of the assault units that have also come through that turn slams into the remnants of the Black Guardian's victim squad. That's exactly four times more shooty death from one Black Guardian unit than a standard 10-man Space Marines Tactical squad, for only 10 points more.

Black Guardian Jetbikes are also a lot of fun. Not only is the idea of these sleek machines zooming out of nowhere onto the battlefield at top speed really rather cool, but they can also fulfil the role of hunting down small enemy squads that

are avoiding the webway portal like the plague. With a potential 18" move even when they are not assaulting, and 12" range from their twin-linked shuriken catapults, they excel at hunting down enemy firebases such as Biovores, Ork Lobbas and so forth.

LAUNCHING THE ASSAULT

As most Eldar players know how to use their Aspect Warriors already, I won't go into detail about how to get the most out of them here (Fire Dragons take out tanks, Banshees charge in against well-armoured enemy troops, we all know the drill). However, Storm Guardians have roles that are a little less obvious. For a start, they have WS 4 instead of BS 4, making them ideal for assaults. The key to using these gents is to choose what role you want them to perform, equip them appropriately, and make sure they fulfil it. Before you raise your eyebrows, bear in mind that as well as being very capable in assault these guys can potentially eat tanks for breakfast and are also very useful for winking enemies out of cover.

TANKBUSTING This only really requires a squad of about ten Storm Guardians. The first and most obvious step is to give the squad a pair of fusion guns, but it also helps to have a Warlock in there with a Singing Spear or Witchblade and shuriken pistol, plus haywire grenades all round. This way if the fusion guns fail



Another Storm squad arrives to back up the assault, led by the Spear of Khaine.



The force you start with on the table needs to be resilient and versatile.

to take down the tank in question you can rush it and stick ten haywire grenades on the thing. As every hit will cause a glancing hit on a 2-5 and a penetrating hit on a 6, you've a high chance of knocking out the target. Not only that but the Warlock's Witchblade can add three Strength 9 attacks into the mix. Once the tank's down, the other assault squads coming through the Wraithgate can take out the guys inside. Obviously, Fire Dragons are still your best bet for taking out vehicles (it's easy to get within 6" of the enemy with a correctly placed portal), so if you're expecting plenty of tanks, think of taking both these units.

ASSAULTING INTO COVER This is very useful if your Wraithgate is placed near an enemy firebase or defended position. Again, a ten-man Storm squad will do you for this role. Give them a pair of flammers, plus plasma and krak grenades. Accompanied by a Warlock with Destructor, this squad can lay down three flamer templates plus a volley of shuriken pistol fire. With Initiative 4, the plasma grenades will ensure you get your attacks in during the Assault phase as well. This is also a very useful squad to have nearby if the enemy has clustered around the Wraithgate, as with three flamer templates you should be able to clear a nice big space for your Howling Banshees to fleet-of-foot into, for example. Banshees are the last word in assaulting into cover, and when supported by a Storm squad can slaughter even the most well-ensconced of enemy troops.

PURE ASSAULT This is my preferred tactic with the Storm squad. Take a full

unit of 20, accompany them with a Warlock with Enhance, and get them in the ring as soon as possible. With these benefits, they have Initiative and Weapon Skill of 5; that's 60 attacks hitting on 3s and striking first against almost any other basic troops in the game. People soon learn to respect Guardians in combat a little more once you've hit them with this combination. To really scare the wits out of a horde player, support these guys with a squad of Striking Scorpions, whose effective 4 Attacks each (at Strength 4 to boot) can turn a victorious combat into a massacre.

Another general tactic to ensure your assault is successful is to make sure you outnumber the enemy you've decided to beat on, forcing their subsequent Leadership test to be taken at a heavy penalty. Try combining a Spear of Khaine for some real punch along with a large Storm squad and watch the enemy scurry away.

Finally, the ability to take the Phoenix Lord Maugan Ra is also great fun. He's quite capable of taking care of himself, provided you don't let him get taken out by your opponent's heavy weapons. Try sending him through the Wraithgate, fleet-of-footing him into a good position, and assaulting a small enemy squad; it's likely he'll carve his way through them. After all, having an effective Strength 7 Power weapon that strikes at Initiative 7 has got to help...

THE BIGGER PICTURE

Although it's tempting to focus exclusively on the units busy piling out of the webway, you'll need to use the first wave units cleverly to stop the

webway strike itself being counter-attacked. If you can, hit the outlying enemy units that could conceivably close in on the portal brigade in the enemy's subsequent turn. This will enable you to consolidate your drive into the enemy lines, and hopefully push further forward during your next turn. Speaking of consolidation, it's important you plan your assaults carefully. With a bit of initiative and careful placing of models, you can ensure that once you're done pulling apart one enemy squad, you can consolidate 3" into another and prevent being shot up during the enemy turn as a result. It's a common enough tactic, but, given that the Strike Force has to obey by the Tactical Withdrawal rule (remember, Black Guardians can't rally if they start to fall back – it balances out their free BS 4), it can be invaluable.

ENDGAME

As mentioned at the beginning of the article, this army generally excels at the last two turns at the game. You've already neutralised or destroyed the enemy armour and driven the spearhead of your force right into the heart of the opponent's force. If all is going well, it should be simple enough to mop up the last few scattered enemy units. However, because your opponent has had the first couple of turns to manoeuvre into an advantageous position, this might be trickier than it sounds. Remember that your Vypers, if you still have any in commission, are able to move 24" in one turn. This is really useful for claiming or contesting the table quarters or objectives that are furthest away from the Strike Force, so don't expose the Vypers to risks unless you absolutely have to.

This is also a great time to get those Seer Council's trainers on and sprint across the battlefield to mop up any enemy units that have escaped the webway strike. They are always useful to add to the assault once the Strike Force has come through the Wraithgate, but by this time you'll hopefully have administered a righteous kicking to the units in question and want to head off to pick on fresh targets. Remember that almost all of your army can fleet-of-foot, including Maugan Ra and the Storm squads: this comes in very handy for the last-minute objective grab.

Well, that about wraps it up for now; we're running out of space and I'm feeling the urge to take on Graham McNeill's shiny new Necron army. It'll be a tough first couple of turns, but once the reinforcements arrive there's going to be nuts and bolts all over the place, and my Seer Council are itching to have a word with Mr. Nightbringer himself...

This month we've decided to run a feature on our Dutch retail stores. We have asked David "Swannie" Swan — the area manager for the Netherlands — to fill us in on the current situation in the country that's mostly below sea level.



Swannie

Although it's not generally known, Games Workshop actually has four stores in The Netherlands! They are located in Amsterdam, Den Haag, Haarlem and Rotterdam.

Each of the stores offers the usual great service that you would expect from any Games Workshop store including introductory and veteran gaming, Games Nights, the Warhammer Academy, painting & modelling tips and of course a bunch of friendly staff who are all fanatical gamers. Whether you are completely new to the hobby or a grizzled veteran, they will be happy to help you out with any problems or questions you may have or to just have a chat with about what's going on in the hobby at the moment.

While all our stores are equally great, the Amsterdam store is our jewel in the crown. Inside you will find an 8' tall Blood Angels Marine, a fantastic window display and upstairs there is the display of the Vampire Counts attack on Marienburg. All are well worth a trip to Amsterdam to see.

Why not give the store closest to you a call and find out what they're doing. There's bound to be something interesting you can join in with.

Games Workshop has no less than 65 outlets in The Netherlands and Belgium. If you're a hobbyist in these countries, why not pay a visit to one of the stores listed below. You'll not only find a great range of products and play fantastic games, but also get all the latest releases from the Games Workshop forges.

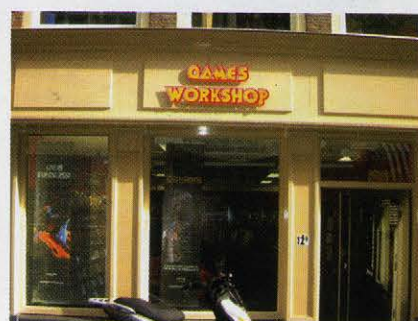
Stores marked in **red** are Games Workshop stores, while stores marked in **blue** are elite stores who stock the full Games Workshop range and offer hobby events and demonstration games. Stores marked in **green** are partnership stores who stock a wide range of Games Workshop products. A full list of all Games Workshop stockists in Northern Europe is available on our website: www.games-workshop.com/shopping/UK/locator.asp

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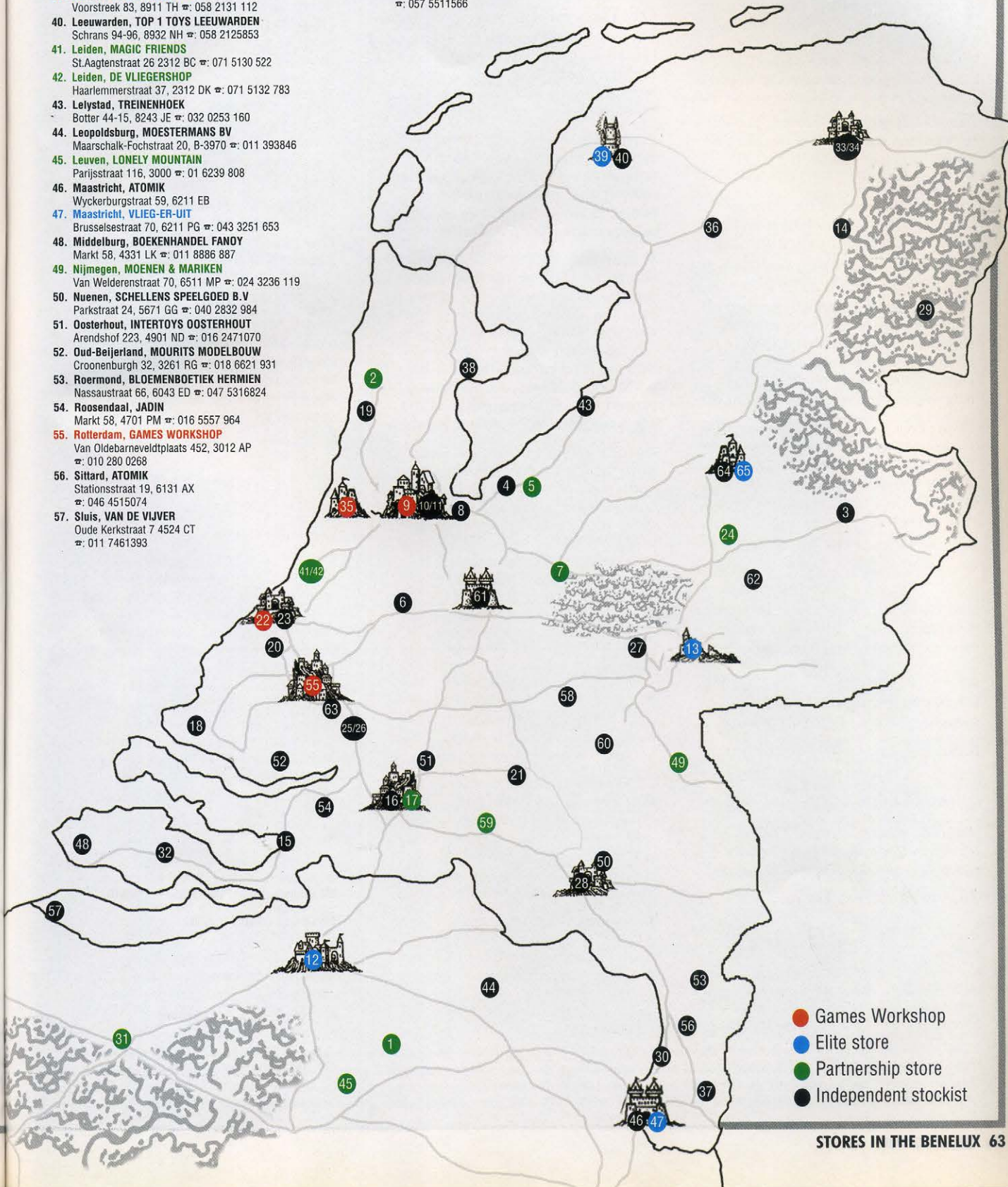
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Warhammer veteran Mike Walker takes a look at the finer points of Warhammer. More specifically, utilising masses of Undead legions, in a quest for victory.

THE BLACK ART

Mike Walker turns to the dark side

It all starts so innocently when you raise a few Zombies. Then you get to curse a couple of Chosen. Next your *Gaze* dissolves some Daemonettes. Before you realise, it becomes all too easy to hurl necromantic magic in every game you play.

Unwittingly you have become hooked on wielding the power of the Black Art on the tabletop. I know. It has happened to me.

Break the seals and lift the lid of my army carriers, and you will not find the usual short, rotund, bearded warriors, but instead row upon row of bony, eyeless figures staring back at you.

My Dwarfs have temporarily trudged off to the wooden boxes on my study's shelves to cross index their lists of grudges, compose songs about impressive feats of alcoholic consumption and comb Orc bits out of their beards.

I have unleashed the dark majesty of the Vampire Lord Morlarr and his cadaverous companions against the less mouldy enemies to be found on the battlefields of my garage.

It all started when I bought a Vampire¹, the Mordheim figure, the one running with a sword and an impressively immense flapping cloak.

After pausing to enthusiastically attach some paint on my new large-toothed general, I hauled out my big pile of ancient toolboxes. Here, amongst the less frequently used figures, I found enough that were sufficiently rotten or lacking in body fat to represent Morlarr's minions.

Within days, a victim had been identified and the first battle fought.

Just three battles later and I was beginning to appreciate just how many options the Black Art gives a Vampire Counts general.

Fifty conflicts fought and I thought it was time to share the beauty and joy of the magic of faded times. So I invite you to tread carefully in dank places as we poke around the Necromantic spells of the Vampire Counts.

PRACTITIONERS OF THE ART

The walls of the garage have witnessed several monstrously magical armies². I decided pretty early on to go for an army with only moderate magical aspirations.

In part, this was because it was evident that I had acquired a Von Carstein Vampire General. One look at the model showed that he was not armoured, bestial, cadaverous or female enough to belong to any other bloodline.

A mounted Vampire Thrall currently occupies one of the Hero slots. His continued presence is assured by a tidy paint job, unless his inability to dodge Warp-fire, Killing Blows and Giant pick-up and squash attacks continues. So, with the local enthusiasm for using 2,500 points armies, my magic user options became a Vampire Lord and one Necromancer, or a Count and two.

The first option will give me seven Power dice. I always upgrade my Undead characters with the maximum available spell levels, so I will get two Power dice for free, three from the Vampire Lord and two from the Necromancer. The other advantage with this option is that I can field a Third Level wizard who can lob four Power dice into the dice box when needed.

My seven Power dice are usually increased by one to eight by the very reasonably priced Black Periapt. The Periapt allows me to swipe a single unused magic dice (my opponent's³ or mine) at the end of one Magic phase and make use of it in the next one.

The Count and two Necromancers option generated an extra Power dice and allowed me to take three casters each armed with the powerful summoning spell the *Invocation of Nebek*. The Invocation is the first spell in the Black Art list and all my spell-casters will select it.

What finally decided things was a series of games when Count Morlarr kept becoming sufficiently dead to cause army crumbling during the fourth turn. My solution was to grant Count Morlarr superior aristocratic status. In addition,

Lord Morlarr's elegant finger was adorned with the Von Carstein Ring (Ward save 4 and Regenerate). Ever since he has remained less than utterly dead and no unnecessary crumbling has ensued.

And so it was that Lord Morlarr was joined by the faithful Necromancer Toothless Blackshroud in a quest to end the existence of all warmer and less pallid creatures.

I was now faced with the same problem as many other Warhammer generals; how to successfully cast spells with only a handful of Power dice.

CASTING THE ART

What follows are the rules that have worked for me. Apologies to any vastly experienced Lords of Undeath who may now be turning in their graves, or elsewhere as the case may be, at my suggestions.

My first rule for casting spells is...

MAKE SURE YOU CAST THEM!

I know that seems a bit obvious, but bear with me.

The idea is to use enough dice for each spell to ensure it is cast. So for a spell with a casting value of 7, I will grab three dice. By using three dice, the casting value spell is very likely to be met. My intent is to use all my casting dice on successful casting attempts. In this way the totals my opponent has to achieve to dispel them will be much higher. This tends to draw out all the automatic dispel stuff like scrolls and spell-breaking runes or gifts quickly, and usually means a strong end game for my army once the enemy spell protections have run out.

With only two dice, the attempt to cast a spell with a casting value of 7 will fail just less than half the time, those two dice will not need to be dispelled.

By using more dice there is an increased risk of a Miscast. This does not overly concern me. The most likely result of a Miscast is that the caster will not be able to cast any more spells that turn or that the Magic phase will end

¹I also bought the Cursed Companies Goblin Skeleton Musician with a drum. I liked this excellent model so much that all my Skeleton units now have one.

²Craig is currently inflicting electric death upon us via his Bell-mounted Seer and twin supercharged Engineer combination. This little Skaven army can generate eighteen casting dice if all the Warpstone gets munched on the first turn.

³This has been confirmed by communing with the spirits of those who drift along the musty corridors of Games Development in Lenton.

prematurely. Not too much of a problem as my army does not rely on a massive amount of magic to win. If a Miscast damages a character, my army can magically repair them, and during fifty games only one defeat has been caused by a critical Miscast.

I am firmly convinced that a 'less spells/more dice' strategy enables me to get more of my spells into play. For a spell with a casting value of 3, it's one dice (two if I have a dice spare). For casting value 8 spells I will also use three dice. For the casting cost 10 spell, four dice are selected.

The optimum number of dice to use when casting a spell cost of 9 remains illusive. Hours of hot baths, quiet contemplation and ineffective mathematical analysis has yet to reveal whether it's best to use three or four dice. Generally it's determined by how many dice I have left.

Which is why Rule 2 is so important.

PLAN YOUR MAGIC PHASE

Before casting anything, take your time. Review your spell options, the dice you have, the dice your opponent has and the effect your spells are going to have on the battle.

I sort my Power dice into little piles on top of the appropriate spell cards⁴.

When I was inexperienced in the ways of the Art, at the start of my Magic phase I would snatch up my Power dice, announcing spell and target as they arced towards the dice box. I would then thump my head against the rough blocks of the garage wall as yet again I had used too many dice on the wrong spell and could not now cast the critical spells that I should have.

To prevent any excessive structural or cranial damage, I now spend a few quiet minutes planning before I start casting.

Rule 3 is:

PICK SPELLS YOU CAN CAST – A LOT

Taking spells that have a short range, or those with limited targets (stuff in combat, stuff not in combat etc), means that sometimes you will not have enough spells to cast.

In order to make sure that all dice are used in accordance with Rule 1, I will choose spells that I am likely to be able to cast every Magic phase.

The last rule is:

TIME YOUR SPELLS

If I have a *Danse Macabre* ready to move a unit into the flank of a critical mêlée, both my opponent and I know it. I will save the *Danse* till last.

In this way I will put my opponent's dispelling resources under pressure. Firstly they may let other spells go to keep a scroll or dice back for that final spell. Even better they may fritter away some dice trying to get rid of an early spell, improving the chances of getting the important one off. Either way I will bring more of the Black Art's extremely useful spells into play.

Now let's turn the delicate Snotling skin pages of my Black Art spell book and take a look at those spells.

VANHEL'S DANSE MACABRE

That Vanhel sure has my respect.

8' may not seem a great distance to magically move troops, but it lets you get to all those difficult to reach places.

So many times an opponent ends a move smugly confident that his flanks are secure only to watch, horrified, as a unit of the departed lines up and then gets magically propelled into them.



Vanhel's Danse Macabre – surprise!

⁴Spell cards are downloadable from the Games Workshop website. Having laminated them, I find them incredibly useful as reminders of spell effects, reminders of which spells I have and as drinks coasters.



The Undead minions arise under the command of their Vampire master.

This spell has enabled more decisive attacks than anything else. It enables all of the key Undead tactics to be achieved, gets the troops into contact, reinforces a mêlée to ensure outnumbering and can launch flank and rear charges to swing a mêlée in my favour.

And sometimes, just sometimes, I get two of these to use. The sight of a massive unit of Zombies skipping 16" across the tabletop like gangrenous gazelles is not easily forgotten.

The thing to throw into the rear of an enemy is a unit freshly summoned by...

INVOCATION OF NEHEK

The *Invocation of Nebek* is the most versatile spell in the game. No other spell has three different casting costs. By attempting a higher casting cost the caster can summon larger numbers of Skeletons and Zombies and repair more wounds.

Casting value 7 is the level that I will normally go for (throwing three dice), as it summons two dice plus two Zombies and this almost always gets me the minimum five models needed for a new unit. New Zombie units are dead useful. I can block Ratling gun shots, divert charging chariots, take out artillery and, at the end of a close game, claim table quarters.

During fifty games I've only tried to scale the heights of the casting value 11 about twice, once to urgently stick three wounds back on Lord Morlarr after a particularly vicious attack from Scott's Griffon and its High Elf Prince rider.

Although the casting value 3 version only summons a single dice of Skeletons, it is always worth adding a few extra warriors to hold up or outnumber an enemy. Because I can use a single dice to cast the spell, it really helps to ensure that all my Power dice can contribute to successfully cast spells in my Magic phase.

The *Invocation* is also used to repair my best unit, the Spirit Host, from the damage done by the *magic missiles* that often get hurled in their direction.

The *Invocation* is a spell that I always want to cast and it always gives me an advantage.

Morlarr and my Toothless Necromancer take the *Invocation*. If the Vampire Lord also gets *Danse Macabre* and *Hellish Vigour*, whilst the Necromancer takes the *Gaze*, I reckon this gives the best balance of spells for use against the most opposition.

HAND OF DUST

Who wants a spell that can instantly atomise the most putrid plague-daemon?

Not me.

Lord Morlarr will actually score more kills against rank and file when not using this spell. Toothless spends the entire game studiously avoiding situations that may lead to his scrawny body parts getting separated from his wasted torso. I try to avoid (if I can) giving him a spell that can only be used when within enemy stabbing range.

To use this spell effectively, my magic user has to:

- Get into combat with a worthwhile target (Giant, Dragon or Greater Daemon for example) most of which will be avoiding chances for premature fossilisation.
- Successfully cast the spell despite the massive dispelling effort that will be deployed to protect the big nasty.
- Avoid getting ripped apart by the horrendous beast, unless he gets to go first.
- Hit it (even Morlarr misses a third of the time) and then hope that any Ward save it may have fails.

Seems just a bit too difficult.

In all the games so far this spell has accounted for one base of Craig's poisonous Rat Swarm and nothing else. Maybe I need to try harder with it.

HELLISH VIGOUR

Hellish Vigour wins combats.

Lord Morlarr carries a great weapon. Bung a *Hellish Vigour* on him, allowing him to go first and make five Strength 7 attacks re-rolling misses and he will mess up any enemy front rank. This not only adds to the combat resolution in his favour, but also means that any vulnerable zombiefied or skeletal pals he has with him get a lot less chopped up.



Winning combats, even by a little bit, is so important to the Undead, because if they can outnumber the enemy they will auto-break them (stuff that is Immune to *fear* excepted).

The only problem is that it only really has an effect when decent⁶ dead fighters are in combat, so that's Morlarr, the Thrall, the Black Knights and... nothing much else.

The ideal option is for only Morlarr to take this spell (he is always in range of himself). If I take this spell twice, often I do not have enough combats that it can influence. Maybe with more units of Black Knights or some Grave Guard, things would be different.

CURSE OF YEARS

The Vampire Counts army is more than a bit lacking in the long-range death department. I think this is why I like this spell so much.

Best thing about this spell – no save. I use it to thin the numbers of nearly impregnable knights commonly found cantering across local tabletops.

Because it requires a throw of 6 to kill, against all but the most massive blocks of well-armoured troops, the *Gaze* is better. Except if it remains in play.

⁶My Ghouls are a bit too alive to benefit. Re-rollable Poison Attacks!! – if only.

⁷One counter-play here is to try to distract your opponent so he forgets to try the dispel attempt until you are halfway through the Combat phase. A great distraction technique is to say 'wibble' every time your opponent picks up a dice. It's best to stop this when you reach the asylum.

⁸This may have something to do with all those inappropriate, disturbing and unnatural scenes in which we have to witness a librarian wielding medieval weaponry.

⁹In my case this is due to one of our cats insisting on using my side of the bed as a favoured sleeping position after sloshing home, paw deep, through Wiltshire mud.

Something that it is very likely to do against armies with little or no casting ability. If this does happen, then at the beginning of my next Magic phase I need 5 or 6 to kill them and a much more respectable third of the unit is going down.

The spell rarely continues to the stage when I get to throw 4, 5 or 6 to age troops to destruction. This is for one of two reasons:

Firstly, because my opponent gets really fed up with the spell and puts enough effort into rolling a 10 to get rid of it⁷.

More likely I end it immediately after it causes one-third casualties so that the caster can attempt to cast other spells.

Incidentally, if I do opt to dispel it, I can cast it again later on in the same Magic phase (each spell can be cast once in each Magic phase) on the same unit that it aged at the beginning of my Magic phase if I want.

Morlarr likes to take this spell, especially since he can cast it when he is in combat, something he tries to be embroiled in from the moment the dice to decide who goes first lands.

I really need four dice to stand a good chance of casting it. Toothless can only attempt to cast with a maximum of three, so he will usually attempt to swap it for *Invocation of Nebek* (unless this means he gets lumbered with the *Hand of Dust*).

GAZE OF NAGASH

Single dice *magic missiles*:

The excitement of a successful casting throw, the joy of an opponent's failed dispel roll, the soul crushing roll of 1 for number of hits.

Thank Nagash that this *magic missile* generates two dice worth.

Generally this spell is better than the Curse at killing all the annoying support units (fast cavalry, archers, artillery and squiq hoppers) that other armies have. Occasionally it gets chucked at a block of fighting troops to make it vulnerable to outnumbering/*fear*-caused auto-breaks in future combats.

There is a problem with this spell. The caster has to be able to see the target. If Toothless is cowering in the front rank of a unit, he is limited to the

same forty-five degree arc of vision as the rest of his lifeless companions.

Often this means he is just at the wrong end of the front rank or his unit is facing the wrong way by a few degrees. So, at the end of my Movement phase I now take a few moments to complete the Necromancer Positional Optimisation sub-phase. A quick check of what is visible and in range is followed by any necessary adjustment. Since the introduction of this sub-phase, I have successfully managed to avoid many occasions where I would've been unable to cast the *Gaze*.

USERS OF THE ART – A WARNING

A few words of warning before I close. If you decide to tread the path of the Black Art, beware. All too easily it can begin to affect your real life.

You can find yourself suspiciously checking the tiny ingredient list on savoury snack bags for signs of garlic.

You can spend a huge amount of time mulling over the best shade of red for cloak linings.

You can be overcome with unreasoned trepidation every time the Buffy⁸ theme music starts.

You may, as I have, begun sleeping in the soil of your homeland⁹.

I've got to go and prepare Lord Morlarr for his blade enlargement surgery. I'll just dramatically sweep my forearm in front of my nose and glare menacingly over the top of my wrist before stepping back into the shadows.

Ah... The Children of the Night. What sweet music they make.

That'll be all those ex-Goblin Drummers then.

Mike

A mighty war-engine with the essence of a bound daemon at its heart, the Defiler strides across the battlefield destroying and corrupting all in its path. Graham McNeill investigates...

THE DEFILER

THE CREATION OF THIS FOUL WAR MACHINE!

The origin of the war machines known as Defilers is shrouded in mystery. No one truly knows how they came into existence, but there are tantalising clues and forgotten fragments of ancient texts that point to how such an affront came into being. The crumbling, forbidden writings of the Oracle of Goergia, make mention of a monstrous creation that 'walked on its many legs, all the while burning and reaping the ground of Corstophan with its evil.' Though this description is very loose, those scholars who have glimpsed the Oracle's writings claim this to be a description of the first appearance of a Defiler alongside the abominable legions of Chaos. However, as Chaoticians point out, such is the multifarious nature of the Ruinous Powers that any number of creatures or

war-engines could be interpreted as matching the Oracle's words.

Nevertheless, it seems clear that whatever the Oracle described very closely resembles the war-engine Imperial forces have since learned to fear as the Defiler. Post-action reports and fragmentary imagery from pict-skulls have allowed Imperial Strategos to piece together the nature of this diabolical creation. Standing on six mighty, piston-driven limbs its body supports a daemonic turret armed with an array of deadly weaponry, ranging from Reaper autocannons, racks of high explosive missiles, to deadly lashing blades and whip-like appendages. The first recorded instance of Imperial forces fighting a force that contained Defilers was upon the damned world of Urthwart. Situated at the edge of the Eye of Terror, on the

very borders of reality and madness, Urthwart has changed hands many times in its war-torn history. As the edges of the Eye expand, hordes of twisted followers of the Ruinous Powers surge forth to pillage and destroy in the name of their foul masters. Urthwart has borne more than its fair share of strife and none was more violent and horrifying than the notorious battle of Bloden Keep.

FIRST BLOOD

This massive fortress was home to the ruling aristocracy of Urthwart and was considered by many to be impregnable, its thick walls proof against any weapon and its architecture designed by the foremost military engineers of the day. In 357.M41, the forces of Chaos once again landed on Urthwart, destroying all

The rumbling echoes of the artillery drowned out the screaming of the wounded soldiers, which was the only good thing about it, thought Captain Perand. Thick smoke and dust filled the air, choking the lungs and rendering him practically blind, but he stumbled towards the stone steps that led to the ramparts high above him.

"Kasrkin! With me!" he shouted as he climbed.

Already he could hear the distant roar of engines and knew that enemy armour must be closing on them. The Despoiler's forces had driven all before them, smashing army after army in brutal battles that left no survivors and had forced the remnants of Urthwart's armed forces to take refuge here in Bloden Keep. Perand took the steps two at a time, muttering the Cadian Principles of Soldiering to himself.

"There is no surrender, only victory or death."

The roar of incoming vehicles was louder at the top of the wall and he checked to see that the gunners of the wall-mounted weaponry were clambering up their ladders to man the powerful guns. Armoured casements rolled back to reveal long-barrelled lascannons and autocannons. Perand grinned to himself as he pictured the carnage these guns would wreak in the enemy ranks.

His Kasrkin troops fanned out behind him, running to take their allotted positions on the firing step. Seconds later, the snap of lasgun fire blasted from the walls and once Perand was satisfied his men were performing their duties as they should, he took his own position on the wall. He shouldered his lasgun, resting the barrel on the sloping parapet and sighting down the scope. Graduating in the top five percent of his marksmanship class, he knew he could pick off an enemy tank commander with relative ease, and searched the foggy ground below for a target.

Heavy thumps, like armoured footfalls sounded and Perand saw a blurred form emerging from the smoke. He raised his rifle as the smoke suddenly parted and felt the breath constrict in his throat as a grotesque creature stepped from the fog. Borne aloft on four, armoured legs, its body supported a bladed turret daubed with pulsating icons. A long gun barrel protruded from the turret, swinging from side to side, as though the war machine was somehow alive and scenting for its prey. Its hull was painted black, with gold edging along its barbed limbs. Snapping claws reached from its frontal section and Perand could feel palpable waves of evil radiating from the machine. Another emerged from the smoke, then another, and another until he lost count. Lasbolts bounced from their dark hulls, unable to penetrate their thick armour.

The war machine Perand had seen first suddenly stopped, spreading further its splayed legs wide and squatting low as it fired its turret gun. The shell burst among the right flank of his defence and a dozen men were snatched away in the deafening explosion. Yet more shells impacted on the parapet, blasting whole swathes of the defences away in a storm of blood and fire.

Screams of wounded men came to him in brief snatches as the ramparts cracked beneath his feet. With a slow-building grind of breaking stone, the section Perand was standing on detached from the keep, sliding free and crashing to the base of the wall. Perand hurled himself backwards, grabbing for a rusted reinforcement bar, but missed and tumbled downwards with the wall section. He dropped ten metres to the rubble, feeling his legs break beneath him in a jagged burst of hot agony. He rolled from the debris and screamed as the snapped ends of bone ground together. A blast of foul, oily smoke washed over him and he looked up through a haze of tears to see the beast standing over him, its vast bulk reeking of evil. Pistons groaned and bursts of hellishly hot steam geysered from ichor-stained grilles on its hull, like the breath of an ancient beast.

Perand screamed as the daemonic engine reached for him with its claws.



Cadian Imperial Guard troopers are no match for the furious assault of a Defiler.

before them in a tide of destruction unseen in all the years since the Chaos Legions had fled to the Eye of Terror. At the head of the invasion, Abaddon the Despoiler, the Arch Enemy, led his warriors of the Black Legion, defeating every army that stood against him. Eventually, the forces of Urthwart were forced to retreat to Bloden Keep, where the Despoiler offered the defenders one chance to surrender before commencing his attack. Having despatched a plea for aid to Cadia the moment Abaddon's forces had landed, the Military Governor of Urthwart was confident his fortress could hold the Despoiler at bay until reinforcements could arrive to lift the siege, and refused to surrender. After a

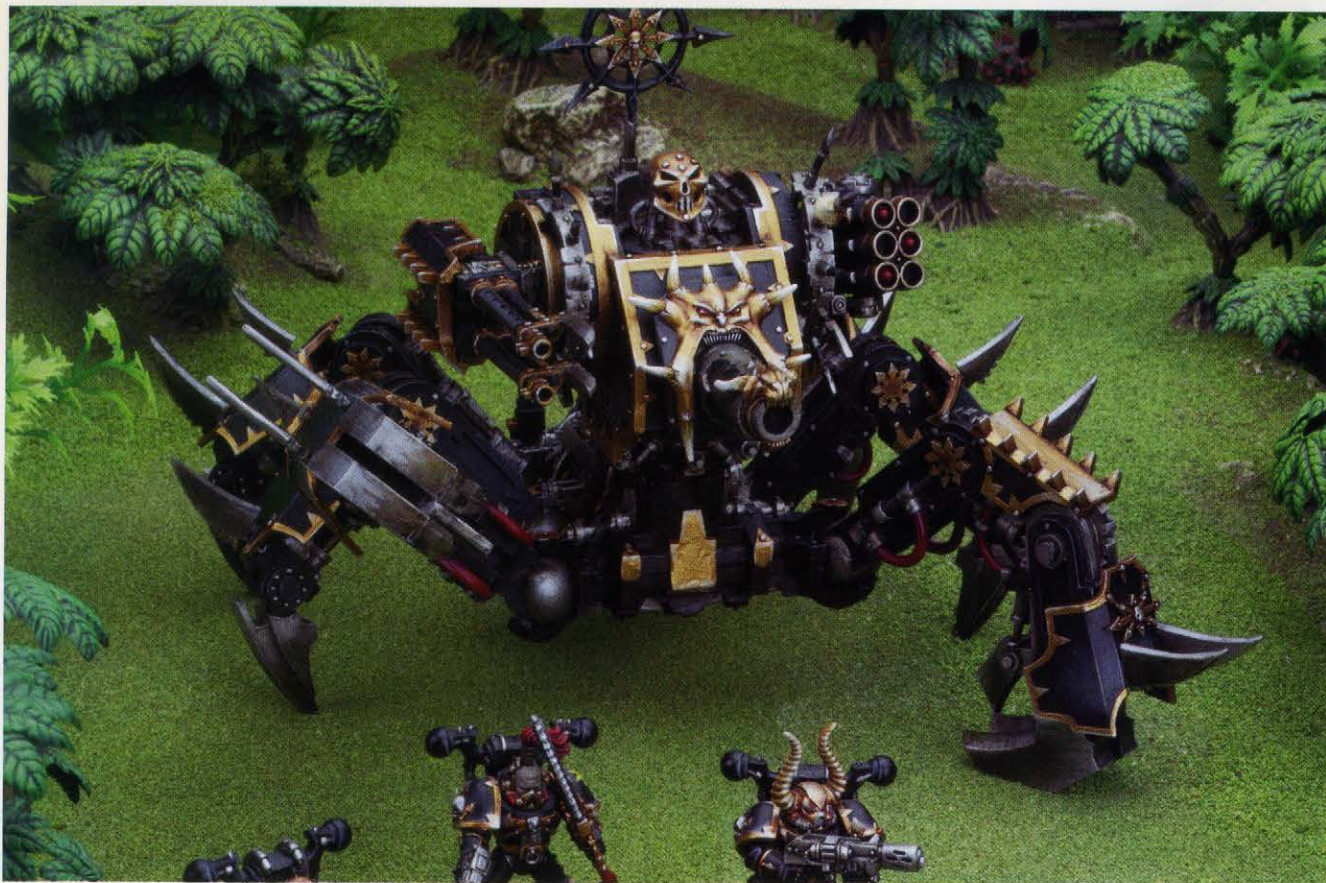
lengthy bombardment, the defenders manned the walls to see a host of war machines advancing towards the walls of the fortress, giant cannons mounted on their backs blasting huge rents in the supposedly impervious walls.

Panic seized the defenders as the monstrous creations lumbered forwards, their insect-like legs easily picking their way through the rubble of the outer

defences. Gunfire pattered from their hulls and a monstrous, daemonic howling wailed from every grille and vent on the sides of the war machines. Unholy runes shone from the machines' bodies and thick, chain-wrapped turrets blazed with blasphemous, daemonic magicks as they approached. Some continued to pound the walls with their guns while others made straight for the main gate and attacked it with frontal

"Rightly is this monstrous creation known as a Defiler, for its blasphemous existence churns the ground where it walks, leaving nothing alive where once was verdant nature. Wherever one of these accursed machines has trod, corruption and rankness are all that remains."

Heriacleis From - Inquisitorial Savant



A monstrous Defiler crashes through the jungle in support of the Black Legion.

claws that tore through the thick adamantium with ease. Within the hour, Bloden Keep had fallen; its defences torn down by the massed might of the Defilers. Barely a handful of the military commanders were able to escape the slaughter and upon their arrival on Cadia, they were thoroughly debriefed before being summarily executed for possible contamination and cowardice in the face of the enemy.

RETURN TO EL'PHANOR

It was to be another hundred years before a Defiler was seen in action again, this time in the ruins of the citadel of the Kromarch on the world of El'Phanor, when the Despoiler returned to this world he had razed in his first Black Crusade. What purpose was served by returning to the world, which had subsequently been repopulated by the Administratum, is unclear, but a

"It hit our lines like a stampeding carnosaur, burning and crushing everything around it. It killed Commissar Vaultant with one of its giant claws and the Colonel a second later. I shot it, but it didn't care, it just kept on killing. Wherever it looked, death followed, in a hail of bullets, a jet of fire or in the snap of its claws."

Sergeant Yerneck, 384th Jouran Dragoons

small force of Black Legionnaires and Defilers landed upon the ruins of the Kromarch's citadel and held them against the hastily mustered defenders. For three days and three nights, the Black Legion held off the attacks of the Imperial Guard, before eventually escaping back to the Eye of Terror.

In the days that followed, the ground of the citadel was thoroughly investigated and reconsecrated against the taint of Chaos. In the centre of the ruins, a giant shaft had been sunk into the earth and at its base was found an abandoned Defiler, its hull buckled and burned. The war machine lay in the centre of a vaulted chamber, far below the citadel, that none of the planet's population had been aware existed. The chamber was empty and what it had contained was a mystery. Whatever it was, it was now obviously in the hands of Abaddon, though agents of the Ordo Malleus – who had kept watch on El'Phanor since Abaddon's first attack – were able to salvage the remains of the wrecked Defiler, and it is from this that the majority of the knowledge concerning Defilers comes from. The corrupt machine was taken to the Inquisition Fortress at Nemesis Tessera, all knowledge of its discovery was purged from the records, and all those who had come into contact with the machine were eliminated to ensure that its existence would remain a secret.

SECRETS UNLOCKED

Nemesis Tessera is a vast underground fortress, built into the rock of the planet's surface, which is an ice-locked wasteland. Here the Inquisitors of the Ordo Malleus stand ready to defy the forces of Chaos and delve deep into the mysteries of the Warp in their tireless defence of Mankind. The finest Chaoticians in the Imperium studied the Defiler as they attempted to unlock its secrets and find a weakness with which to defeat it in the future. The study of such an evil artefact was not without its perils and many lives were lost before the Adeptus Mechanicus were finally able to break into the Defiler. What had been taken for a crew hatch was chained shut and upon ritually breaking the chains with a sacred daemonhammer, the investigators discovered that the hull was empty. Where they had expected to find the rotted remains of a crew, they instead found eviscerated bodies of Space Marines, their organs removed and their flesh cut with all manner of unholy symbols. Everything pointed to the fact that these were sacrificial victims and led the Ordo Malleus to deduce that the Defiler was not in fact crewed in a conventional sense, but appeared to be motivated by daemoniac possession.

The age of the war machine was almost impossible to gauge accurately, as various portions of its mechanical

Magos Decimar twisted the cogged dial on the wooden panel before him, directing the tracked servitor towards the heaving machine chained to the loading bay floor. The air was hot and stagnant and stank of blood. The dismembered remains of the first three servitors to examine the Defiler lay in excised chunks before the captured war machine and, while Nemesis Tessera was replete with servitors, it irked his sense of waste to allow yet another to be lost. Carefully aimed shots from a meltagun had hamstrung the monstrous war machine, its leg joints fused solid by the bursts of superheated air. A low growl built from the body of the war machine as the servitor approached and the chains holding it down jangled as it attempted to shift position to bring its fearsome claws to bear. Another servitor advanced, its upper limbs having been replaced by weapons grafted to its flesh. In place of its right arm, a multi-melta had been surgically attached and as the growling machine became aware of the second servitor, its juddering motion ceased.

anatomy came from all manner of ages of the Imperium. Some portions of its body were dated from the dawn of the Imperium itself and on one portion of the Defiler's turret, the markings of an ancient artificer were found.

The data vaults of the Ordo Malleus were scoured for information and after a month's constant searching, a quill-servitor eventually found a match for the markings. They belonged to the noted Tech-Marine Salernia, who had served with the Luna Wolves before the Horus Heresy erupted, some ten millennia before. Salernia's specialisation had been in the construction of Dreadnoughts, the mighty, walking behemoths that allowed mortally wounded Space Marines to continue to serve their Chapter beyond their normal span. Could it be that this creation was a perversion of the holy technology of Dreadnoughts? The thought was too terrible to contemplate, but as the

The Space Marine was stripped of his armour, his muscular frame stretched across the back of the Defiler. His flesh had been carved with ancient symbols of summoning, leaving only the tattoo of the Ultramarines Fourth Company visible on his flesh. Zaraphiston, sorcerer to the Despoiler, brought down the sacrificial knife and stabbed the point through the Space Marine's chest. Blood welled from the cut, clotting within seconds, but the Ultramarine did not cry out; his tongue having been removed many hours ago. Now the final violation of his flesh

"That's it," soothed Decimar. "Just behave and we won't need to use the gun again..."

"Is it co operating now?" asked Inquisitor Rothenburg, standing behind the magos.

"Yes, now that it knows we can hurt it, it is reluctant to attack."

"How can it know?" said Rothenburg. "Is it not just a machine?"

Decimar bit back his annoyance, saying, "It is much more than just a machine, Inquisitor Rothenburg. I believe it is a blasphemous symbiosis of machine and daemon. It is a perversion of the holy machine spirit and once we have learned all we can about it, I would see it destroyed."

Rothenburg nodded. "Aye, its very presence here offends me."

"A side effect of the daemonic possession," noted Decimar.

"Do you have an answer for everything I say?" snapped Rothenburg.

lobotomised workers began to dismantle even more of the warmachine, it became clear that elements of Dreadnought technology had indeed been the inspiration for, if not actually incorporated into, the Defiler's construction.

What was also clear was that its construction must have been undertaken at the behest of the Despoiler, as each time a Defiler had been seen in battle was in conjunction with warriors of the Arch Warmaster and many aspects of its core design were based upon the workings of a Tech-Marine from the Luna Wolves, who have subsequently been renamed as the Black Legion. When it was decreed that no more could be learned from the Defiler, its component parts were rendered down to a molten slag and fired into the heart of a star. The findings of the Ordo Malleus were incorporated into the Machina

would summon forth a creature of the Warp to inhabit the empty shell of the Defiler.

The sorcerer sawed through the black carapace and ossified bone plate that protected the Space Marine's internal organs and cracked open his chest cavity, watching the beating of his victim's hearts slow as death neared. He jabbed the point into the primary heart and punctured both lungs as he decided what to take. It would take the choicest organs to summon a truly monstrous beast from the depths of the Immaterium.

"Yes," said Decimar, matter-of-factly.

"Then tell me what you have learned."

Decimar turned to face the inquisitor "We have learned that this beast was created to fight alongside the armies of the Despoiler, that its creation must have been at the behest of the Despoiler himself, due to the handiwork of his most favoured artificer, and that the holy technology used in the construction of Dreadnoughts has been debased and perverted to build its unholy shell."

Before the Magos could continue, a horrific tearing sound ripped through the chamber and both men turned to see the tracked servitor lying on its side before the war machine, its body severed in two at the waist. Blood pooled around the corpse and dripped from the gore-smeared claws of the Defiler.

"Damnation," swore the Adept of the Machine God, cursing himself for his lack of attention. "Not again!"

Daemonica, a sacred text that details the weapons and war-engines of the forces of Chaos.

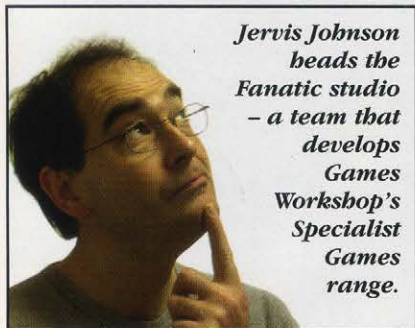
Such was the fear of these creations, that security on worlds around the Eye of Terror was increased and many new regiments of Imperial Guard were raised and several chapters of Space Marines, the so-called Astartes Praeses Chapters, were created specifically to guard against future incursions of Chaos that might include these fearsome war machines. Throughout the long vigil around Cadia and the worlds surrounding the Ocularis Terribus, incidences of Chaos forces utilising Defilers were, while not uncommon, less frequent than those without.

To this day, even the suspicion that a Chaos force will include a Defiler is enough to strike great fear into the hearts of those who must face it and to fight such a beast and survive takes the greatest of heroism.

Zaraphiston leaned close to the Space Marine's ear and whispered, "Fear not, you shall live again, brother. Your death shall herald the dark birth of a creature older than time. You should drop to your knees and give praise for this honour I do you."

The Space Marine's eyes were full of mute horror as Zaraphiston slid the knife's bloody point within his chest and lifted a thick membrane to uncover his Progenoid gland.

"Yes," hissed Zaraphiston, "This will do nicely..."



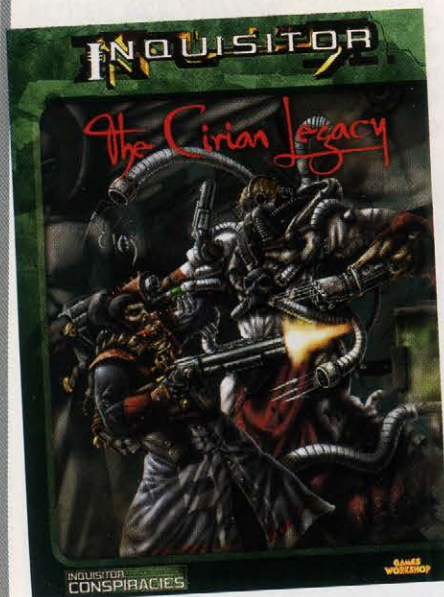
*Jervis Johnson
heads the
Fanatic studio
- a team that
develops
Games
Workshop's
Specialist
Games
range.*

JUNE'S FANATIC NEWS

Specialist Games news from the Fanatic Studio

Psssst. No, no, don't look round. Keep looking at your copy of *White Dwarf* and pretend nothing strange is happening. Keep this to yourself, but have you noticed anything mysterious going on recently? Or have you had an unpleasant feeling that you are being watched all the time? I only mention this because it is clearly the time for secret conspiracies, at least judging by what we have coming out for the Specialist Games range this month. Just judge for yourself:

Andy Hall, Fanatic Senior Editor on *Inquisitor Magazine* has been working away on the very first 'Secret Wars' book. Andy came up with the cunning plan of producing a series of supplements for *Inquisitor* that provided all of the information to run a campaign. The first book in this series is *Cirian Legacy*. Within its 32 pages you'll find over 17 unique scenarios, a detailed background and history section, a character section listing the enemies and possible allies of the Inquisition that can be found in the *Cirian Sector*, and details of the dreadful secret conspiracy that the Inquisitors must uncover.



The Cirian Legacy - out now.

NEW RELEASES

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

Item	Game	Release Date
Secret Wars: <i>Cirian Legacy</i>	Inquisitor	June
Warmaster Magazine 17	Warmaster	June
Skaven Clanrats	Warmaster	June
Skaven Jezzails	Warmaster	June
Skaven Plague Monks	Warmaster	June
Skaven Rat Swarms	Warmaster	June
Skaven Gutter Runners	Warmaster	June
Skaven Rat Ogres	Warmaster	June
Skaven Characters	Warmaster	June
Battlefleet Gothic Magazine 15	BFG	June
Daemon Cruiser	BFG	June

Meanwhile Warmaster Senior Editor Steve Hambrook has been leading his Warmaster Skaven army out from their secret tunnels below the Old World to taste both the sweet fruit of glorious victory and the bitter dregs of abject defeat. Top Citadel Designer Colin Grayson has designed the Skaven models that Steve has been using, and I have to say that they represent some of his very best work yet, which is really saying something! Amongst the skittering horde can be found Clanrats, Plague Monks, Rat Ogres and Rat Swarms, among many others. Colin has also produced a Screaming Bell and Doom Wheel, both of which will be out in a couple of months. Rules and background for the Skaven can be found in *Warmaster Magazine 17*.

Finally, *Battlefleet Gothic* players with Chaos fleets will be elated to find out that horrific spaceships possessed by Chaos have started to arrive from deep, deep within the Eye of Terror. Full details of the new Daemon Ships that are arriving to bolster the forces of Chaos can be found in *Battlefleet Gothic Magazine 15*, along with a Chaos Black Crusade fleet list by 40K guru Pete Haines. By a stroke of great good fortune this is just in time to allow BFG players to take part in the worldwide Eye Of Terror campaign being run by Games Workshop. Chance? Or perhaps something far more sinister...

SPECIALIST GAMES MAGAZINES

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

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

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

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

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

www.games-workshop.com

QUESTION OF THE MONTH

Every month a message is plucked from the dozens sent to us to be answered in the newsletter. This month I've decided to answer a commonly asked question.

"Most of the Specialist magazines include experimental or trial rules. What exactly are these? Are they official?"

We print experimental or trial rules to give players a chance to see what we're working on in the Fanatic Studio and to have a chance to comment on the rules, thus helping us with the development process. Fanatic is and always has been a small team, and because of this we try

to draw on the experience of the players of our games to help speed up the amount of time it takes us to play test and refine the new rules we are working on. It also has the added benefit of allowing us to bring out the models that go with the rules slightly earlier, rather than having to wait for the finished version of the rules to be ready, as players can make do with the experimental rules until the finished rules are ready.

What the experimental rules do not represent is the final, polished version of the rules – often they are very far from this stage when published. Because of

this they are not 'official' additions to the game. Instead they should be seen more as a snap-shot into the rules as they stand at the stage when the magazine comes out. Give them a try, and then send your comments to us at the address below. Some of our websites now include 'play testers vaults' that have a forum where experimental rules are discussed and where updated versions are posted that can be downloaded for free. At present we have vaults for Epic and Blood Bowl, but more are planned soon. You can find the URLs for the Specialist Games websites in the 'Surfing The Web' section of this news page.

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



The new Warmaster Rat Swarms and Rat Ogre models.

LIFE IN THE BUNKER

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

- We've been having a lot of fun playtesting the Warmaster 'Mighty Empires' campaign system. Veteran readers may well remember the first version of Mighty Empires from waaaay back. In those days Mighty Empires was a supplement for Warhammer that contained lots of hex tiles that could be used to create a map, and then players fought games of Warhammer to decide who controlled which bit of territory. The updated version remains very true to the original, the main difference being that it's for Warmaster (well duh!), and that the tiles needed to play can be downloaded for free from the Warmaster website and then printed out, rather than bought in a box. You can find out more about Mighty Empires on the Warmaster website at

www.warmaster.co.uk

- As I write this I am still recovering from the wild weekend of mayhem and destruction that was the 2003 Blood Bowl Tournament. Almost 200 Blood Bowl coaches and their teams arrived at Warhammer World in Nottingham to vie for the chance of becoming the 2003 Blood Bowl Champion. We had participants from all over the world – over fifteen different countries were represented – and the final was won by

Marcos Tarrasso Ocana from Spain, with his team the Flatlined Annihilators. Watch out for reports on the Blood Bowl in WD and online at

www.bloodbowl.com

- By the time you read this the Epic: Armageddon rulebook will finally be finished and going into its production stage (that's when a team of highly paid editors and graphic designers try to turn my badly spelled and incomprehensible text into something that you guys can understand). If you want to find out more about the Epic: Armageddon project than you can do so on the Epic website at

www.epic40,000.com

CONCLUSION

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

Best regards,

Jervis Johnson
Head Fanatic



The new Warmaster Skaven Hero and Doom Wheel models.

SURFING THE WEB

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

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

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

Looking around the Studio, there are a number of painted models of the new Slann Mage-Priest. This got us thinking, how do you paint such an important feature of your army? Adi Wood had a talk to a few people and came to these conclusions...

Leading from the front and acting as an inspiration to the troops under his command, a Warhammer general likes to be conspicuous on the battlefield. To do these finely sculpted character models justice they need a strong colour scheme so the miniature attracts attention and looks its very best.



CHOOSING A COLOUR SCHEME

Before painting a general, or any imposing model in your army, it's worth taking time to consider what colour scheme to use. The choice of colours will affect the degree to which the miniature stands out from the rest of the troops. An effective colour scheme often features colours that are **complementary**.



Red and green are complementary colours, they look good next to each other. For example, Orc skin is green so red eyes stand out well.



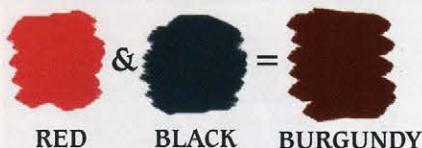
UNITED COLOURS OF SLANN

Mage-Priest colour schemes

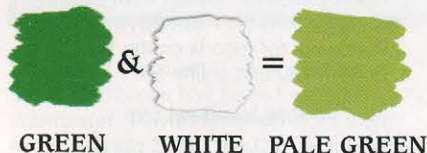
To make the contrast greater, a painter can add black to one of his chosen colours, and white to the other.

This has two effects on complementary colours:

- Increased contrast
- More natural colours



Compare burgundy to pale green. The dark red colour contrasts with the more neutral pale green. This is called a discord.



In practice, pure, strong colours are most effective when used sparingly, and coupled with neutral colours.

When painting, it's a good idea to try out the chosen colour scheme on a single trooper first. This is a little different for character models. In this case the artists and figure painters at the Studio sketch the model out on paper, and then experiment with colour schemes, to see which one is the most effective. For more on colour schemes, read the *How To Paint Citadel Miniatures* book.



SLANN MAGE-PRIEST

It's time to turn some of this theory into practice. To help you get ideas for colour schemes to paint your Slann Mage-Priest, we'll take a look at what the artists in the Studio made of him. From the start they avoided pure blue as the rest of the Lizardmen army is predominantly that colour. They then took a lead from nature. A lot of reptiles have a two-colour scheme on their bodies that creates a discord: a strong colour on their back coupled with a light neutral belly colour and all the colour sketches feature this colour combination. The most effective was chosen from the sketches and applied to the Studio army model, painted by Seb Perbet.



The deep red body of Matt Kennedy's Slann Mage-Priest is strikingly framed by the dark colour of its throne.

Other painters were given the model to apply their own interpretation. Interestingly, all the colour schemes they came up with also feature the same discordant colour scheme for the Slann Mage, coupled with neutral colours for the throne. The painters had clearly applied all the same principles for choosing colour schemes as those here in the Studio.



Although the model's colour schemes all follow the same basic pattern, each has its own distinct look. This is based on the individual colours that the painter chose, in particular the strong back colour which has the largest effect on how the different models look. These range from the naturalistic green scheme chosen for the Studio Lizardmen army; through Mark Jones' bold orange-red Slann; to the rich, bright colours of Mark Tait's diorama. Of all the examples shown in this article, Matt Kennedy chose the strongest and deepest colour. In many ways, Matt's colours are also the farthest from nature, with a deep red and bone coloured belly which creates a very striking discord. It is a similar colour combination to the burgundy and pale green example on the colour swatches at the start of this article.



One of Mark Jones' trademarks is the controlled drybrush technique he uses. He painted his Mage-Priest in a warm orange-red with a contrasting throne painted in a cold grey to make the creature stand out.



Originally the Skink Familiar on the Studio army's Slann Mage-Priest was painted the same colour as the rest of the army's Skinks, however, the blue was so strong that the Skink caught the eye more than the Slann! The Skink was repainted as an albino, a neutral colour compared to the rest of the model (and also a sign of the Old One's blessing).

In this article I have looked into how the Studio chose the colour scheme for its Slann Mage-Priest. We see how other painters have also subconsciously picked up on this colour scheme and applied it to their own models, with equally striking results.



Mark Tait painted both the air sacs and the Slann's webbed hands and feet a bright orange colour, which makes for a sharp contrast to the rest of the model.

The Slann Mage-Priest is one of the most powerful magic users in the Warhammer World, every Lizardman player is sure to want one. The 'Eavy Metal team's Seb Perbet takes us through how he painted it.

'EAVY METAL MASTERCLASS

SLANN MAGE-PRIEST

Designed by Juan Diaz. Painted by Seb Perbet.



ASSEMBLING THE MODEL

The sides and back of the throne were superglued together and attached in position on the base of the throne. The complete throne was glued onto its flying base and any gaps were filled with Green Stuff. The Slann Mage-Priest was painted separately, along with the set of horns that are attached underneath the throne. The horns were painted on their sprue and glued into position at the end.

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

PAINTING THE MODEL



The Slann Mage-Priest's belly was painted with a basecoat of Dark Flesh. A small amount

of Bronzed Flesh was added to the Dark Flesh for each successive highlight stage. Three parts water was mixed with two parts Chestnut Ink and painted into the recesses of the belly, and a small amount of Red Ink was applied around the warty areas. The belly was then highlighted with Bronzed Flesh with small amounts of Bleached Bone being added to the Bronzed Flesh for each successive highlight stage. Finally, Bleached Bone was applied as a highlight and finished off with Skull White.



A basecoat of equal parts Scorched Brown and Dark Angels Green was painted onto the skin. Equal parts Goblin Green and Bestial Brown were then added to the basecoat mix and applied as a highlight. Small amounts of Bleached Bone were added

to this mix for the highlight stages, up to a ratio of two parts of the basecoat mix to three parts Bleached Bone. A glaze of Yellow Ink was then applied over the skin and Brown Ink was painted into the recesses of the model. Two parts of the basecoat mix and three parts Bleached Bone was applied as a final highlight.

FINE DETAIL



The metal areas were painted a basecoat of Tin Bitz. This was highlighted with Brazen Brass and followed by a wash of Brown Ink. Shining Gold was then applied as a highlight. To finish off, the metal was highlighted with an equal parts mix of Shining Gold and Mithril Silver.



A basecoat of Scorched Brown was painted onto the air sacs with small amounts of Bleached Bone being added to this for each successive highlight stage. Finally, veins were painted on using a highlight mix of one part Scorched Brown and two parts Bleached Bone.



FINISHING TOUCHES



Liche Purple was mixed with equal parts of Scorched Brown and Dark Angels Green and then painted onto the bottom lid of the eyes. This was then highlighted with an equal parts mix of Liche Purple and Bleached Bone.



The eyes were given a basecoat of Scab Red, highlighted with Blood Red and finally Bronzed Flesh. A small dot of Skull White was then painted into the top corner of each eye.



The teeth and claws were painted a basecoat of Dark Flesh. A highlight of equal parts Dark Flesh and Skull White was then painted on, finishing off with Skull White on its own as the final highlight.

THE THRONE



A basecoat of three parts Chaos Black and two parts Vermin Brown was painted onto the stone. Small amounts of Bleached Bone were added to the basecoat mix and drybrushed on, finishing off with Bleached Bone on its own. Equal parts Purple Ink and Brown Ink were thinned with water and applied as a wash. A final drybrush of Skull White was then used to finish off.



FINE DETAIL



The metal areas were re-undercoated Chaos Black and a Brazen Brass basecoat was applied. A wash of Brown Ink was applied and then

highlighted with Shining Gold. An equal parts mix of Shining Gold and Mithril Silver was applied as a final highlight.



A basecoat of Scorched Brown was used to paint the horns. Lines of Bestial Brown were painted onto the horns, followed by a highlight of Snakebite Leather. Further highlights were added using Bubonic Brown, followed by Bleached Bone, and Skull White was used for the final highlight.



Scorched Brown was painted onto the vines and highlighted with Bestial Brown. An equal parts mix of Bestial Brown and Bleached Bone was the final highlight. A glaze of Yellow Ink

was then applied. Equal parts Dark Angels Green and Snot Green was painted onto the leaves, followed by a highlight of Goblin Green. To finish off, a final highlight mix of equal parts Goblin Green and Bleached Bone was applied, followed by a glaze of Yellow Ink. The leaves on which the Slann Mage-Priests were painted the same way as the vine leaves, only without the glaze of Yellow Ink.

THE SKINK



The Skink was painted with a mix of equal parts Hawk Turquoise and Chaos Black which was highlighted with Hawk Turquoise. Small amounts of Skull White were



added to the Hawk Turquoise for each successive highlight stage and the final highlight was Skull White on its own. A basecoat of Shadow Grey was applied to the fins and scales. This was highlighted with Space Wolves Grey and finally Skull White.



The eyes were painted a basecoat of Blood Red, followed by a Blazing Orange highlight. The pupil was painted Chaos Black.



A basecoat of three parts Chaos Black and two parts Hawk Turquoise was painted onto the knife blade. Small amounts of Fortress Grey were added to the basecoat for the final highlight stages.



The throne's magnets were painted a basecoat of three parts Chaos Black and two parts Hawk Turquoise, and finished off with a drybrush of Fortress Grey.

FINISHING TOUCHES



A basecoat of Dark Flesh was painted onto the snake which was then highlighted with an equal parts mix of Dark Flesh and Bleached Bone. The markings were painted with stripes of Skull White. A narrow stripe of Chaos Black was painted in the centre of the white stripe. The black stripe was then highlighted with an equal parts mix of Chaos Black and Codex Grey.



The frogs were painted a basecoat of Dark Angels Green. Snot Green was the first highlight, followed by Scorpion Green. A glaze of Dark Green Ink was applied.



Scab Red was painted onto the lizard as a basecoat with a small amount of Bleached Bone added for the highlight. Finally a glaze of Orange Ink was applied.



A basecoat of Scorched Brown was painted onto the skull, highlighted first with Bestial Brown, followed by an equal parts mix of Bestial Brown and Fortress Grey. A Bleached Bone highlight was then applied, followed by a glaze of Flesh Ink. Skull White was used to finish off.



The gems were painted a basecoat of Scab Red, followed by a highlight of Blood Red. A final highlight of Blazing Orange was applied, and a dot of Skull White was then applied to the top corners of the gems.



Heroes & Villains this month brings you the legend of Typhus. A walking embodiment of disease and death, Typhus was chosen by Nurgle to lead the Chaos Plague Marines. Striking from the Eye of Terror in his ship, *Terminus Est*, Typhus continues to blight the Imperium.

HEROES & VILLAINS OF THE 41ST MILLENNIUM

TYPHUS, THE TRAVELLER, HERALD OF NURGLE

"Look upon me and know that I can slay you at will, you have no defence save one: to look into the darkness at the back of your own mind. There you will find Father Nurgle waiting to offer you life in return for your submission. Deny him and you are mine."

When Mortarion, Primarch of the Death Guard, allied his legion with the forces of Warmaster Horus against the Emperor of Mankind, he did not know the price that would be paid for his treachery. One amongst the Death Guard knew full well though; his name was Typhon and he had been recruited like so many others into Mortarion's forces on the feral world of Barbarus where the Primarch had grown up. Barbarus was home not only to men but to inhuman overlords that preyed upon them.

In his early days Mortarion had overthrown these monstrosities, however there were many crossbreeds resulting from their cruel dominion. The bloodlines were not easy to follow and Mortarion had more pressing concerns. Typhon was of such a bloodline. He possessed formidable psychic powers that allowed him to navigate the mist-shrouded world of Barbarus freely. These were merely latent powers at this time and would only develop with time and training.

When the Death Guard began to recruit on Barbarus it was Typhon's warrior skills that marked him out. In modern times the process is far more exacting – and should be – as much more is known about preserving the purity of the gene-seed, and a Space Marines chapter of a thousand men can be selective about its recruits. In the days of the Great Crusade the legions needed recruits with a good right arm and the courage to follow their Primarchs into battle. When it was realised that Typhon was also a Psyker he was welcomed even more as each legion was building up its strength in Librarians.

So it was that the Death Guard already harboured a tainted soul. Even as Mortarion led his legion on the





The Herald of Nurgle watches on as a plague washes over the landscape.

Emperor's Great Crusade, Typhon communed with the Dark Powers. They already favoured him, and with their aid Typhon rose to the rank of Captain-Epistolary, commander of the battleship *Terminus Est* and a full company of the Death Guard. When the Death Guard joined Horus, it was Typhon who slew

the Death Guard's Navigators claiming their loyalty was still to the Emperor. It was Typhon who promised Mortarion that his powers could lead the Death Guard through the Warp to Terra and it was Typhon who led them to damnation, becalmed in the Warp, adrift and helpless.

The journey to Terra was the first time that the price of turning on the Emperor was truly paid by one of the Traitor Legions. It was a nightmare that would mark them in the most horrific way. Time flows differently in the Warp and the ordeal that Typhon led them into could have lasted days or centuries. By the

The Cadian System 2675999.M41

The teleportation chamber of the *Terminus Est* pulsed with unholy life. Walls that once contained banks of the most advanced circuitry now dripped with slime and writhed the contortions of the damned. Typhus stood at the centre of the room.

He was crouched, the single horn atop his helmet nodding in turn at each of five malformed green candles that burned at each corner of a pentagram, causing each to gutter before emitting thick, greasy smoke. As the smoke rose, the teeming cloud of flies that surrounded Typhus poured all over him, crawling back into his armour through cracks and vents. At his feet a carpet of squealing

Nurglings gathered closer to him.

By now the smoke from the candles had formed a circle around him, each strand accelerating ever quicker.



Typhus tapped the haft of his great scythe once on the floor and the strands of smoke coalesced together. A second tap and the chamber was empty and the Herald of Nurgle was elsewhere.

The night was moonless. Rain impaired visibility further and the roar of artillery was deafening. Typhus stood in a well-built communications trench and to either side Cadian soldiers gaped at him in surprise and horror.

The plague stirred within him and poured out as a black cloud of Nurgle-marked flies which swarmed around the doomed Cadians. Some of them were dying of blight even before Typhus' bellow of rage immersed them and boiled their flesh into puddles of diseased matter. Typhus strode through the miasma, his dread scythe swinging before him in an unstoppable figure-of-eight that reaped men with terrifying ease. Capering ahead of him, his Nurglings chewed on the exposed faces of the fallen and dragged at the legs of those who were trying to escape.

The Cadians fought back as best they could but their lasgun fire pattered harmlessly from Typhus' massive Terminator-armoured form and no bayonet could pierce the web

of death from Manreaper. As he marched along the trench he harvested the souls of the Cadians. Their officers rushed at him, their finely-crafted power swords raised, but each was dismembered in turn. After a while there was only the rain, the flies, the shrieks of the daemons and the hulking, one-horned personification of death stalking through the trenches. Like a leviathan of legend, the Herald killed men by the dozen and then by the hundred. In his wake the dead and the wounded swelled with pustules before bursting to unleash more plague flies. This battlefield was now a place of death in more ways than one. The diseases that had taken root would spread so that this, which once had been a defensive stronghold, would now be a festering wound.

He nodded his satisfaction. The Cadian soldiery were veterans, brave and tenacious. They could not blame this defeat on 'the numberless hordes of Chaos'. They might try but they would know that one of Nurgle's captains had slaughtered an entire company, and they would know terror. The knowledge would gnaw at them, the tale would be magnified, many would turn, others would falter. The fall of Cadia was one step nearer and with it the godhood Typhus craved.

end none of the warriors aboard the Death Guard battle barge *Terminus Est* could reckon how long they had been becalmed along with the rest of their fleet. By the time the full horror emerged there were none of them able to resist it even if they had wanted to.

One by one the Death Guard were afflicted with a plague so virulent that their Multi-lung and Oolitic Kidney failed to protect them. They remained conscious but were paralysed and helpless to do more than endure the burning pain that filled their bodies. Only their unquenchable instinct for survival preserved them.

That instinct was pushed to its very limit before the background hum of the warp shield generators died to be replaced by



Typhus, of the Death Guard

a distant vibration that grew steadily more intense. Suddenly it turned into the buzz of a million wings as countless black, bulbous, Warp-spawned flies

poured through every bulkhead. This was the Destroyer, foulest of Nurgle's plagues. They swarmed over the paralysed Death Guard, feeding off their sweat, infecting their wounds and infesting every orifice. Throughout the vessel each body twitched uncontrollably as the plague flies laid their eggs within them. Flesh and armour swelled as the corruption filled them, bloating and distending until it burst leaving entrails and pus-filled lesions hanging from their wracked bodies.

On the bridge the ship's master, Typhon, was the first to stir, through a miasma of death he rose to his feet. From deep within him came a rattling, phlegm-laced roar.

"More."

Typhus advances, backed by his trusted Death Guard.



All over the vessel the plague flies left their hosts and flew or crawled to him. The tide flowed into him ceaselessly until it was all gone. Impossibly the giant figure still stood, no longer Typhon, now he was host to the Destroyer Hive, the favoured son of Mortarion. Now he was Typhus.

Truly he had received his reward from his true master, Nurgle, Lord of Decay, and the god he had served even before the corruption of Mortarion. Whilst he remained subordinate to Mortarion, it was clear that Typhus considered that he need only call Nurgle 'Master'.

In the Eye of Terror Mortarion shaped his daemon world to resemble Barbarus. Typhus was sickened by the sentimentality. His loyalty was to Nurgle and Nurgle waxed strong when mortals feared death. Taking his ship and his followers Typhus returned again and again to the mortal realm and the legend of the traveller, the Herald of Nurgle was born. The rewards granted him by Nurgle are testament to a score of blighted worlds and countless damned souls.

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Typhus	230	5	5	4	4(5)	4	5	3	10	2/5+

T yphus, the Herald of Nurgle, may be included in any Death Guard Chaos Space Marine army of at least 1,500 points as its Chaos Lord. He may be accompanied by a retinue of Chosen selected as normal but must otherwise be fielded exactly as specified.

Wargear: Mark of Nurgle, Sorcerer, Daemonic Essence (+1 W, included in profile), Daemonic Aspect, Nurgle's Rot, Nurgling Infestation, Terminator armour (+1 A, not shown above), Manreaper, Warp Talisman.

SPECIAL RULES

Psychic Abilities: Wind of Chaos, two minor powers – always has Affliction and Miasma of Pestilence.

Destroyer Hive: Typhus' armour and body are host to a horrific plague that manifests as a swarm of insects that pour from the cracks and vents in his armour. When he charges into combat he counts as using frag and blight grenades. When he is charged Typhus and his retinue (if any) count as being in cover. In addition units with models within 6" of Typhus contract Nurgle's Rot on a roll of 5+ instead of the normal 6.

Independent Character: Unless accompanied by a retinue Typhus is an independent character and all the rules regarding independent characters apply to him. See the Warhammer 40,000 rulebook for full details on independent characters.

TERMINUS EST

The Terminus Est was one of the first capital ships assigned to the Death Guard by the Emperor. It was of a unique design that predated the Great Crusade and which was copied in M36 as part of the Gareox Prerogative to create the Despoiler class. As might be expected the older vessel was considerably more powerful than the later copy.

Nothing definite is known of the pre-Heresy configuration of Terminus Est. References exist that suggest it was primarily employed as a planetary assault ship. This is not unusual as it conforms with the role assigned to the vessels of the Space Marines Legions. Many of the vessels used in the Great Crusade were however handicapped by system failures that the Imperium lacked the ability to repair. Often this would result in many systems being replaced with less efficient but more easily maintained alternatives.

The role of Terminus Est during the Heresy is better known. At Istvaann, the Terminus Est engaged and destroyed Shadow of the Emperor, the flagship of the Raven Guard. It is argued that this engagement was the earliest recorded conflict between battleships specialised to carry attack craft. The engagement was swift and deprived the loyalist forces of any air support in the massacre that followed.

When Terminus Est was sighted as part of the armada that followed Horus to Terra it had

changed. The Mark of Nurgle was upon it and all the other vessels of the Death Guard. When Mortarion led the assault on the Lion Gate starport, Typhus controlled the Plague Fleet and, it is suspected, actually began the orbital bombardment of the Emperor's palace.

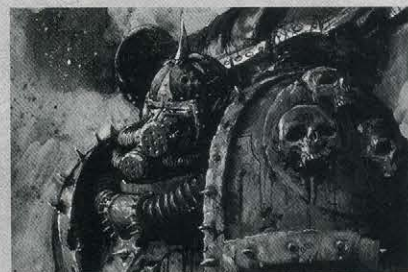
Following Horus' death and the arrival of loyalist reinforcements, the Terminus Est's formidable reserves of attack craft were expended as a rearguard while the Death Guard were evacuated back to their ships. Along with the rest of the Traitor Legions, the Death Guard fled to the Eye of Terror and disappeared from human knowledge for centuries.

In the Eye it is suspected that the Traitor Legions fought amongst themselves. It is the boast of the Death Guard that their Primarch-turned-Daemon Prince Mortarion conquered a mighty empire within the Eye and transformed it to his own tastes. Typhus and the Terminus Est were among the first of the Death Guard to be sighted again when they brought plague to the Agripinaa system in M35. The success of the Terminus Est in defeating the battlegroups sent against it had a major effect on the thinking of the Imperial Navy. In M36 an Adeptus Mechanicus expeditionary force succeeded in finding schematics of its design on the perditia world of Barbarus and began building the Despoiler class. Little were they to know that the core architecture and design

of the class' warp shields hid a fundamental corrupting flaw. Only when in the following centuries the vessels of this class were either lost in the Warp or turned renegade did the realisation strike home.

The Terminus Est and Typhus did not assume a central role in the Gothic War, a single sighting near Anvil 206 was the only evidence of their presence. However, considering the later incidents traced back to Anvil 206, it is clear that a particular mission was accomplished.

By M41 the Terminus Est is one of the oldest ships known to the Imperium, the power of Nurgle holds its ancient hull together and the most virulent plagues seethe through its dank corridors. The Terminus Est is a part of Nurgle's realm given license to travel the stars, spreading death at the behest of its damned captain. There will be no rest for the Imperial Navy until it is finally hunted down and cleansed for ever.



As the Eye of Terror opens to spew forth the masses of Chaotic legions, we take a look at how Seb Perbet of the 'Eavy Metal team painted Typhus, Herald of Nurgle.

'EAVY METAL MASTERCLASS

TYPHUS



Painted by Sebastian Perbet

PREPARATION

After the mould lines on the components were removed, the model was assembled. First the top exhausts were attached to the body and gaps filled with Green Stuff, then the head and scythe were superglued into position.

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

PAINTING THE MODEL



Typhus' armour was painted a basecoat of Catachan Green, with thinned Flesh Wash applied over the top.

Small amounts of Rotting Flesh were mixed into Catachan Green and applied as successive highlights. The edges of the armour were highlighted with Rotting Flesh, and the final highlight was an equal parts mix of Rotting Flesh and Skull White.



Bronzed Flesh was painted onto the helmet as a basecoat. The recesses of the helmet were painted with Brown Ink thinned with water. The helmet was

highlighted with Bleached Bone, followed by a highlight of an equal parts mix of Bleached Bone and Skull White, and a final highlight of Skull White was then applied. Dribbles of slime were then applied to Typhus' helmet using an equal parts mix of Brown and Dark Green inks.



The metal areas on the model were painted with a mix of five parts Boltgun Metal, three parts Dark Angels Green and two parts Chaos Black. An equal parts mix of Dark Green Ink, Brown Ink and Black Ink was then applied. This was then highlighted with Boltgun Metal and finished off with Chainmail.



FINE DETAIL

A basecoat of Scorched Brown was applied to the pouch. Small quantities of Vermin Brown were added to the

basecoat and applied as successive highlights, and this was then highlighted with an equal parts mix of Vermin Brown and Bronzed Flesh, and finished off with Bronzed Flesh.



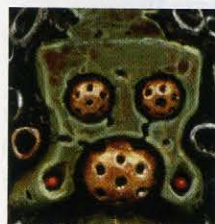
The horns were painted Scorched Brown. Small amounts of Vermin Brown were mixed into the basecoat and applied as successive highlights, followed

by Bronzed Flesh. This was then highlighted with Bleached Bone and finally Skull White.



Scab Red was painted on the guts and highlighted with an equal parts mix of Scab Red and Bronzed Flesh. To finish off a highlight mix of one part Scab Red to four parts Bronzed Flesh was applied.

FINISHING TOUCHES



A basecoat of Brazen Brass was applied to the copper vents, followed by a wash of Brown Ink. This was highlighted with Dwarf Bronze,

then a final highlight of equal parts Dwarf Bronze and Mithril Silver.



The pipes were painted an equal parts mix of Chaos Black and Codex Grey, with a final highlight of Codex Grey.



Boltgun Metal was drybrushed onto the chainmail areas. Flesh Wash was thinned with water and applied, followed by a final drybrush of Chainmail.

An undercoat of Chaos Black was applied to the rivets and then Chainmail was painted onto the raised surface. A small amount of Red Ink, thinned with water, was applied as a glaze around the rivets. To finish off Flesh Wash was thinned with water and painted into the recesses and slime patterns on the models.



PAINTING THE WEAPON

Boltgun Metal was painted onto the metal areas on Typhus' scythe and then an equal parts mix of Black Ink, Brown Ink and water was applied. An equal parts mix of Vermin Brown and Dark Flesh was added to the original mix of inks, and applied in patches to the

weapon. To finish off, the scythe was highlighted first with Boltgun Metal and then with Chainmail.



FINE DETAIL

The wood grain of the weapon was first given a basecoat of Scorched Brown.

This was

highlighted by adding small amounts of Bleached Bone to the basecoat colour for successive highlights. The final highlight was Bleached Bone.

FINISHING TOUCHES



A mix of two parts Dwarf Flesh, two parts Rotting Flesh and one part Chaos Black was applied to the bandages,

and Flesh Wash, thinned with water, was applied as a wash. Small amounts of Bleached Bone were added to the basecoat mix. The final highlight was an equal parts mix of Bleached Bone and Skull White.



NURGLINGS

Dark Flesh was painted on as the basecoat, followed by an equal parts mix of Purple Ink and water. This was highlighted with

Dwarf Flesh. An equal parts mix of Dwarf Flesh and Bleached Bone was applied as a final highlight.

PAINTING THE NURGLING ON LEG



The Nurgling was painted a basecoat of Dark Flesh and highlighted by adding small amounts of Bronzed Flesh to the original basecoat. This was applied as successive

highlights up to a mix of three parts Dark Flesh and seven parts Bronzed Flesh. This was further

highlighted with Bleached Bone, and finally a mix of Dark Green Ink and Brown Ink was applied as a glaze.

FINISHING TOUCHES

A glaze of Red Ink was applied to the pimples on the Nurglings and then the head of the pimple was painted Bubonic Brown.

BASING THE MODEL

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.

This was drybrushed with Codex Grey then Bleached Bone, though some of the larger stones had Skull White brushed over them. Some small areas of Static Grass were glued to the base with PVA glue, clustered at the base of the rocks, since this is where moss and liche generally prefer to grow.



Typhus and the Plague Marines of the Destroyer Hive launch an assault on an Imperial Guard outpost.

As the Daemonhunters army is released, we've had a look through our archives for some great models to include in your force.

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Matt Anderson and Che Webster are the UK Community team, which means they get to go out and about and help develop the hobby in clubs, schools and libraries. This month they report on a visit to a library in West Swindon and a school in Reifford.

LIBRARIES AND SCHOOLS

Great venues for gaming clubs



Matt Anderson

Matt: At the tail end of last year Kristianne, a Library Manager from West Swindon, contacted Che. She wanted to set up a Gaming Club in her library and asked if we could help. Now many people, when libraries are mentioned, will immediately think of stuffy buildings, smelling of old books and populated by withered crones who tell you to be quiet all the time. Nothing could be further from the truth, as Che and I found when we popped down to Swindon to see how the club had fared in its first six weeks.

The club is open to 13-19 year olds and meets every Friday evening, from about 5pm, at the West Swindon Library.

Kristianne, while not a hobbyist when she set up the club, has now started to collect and paint some Rohirrim, and claims to have never lost a game! Her new boards, coated with a variety of textured spray paint, earned a round of applause and in a brief moment between signing up new members and making sure everyone had a game to play, I asked her why she would want to start a gaming club. "The guys from the Swindon Store ran a great event at the library, that was such fun I wanted to try to do something like it regularly for the gamers in the library."

Over to one side there was a game of Warhammer in full swing between Wood Elves and Goblins. Here I found Adam Trotter watching the action. I asked him what he likes

about the Library Club idea. "There's a really chilled atmosphere and I like the fact you can all help each other with army lists and stuff". Adam also plays at GW Swindon and is running a Warhammer campaign at the club with Adam Belcher and Peter Bunce.

The campaign centres around a scramble for land and treasure in the steaming Lustrian jungles and ancient cities of gold. Each player starts with a small force of 750 points, which can grow and develop as the campaign goes on. Peter is clearly an all-round gamer, as he is currently winning the Swindon store's Warhammer 40,000 Winter War Tournament. (Not to be outdone, brother Chris is winning the Warhammer tournament!) The night we visited, Peter was sending a part of his huge Goblin army against the somewhat embattled Wood Elves.

Holly Martin has been attending the club for four weeks after seeing a flyer and thinking it sounded interesting,

despite having never played before. Since then she has become a keen The Lord of The Rings player but is trying her hand at Warhammer. She's been so impressed with the club so far that she is planning to bring along some friends from her tutor group one week.

On the far side of the room a large pre-arranged game of The Lord of The Rings was being set up. Some Elves and most of The Fellowship were pitted against Saruman and about 60 Uruk-hai and 3 Cave Trolls. One of their commanders, Paul Smith, comes to the library club because it's great having a free venue without the hassle of organising to play at various peoples' houses.

As far as we know this is the first club anywhere in the country run in and by library staff, and we're really delighted at how well it has been going.

If you would like to start a Gaming Club, or know someone who does check out the contact details for how to get in touch and to find out more about clubs and the gaming community at large.



The library offers a quiet place to paint



The Warhammer campaign battles on



The school club gets under way...



Battles and lunch mix well in the club



Mr McClean gives the generals tactical advice



Che Webster

Che: We are often asked about how we can help teachers and students set up Gaming Clubs in their schools. We wanted to put together some information to help, so as a first step we decided to go

out and talk to teachers and students at a couple of clubs we know about to find out how they did it. We were especially trying to find out what sort of advice or help school clubs might need. We went up to Ordsall Hall School in Retford to find out what Mr McClean and the club members get up to on Tuesday lunchtime.

The first thing we noticed on walking in was the frenzy of activity as the students got their games set up. Trying to organise their armies whilst eating their lunch at the same time was a frantic sight.

We asked Mr McClean, the teacher in charge, what the rush was all about.

"We only have a 45 minute lunch break," he said, "so we have about half an hour playing time if we crack on and are organised getting our games set up and taken down." Knowing that 30 minutes is not long for a game, we were intrigued to see several games of 400 points Warhammer 40,000, and a 1,000 points

Warhammer game in full swing. Everyone was enjoying the battles whilst being careful to keep an eye on the time.

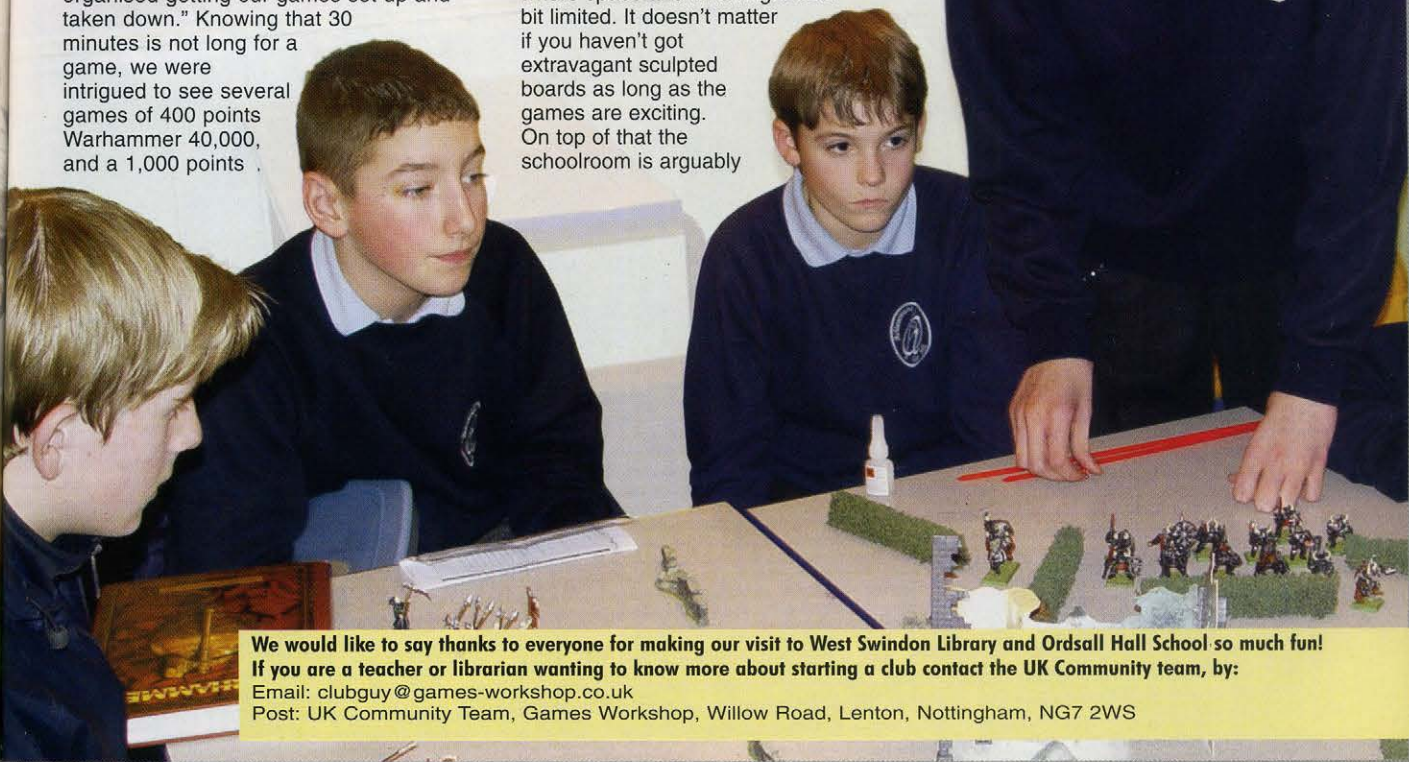
To save more set up time and storage space in the school this club doesn't have gaming boards. They prefer instead to play straight onto the school tables with individual pieces of scatter scenery to break up the flat surfaces. To us, being used to the beautifully sculpted boards of Games Workshop Stores or Warhammer World, this was initially a bit of a shock. Quickly recovering, we realised that if the armies and scenery look cool, with exciting battles, then you soon forget the bare table you're fighting over. The smaller size of battlefield – two tables seemed to give around 4 feet by 3 feet at the most – led to quicker games, meaning you have to be really clever with the set up as the enemy will be upon you before you can do much to correct it.

Since they can't risk a paint spill, and don't really have time, the club has also spawned a painting club which meets in the Art Room on a different lunchtime. This lets all the eager gamers get their armies ready away from the actual gaming day.

It appears that schools are great venues for gamers to meet and play games, even where space and time might be a bit limited. It doesn't matter if you haven't got extravagant sculpted boards as long as the games are exciting. On top of that the schoolroom is arguably

the safest place for students of 11-16 years of age to meet, which is a great help to parents. The social camaraderie was also evidently strong in the club, mixing a lot of people who might not otherwise meet.

Since this visit we've put together a pack for teachers who want to start a club in their school, full of helpful tips, guidance from other teachers who've created a club already, and resources for running campaigns, tournaments and beginner games.



We would like to say thanks to everyone for making our visit to West Swindon Library and Ordsall Hall School so much fun! If you are a teacher or librarian wanting to know more about starting a club contact the UK Community team, by:
Email: clubguy@games-workshop.co.uk
Post: UK Community Team, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS

In WD 278, Pete Scholey gave us his thoughts on the Tomb Kings, and then took them into battle against the Bretonnians. After six months of play, Pete returns with some changes to his army list.



Unlike former British Prime Minister Margaret Thatcher who famously once said, "The Lady's not for turning", I have recently had a rethink about Tomb Kings

tactics and have been trying out a few new things with my favourite army. Not that there is anything wrong with sticking to your principles, but after a string of bad defeats I went back to the drawing board and tried to figure out where I was going wrong.

It was the start of our club's winter campaign. The rules were simple: select an army you want to use for the whole campaign then each week pick a

ANCIENT EVOLUTION

Coming to terms with the Khemri army

2,500 points force from this list. You could change its composition weekly, which enabled you to tailor your army to face a specific enemy. But this worked both ways, and in the practice games prior to the campaign starting, my opponents had found me out.

It happens to us all I am sure; you set off with a new army and it sweeps all before it whilst your friends try to figure out how to beat the new kid on the block. Well, at my club, it didn't take them long to find my Achilles heel – Strength 7 great weapons. They were springing up all over the place. Chaos Warriors, Beasts of Chaos and Daemon armies were full of them and suddenly my Chariots were disappearing quicker than money from my bank account on

a shopping trip with my wife. I had to do something.

I haven't done a U-turn but I have certainly reassessed my original ideas and have come up with a successful combination that is proving more effective and durable, whilst still keeping the principles upon which my original army was built. However, it has one major difference, the Tomb King (well, two actually – more later).

In my previous article I had said that the Tomb King should always be mounted in a Chariot. Well, during my recent bad run he rarely lasted two minutes. Those Strength 7 hits were quickly destroying his Chariot units and by the time all the wounds from combat resolution had been allocated,



he was either running around on foot or had turned into a smoking pile of parchment and rags. There is a magic item, The Scorpion Armour, which allows the Tomb King to never suffer more than one wound due to combat resolution, but in my games the Chariots were getting wiped out because of the Strength 7 hits, and suddenly the King was very vulnerable.

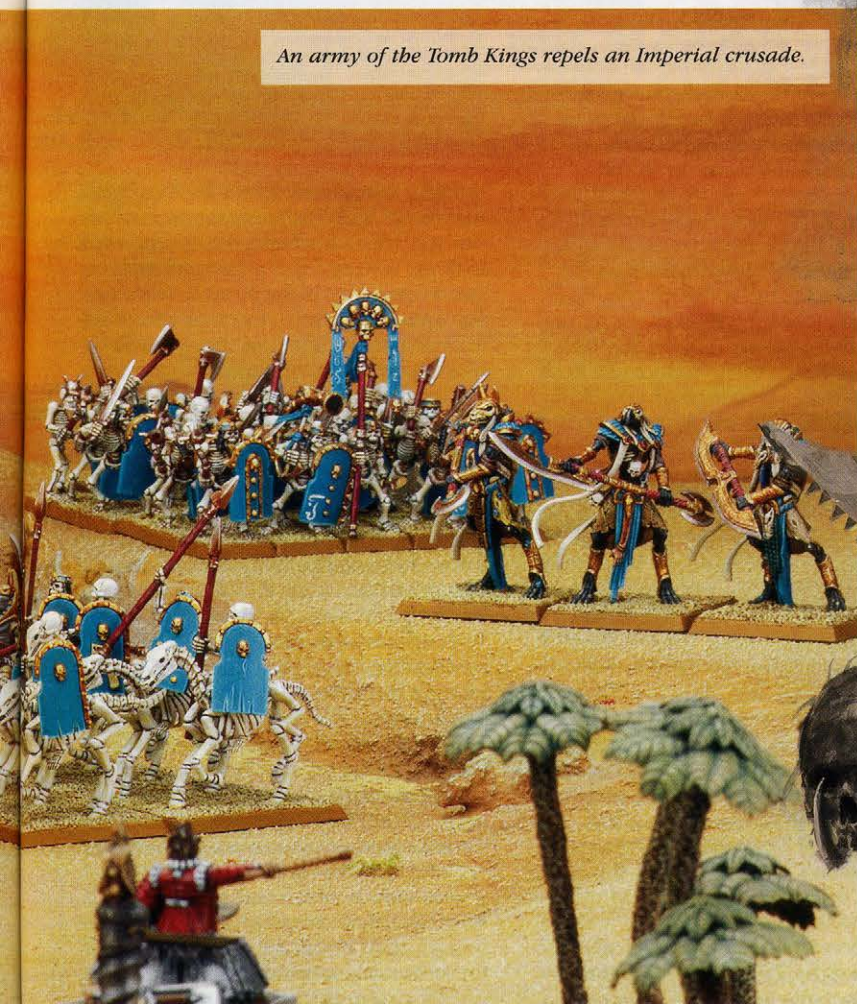
EXPLANATION: I was finding that characters with great weapons were charging one of the rank and file Chariots. They would have up to four Strength 7 attacks and usually wounded with three of them. This spells death for the Khemri Chariots as each Chariot is destroyed with 3 wounds each. So if 9 wounds are caused then the Tomb King suffers a combat loss of 9 and therefore would be destroyed.

But isn't it strange how an unfortunate circumstance turns out to be a blessing in disguise? This is what had happened to my Tomb King (now on foot). He was scurrying off and hiding in the Tomb Guard unit which had suddenly,

with the king in its front rank, become a game winner. Was someone trying to tell me something? Should I ignore the signs and persevere with my Chariot, or should I grasp the nettle and go for a different tactic altogether. Well, not wanting to align myself with old Maggie, I decided to eat humble pie and leave the big fella on foot.

Having made that decision I looked at my army in more detail and decided to introduce the Casket of Souls. The model is so gorgeous that I just had to find room for it but at 165 points, and being a Rare choice, I had to drop the Bone Giant. He had been doing well for me but a sacrifice had to be made, and with a Casket and a Screaming Skull Catapult close together at the back of my army, suddenly I could see a new way to fight.

An army of the Tomb Kings repels an Imperial crusade.



The only drawback with the Casket of Souls is that it cannot move, you need to keep the Liche Priest with the model and if he dies then the whole thing disappears. So it needs protecting and if the Liche Priest is going to be effective, then he needs something to use his incantation on. This is why the Screaming Skull Catapult is an ideal partner for the Casket. Not only do they have the range of the battlefield, but also the Liche Priest is able to cast *Smiting* on the war machine to get that invaluable second shot per turn.

EXPLANATION: The Casket of Souls works exactly like a Vampire Count *Banshee's Scream* except that it affects every unengaged enemy unit that can draw a line of sight to the model. I have seen some players start the game with their main units and characters facing the opposite way, just so it would not affect them. It is the last thing that happens in the Khemri Magic phase, is cast at a power level of 2D6 and gives no Armour saves whatsoever. Affected units roll 2D6+2-Ld and that is the number of wounds inflicted. In one game it totally wiped out a unit of 5 Chosen Chaos Knights. (11+2-8 = 5 wounds – ouch...).

With the Casket in your army, it tends to make you more defensive. I was determined I was not going to become a Khemri-Dwarf, sitting back shooting whilst the enemy advances (just not my style of play), although I did feel I needed extra infantry to hold up the advance of the enemy. I wanted to maintain the fast approach, but instead of rushing off towards the other side of the table, I would hold on for a turn or two and counter when the enemy were in range. This would allow the Casket to work for a couple of turns whilst my opponent advanced, affecting all the enemy units that could draw line of sight to it.

Having mixed my magic items around a little and adjusted the size of some units, I found room for that second infantry block to support the Tomb Guard. A 20-strong Skeleton unit with light armour, shields and hand weapons now work in conjunction with the Tomb Guard to add extra stability to the centre of my army. This unit and the 3-strong unit of Ushabti flank the Tomb Guard to form a solid centre. The remainder of my force was pretty much similar to the one I mentioned in my last article; I had dropped a few archers and gave the Tomb Prince the Chariot of Fire to ride in. The Chariot of Fire is magical and does D6+1 impact hits instead of the normal D3. This, in particular, was

ideal for dealing with Spirit Hosts and other ethereal creatures, which people had a nasty habit of shoving right up in front of my Chariots and tying them up. A Tomb Swarm helped protect the Casket whilst the Tomb King, now on foot, wielded the deadly Destroyer of Eternities.

So how have I managed to combat the onset of the Chaos invasion, and anything else for that matter? I was playing the refused flank strategy a lot now. One flank took care of itself with the Tomb Prince and his Chariot unit. His My Will Be Done ability, being first in the Hieratic hierarchy, was nearly always getting off, as my opponent would hold some Dispel dice back for the Casket and the Smiting of the Catapult. The other flank had the second unaccompanied Chariot squadron and the Heavy Horsemen. Combined, they were working very well; the impact hits of the Chariots supported by the outnumbering and rank bonuses from the cavalry were nearly always breaking units.

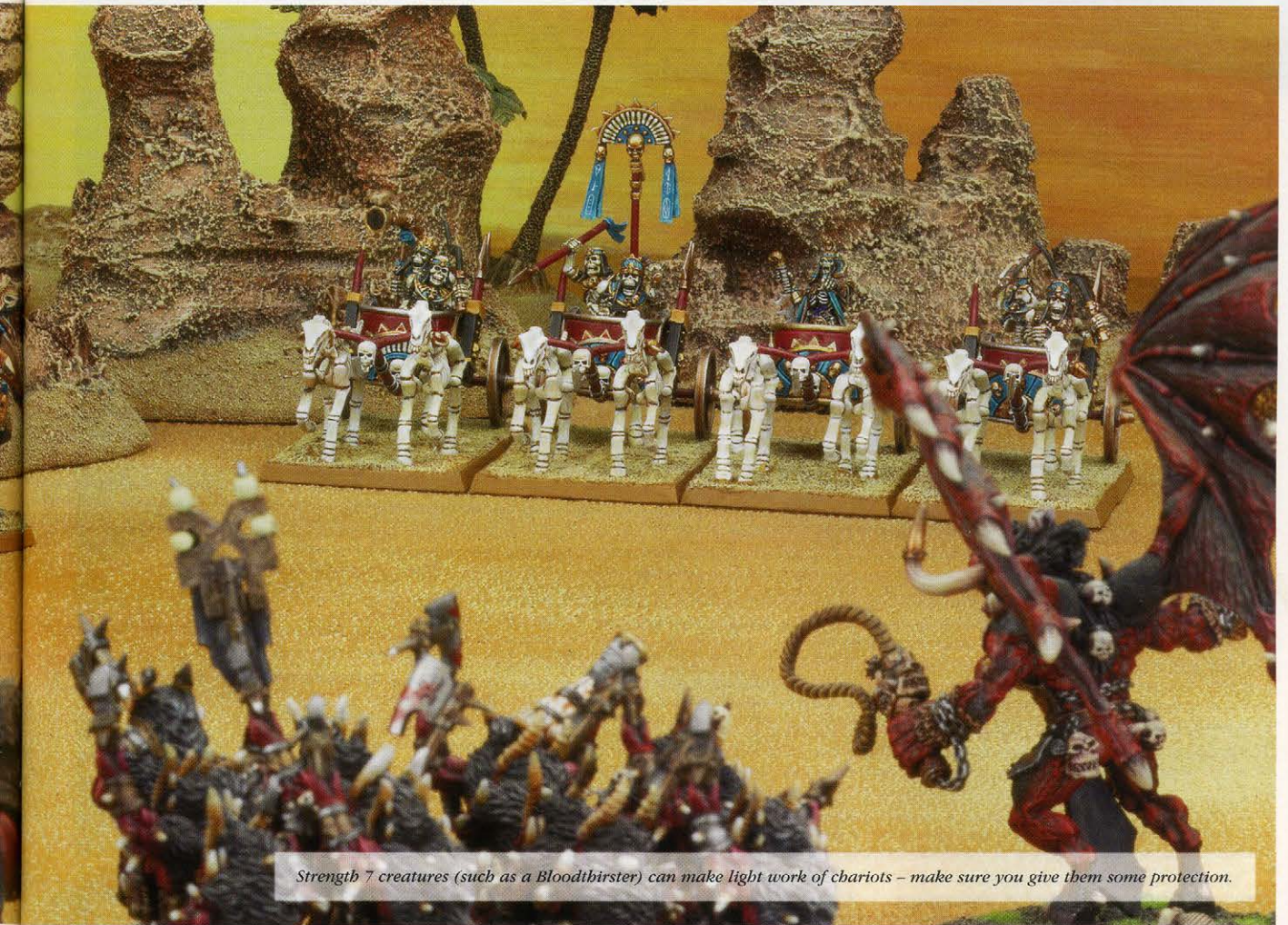
I could concentrate on channelling the enemy towards the centre of my army and the King's unit of Tomb Guard. I had dropped the Icon of Rakaph (in favour of the Banner of the Undying Legion) since I no longer used the unit as the central pivot of my army. However, with the Tomb Guard becoming my main fighting unit it was imperative that I maintained its size, hence the Banner of the Undying Legion, which actually activates first in my Magic phase before the Tomb Prince – and gives me D6 models back per turn. When backed up by a Liche Priest then this unit very quickly recovers its dead. I was fighting with two supporting units, which could in turn be magically, or normally, charged into the flanks of any engaged unit with the Tomb Guard. The King was now using his My Will Be Done to either smite the enemy or move the flanking support, and the smiting of the Tomb Guard was causing all sorts of problems for my opponents.

Their Killing Blow special attack has killed numerous characters – just watch a Vampire General do his best to stop you smiting him. It is possible to get three attacks from your Tomb Guard against the Vampire, giving you a good chance of killing him, plus the chance to do it again in the Combat phase. But what has really beefed up this unit and given me a more balanced edge to the army is the Tomb King and his magic item combination. I have given him, along with the Destroyer of Eternities, the Vambraces of the Sun, and the Talisman of Protection. They add up to his full 100 points of items, but with the Vambraces taking an Attack off the enemy and the Talisman giving him a Ward save, he is proving to be very



durable. The Destroyer of Eternities is a nightmare item for your opponent. You can use it as a normal great weapon but with the Killing Blow ability, or use a special attack, which causes 2 automatic Str 7 attacks against any enemy model in base contact. This too has the Killing Blow special ability. The King with the Destroyer of Eternities is almost untouchable. In a challenge he nearly always kills his challenger, certainly after two rounds of fighting.

The threat of the Casket was allowing me more flexibility in my Magic phase. I now had seven incantations/items to use and after a couple of turns I had almost a free reign in the Magic phase. With my Chariots being more susceptible I was relying on the Liches to keep the army fully restored. Most opponents, once they had used their Dispel scrolls, only had four Dispel dice and if they wanted to stop the Casket then they needed to hold onto three of them. The presence of the Casket has another advantage in that it reduces the casting total of enemy wizards by -1, which was also proving very effective. A word of caution though (and this is why I had altered my fast attack approach) the Casket has no effect against enemy units in



Strength 7 creatures (such as a Bloodthirster) can make light work of chariots – make sure you give them some protection.

combat. So if I were to continue with the fast attack approach then after one turn its effectiveness would be minimised. And it really is a bit like chess using the Casket. Your opponent knows its effects can be devastating, however it can be dispelled like any normal spell, but if he does this it allows you more options in the remainder of the Magic phase. In several games people would stop my movement spells and watch in horror as the Casket destroyed war machines and particularly skirmishers and flyers!

As in all games of Warhammer, the dice can be fickle but you cannot blame everything on dice. There is a lot of skill involved in selecting and deploying your force and being able to respond to your opponent's moves. Once you understand your own army's weaknesses you have to work to limit their effects and try to utilise them to your advantage. I know that when facing off against Strength 7 creatures (Dragon Ogres are particularly nasty), I try to lure them towards the Chariots in order to set up a flank counter charge with the Ushabti or a unit of Skeleton Warriors. If you hit them in the flank with a good sized unit you can cause them to lose

EXPLANATION: As we know, the impact of Khemri chariots and heavy horse is not that great (Str 4), unlike a Chaos chariot or a unit of Empire Knights. The extra Toughness and armour of Chaos troops was proving hard to beat, particularly since they had the Mark of Slaanesh (Immune to Psychology) and I was finding that I was losing combats that I would

combat quite easily since only one Dragon Ogre will be hitting you back (3 attacks) and, if you have full ranks, Standard, flank and outnumber, then you are already at least +3 on the combat. You need to gang up on such hard-hitting units and hit them in the flank to minimise their combat potential. And of course, with Liches nearby, if the Dragon Ogres do not break and manage to inflict wounds, you can quickly restore the fallen and maintain that maximum combat resolution.

I have found over the last six months that the Tomb Kings have firmly established themselves as a good all-round army. They have a big weakness,

normally win. So I would charge both the cavalry and chariots at the same target. Convention says that where two units charge the same target they should align up so that both units hit equally, split down the middle so to speak. I could get two chariot impact hits and a few of the cavalry in the combat; the combined effect usually did the trick.

particularly with the Strength 7 attacks against the Chariots but there are ways of minimising this effect. I still believe in the Chariots but with the recent releases of the Beasts of Chaos list (published in White Dwarf 276) and the Lizardmen Armies book, there are suddenly a lot more big creatures to fight and you have to react to this threat.

For me, this is what makes Warhammer such a great game. You think you are onto a winner, and then something emerges to shred all your plans. So you have to start again with a new tactical plan. Whilst this is the case the game, its mechanics and the possibilities will perpetuate. Simply great.

We kick off Abaddon's Thirteenth Black Crusade with this month's battle report as Typhus, Herald of Nurgle, assaults the Cadian city of Kast Thravius – a critical stronghold on the planet. Chris Kraatz, Beau Turner, Ash Barker, and Mike Larsen from Games Workshop Canada take to the streets of Kast Thravius...

DAWN OF THE DEAD

NURGLE STRIKES AS THE THIRTEENTH BLACK CRUSADE BEGINS

Sergeant Trane, veteran of the uprisings on Bairsten Prime and Agripinaa, raised the trench periscope above the rampart of sandbags and rubble. A slow scan of the city's outlying hab-districts revealed a low fog that hugged the boots of the weary troopers returning from their nightly patrol. The tired pace of the soldiers suggested that they had seen some action that evening, but their foe had been left far behind.

As the grizzled veteran turned back to his squad, most of them still wrapped in their standard-issue blankets, Trooper Nevin grinned and handed him a steaming mug of recycled caffeine. The

fighting had been fierce in recent weeks, but the Arch Enemy could never break the Cadian spirit.

Confident in his position on the third floor of this hab building, Trane rose above the top of the rampart and rested his mug on the sandbags. Dawn broke, and sunlight streamed into the building through shattered windows as he lit his trademark cigar.

The Sergeant cocked his head to one side, listening... listening to the shuffle of dragging feet. It was low, beneath the rumble of distant artillery and the bubble of the nearby caffeine pot.

"What, in the Emperor's name, is making that noise?" he whispered under his breath.

The fog rolling in from the front was now tinged a foul green and seemed to amplify, surprisingly enough, the sounds of dozens, maybe hundreds of footfalls in the morning stillness. Tendrils of green fog grasped the walls of their building – seeking, searching, climbing.

"Rebreathers, you fools, get them on!" cried Trane, dropping the cup as the sound of dragging feet was shattered by the echoing chatter of a heavy slug weapon.

The Plague of Unbelief is spreading like wildfire throughout the sector, and the agents of the Chaos god Nurgle follow in its wake. The once-teeming Cadian city of Kast Thravius has been reduced to a shattered necropolis over weeks of constant war, but the Cadians are renowned for their tenacity and will not retreat. The zig-zagging streets and bunker networks have come under siege, not only from Plague Marines but also from Plague Zombies whose ranks are bolstered by the reanimated victims of the mysterious plague. Every metre of Kast Thravius taken by the scions of Nurgle is defiled, but at the centre of the Cadian defense, the Kasr Pravdar remains inviolate. Typhus himself, the Herald of Nurgle, has identified this area as the cornerstone of the Cadian defense and is spearheading a tide of putrescence to consume this bastion once and for all.

To bring this action to life on the tabletop, scenery gurus J. B. & Tracy Coulter, along with Nathan Flaming, built the first part of their massive 24' x 12' display table that will be the centrepiece of Canadian Games Day 2003 (in Toronto, ON, on August 16).

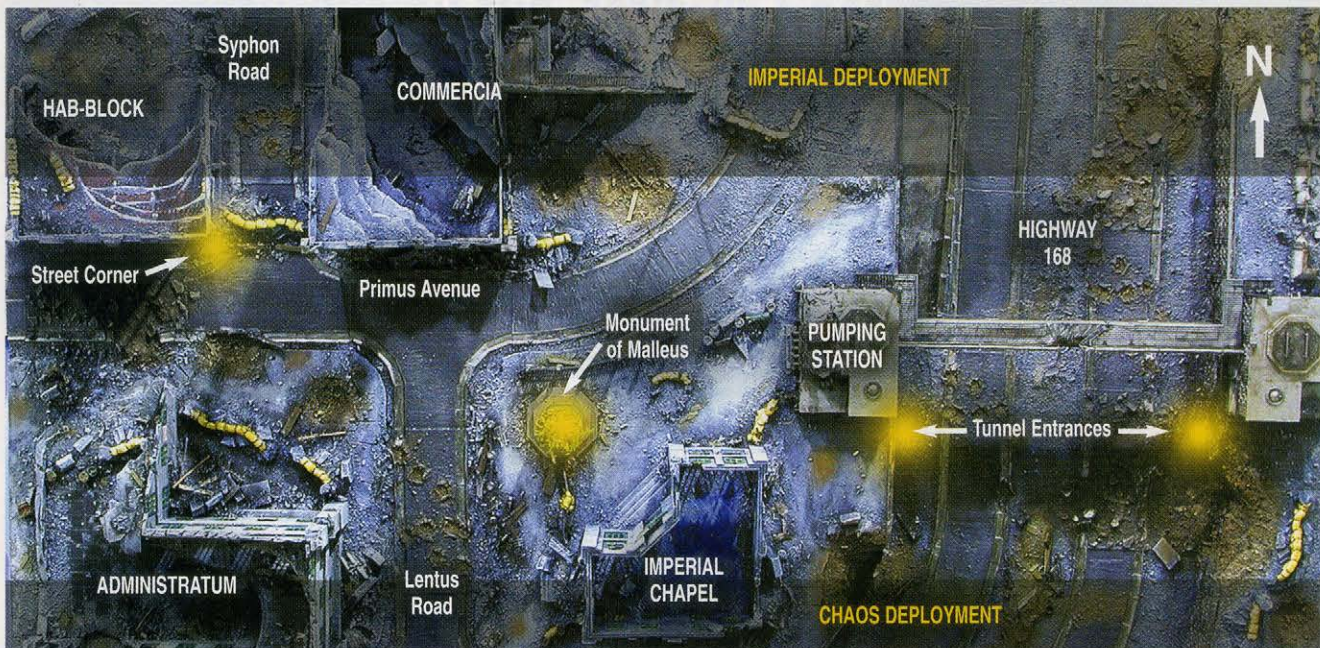
Four eager hobbyists were rounded up from among the staff in Games Workshop's Canadian Hobby Centres. Ash Barker and Mike Larsen would command the forces of Typhus, while Chris Kraatz and Beau Turner would lead the Cadian army in defense of Kast Thravius.

As the final touches were applied to the Cityfight table and the armies, the players fought a practice game to get used to the strengths and weaknesses of the new lists and troop types they would be using.

Afterwards, we allowed the players to adjust their lists as required. To strengthen the rivalries that had developed in this first game, we also divided the commanders' forces between the the main city area and the sunken highway.

On a windy winter's day, with snow flurries falling outside the Canadian Battle Bunker in Oakville, Ontario, the battle for Kast Thravius began to heat up.





The objectives are marked with yellow dots when uncontested. When claimed by the Imperium, they turn blue; when claimed by Chaos, they turn green.

OVERVIEW

In their push into Kast Thravius, Typhus and his corpulent minions will gain a foothold if they can capture certain important positions on the battlefield: the tunnels under the pumping station, the Monument of Malleus, and the tactically important corner of Primus Avenue and Syphon Road. If the Cadian Defenders can keep these areas clear of the forces of Chaos, it will be that much easier to drive them back into the Warp.

SCENARIO SPECIAL RULES

This scenario uses the Standard Force Organization chart, the Cityfight core rules, Victory points, and the Sometimes They Come Back (see right) special scenario rule.

SET-UP

- Both players roll a D6. The player who rolls lower deploys one of his units first. The other player then deploys one of his units. The players alternate deploying in this way until their entire armies are on the table.
- Imperial units deploy within 12" of the northern table edge. Chaos units deploy within 6" of the southern table edge.
- The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ, and finally Fast Attack.
- The Imperial forces have been caught during their morning prayers, so the Chaos forces go first.

SOMETIMES THEY COME BACK

Plague Zombies shamble forward in a slow, methodical manner with only one thing on their decaying minds: the destruction of the living (cue the cheesy cries of "Braaaains! Braaaains!"). The rules for Plague Zombies can be found in Codex: Eye of Terror (p. 44).

Sometimes They Come Back

The plague virus is not simply carried by the Plague Zombies. They can also infect their victims with the disease. Each time a Plague Zombie kills an Imperial Guardsman in hand-to-hand combat, roll

a D6. On a roll of 5+, the dead Guardsman becomes a Plague Zombie. Replace the Imperial Guard model immediately with a Plague Zombie model and, of course, make the appropriate groaning and shuffling noises.

The Plague Zombies, therefore, can not only kill the Imperial troops but can reinforce their Chaotic ranks with the reanimated Cadian dead. This unsettling phenomenon is sure to test the mettle of characteristically stalwart Cadian troopers.

MISSION OBJECTIVES

Both players must attempt to control the four locations shown on the map. Control of the corner of Primus Avenue and Syphon Road is worth 100 Victory points above and beyond the usual Victory points scored. The Monument of Malleus is worth an additional 250 Victory points, and each of the two tunnel access points is worth an additional 100 Victory points.

To determine who controls each objective, count up the number of models within 6" of the objective at the end of the game. Immobilised or destroyed vehicles do not count,

damaged but still-mobile vehicles do count. The player with the higher number of models within 6" of an objective controls it.

The player with the highest Victory point total wins.

GAME LENGTH

The game lasts 6 turns.

LINE OF RETREAT

Units forced to fall back will do so towards the long board edge of their deployment zone per the normal Fall Back rules.



WARHAMMER 40,000 WORLDWIDE CAMPAIGN



Imperial Commanders Beau Turner and Chris Kraatz

THE CADIAN THOUGHTS

Chris (City Defender): Well I must say that I have mixed feelings about fighting against my own beloved Chaos but...

LET THE HERETICS BURN IN OUR RIGHTEOUS FLAME!

To familiarise ourselves with the new lists (the Cadians and the Lost and the Damned), we played a practice game. What a game it was for the Cadians! The Emperor's glorious forces easily drove off the Nurgle scum. I must say, however, that the dice gods showed me their favour. The Chaos players were unable to hit the side of the proverbial barn at anything but point blank range. The Possessed Chaos Space Marines scattered off the board thanks to a failed Tunnel Strike, and Typhus had so much fun down in the tunnel slime that he never showed up (we used the Tunneller rules from Codex: Cityfight).

HERE, BUT NO FURTHER!

The actual game at hand, however, could be a different story. The Chaos army list has been adjusted and now includes a second Defiler (but lacks the Lemn Russ included in the practice game) as well as more Plague Zombies, which are a royal pain with Toughness 4 and a 4+ save.

The Imperial Guard army, on the other hand, has remained basically unchanged. We kept the wargear on our officers to a minimum and loaded up on big guns and tanks.

We included the Kasrkin squads and a Sanctioned Psyker primarily to add Cadian flavour to the army but also to give the infantry some extra punch. Kasrkin troopers are extremely useful as Troops choices (and cheaper than a Storm Trooper squad of equivalent size). With any luck, I'll be able to roll the Machine Curse power on the Sanctioned Psyker Power chart. If my Psyker has to face off against one of those Defilers, he might be able to give it a nasty surprise. *(Chris did roll Machine Curse as his psychic power, much to Ash's chagrin – Ed).*

We also made sure to take the maximum number of ordinance weapons to help deal with the shambling hordes of Plague Zombies and any armour that gets too close.

The only thing left is the plan. I will be defending the monument and the street corner objectives. In the practice game, our multi-laser Sentinels caused quite a bit of havoc among the Zombies and Traitors, so these machines will help defend the street corner. The battle tanks, lascannon teams, and lascannon Sentinels will form the core of the Monument defense. All that remains is to keep Typhus away from our lines and to kill all the Traitor units first!

Beau (Highway Defender): After discovering we would be fighting against the Lost and the Damned list, complete with Typhus, I was ready to dig my own grave. In the practice game, we managed to pull off a solid victory on all fronts. Here's hoping we can follow suit in the real thing.

My basic plan? The Chaos horde lacks a bit of firepower, so I'll try to neutralise any shooting threat (probably the Defiler) first. I think the rest of the plan consists of staying well away from those freaky Plague Zombies and shooting those Traitors back into last week. I'm hoping to clean the rest up with my Hellhound if necessary. Once the enemy has been eliminated, it should be an easy stroll down Highway 168 to cover the access tunnels under the pumping station... let's get it on!



DEFILERS – CRAZED DAEMONIC WAR ENGINES OF CHAOS

The Defilers used in this battle report were both assembled and painted by Pierre St. Onge, one of GW Canada's Mail Order Trolls. After building the Defilers, he distressed the armour plates

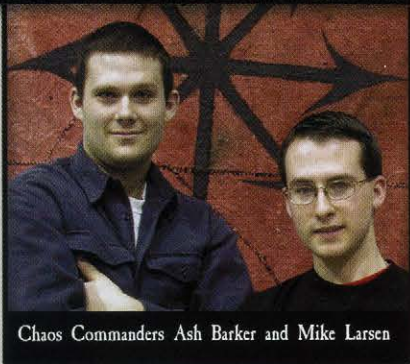
with a Dremel rotary tool fitted with a large drill bit. Pushing the drill to varying depths created the different-sized pock marks – just perfect for the war engines of Nurgle.



The awesome colours on the armour plates were achieved with a basecoat of Camo Green mixed with Dark Angels Green. The basecoat was then drybrushed with Camo Green, followed by a mix of Camo Green and Rotting Flesh. Finally, a light drybrush of Rotting Flesh really picked out those pock marks.

The next stage was to give the plates a thin 'glaze' of a 60/40 mix of Green and Brown inks. Finally, after the glaze dried thoroughly, the edges were lightly drybrushed with a highlight of Camo Green.

TAKE A DEEP BREATH...



Chaos Commanders Ash Barker and Mike Larsen

THE CHAOS THOUGHTS

Ash (City Attacker): If there are two things I love more than my own sanity, they are Zombies and painting. So when I was offered the chance to play in this battle report, I proverbially jumped on it.

The catch? We had to paint our army in 6 days. With the help of a few friends, we powered through the majority of the army in the allotted time, with only a few last minute touches left to do the day we arrived at the Battle Bunker.

In classic Sam Raimi tradition, our force has been themed heavily towards the B-movies that we all love. A horde of 60 Plague Zombies (Toughness 4, 4+ Armour save, and FEARLESS!) will be our vanguard in this game and will shamble towards the beleaguered defenders of Humanity in a relentless mass. Backing them up will be a mass of 40 Traitors, the scum of the Imperium. They certainly won't hesitate to butcher their former comrades at the behest of their new masters.

Supporting the masses of our army are a small cadre of elite Chaos Space Marine Champions of Nurgle, and a small unit of Possessed Chaos Space Marines. The former will add punch to our Zombie advance, while the latter will act as a bodyguard for our General, none other than Typhus, the Traveller, Herald of Nurgle, Host of the Destroyer Hive!

Armoured support takes the form of a Chimera and a pair of the awesome new Defilers. These monsters are probably some of the best all-round vehicles in the game. Unfortunately, I'm sure Chris and Beau both realise this fact, so the Defilers are sure to draw a lot of the Cadians' substantial firepower.

In the push for the street corner and monument, the plan is to use the Plague Zombie hordes to soak up a lot of the inevitable firestorm we'll be walking into. With some strategically placed supporting fire (Traitor squads and the Defiler's battle cannon), the Zombie hordes should keep the Cadians at bay until Turn 6 and allow the Traitors and Possessed to capture the objectives.

So, a bit bleary-eyed from the final painting touch-ups the night before, Mike and I stared down our misguided loyalist opponents across the awesome Cityfight board.

Mike (Highway Attacker): Me, be in a battle report? Play on a huge Cityfight table? Paint Typhus? OK, you don't have to twist my arm. The new Lost and the Damned army list is absolutely awesome, particularly due to the

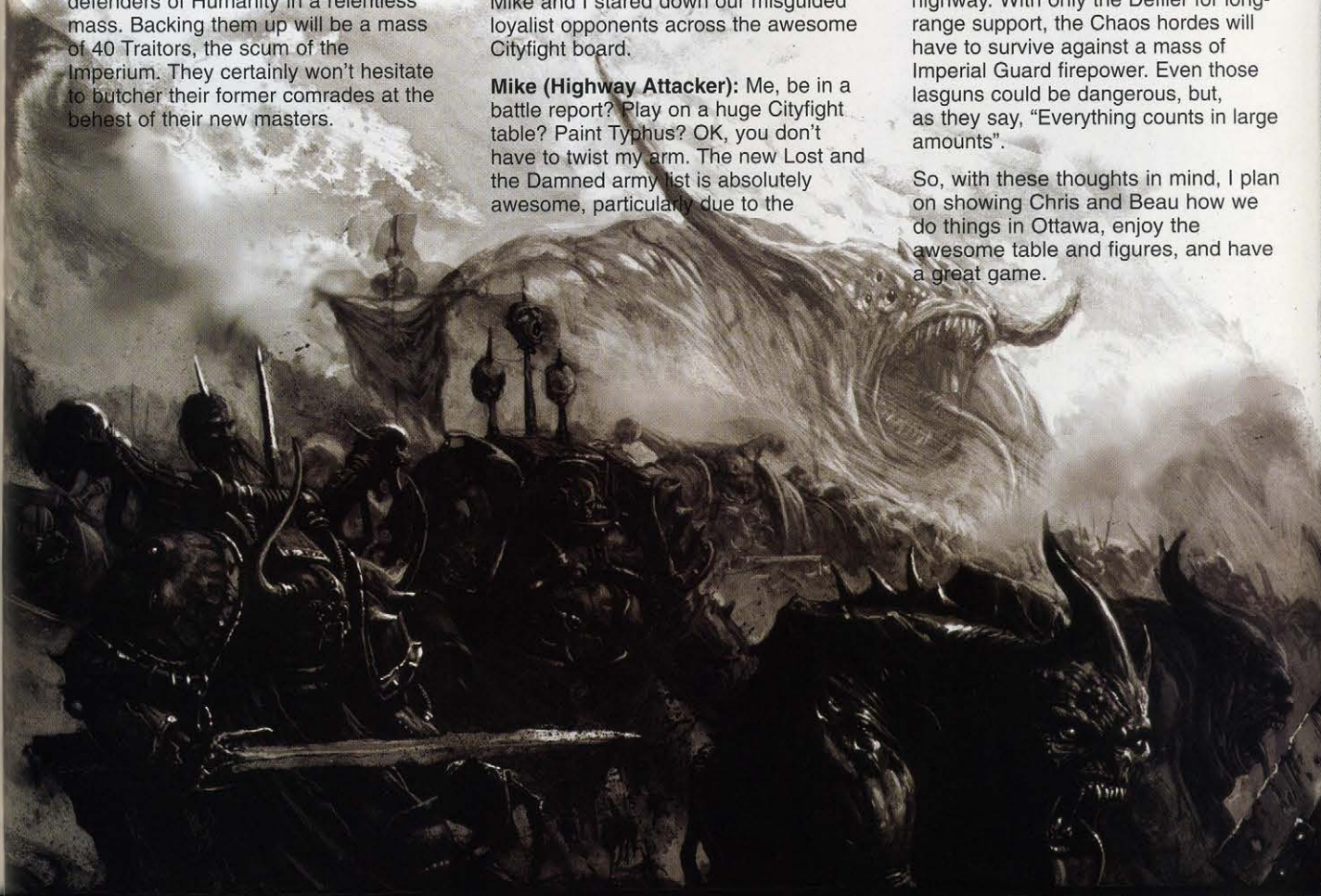
potential horde of Plague Zombies one can field. The list that Ash and I came up with is heavy on the walking dead, just because Toughness 4, 4+ save, Fearless troops are so necessary. I have to admit that my past gaming exploits are mostly in the sword-and-shield-toting genre, so a Cityfight Warhammer 40,000 game with a new army list is an interesting challenge.

During our practice battle, it became apparent that the deployment of the Plague Zombies is paramount to our victory; if the Zombies hang back at all, we will get stomped. Even with the awesome firepower of two Defilers (drool) we won't be able to outshoot the Cadians. So, in true Chaos fashion, our only option is to charge in (or shamble in as the case may be), yelling "Braaaains!".

While the Guardsmen are occupied with the mutants, our Defiler and Traitors will target any and all Imperial vehicles and heavy weapons. For his part, Typhus will advance with his Possessed Chaos Space Marines squad behind the wall of Zombies and try to get stuck in as soon as possible. I had a ball painting this monstrosity, and I want to see him reap Guardsmen like wheat.

I know I'll have a tough time on the highway. With only the Defiler for long-range support, the Chaos hordes will have to survive against a mass of Imperial Guard firepower. Even those lasguns could be dangerous, but, as they say, "Everything counts in large amounts".

So, with these thoughts in mind, I plan on showing Chris and Beau how we do things in Ottawa, enjoy the awesome table and figures, and have a great game.

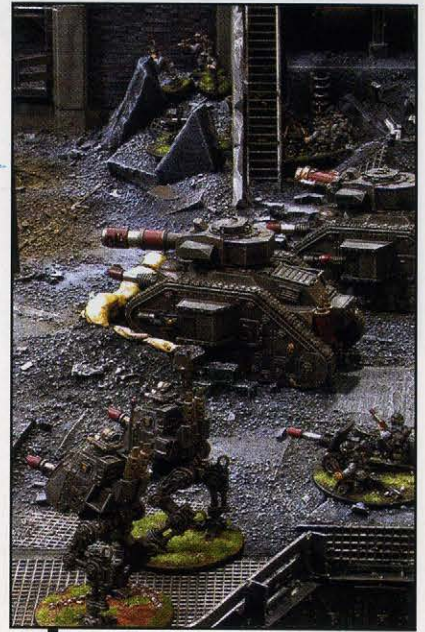




A five-man squad with an autocannon team and the auxiliary Basilisk hunker down in the ruins of the hab-block.



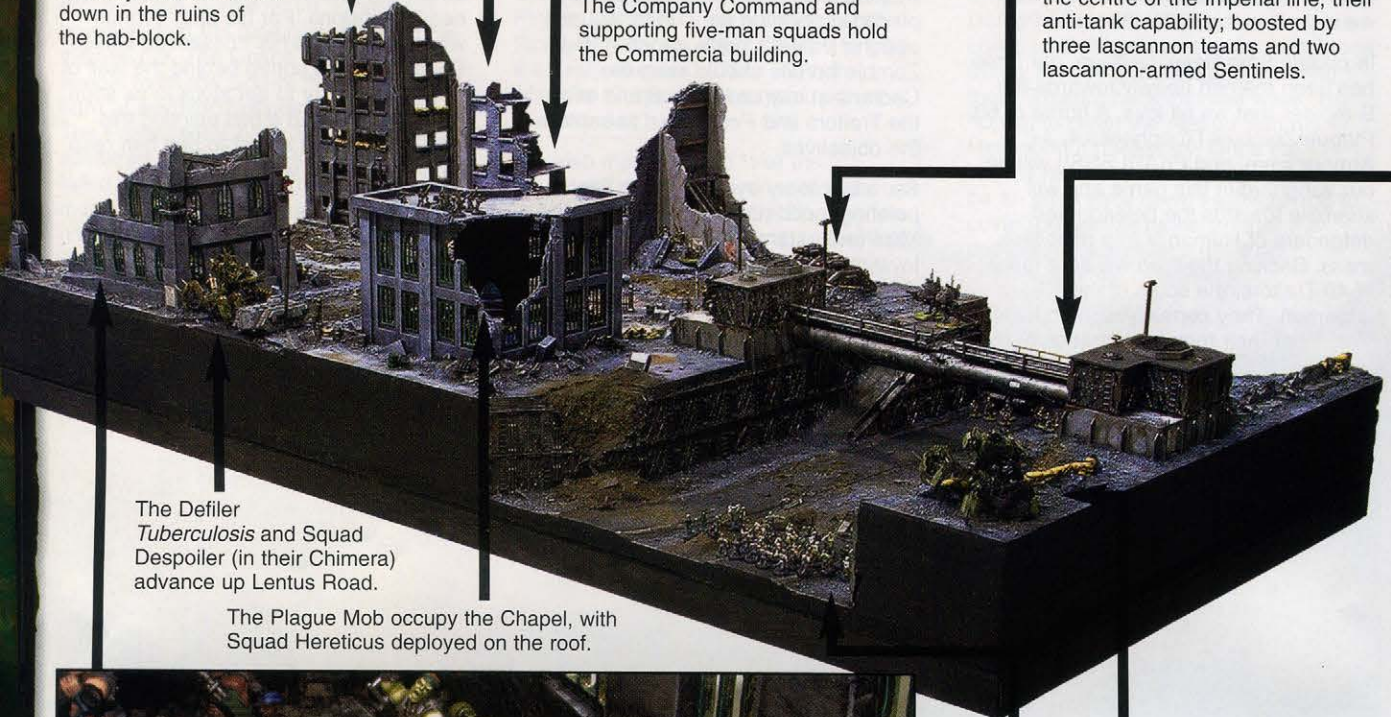
A five-man squad, Sentinels, and Kasrkin Squad Alpha defend Syphon Road.



The Cadian Battle Tanks anchor the centre of the Imperial line; their anti-tank capability; boosted by three lascannon teams and two lascannon-armed Sentinels.



The Company Command and supporting five-man squads hold the Commercia building.

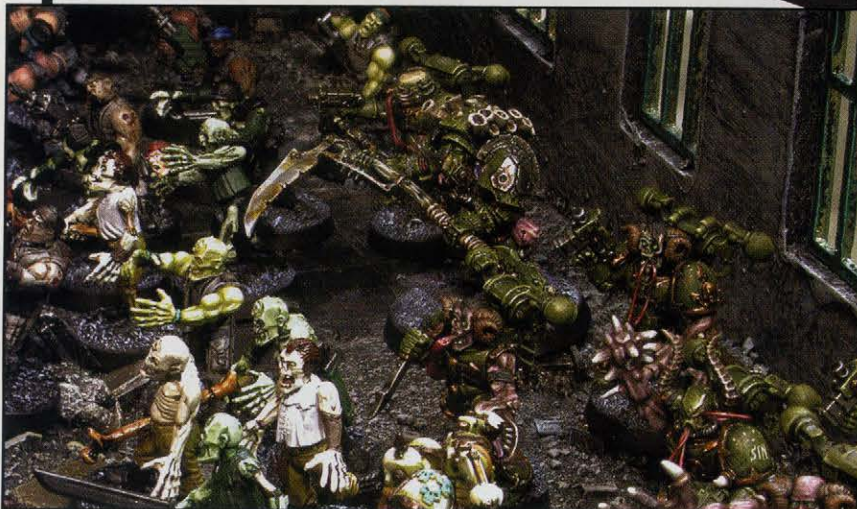


The Defiler *Tuberculosis* and Squad Despoiler (in their Chimera) advance up Lentus Road.

The Plague Mob occupy the Chapel, with Squad Hereticus deployed on the roof.

The Defiler *Cholera* is deployed to cover Highway 168.







Decay Mob and Squad Ravager advance along the shattered roadway.





Pestilence Mob, Typhus, and Squad Buboos are deployed on the ground floor of the Administratum building. Squad Diabolus is deployed on the floor above.

THE 473RD CADIAN RIFLES

	HQ 473rd Cadian Rifles, 7th Company Command Colonel Krassus with power sword and plasma pistol, Medic, flamer, Sanctioned Psyker Aurelius. 118 pts
	Anti-tank heavy weapons squad 3 Lascannon teams, Sharpshooter 135 pts
	Anti-tank heavy weapons squad 3 Missile Launcher teams, Sharpshooter 105 pts
	Special weapons squad 2 Flamers 53 pts
	Sentinel Squadron (3) Multi-lasers, extra armour, Rough Terrain Modification 165 pts
	Elites Preacher Josiah Lasipistol, close combat weapon, joins Kasrkin Squad Alpha 12 pts
	Troops Kasrkin Squad Alpha (9) Veteran Sergeant with plasma pistol, 2 meltaguns 126 pts
	Chimera Heavy bolter, multi-laser, extra armour, smoke launchers, carries Squad Alpha 93 pts
	Kasrkin Squad Beta (9) Veteran Sergeant, 2 plasma guns 116 pts

	473rd Cadian Rifles, 7th Company, 1st Infantry Platoon • Comm Sec: shotgun, 2 plasma guns, autocannon • Squad One: plasma gun, autocannon • Squad Two: heavy bolter • Squad Three: flamer, heavy bolter • Squad Four: plasma gun, autocannon 376 pts
	Fast Attack Sentinel Squadron (2) Lascannons, armoured crew compartment 150 pts
	Hellhound 70 pts
	Heavy Support Basilisk Earthshaker cannon, Indirect Fire 125 pts
	Demolisher Demolisher cannon, plasma cannons, lascannon 185 pts
	Leman Russ Battle cannon, heavy bolters, lascannon 165 pts
	Total 1,994 pts







All ten-man squads are split
into two five-man squads

	<i>Commanded by Chris in the city</i>
	<i>Commanded by Beau on the highway</i>



The bulk of the Imperial infantry, supported by the Hellhound, deployed on the highway.

THE PUSTULOUS HORDE OF TYPHUS

	HQ Typhus, Herald of Nurgle Mark of Nurgle, Sorcerer, Daemonic Essence, Daemonic Visage, Nurgle's Rot, Nurgling Infestation, Terminator armour, Manreaper, Warp Talisman, Destroyer Hive, Psychic Powers: Wind of Chaos, Affliction, Miasma of Pestilence 230 pts
	Chaos Space Marine Champions (3) Bolt pistols, 1 with close combat weapon, 2 with power fists, Mark of Nurgle, Nurgle's Rot, one deployed with each Plague Zombie Mob 174 pts
	Elites Squad Buboes 6 Possessed Chaos Space Marines: Bolt pistols, Daemonic Talons, all have Mark of Nurgle 192 pts
	Troops Pestilence Mob 20 Plague Zombies, joined by Chaos Space Marines Champion 180 pts
	Plague Mob 20 Plague Zombies, joined by Chaos Space Marines Champion 180 pts
	Decay Mob 20 Plague Zombies, joined by Chaos Space Marines Champion 180 pts

	Squad Diabolus 10 Traitors: Agitator, lasguns, plasma gun, lascannon 120 pts
	Squad Hereticus 10 Traitors: Agitator, lasguns, plasma gun, lascannon 120 pts
	Squad Ravager 10 Traitors: laspistols, close combat weapons, meltagun 90 pts
	Squad Despoiler 10 Traitors: Agitator, laspistols, close combat weapons, meltagun 100 pts
	Chimera Heavy bolter, multi-laser, extra armour. Carries Squad Despoiler 90 pts
	Heavy Support Tuberculosis the Defiler Reaper autocannon, heavy flamer, battle cannon, Indirect Fire 175 pts
	Cholera the Defiler Reaper autocannon, havoc launcher, battle cannon, Indirect Fire 185 pts
	Total 1,998 pts

Commanded by Ash in the city

Commanded by Mike on the highway

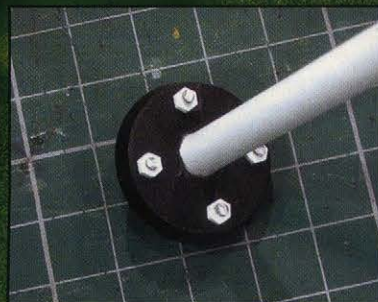
LIGHTING THE STREETS OF THE IMPERIUM.



With a few simple bits and a length of plastic tubing, you can make your own light poles. J. B. Coulter used scanners from the Space Marines Vindicator kit for the light poles on this battle report table.



The scanners were trimmed and glued onto a T-junction piece, available at hobby stores that sell plastic tubing.



Round bases are ideal for the bases of light poles; just detail them with bolts cut from hexagonal plastic rods and bits of thin plastic rods, spears, or lances.



The light poles add that extra level of realism to the detailed table.

TURN 1

Chaos: Under the cover of an early morning fog, the forces of Chaos had advanced to within sight of the Cadian defences. The shambling hordes of Plague Zombies and Traitors surged forwards finding the easiest way through the rubble.

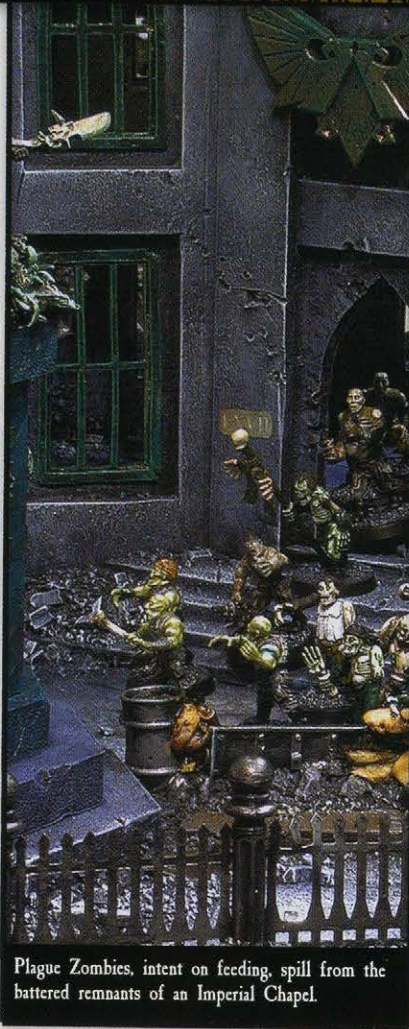
Lord Typhus, accompanied by a squad of hideously disfigured Chaos Space Marines, drove forward. Through his visor, Typhus's bloated eyes fixed on the Imperial guns on the other side of the ruined wall beyond the screen of his decaying flesh puppets.

The Traitors equipped with lascannons dragged their gun carriages into position and prepared the ill-kept weapons for firing.

On Lentus Road, the Defiler *Tuberculosis* settled down and prepared to unleash unholy fire with its battle cannon.

Down on Highway 168, the Zombies crossed the pock-marked blacktop, closely followed by Traitor Squad Ravager. Above them, the second Defiler *Cholera* settled into a defensible position and prepared to fire on the massed infantry ahead.

Identifying the enemy Sentinels as the highest priority threat to their massed formations, the Traitors opened up with plasma and lasgun shots. Although the latter had no effect, one of the plasma rounds passed straight through the armour of one of the light Imperial walkers, fried the driver, and rendered the vehicle inoperative.



Plague Zombies, intent on feeding, spill from the battered remnants of an Imperial Chapel.

Tuberculosis fired his massive battle cannon at the Sentinels lurking behind the pumping station, but the Daemon

spirit was too enraged to take the time to aim. Chunks of rubble fell harmlessly against the armoured crew compartments.

Overlooking the highway, *Cholera* lobbed a similar projectile at the threatening target of the Cadian missile launcher teams. Although he was on target, the teams were sufficiently well dispersed and only suffered two casualties. The resolve of the remaining troopers was strong, and they held their position.

Cadians: With the mighty hordes of Zombies shambling (albeit quickly) towards their entrenched positions, the bulk of the Cadian Defenders were loath to close with the enemy and remained hunkered down, looking through their gunsights.

The exceptions were the troops on Syphon Road, who advanced to the end of the intersection to take cover behind the sandbags there, and the five-man squads not encumbered with heavy weapons. The squads in the Commercia building advanced to the boarded windows, and the similar squads on the highway edged cautiously forward.

When every man had settled into his new position, a quick order on the commander's micro-beads unleashed the terrifying barrage of ordnance, crew-served weapons, and small arms fire.

Down on the roadway, the heavy weapons blazed away, but when the smoke cleared, only two of the shuffling Zombies had fallen. Amazingly enough, one of the missile launcher gunners threaded what seemed an impossible shot through pipes, hanging cables, and substantial amounts of rubble to score a direct hit on the foul monstrosity that was perched above Highway 168. With a dull 'krump' followed by a bright flash and an echoing explosion, the Defiler spasmed and collapsed into pieces. Cheers went up from the Imperial troops as they adjusted their sights and reloaded their weapons.

Among the buildings, the pinpoint accuracy of the lascannons (both Sentinel-mounted and crew-served) caused more grief for the forces of the Arch Enemy. The Traitors' Chimera was first immobilised, then destroyed, leaving seven Traitors shaking their heads, struggling to escape the burning wreck. The second Defiler suffered irreparable damage to its main gun, again from a lascannon.

The troops holding Syphon Road, facing a seemingly infinite horde of Zombies pouring through the windows of the Administratum building ahead of them, brought down six of the abominations with multi-laser and lasgun fire.



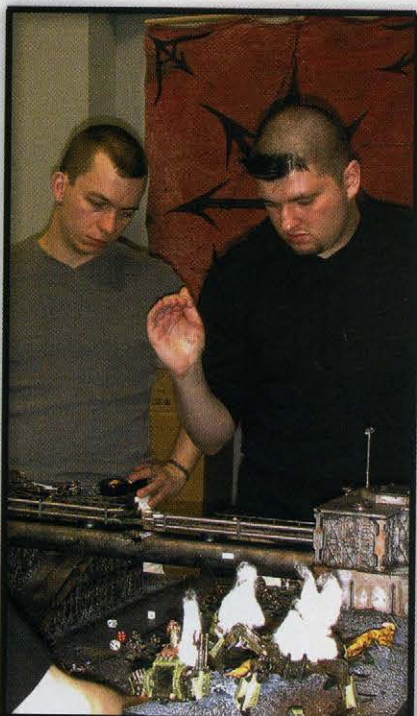
Cholera, the daemonic Defiler, looms over the Cadian Defence forces, but not for long...



The Pestilence Mob clammers through the shattered windows and rubble-strewn courtyard of the Administratum building onto the guns of the Cadian 473rd.

TURN 2

Chaos: Covered in dust and splattered with the remains of some of their comrades, the Plague Zombie mobs continued their implacable advance. On the highway the mutants, unperturbed by the firestorm they had just endured, closed on their objectives, the entrances to the tunnels under the Imperial hydro-pumping station.



Chris checks up on Beau's shooting gallery.

Robbed of its chief weapon of ranged destruction, the Defiler *Tuberculosis* strode forward over the rubble. The Defiler's reaper autocannon swept back and forth, searching out more targets. The daemonic sights settled on the Sentinels in Syphon Lane, and a stream of high-velocity shells sprayed forth and shattered the guns on one of the remaining walkers.

Squad Hereticus, the Traitors sheltering on the roof of the Chapel, trained their lascannon on the Sentinels sheltering by the pumping station. The powerful beam sliced through one of the armoured walkers and detonated the power cells.

In an attempt to support the meagre firepower of his remaining armour, Typhus called upon Nurgle to spread his Miasma of Pestilence on the autocannon team covering the street corner objective. The Lord of Plague laughed in scorn at his follower's display of hubris and prepared to send a beast from the Warp, but Typhus grasped his Warp Talisman and once more demanded the Miasma from Papa Nurgle. Again, his demand was denied.

Cadians: Impressed with their efficient delivery of righteous death to the war machines of the Arch Enemy, many of the Cadian heavy weapons sought out new targets. A few troopers and the Company command advanced to new vantage points by the windows of the Commercia building.

In a strictly disciplined volley of fire designed to break the morale of the attackers, the Cadian lines unleashed another torrent of deadly fire. Warned by the previous volley, most of the Traitors targeted used their covered positions to good advantage. On the roof of the Chapel the Traitors, desecrating the holy ground with their very presence, were in a very defensible position from the bulk of Imperial fire. Spotting them, Colonel Krassus called in the supporting fire from an auxiliary Basilisk. The shell burst just above the heretics, shredding two, and caused the others to hit the deck. Krassus grinned at their screams. That would keep their treacherous heads down.

The small arms fire and crew-served heavy weapons again targeted the Plague Zombies but not as effectively as the previous volley. It seemed the mindless automatons were actually learning a thing or two. Only six of the mutants fell as the Cadians reloaded.

On the highway below, the Imperial shooting gallery opened up again. With the threat of return fire removed, the Cadians' accuracy improved, but the results were still not as impressive as hoped. No less than 12 Zombies continued their relentless advance, while the Chaos Champion driving them forward wondered how long his charges would last.



Angered by the damage it suffered, the Defiler gains a small measure of revenge against the Chimera.

TURN 3

Chaos: On Highway 168, the advance of the Plague Zombies stuttered. Perhaps obeying some primal instinct, the mutants were daunted by the withering hail of incoming fire, or more likely, their fatigues snagged on twisted reinforcing rods and other debris on the shattered road. Still, their objectives were in sight.

In the city above, the Zombie advance made it through to Primus Avenue. The Traitors and Possessed advanced behind their fleshy shields.

Again, the Defiler advanced, reaching the intersection of Lentus and Primus. Again, the reaper autocannon spat hot metal death, this time shredding the tracks of the Imperial Chimera.

Squad Diabolus, safely ensconced in the Administratum building, continued to pour their less-than-accurate fire into the Cadians holding Syphon Road.

Typhus again attempted to bring the wrath of Nurgle down on the autocannon team in the decimated hab-block, and again he was denied. Obviously, Typhus was going to have to go it alone.

Clutching their heads and cowering in fear, no one from Squad Hereticus dared look above the parapet to fire the squad's lascannon.

Cadians: The seemingly endless tide of Plague Zombies continued to close with the Cadian lines and, in a desperate attempt to stem that tide, the Imperial forces threw two squads forward. The Kasrkin squad on the Cadians' right

FOUL MUTANTS OF NURGLE – THE PLAGUE ZOMBIES

Congratulations must go to Ash Barker and his friends who created hordes of cool Plague Zombies for this battle report. Using parts from a variety of plastic sprues (predominantly Catachan Imperial Guard and Warhammer Zombies), they managed to capture the feel of a brutal, relentless wave of undying monsters.

In order to link the mutants more closely to the Imperial forces they would be facing, Ash sliced the helmets from Cadian models and added them to the heads of some of the Plague Zombies, further increasing the despair felt by the Defenders. Ash's favourite is the Zombie in the Willem Dafoe pose (from Platoon) below. The mutants included a number of other homages too gruesome to show here.



Neither a gnawed leg or an exposed skull will stop these Plague Zombies from seeking out the living.

flank emerged from their damaged Chimera and surged over the barricade, hellguns blazing. In the centre, the Special Weapons Team, already spurting gouts of blazing promethium from their flammers, leapt through the windows of the Commercia.

On Highway 168, the Cadian Hellhound raced forward, skidding to a halt within Inferno cannon range and unleashing the cleansing flame on the Plague Zombies. Four of the hideous abominations fell, blazing like the early morning sun. The foul mutants suffered greatly under the storm of solid and mass-reactive rounds. In a volley of well-placed fire, another six Plague Zombies were gunned down. Two of the pestilent mutants remained.

Back in the city, the forces of Chaos suffered again under the massive concentration of big guns and heavy weapons. In an accurate display borne out of sheer desperation, the forces defending the street corner cut down seven Plague Zombies as they began to cross Primus Avenue. The Chimera, immobile but still dangerous, accounted for five of those deaths.

The liquid fire from the flammers of the Special Weapons Team fell on the Zombies clambering over the fences by the monument. Three burning corpses were left impaled on the fence top. The five-man squad supporting the Company Command also managed to fell three Zombies from the same press of shambling horrors, although the enthusiastic plasma gunner failed to realize that the cells were overheating and was killed by the gun's explosive meltdown.



In an effort to slow down the relentless advance of the Zombies, the Kasrkin take the fight to the mutants.

The turret of the Lemna Russ tracked the rampaging Defiler; however, the gunner was too eager, and the shell flew wide. Again, *Tuberculosis* escaped certain destruction.

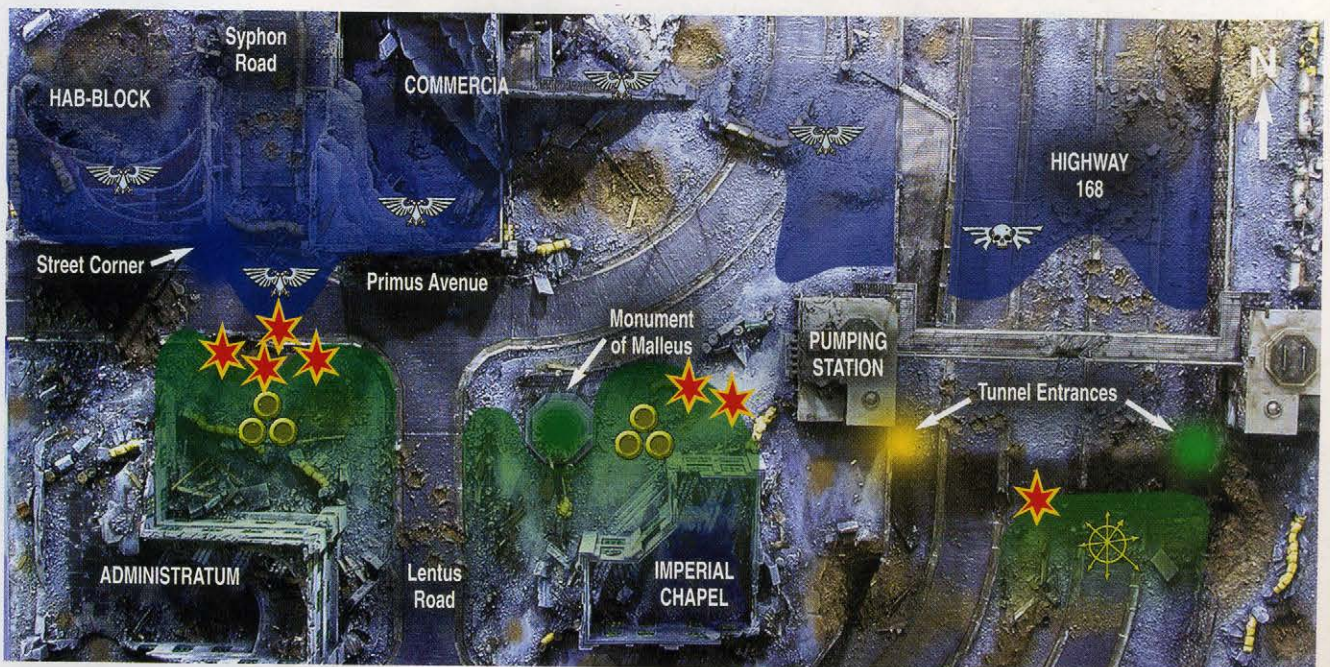
In addition to the overall strategy of targeting Plague Zombies, the Company command brought down two of the Traitors that had crawled from the burning wreck of their Chimera earlier.

In the most impressive volley of Imperial fire yet, more than half the remaining Plague Zombies had been killed (again)!

Kasrkin Squad Alpha, trained in the tradition of the Stormtroopers of the Schola Progenium, launched

themselves into the mob of Zombies before them, Preacher Josiah leading the charge. While the squad hacked at putrefying limbs and stabbed at once-vital organs, only one of the Zombies was torn apart. In the melee, the virus-carrying mutants pulled down three of the elite Cadian troopers. Almost immediately, the three corpses were reanimated as the virus spread through them.

The Kasrkin now numbered 6, and the mutants numbered 10, not the way it was supposed to go. However, the iron discipline of the Kasrkin held the outnumbered troopers in place.





The Defiler charges into a short-lived combat against the Cadian Special Weapons Team.

TURN 4

Chaos: Things were looking very grim for the traitors and mutants on the highway. Only 13 of the original 31 heretics remained, and they'd inflicted minimal casualties on the Imperial Defenders. In fact, no loyalists had fallen, since the destruction of the Defiler *Cholurus*. Advancing into the hail of las-fire was still the only option, and soon the enemy would be in range to close for the desperate struggle of hand-to-hand combat.

Amid the buildings and tangled rubble in the city, the Defiler edged towards the

Commercia building; the Possessed Chaos Space Marines moved to support the Zombies in combat with the defiant Kaskin; and the remaining plague-ridden mutants crossed the fence and shambled onto Primus Avenue. While things looked dark for the forces of Nurgle on Highway 168, they looked much more promising for the harbingers of Decay amongst the buildings.

A gruesome light entered the eyes of the Possessed as they drew their bolt pistols and gunned down one of the remaining Sentinels near the intersection of Syphon and Primus.

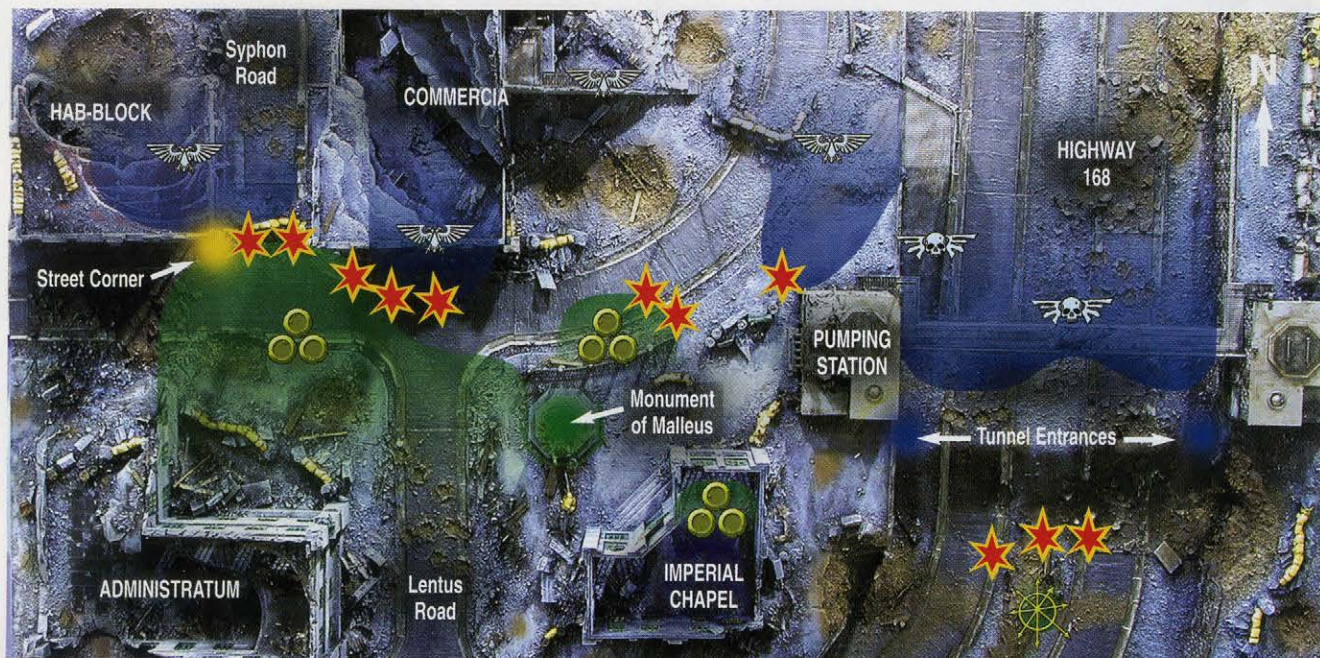
The turret of *Tuberculosis* turned, and the daemonic presence cackled as searing unholy flame spilled into the ruined Commercia and roasted the entire five-man squad supporting the Company Command.

Squad Hereticus recovered from shell shock and trained its lascannon on the final lascannon-armed Sentinel lurking near the pumping station. With another well-placed shot, the final Cadian walker toppled, its leg sheared through.

The melta-gunner of Squad Ravager grinned, his rotting teeth exposed, as he cycled up his short-range weapon and praised the Lord of Decay for this opportunity. With a flick of a switch and a squeeze on the trigger, a super-heated blast hurtled towards the side armour of the Cadian Hellhound. The shot powered straight through and fused the escape hatch closed.

As the Traitors struggled to destroy their biggest threat, the Chaos Champion urged his Zombie bodyguards into combat against the Kaskin that had caused them so many problems. The only blow that landed on the elite Cadians was deflected by their carapace armour, and they proceeded to butcher the final Plague Zombies. The Champion held his ground, preparing to meet Nurgle fighting.

Tuberculosis and the remnants of Squad Despoiler assaulted the Special Weapons Team. The monstrous claws of the Defiler and the axes and swords of the heretics made short work of the lightly armoured Cadians. Squad Despoiler consolidated towards the monument, while the Defiler, desperate to reach the Company Command,



launched a fresh attack on the Commercia.

On the left flank, the Possessed Chaos Space Marines, demonic claws and talons flailing, charged into the Kasrkin to support the Plague Zombies. In a flurry of warp-fuelled blows, the Cadians were torn apart, and Preacher Josiah fell, screaming litanies of faith as his heart was ripped out by the Chaos Champion. The Possessed and the tattered remnants of Pestilence Mob shuffled towards the sandbags at the end of Syphon Road. No more of the broken Cadian elite had succumbed to the Plague Zombie virus.

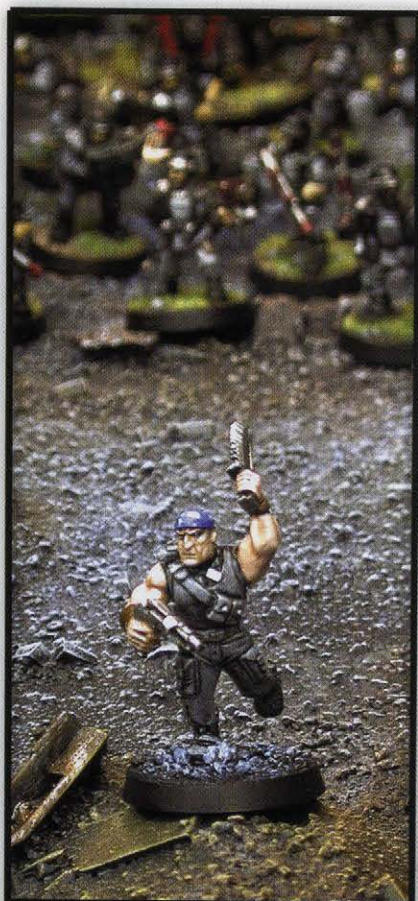
Cadians: In the distance, the bells of the Cathedral of the Golden Throne rang out the hour of 7, and if Lieutenant Straker had been asked for whom they tolled, he would have simply pointed at the frightened Traitors huddled in the centre of the highway.

Shaken but unharmed, the Hellhound's driver, hoping the rest of Straker's mob could handle the heretics with the melta weapon, gunned the powerful engine, turned the flame tank around, and drove it up the exit ramp.

In the city, Colonel Krassus led his team from the Commercia and prepared them to assault the terrifying monstrosity, the Defiler.



Colonel Krassus leads his Command team into a desperate combat against the foul Chaos war engine.



Not willing to take on the entire Cadian Defence force, this lone traitor runs for his life.

On the highway, Lieutenant Straker's voice barked one word over the micro-beads, "Fire!". The well-trained Cadians opened up and unleashed round after explosive round into the Traitors. Laser shots criss-crossed in a devastating display of disciplined Cadian fire. As the guns fell silent, a lone heretic was running for his tainted life back down the highway.

Attention was drawn to the Chaos Champion's battle. With some deft swordplay, he was able to slice through the armour of two Kasrkin, but he failed to detect the fall of fatal blows, neat sword strokes designed to drop him to his knees and remove his head. The menace of the Arch Enemy on Highway 168 had been utterly crushed for the loss of only two heavy weapon specialists! The battle for the tunnel access points was over.

The main line battle tanks of the Cadian defence finally ranged in on the approaching Zombies. The hull weapon and sponsons from the Lemn Russ began the destruction, but it was the shell from the Demolisher, designed for cracking adamantium walls in sieges, that tore apart the remainder of the plague carriers. Only the Chaos Champion was left when the dust settled.

Driven by some insane courage dredged from deep within, Colonel Krassus dragged Aurelius, his team's Sanctioned Psyker, into contact with the mighty living metallic beast. Unaware of the awesome power within the blue-robed human, the Defiler tore apart one of the armoured troopers facing him. Reaching out for guidance from the Emperor, Aurelius drew power from the Warp and laid an electricity-wreathed hand on the legs of the Defiler. Though the Psyker cringed at the touch, electricity seemed to flow from him into the war machine and raced around it. The Colonel and Aurelius prayed that this psychic attack would be the end of the machine, as the Defiler seemed to arch its back and scream in inhuman pain. The lightning circled the crazed Daemon machine and closed into an ever-tightening ring. The circle of warp energy snapped closed over the reaper autocannon, sheared off the arm, and rendered it useless. The cry of pain from the Defiler sent shockwaves of fear through the Imperial Guard, including those who had recently cleansed Highway 168.

Although visibly shaken, Krassus managed to hold his team in place.

EYE OF TERROR
WARHAMMER 40,000 WORLDWIDE CAMPAIGN



The battle in the GW Canada Battle Bunker drew a lot of attention from both staff and customers alike.

TURN 5

Chaos: Typhus, itching to coat the blade of his Manreaper with the blood of the loyalists, moved closer to the Cadian Command. The Zombies and Squad Buboos edged closer to their objective and readied themselves for the inevitable assault on the Imperial position.

The five remaining Traitors of Squad Despoiler hunkered down behind the Monument of Malleus and hoped against hope to avoid attention from the Imperial guns and to capture the monument for their commander.

The other Traitor squads readied their weapons and trained them on the

rapidly approaching Hellhound. True to many of their previous attempts, the heretics simply could not hit the target, which left the dangerous flame tank with the chance to move even closer to their positions.

At the street corner, the Chaos Champion brought down a Cadian with a well-placed burst from his filth-encrusted bolt pistol, and the Possessed finished off the last Imperial Sentinel with another accurate volley. The walker toppled, crashed into the side of the immobile Chimera, and burst into flames as it went down.

Spurred on by this display, the Possessed surged forward, tearing at

the Chimera with their daemonic claws and talons. With a screeching tear of metal, the hideously mutated Chaos Space Marines tore the roof off the tank as though it were a tin of rations. With a frightening economy of movement, the Possessed dispatched the crew in a heart beat.

The Plague Zombies on the left flank closed with the remaining Cadians and made short work of them. The Champion's power fist crackled with energy as he tore heads from three of the Guardsmen himself.

In front of the Commercial building, Typhus finally entered the fray. Launching into the Colonel with a fury borne of sheer frustration, the Herald of Nurgle found each and every one of his blows blocked by a skillful parry. Krassus was too busy defending himself to land a blow on Typhus, but the Chaos Champion and two Zombies who had joined the combat killed the rest of the Command Team with the exception of the Psyker. Completely crazed, the Defiler sought out the source of his pain, and before Aurelius had a chance to curse the giant machine again, the monstrous claw had scythed through the blue robes and the frail body within.

Cadians: On the highway, the lightly armed squads advanced towards the tunnel entrances, while the squads with crew-served heavy weapons prepared to fire on the fleeing Traitor. The heretic, ducking and weaving, was finally

TYPHUS, HERALD OF NURGLE, AND THE POSSESSED

Not only is Mike Larsen an accomplished Warhammer player, but he is also an excellent modeller and painter. The task of painting the focal point of the battle report fell to Mike, and he did a magnificent job.

The ancient and cracked Terminator armour worn by Typhus started with a basecoat of Dark Angels Green, was beautifully blended with many layers of inks and paints up through Camo Green, and finally highlighted with (appropriately

enough) Bubonic Brown. Everyone wanted to look at the model, but no one would pick it up for fear of contracting something nasty.

Mike's Possessed Chaos Space Marines were just as gruesome, and the tortured flesh colours of their mutations added to the horror. If you look closely, you'll notice Mike used Zombie heads for three of the Possessed, another link to the Chaos army's theme.





Still fighting desperately, the Cadians defending the corner of Syphon Lane and Primus Avenue prepare to sell their lives dearly.

brought down by the very missile launcher that had taken out the Defiler. Lieutenant Straker made a mental note to give that trooper a field medal, if he survived the day.

In the city, things were still being closely fought. From behind its sandbagged emplacement, the Leman Russ was just able to spot the Traitors hiding behind the monument. Risking damage to the valuable historical construction, the gunner fired and landed a shell among the heretics. The resultant blast chipped the monument itself but also vaporized the five pieces of Chaos scum.

The Imperial luck did not hold elsewhere, as the fire discipline began to break down. A serious amount of heavy firepower was directed at the Traitors on the Chapel roof, but they had learned their lesson and survived the frightening display intact.

The Colonel, locked in combat with Typhus and the Defiler, was unable to direct the shelling accurately from the Basilisk, and the shot went wide.

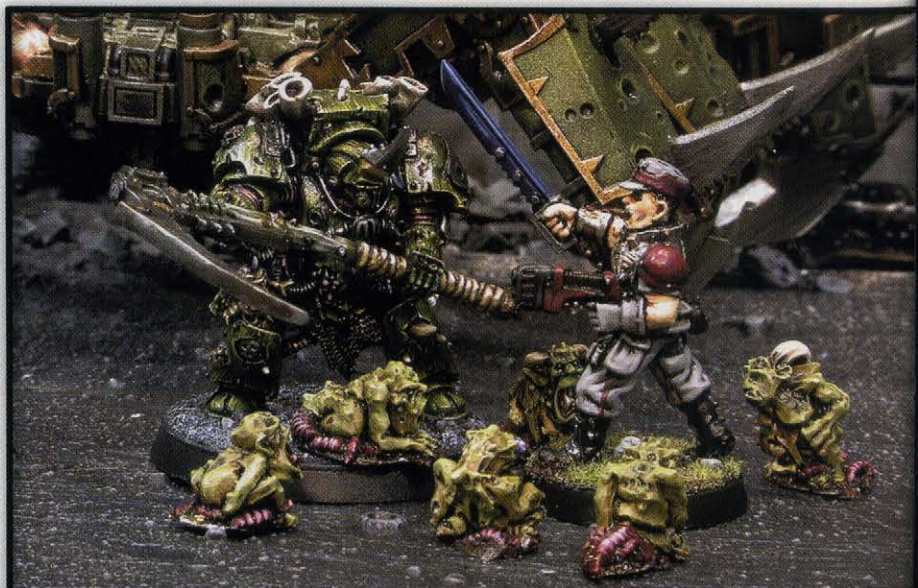
Surrounded by some of the worst terrors of the Warp, the desperate Colonel Krassus fought off attacks from Typhus, the Defiler, the Chaos Champion, and the final Plague Zombie. As his sword span in alternating

defensive and offensive patterns, he managed to slice off the head of the Chaos Champion and split the Zombie from collarbone to pelvis. Emil Krassus seemed to radiate the very light of the Astronomican itself, such was the amazing intensity and skill shown. The weary, yet elated, Cadian officer paused for one brief second, but it was all that Typhus needed to send forth his Nurglings. Before Krassus could

recover, the daemonic imps had dragged the tall man to the ground through sheer weight of numbers.

Despite their crushing victory on Highway 168, things were not looking too good for the Cadians on the streets above.

Taunting the Imperial guns, Typhus strode toward the battle tanks.



Colonel Krassus, the last member of the Command team, is finally dragged down by swarming Nurglings.



Thought for the Day:
Heresy Begets Retribution

Targeted for destruction, Typhus weighs his options.

TURN 6

Chaos: Squad Buboos and the Plague Zombies advanced past the street corner objective and the killing ground that was Syphon Road and moved into the hab-block and in sight of the Imperial Basilisk.

Typhus, confident the Cadian tanks would cause him no trouble, continued his advance toward them, and the Defiler *Tuberculosis* strode toward the monument. The daemonic entity was sure Imperial resistance would falter if it could just tear the statues down.

Squad Hereticus now had the Hellhound squarely in its sights, but the lack of discipline in the ranks of the Traitors was to be their undoing. The power pack for the lascannon had been fully drained during the battle, and faulty connections in the squad's plasma gun caused it to overheat, killing the heretic responsible for its maintenance.

As Typhus strode in front of the Cadian big guns, he remembered the annoying autocannon team that had so ineffectively provided covering fire at the street corner. Calling upon Nurgle again (and this time, his prayers were answered), Typhus brought down a pestilential miasma on the heads of the Cadians in the hab-block. Terrified by the swarming clouds of flies and noxious gases that leaked through their rebreathers, Sergeant Trane's five-man squad fell back through the ruined building only to be caught in a deadly crossfire from the leader of the Zombie mob and the Possessed monstrosities.

Once the members of Squad Buboos slaughtered the fleeing Guard, they launched themselves at the Basilisk. The adamantium hull of the self-propelled artillery piece was no

match for the awesome daemonic strength of the Possessed, and the putrescent warriors claimed another Imperial victim.

Typhus found his way close to the tanks but was blocked by a handful of insolent mortals eager to cast their lives aside. His Manreaper was only too happy to oblige. Draining the souls of the defeated Cadians, the bound Daemon struggled against Typhus, and the Chaos Lord suffered severe cramps throughout his body.

For the first time in the battle, Typhus knew doubt.

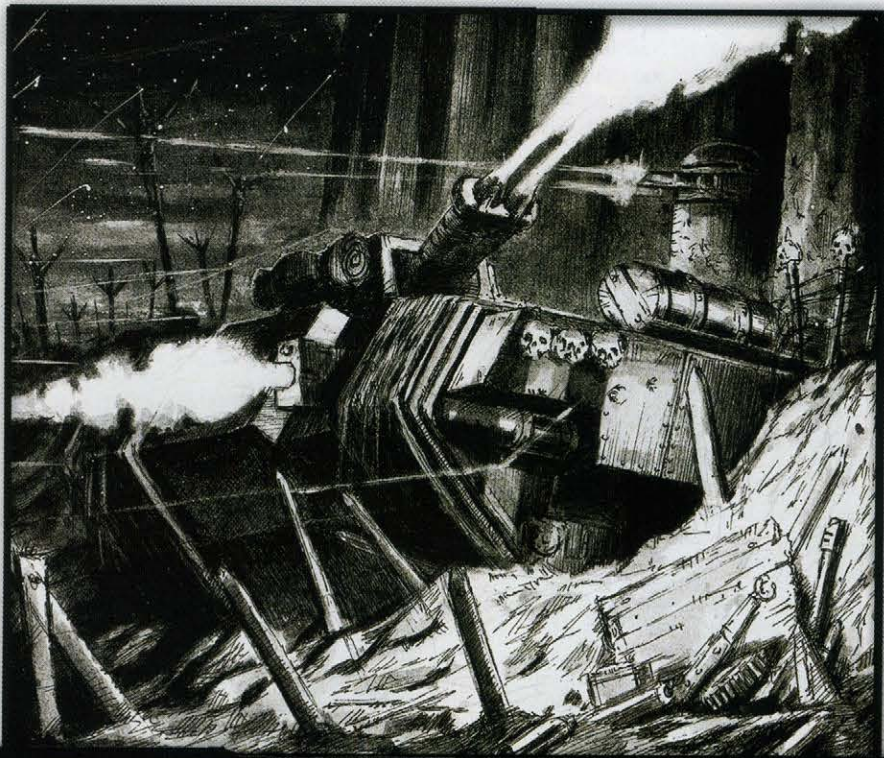
Cadians: Putting his foot to the floor, the Hellhound driver pushed his tank to the limit of its power as it crushed through rubble and debris to arrive in front of the ruined Imperial Chapel. Angling the inferno cannon to its maximum elevation, the turret gunner hosed the building top with massive goutts of flaming promethium. Finally, the Traitors had been brought to task. Their screams ended only when the burning heretics fell to their deaths two floors below.

In a risky attempt to clear the way for the Hellhound to capture the Monument of Malleus, the crew of the Demolisher opened fire on the Defiler with both plasma cannons and the hull-mounted lascannon. Although the Defiler managed to shrug off the shots, it had started to creak noticeably at the joints.

Three crew-served lascannons swung around to target the biggest threat Thravius had faced for many centuries. Two of the three disciplined fire patterns rocked Typhus, but his ancient Terminator armour held – barely – although a visible weakness had formed in the right side of his breastplate.

The enhanced senses enjoyed by all Space Marines, loyal or Traitor, picked out the sound of a final lascannon tracking his enormous bulk. While it would be difficult to explain this failure to Abaddon, it would be preferable to dying and explaining it to Nurgle.

As the lascannon's power cells cycled up and the gunner pulled the trigger, Typhus activated his teleport homer and escaped to his Command post on the city's outskirts.



AND THE WINNER IS...

Imperial 1,640 VPs
(incl. 200 VPs for the Tunnel Entrances)

Chaos 1,064 VPs
(incl. 100 VPs for the Street Corner)

N.B. The Monument was contested by the Defiler and the Hellhound.

HOW THE MIGHTY CAN FALL!

Chris: That was a close game! While the final Victory points don't quite reflect it, we caused a lot of damage in that final turn. If we hadn't killed Typhus and the Traitors on the Chapel roof, Beau's Hellhound wouldn't have been able to contest the monument objective and the forces of Chaos would have won by 14 points!

The Emperor's forces pulled off a narrow victory, but it was a victory nonetheless. The fight on the highway went well, with the Chaos horde being completely outgunned – we were even able to send the Hellhound over to help on Turn 5. The Guard actually did okay in the Assault phase, miracle of miracles! I loved seeing my Colonel go toe-to-toe with Typhus for 2 rounds, only to be pulled down by Nurglings!

And then Typhus failing his Invulnerable save against the absolutely last weapon I had left at the end of Turn 6 was just perfect.

All in all, I was happy with our forces' performance, although I think the Sentinels earned a little too much respect in the game. My Chimera did great; the Basilisk couldn't hit the broad side of a barn; and my Command squad almost survived!

Great game guys!

Beau: Well, that was awesome. My plan seemed to be the right one, the forces of Chaos couldn't get in close enough to tie my weapon teams up, and that Defiler met its end in short order. The Cadian Hellhound was the star of the show, I think; it did exactly what I wanted it to and ended up baking those pesky heretics on top of the roof. I couldn't have asked for a better outcome on my side of the board. After we took those two objectives, contested the statue, and took out Typhus with the Russ, we managed to claw back enough Victory points to take the game.

Awesome job, guys. I had an absolute blast!



Gracious to the end, Ash and Mike congratulate Chris and Beau on their extremely narrow victory.

ANOTHER TIME, CADIANS!

Ash: What a game! In typical Zombie-movie fashion, my legions of Undead shambled through the decaying streets and laid waste to whatever beleaguered Defenders they encountered. I couldn't be more pleased with how the army fared.

I really love games that can go in any direction, and this one seemed to see saw from one side to the other. When Mike's forces assaulting the pumping station were annihilated it seemed as though our fates were sealed, but as the Cadians' left flank disintegrated under the Zombie advance, there was a moment when I felt we might actually pull it off.

Sometimes, though, defeat can feel as right as victory. I got to play an awesome game of Zombie warfare on a gorgeous table. What more can a Warhammer 40,000 fanatic ask for?

Mike: Ouch! The battle for Highway 168 quickly became a weapons testing range for the Imperial Guard. We definitely fared better up in the main city, and Typhus lived up to his reputation and eliminated everything he could touch in close combat, with some help from the monstrous Defiler.

Overall, Chris and Beau played an excellent game, and disciplined Cadian firing drills won out over massed Zombie charges. I have to thank my fellow staff from Ottawa for their contribution to our army. The battle was a blast, and the detailed table made even our defeat enjoyable.

In retrospect, we made a few critical errors in selection and deployment that ended up costing us dearly. We selected only a single Defiler for ranged support on the highway, and its loss in the first turn eliminated all of my covering fire. If I were to play this battle again, I would instead allocate those points to a transport for the Traitors or perhaps some Big Mutants, who could really mash the Guard. The MVP for the Cadians had to be that annoying Hellhound, which torched both my forces and Ash's Traitors on the rooftop.

The death of my force was not in vain though; Chris and Beau allocated the bulk of their infantry firepower to deal with the streetfight. While the Imperial infantry proved more than capable of vanquishing my little horde, the enemy's allotment of troops allowed Typhus and his diseased comrades to cross the main table intact.

That's what I keep telling myself...

It was 0720 hours by the time Lieutenant Straker's men had double-timed it to the top of the exit ramp.

A smoky haze drifted across the battlezone, and the turrets of the battle tanks were traversing left and right, covering the approaches to the pumping stations.

Piles of rotting corpses littered the streets, and the ever-practical Lieutenant had his men don their rebreathers and

gloves before he sent them out to build the pyres that would ensure that none of the foul beings ever rose again.

Striding over to his platoon's close support tank, Straker tapped the side of the Hellhound's promethium tanks. More than half full. Plenty for the clean up at hand.

Straker turned back to his vox-officer and radioed in his report.

As the forces of Chaos launch from the Eye of Terror, the Imperial Guard stand ready to defend the Cadian Gate to the last man.

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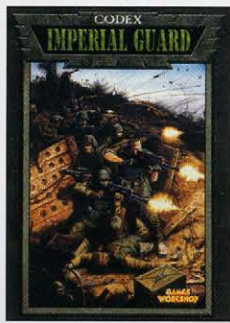


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THE LORD OF THE RINGS

THE TWO TOWERS



In This Issue:

- New Rules for Ents
- Ent Modelling
- The Watcher in the Water Rules, Modelling & Battle Report!



Alessio Cavatore, Ringbearer and head of our The Lord of The Rings Games Development team, waxes lyrical about what's happening in Middle-earth's gaming community...

THE RINGBEARER SPEAKS...

Alessio Cavatore discusses all things The Lord of The Rings

Hi everyone,

In this month's little rant I'll concentrate on one great new fact that has come to my attention in the last few weeks.

Some of the evil agents and spies that are working for me on the net have brought to my attention the increasing number of websites that deal with our The Lord of The Rings strategy battle game. They have sent me links to some of the best ones out there and I've spent quite some time examining them. To get an idea yourselves of the huge wealth of material available, have a look at the Links page of the great The Last Alliance website at:

www.thelastalliance.com

I was surprised, and very excited, about what I found. Tons of very cool stuff is being published daily on these sites – many new rules and scenarios, galleries of models (normal, converted and even scratch-built), fantastic scenery and excellent battle reports and tactics articles.

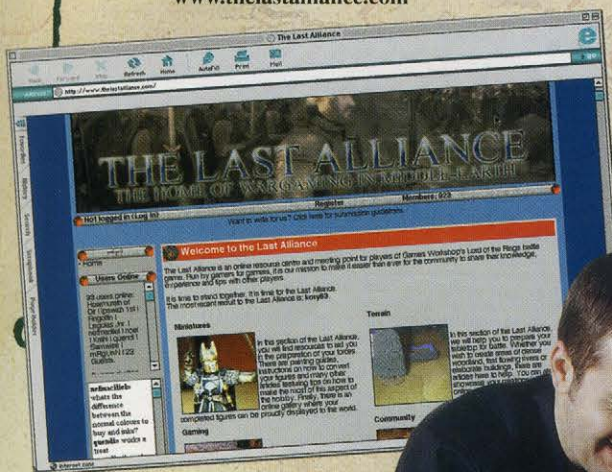
It gives me great professional satisfaction to see this game growing and going from strength to strength. Last year it was a newborn game and in just 12 months it has begun to turn into a full-fledged hobby. I really hope that the release of Shadow and Flame will convince even the most sceptical gamers out there that GW is committed to fully supporting this game system and consolidating it as a core system, right beside Warhammer and Warhammer 40,000.

On the same note, Paul Sawyer has shown me several new scenarios that people have been sending in, hoping to see them published in White Dwarf. Indeed some of them already have, like David Smith's 'A Fort too Far' (WD279), and more will follow. Keep sending them in, folks!

Let's have a look now at some works in progress. As we're putting the finishing touches to Shadow and Flame, more and more people in the Studio are saying how cool the book is looking (not that I'm biased...). Well, you just have to wait for next month to judge for yourselves. In the meantime, the work is already well under way on The Return of The King, and we are also starting to plan the supplements that will be released in 2004, following the third instalment of the game.

OK, I'll shut up before I say too much and let you concentrate on this month's articles. Enjoy!

Alessio



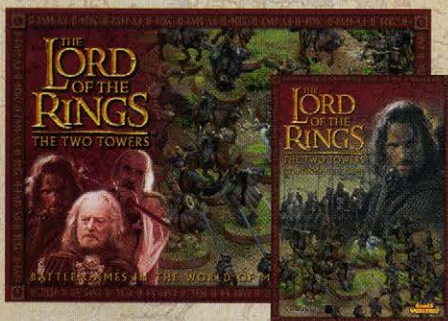
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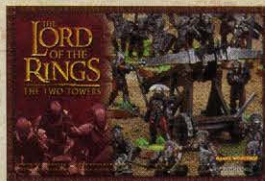
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This month Matthew Ward, inspired by *The Two Towers* movie, has decided to create his very own army of Ents. So impressed were we with the finished results, we asked him to talk us through their construction.

I've always loved the Ents in *The Lord of the Rings* and because of this they were one of the things I was really looking forward to in *The Two Towers*. Would they look right? Would they act right? Just as importantly, would they knock the stuffing out of Saruman's legions of Orcs?

I needn't have worried. From the moment Treebeard stepped onto the screen, I was hooked. As yet more Ents came into view I was determined that my force would not be complete without at least half a dozen Ents to march within it. Of course, by the time I'd seen the Ents in action at Isengard there was no going back. When I saw the film the second time that day I was already making mental notes about how I was going to muster an army of my own Ents.

This red haze settled somewhat when I left the cinema gone ten o' clock that evening (a fortunate turn of events as my desk too often groans under the weight of unfinished painting and modelling projects) and I had more realistically taken the view that perhaps two or three Ents would suffice (at least for now).

GETTING UNDERWAY

Keen as I was, there was no way I could justify creating Ents of my own without first painting up a Treebeard to lead them to war. Now, I'm terrible for buying a perfectly good miniature and changing it without provocation. This being the case, when I came to take Treebeard out of the box, I started to think about the possible alterations I could make to the model to individualise it. To give the model a more dynamic pose I bent the right leg at the knee, working Green Stuff into the resulting gap and sculpting it to match the contours of the surrounding bark and beard. Taking the armless and branchless model, I now worked on how to attach it to the base.

In a flash of inspiration, I decided to turn the model into a mini-diorama piece that depicted the sack of Isengard, with Treebeard engaged in combat with one or two of Saruman's denizens. With this in mind, it made sense for Treebeard's leg to be resting on some fallen stone – possibly part of the walls that he had just torn down. Taking some pink foam, I cut it into four rough blocks, which I then glued to the base, creating a perfect platform to which to attach Treebeard. Casting around for suitable victims to form part of the diorama, I was struck by how suitable the poses of

TO ISENGARD WITH DOOM WE COME

Converting Ents for *The Lord of the Rings*



some of the plastic Uruk-hai were. Without ado, I clipped two Uruk-hai from the frame – one was glued onto the collapsed wall directly in line with Treebeard's gaze. The second unfortunate Uruk-hai had its feet chopped off and then reattached at a more suitable angle. He then had the fingers of Treebeard's left hand twisted about his torso in a tight grip (so tight, in fact, that I didn't bother gluing it into position). Both of Treebeard's arms were then attached in slightly different positions to their standard fit by reshaping the existing sockets with Green Stuff and then gluing the limbs into their new poses.

Treebeard was now starting to take shape with arms, legs and antagonists all in place – all that remained was to add the branch and leaf sections. Mainly because some of the positions would look decidedly odd now I'd altered the position of the right leg, I decided to ignore the construction diagram, instead attached the various components to suit the appearance of the model. Finally, as I looked over the completed model I noticed that if I adjusted the pose of the right arm just slightly, it would appear that Treebeard was reaching out for the Uruk-hai on the wall, so I bent the arm inwards to complete this effect. With a little bit of filling and sculpting with Green Stuff, Treebeard was ready for painting.



PAINTING TREEBEARD

I gave the bark areas a heavy drybrush of Scorched Brown, over the obligatory Chaos Black undercoat, grading the highlights by adding Bestial Brown and finally Bleached Bone to the mix as I proceeded. The beard and mossy areas were given a basecoat of Dark Angels Green before being highlighted with an equal parts mix of Dark Angels Green and Codex Grey. The leaves were painted with Dark Angels Green and then drybrushed with Goblin Green. The bracket fungi were picked out with Bubonic Brown and then highlighted with Bleached Bone.

The whole model was then given a wash of Brown Ink and Chaos Black mixed equally and thinned with water, with selected highlights being drybrushed on when this was dry. As a final touch, the eyes were picked out with Red Gore and Bleached Bone.

For texturing bases I tend to keep a small plastic tray with a mix of sand and small pebbles which I then PVA onto the base of a model. I applied this mixture onto the clear areas of Treebeard's base, careful not to get any excess glue onto the Uruk-hai or the stone sections. When this was dry I painted the stones Codex Grey, highlighting them

by adding a little Bleached Bone. The Uruk-hai were painted with a very straightforward method, a Boltgun Metal basecoat on the armour and sword, Dark Flesh on the skin, and Scorched Brown on the hair and clothing. They were then given a wash of thinned Chaos Black before drybrushing the armour with Chainmail.

The base itself was painted Scorched Brown, and then given a gentle highlight with Snakebite Leather. To add a little more depth to this base, and to ensure Treebeard stood out from the other Ents I planned to make, I added small pieces of lichen here and there on the base, where possible



concealing ugly joins between the stones and other elements. The finishing touches were to apply patches of Static Grass and granite chippings. The whole model was then given a drybrush with Codex Grey, applied more heavily on key areas, such as the face and the extremities of the branches.



Treebeard leads the march of the Ents.

THE ENTMOOT GROWS

As Treebeard was now complete I was free to move on to Ents of my own. To get me started I decided to work on a fairly straightforward design with only a small amount of modelling (my sculpting technique with Green Stuff does leave a little to be desired). I also wanted to try and fabricate an Ent that was a little slimmer than Treebeard. Taking this onboard, I chose to abandon Treebeard's main torso (snipping off the leg and extraneous branches before I did so) and instead use a leg for the main body of this Ent.

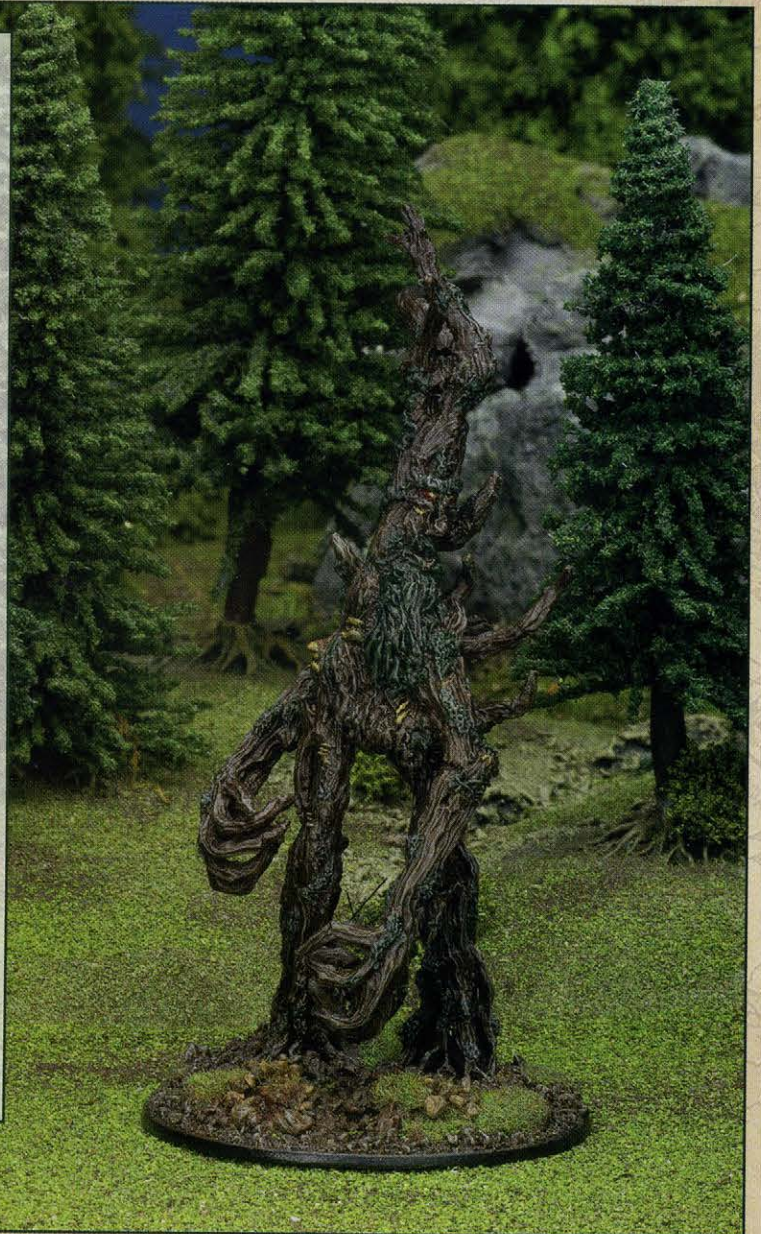
First of all, I attached the two legs (the loose one and the one I had earlier snipped off the torso) onto the scenic base to give added stability. While this was drying I took a third leg and chopped the foot off with a hacksaw. I inverted the leg and attached it to the now dry disembodied legs, and a

torso was born! To help make the model distinct from Treebeard, I curled the fingers into fists before attaching the arms halfway up the new 'body' with help from a little Green Stuff. I split the branches (both those from the kit and those I had earlier cut off the body) into two groups. The first group was affixed around the crown of the head (where the foot had been cut off) while the second was affixed into a plug of Green Stuff that I had attached to the back of the Ent (the Green Stuff allowed me to experiment with different poses and positioning without committing myself to a solid fix). When I was happy with the positioning I glued the branches into place and applied more Green Stuff about the joins, which I sculpted into bark-like and moss-like contours. With the bulk of the Ent completed I then began to sculpt Green Stuff into the joins in the model, finishing by sculpting the face and beard.

To give this Ent a different tone I chose to apply a basecoat of pure Scorched Brown which I then drybrushed with Bestial Brown. The areas of foliage were given basecoats of Goblin Green mixed in equal parts with Dark Angels Green before being drybrushed with pure Goblin Green and then washed with thinned down Dark Green Ink. No wash was applied to the skin of the Ent simply to keep it lighter in colour than Treebeard but the eyes and bracket fungi were painted in exactly the same way.

To paint the base of the Ent I applied my sand/pebble mix around the edge of the scenic base with PVA glue before painting the whole base with Scorched Brown and drybrushing it with Snakebite Leather. For finishing touches I glued patches of Static Grass to the base before drybrushing the whole model with Codex Grey.

Matthew used the leg of Treebeard and a quantity of Green Stuff to create the body of this generic Ent.



FROM ACORN TO ENT

With my first Ent completed, I decided that I wanted to construct one that was based more closely on an Ent from the film. Choosing which one was simplicity itself, because of all the highly enjoyable moments of the Ents taking the war to the Orcs, the one that stood out most in my mind was of the Oak Ent smashing two Orcs together (it is, after all, the simple things in life that you treasure). An Oak Ent it would therefore be. Advantageously, from a modelling point of view, the Oak Ent was considerably larger in scale and would allow me to make an Ent that was very distinct from the other two.

The main body of this Ent was made from two Treebeard torsos. I had trimmed the legs from the torsos, with the intention of reattaching them into more suitable locations, but then my first problem arose – I discovered they were going to be too short. Looking for a solution, and after toying with several options (including lengthening the legs by taking segments out of a spare leg), I came upon my favourite solution. I decided to create a new hip section out of Green Stuff, first by roughly shaping some putty to fit and then later adding a fine layer of Green Stuff into which I sculpted the detail when the ‘hip’ was set. The arms were attached by creating a ‘socket’ with Green Stuff onto which I could then superglue the arms. While this was drying I took the crown section of Treebeard and began to sculpt a face below it, adding in two offcut branch sections I’d earlier snipped off various other components. Later, when the main body had set, I attached the face section I had created to the upper torso, careful to position it so that it matched the pose of the arms and legs. As I had intended the resulting rough shape was quite asymmetrical and while not a close match to any specific Ent, looked like it could be one of them.

With the general pose of my Oak Ent completed, I moved onto the branches on its back and shoulders. Now, the Oak Ent in the film has a very large number of quite substantial branches, fortunately I had a large number of branches to hand, and by the time I had trimmed off the spare parts from the spare arms and other pieces I wasn’t using in this conversion I had more than enough. As with the first Ent, I began by roughly anchoring the branches into position with Green Stuff. Then, when I was happy with the way they looked I anchored them in place by applying a layer of Green Stuff and a film of superglue.

With the branches in place, the modelling work was nearly complete with only three things remaining to be done. The first was to go over the model and sculpt detail onto the Green Stuff components of the model – a task made more time consuming on this Ent because of the larger surface area. Looking at the skin on the Oak Ent in the



For this Oak Ent, Matthew used two Treebeard bodies, even more Green Stuff and a selection of lichen to create a very characterful model.

film it did appear to be much less gnarled and rough than that of Treebeard, and with this in mind I made the detail a lot smoother. The second thing was to construct the beard and as this was clearly far too thin and fragile to be made from Green Stuff I had to use another method. I sculpted a lower jaw onto the face and to this I attached small pieces of lichen which gave exactly the right texture and bristling appearance. I was so impressed by this effect that I also attached small pieces of lichen at the knees and shoulders of the Ent that I could later paint as twigs and small branches. The overall effect made this Ent look very distinctive indeed!

Like Treebeard, this Ent was given a Chaos Black undercoat, followed by a basecoat of Scorched Brown mixed with equal parts Chaos Black. I decided to apply the highlights in a slightly different tone and so drybrushed the skin with an equal parts mix of Scorched Brown, Bubonic Brown and Snakebite Leather, with small amounts of Bubonic Brown added for successive highlights. The skins areas were then given a wash with thinned-down Brown Ink. The leafy and mossy areas were painted Dark Angels Green before being drybrushed with

Goblin Green. A wash of thinned-down Dark Green Ink followed this, with the highlights subsequently reapplied with a Goblin Green drybrush. The beard and the other ‘twiggy’ areas were painted with an equal parts mix of Scorched Brown and Chaos Black before being given subtle highlights with Scorched Brown. The base was then textured and painted in exactly the same way as that of the first Ent. Finally, the entire model was given a drybrush with Codex Grey.

IN THE FUTURE

Having run out of Treebeard kits for the moment my Ent collection is paused at a respectable total of three. I’m very pleased with how the conversions have turned out, not least because I’ve been able to expand both my modelling and painting techniques as I have gone along. Although the mad burst of enthusiasm has passed, I’m now looking forward to expanding the range further with other Ents (the Fir and Willow Ents almost certainly). With a bit of luck I’ve given you a few ideas as to how to go about making your own, and hopefully it can only be a matter of time before yet more of the tree shepherds of Fangorn march to war!

Having created his very own army of Ents, Matthew Ward's next desire was to take them into battle against the forces of evil. All he need to do now was to create a set of rules to cover these awesome warriors.

If you've read my article on converting Ents (and if you haven't, then shame on you) I'm sure you can imagine that by the time I'd finished converting my Ents I was itching to get use out of them on the gaming table. There was just one problem though – no rules.

Well, perhaps not that much of a problem, but it meant I had to write some.



HEROES

Treebeard is the greatest of all the ancient race of Ents that roamed the forests of Middle-earth before even the Elves came and made their homes. Ents are giants that resemble nothing so much as trees, having lived for so many years in the groves they have become rather like the trees that they love. Ents care little for the world that is beyond the realm of Fangorn but the destruction of their beloved woodlands drives them into a raging fury of destruction.

THE LAST MARCH OF THE ENTS

Rules for Ents in The Lord of The Rings Strategy Battle Game

As well as including rules for basic Ents (for want of a better term – we all know that there is no such thing as a 'basic' Ent), I've included rules for limited customisation of your Ents. Better yet, as an additional treat for all the Ent-huggers out there I've also managed to wrest the new rules for Treebeard away from Alessio (who at this precise moment in time is busy writing The Return of The King rules manual). You'll notice that the

chief change in Treebeard is the increase in his Fight value - after watching The Two Towers we simply could not allow this mighty Ent to lose drawn combats to a Cave Troll and we changed him accordingly.

As usual, all these rules are still work in progress so you will also need to agree with your opponent about using Ents before the battle.



Treebeard (Ent)

Points Value: 170

	F	S	D	A	W	C	Might	Will	Fate
Treebeard	8/4+	8	8	3	3	7	3	6	3

WARGEAR

None required.

SPECIAL RULES

Break Stone. Ents are powerful creatures with iron-hard limbs that can smash apart stone just as tree roots can crumble rock. When attacking fortifications, including doors, stone walls, towers and anything else that has Batter points, Treebeard counts his Strength as 10 and Attacks as 6.

Terror. In their fury the Ents are a truly terrifying sight. Treebeard evokes terror in the enemy, as described in the Courage section of the rules.

Throw Stone. Ents are creatures of great strength, able to tear rocks out of the ground and hurl them across the battlefield with crushing force. To represent this, if an Ent does not move at all he can rip a suitable rock from the ground (provided he's not engaged in combat) and in the subsequent Shoot phase he can throw it. This works exactly like a crossbow with a range of 18"/42cm and a Strength of 10. If the Good player wishes, this rock can be hurled at a castle wall or other building. If this is the case, the Good player nominates a target point and rolls to hit and to wound as normal. If the shot causes sufficient damage to create a breach, the breach occurs at the point the shot was aimed at.



WARRIORS

Ents are the shepherds of the trees, and once roamed in all the great forests in Middle-earth. Nowadays their numbers are dwindling and they are a much scarcer sight, seen only in the depths of Fangorn forest, hard on the east slopes of the Misty Mountains. Untroubled by the wider world, it is rare for the Ents to interfere with affairs in the lands outside their forest.

Ent

	F	S	D	A	W	C	Points Value: 100
Ent	7/4+	8	8	3	3	6	

WARGEAR

None required.

SPECIAL RULES

Break Stone. Ents are powerful creatures with iron-hard limbs that can smash apart stone just as tree roots can crumble rock. When attacking fortifications, including doors, stone walls, towers, and anything else that has Batter points, Ents count their Strength as 10 and Attacks as 6.

Terror. An enraged Ent is a truly terrifying sight. Ents cause terror as described in the Courage section of the rules.

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hurled at a castle wall or other building. If this is the case, the Good player nominates a target point and rolls to hit and to wound as normal. If the shot causes sufficient damage to create a breach, the breach occurs at the point the shot was aimed at.

Tree-ish. Ents are slow to act in the affairs of others and are difficult to rouse until a threat becomes clear. To represent this, at the start of each turn the Good player must roll a dice to see if the Ent has become sufficiently roused to act. If the dice roll is less than the current turn number, then the Ent has awoken and may act as normal from that turn onwards. For example, to awaken an Ent at the start of Turn 2, the Good player must roll a '1' on the dice. If the Ent does not awaken, the Good player would need to roll a '1' or a '2' in the following turn, and so on. If the Ent does not awaken it may take no action, although it will still fight if attacked in close combat. An Ent will automatically awaken if it is attacked, whether in close combat, through missile fire or spellcasting.

ADVANCED RULES - DIFFERENT SPECIES OF ENTS

The profile given above is for a generic Ent of no particular tree family, however you can customise your Ent if you wish. Each type of Ent has its own different advantages and, in some cases, disadvantages – they also have an additional points cost to be paid. If you want to customise your Ents, simply pay the additional points and make the appropriate changes to your roster. You may only choose one of the following upgrades for each Ent.

For example: an Oak Ent would cost 25 points more, but has his Strength and Defence increased to 9. As no other changes to his profile are listed, the other characteristics stay the same. Finally, you should make a record in the 'Notes' section of your roster that he can fight as if he had a two-handed sword. With the changes to your roster made, you're ready to go!

Birch +10 points

Hailing from the parts of Fangorn worst affected by Saruman's machinations, Birch Ents burn with hatred for the tree-killers and are already roused into a fierce rage. This rage can often prove to be self-destructive, for Birch Ents will often charge off in pursuit of an enemy giving no thought to their own safety.

Birch Ents ignore the Tree-ish special rule – they are already fighting mad. In addition, Birch Ents must always charge an enemy model if they are able to do so.

Hawthorn +20 points

Though not particularly tall, Hawthorn Ents are covered with sharp, bristling thorns which can make striking them a very painful proposition!

Hawthorn Ents have a Fight value of 6. In addition, any model striking a Hawthorn Ent in close combat takes a single Strength 4 hit (regardless of the number of strikes it makes on the Ent) to represent the chance of the Ent enveloping it within his thorny boughs. Resolve the hit against the Ent as normal regardless of whether or not the striking model is slain.

Fir +10 points

Living in the harsher climates, Fir Ents are incredibly hardy and can tolerate levels of pain that would kill another.

Whenever a Fir Ent takes a wound the Good player may roll a dice. On the roll of a 6, the wound is discounted as if the Ent had expended a point of Fate. In addition, Fir Ents may elect to shield in combat.

Willow +20 points

Willow Ents are not overly strong, but are covered in a large mass of lash-like branches. As the Ent fights these branches whip about his opponents, flaying through exposed flesh and bone.

When a Willow Ent wins a fight he may make his three strikes as normal, or he may make a single Strength 6 attack on every enemy model involved in the same fight (including spearmen or pikemen who are fighting through other models).

Beech +10 points

Incredibly lithe and swift, Beech Ents are able to cover great distance at speed. They are less robust than other Ents but make up for their slighter stature with their heightened agility.

Beech Ents move 8"/18cm and have a Fight value of 8. However, they are frailer than other Ents and so only have Strength and Defence of 7.

Oak +25 points

Oak Ents are stronger than the average, able to pulverise a foe in a single mighty blow, however due to their large bulk they are not as dextrous as other Ents.

Oak Ents have a Strength and Defence of 9. In addition, Oak Ents favour fighting with huge swinging blows. To represent this in game terms an Oak Ent may choose to fight as if he has a two-handed weapon (with all the usual bonuses and penalties that apply). He may not choose to fight in both single-handed manner and a two-handed manner in the same Combat phase, he must use one or the other.

Ash +15 points

Whether due to a stronger will than other Ents or some obscure benefit of their heritage, Ash Ents are unusually resistant to magic, weathering the effects of hostile sorcery as they do the change of the seasons.

Every time an Ash Ent is the target of an enemy magical power he may always resist as if he had 2 points of Will.

A motley band of Games Workshop staffers in America combine to present a hobby feast representing one of the most tension filled scenes from The Lord of The Rings: The Fellowship of The Ring.

DON'T DISTURB THE WATER...

A new scenario and terrain building ideas

There are some action scenes in The Lord of The Rings movie that simply scream out to be turned into tabletop gaming scenarios. The Watcher in the Water is just such a dynamic moment - with horrible tentacles bursting forth from the darksome water and entangling Frodo. The rest of the Fellowship rush to free the Hobbit, with Aragorn and Boromir striding into the foul waters and severing the slimy appendages with mighty sword strokes while Legolas' bow provides

covering fire. Can the Fellowship fight off this loathsome creature and escape through the hidden doors into the Mines of Moria?

Turning all this action into a fun and playable scenario has been a backburner mini-project for a small group of people for quite some time, but through sheer force of will at last the labour of love is done. The scenario was written by Matthew Ward, the special terrain built by Jason Buyaki and Jeremy Vetock, and the Watcher model and its many tentacles were converted by Dave

Taylor. In addition to giving you the full scenario to try yourself, we have put together in this article some quick descriptions of how the terrain and conversions were done, and a quick report of a game fought on the table. If you are looking to game out the entire movie trilogy or just try a new fast-playing and brilliant scenario then you are in for a treat.

SCENARIO - THE WATCHER IN THE WATER

Defeated by the weather on Caradhras, the Fellowship have decided to journey through Moria, but the way into the fabled Dwarven realm is not without a guardian. As the Fellowship attempt to open the Hollin Gate of Moria, something evil stirs in the waters nearby. With the bulk of the Fellowship's attention on the door and what may lie inside, the be-tentacled Watcher awakes and attacks Frodo. Can the rest of the Fellowship rescue Frodo and escape into Moria?

Converting your own Watcher and building elaborate terrain is fantastic, but will involve no small degree of time and effort. We admit that we here at Games Workshop are pretty crazy and looked at the whole project as more of a labour of love than work, so the time went by very quickly. But keep in mind that the upcoming *Shadow and Flame* gaming supplement for The Lord of The Rings will be revisiting Moria. Having built the Hollin Gates for the Watcher in the Water scenario you will have even more use for your terrain recreating Balin, the Lord of Moria, and his ill-fated attempt to wrest the ancient Dwarven Kingdom from the forces of Evil. Just think about doughty well-armoured Dwarves pitting their axes against the tentacles of the Watcher! It's another reason for The Lord of The Rings gaming fans to stay tuned and keep checking to see if your sword is glowing blue - there could be Goblins near...



Thwarted in its attempt to capture The Ring, the Watcher vents its fury on the ancient entrance to the Mines of Moria.

PARTICIPANTS

The Good side consists of Frodo, Gandalf, Aragorn, Boromir, Gimli, Legolas, Sam, Merry and Pippin.

The Evil side has the Watcher in the Water, consisting of the Watcher's body and eight tentacles.

If you want to play this game with other forces, choose 700 points of Heroes for the Good side. The Evil side should always consist of the Watcher in the Water.

LAYOUT

The scenario is played on a board 24"/60cm by 48"/120cm. The main section of the board is dominated by the Watcher's pool, which is divided into shallow and deep areas (see map). The Hollin Gate is located 12"/28cm in from one board edge and stairs lead up from this to the board edge.

Outside, around the pool, there should be scattered dead and twisted trees, along with rubble and scree at various points. Inside the Gate and on the stairs there should be a small amount of rubble and numerous Dwarf and Goblin corpses.

STARTING POSITIONS

The Good player deploys Sam, Merry, and Pippin between 18"/42cm and 24"/60cm from the Moria board edge. He then deploys Aragorn, Boromir, Legolas, Gimli, and Gandalf inside Moria, at least 3"/7cm away from the Hollin Gate.

The Evil player may then deploy one tentacle and Frodo (Frodo begins the game enveloped – see below), anywhere on the shore of the pool (ie, not in the water), up to 24"/60cm in from the Moria table edge. He may then deploy the Watcher and the remaining tentacles anywhere in the area of deep water.

OBJECTIVES

The Good side wins if five members of the Fellowship escape the board through the Hollin Gate and up the stairway. One of these members must be Frodo.

The Evil side will win if five members of the Fellowship are slain, or if Frodo is slain.

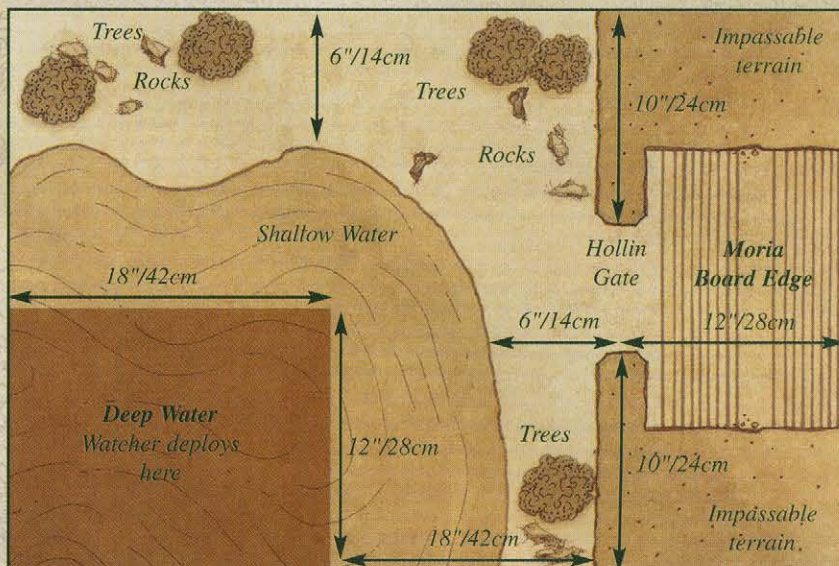
SPECIAL RULES

Shallow and Deep water: Whenever a Good model starts its movement in the pool (even a heroic move or as part of a heroic combat), it must test to see whether or not it is hindered. Make a single roll for shallow water, and two rolls for deep water and choose the lowest. Legolas gets a +1 modifier to this roll.

1 The model loses its footing and falls down. The model may not move this turn

2-5 The footing is unsteady but navigable. The model may move at half speed as if in difficult terrain.

6 The model is unhindered by the water and may move at full rate this turn.



THE WATCHER IN THE WATER

The tentacles are mounted on 40mm round bases.

	F	S	D	A	W	C
Tentacle	4/-	5	5	1	-	8

The tentacles may move 6"/14cm per turn as if they were independent models and always ignore terrain. They can fight in combat normally. Should a tentacle win its combat, it will not try and deal any damage. Rather, it will envelope a single defeated model and instantly drag it D6" in a direction nominated by the Evil player. If there are multiple tentacles engaged in a single fight, the Evil player may choose which tentacle envelopes the loser. Represent which tentacle has enveloped which model by placing the enveloped model on its side on the base of the tentacle.

In successive Movement phases the Evil player may drag the Good model an additional D6". The enveloped model may not make any actions while enveloped. An enveloped model will only be freed if the tentacle is charged or is wounded by a ranged attack (see below). If an enveloped model is freed, the Evil player places it, knocked to the ground, within 1" of its former captor.

Tentacles may be charged as normal. If a tentacle is charged while it is enveloping a model, that model is instantly released as discussed above. If a tentacle is wounded, the tentacle drops any enveloped model and then is instantly moved to within base-to-base contact with the main body of the Watcher.

Tentacles that have enveloped a model may be targeted with ranged attacks without the enveloped model (or in fact any Good model) being considered to be 'in the way'. This is to represent the fact that the tentacles are actually flailing about high above the ground. *Sorcerous Blasts* aimed at tentacles with an enveloped model will not cause any damage to the enveloped model, although they will be moved back with the tentacle. Tentacles are never knocked to the ground.

	F	S	D	A	W	C	Might	Will	Fate
Watcher body	0/-	8	6	0	-	6	2	3 per turn	0

The Watcher may move 3"/7cm per turn, but may not move out of the water for any reason whatsoever. Should the Watcher be engaged in combat it will be hit automatically unless any tentacles are fighting with it. If an enveloped model is in base-to-base contact with the Watcher at the end of the Fight phase, it will take D6 automatic Strength 8 hits as the Watcher tries to eat it.

The Watcher may use Might on behalf of any one of its tentacles (they are, after all, part of it).

If the body of the Watcher is wounded, it must immediately take a Courage test. If it fails, all tentacles drop any burdens they may have and are instantly moved into base-to-base contact with the main body. Tentacles are not affected by any magical power except *Sorcerous Blast*. If the main body is the target of a successfully cast *Immobilise* or *Command* spell, the effects of the magical power affect not only the main body, but the tentacles as well.

BUILDING THE WALLS OF MORIA

THE TABLE

When it came to turning Matt's scenario into a table, Jason Buyaki and Jeremy Vetock thought it may be more useful to build the main playing area as a display piece, saving the interior of Moria for another project later in the year. Although the finished table does not exactly reflect the scenario map on the previous page, the set-up areas can be easily replicated.

The first step was to build the base of the table. Pink insulation foam was glued to a base frame 3' wide and 2' deep. The varying levels of terrain (cliff face, shoreline, shallow water and deep water) were traced out and then carefully carved with a sharp knife.

When Jason was happy with the carving he hit the foam with blasts of hot air from a heat gun (like a very powerful hairdryer). This gave the surface a more organic feel. At this time he also added a few dead trees to the shallow water, built using a pared down version of the wire trees described later.

The next step was to build the walls of Moria. Although there are many cliff-building techniques, the solution that gave Jason the result closest to the look of the walls in the movie was to mesh together two preformed rock faces purchased from a local model train store. The picture to the right shows two pieces in place before Jason's final detailing.

After texturing the table by gluing down sand and rocks, Jason painted the whole thing black and began the drybrushing. For the ground Jason began with a mix of Chaos Black and Goblin Green, and for each additional layer he added more and more Codex Grey to the original mix.

The walls were heavily drybrushed with Shadow Grey, and a few random areas were drybrushed over this with Bestial Brown or Dark Flesh. The final series of highlights were a drybrush of Codex Grey, then Fortress Grey, and then some areas were hit with a final light drybrush of Rotting Flesh.

When the painting was finished Jason poured the two-part epoxy resin for the water. Because of the depth required Jason poured the resin in three layers, allowing each layer to cure overnight before pouring the next. The deepest layer included a deep green tint, to emphasise the murk of the cold waters. The next two layers were successively lighter. To add more debris to the murky

waters Jason carefully added dark green flock to the middle of each layer by sprinkling the flock on to the surface of the resin and pushing it in with a popsicle stick while the resin is curing.

THE TREES

When the table was finished it was time to move onto the trees. Again, there are many techniques for building trees for gaming tables and Jason chose another technique often used by model train display builders, the Wire Tree.

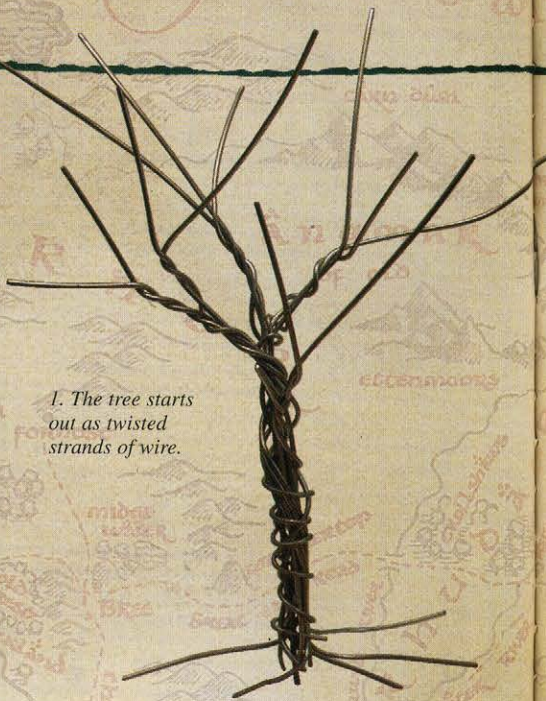
Jason twisted lengths of thick gauge wire together to form the trunk and branches of the mighty trees that stand beside the Hollin Gate. Once he was happy with the basic shape of the trees, Jason went on to wrap the trees with a fine gauge florists' wire. While time consuming, the results look very good.

The final step in the construction of the trees was to paint three layers of latex rubber (available from most hobby stores) onto the tree. This smoothed out some of the wire ridges and gave an even texture to the trees. Once the trees were constructed Jason painted them (Bestial Brown and Vomit Brown) before adding the clumps of the foliage we've used for so many The Lord of The Rings projects.

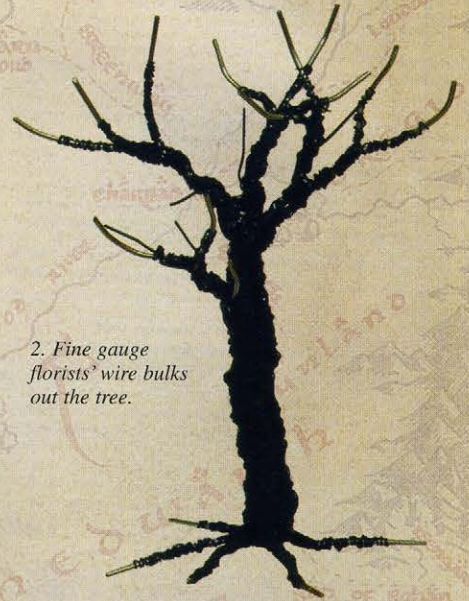
THE GATE

Jeremy Vetock, a long-time fan of Middle-earth, was very keen to work on the Hollin Gate. He started with a blank rectangle of plasticard (4" x 5") and the wonderful *Visual Companion to The Lord of The Rings: The Fellowship of The Ring* (published in 2001 by Houghton Mifflin), which contains a fantastic image of the entrance to Moria.

Jeremy traced the image directly from the book and transferred it to the plasticard. With the careful use of a sharp modelling knife and the fine grinding bit on his Dremel rotary tool, Jeremy reproduced the team effort of Narvi and Celebrimborn all those years ago. Jeremy completed the carving and had the door in place before Jason began the painting. After the stone work had been painted Jeremy spent an evening sweating under his painting lamp, painstakingly replicating the script and designs of the Gate. Jeremy's careful use of Shining Gold, Mithril Silver, and Chestnut Ink really brought the ithildin to life.



1. The tree starts out as twisted strands of wire.

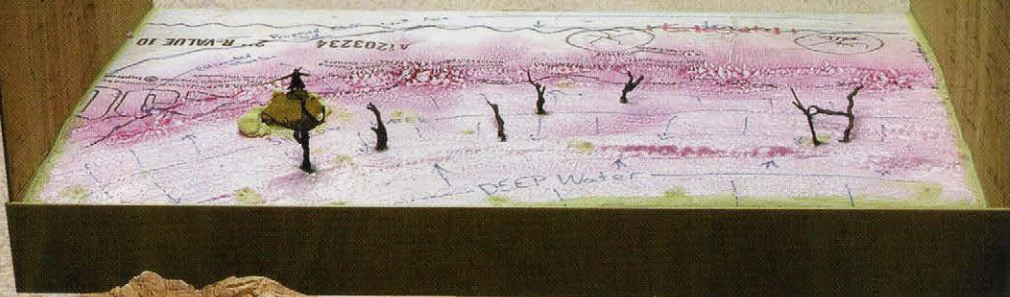


2. Fine gauge florists' wire bulks out the tree.

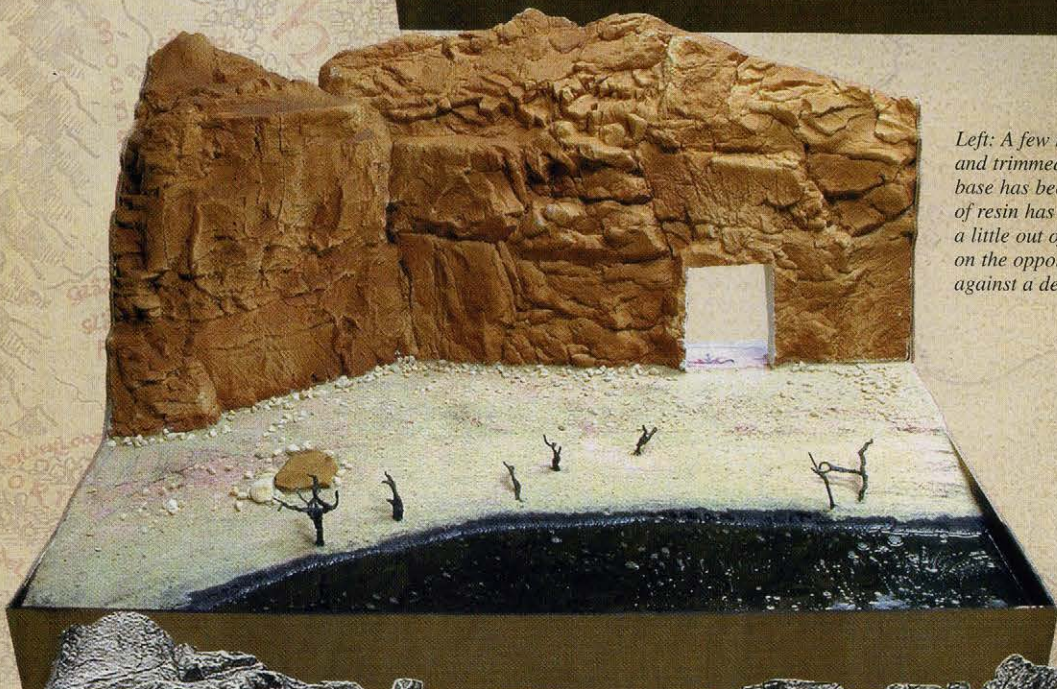


The finished tree in place.

Right: A couple of steps through the process, the foam has been carved and heated, the twisted tree debris is in place, and the plywood around the sides will act as a dam for the resin and the sides of the cliff (once the preformed mountains are in place). Note the Aragorn model used for scale.



Left: A few more stages on, Jason has cut and trimmed the preformed mountains, the base has been textured, and the first layer of resin has been poured. This last step is a little out of sequence with the description on the opposite page, but we were racing against a deadline.



Below: The finished table, including the excellent Hollin Gate, just waiting for the Fellowship to happen along.



BUILDING THE WATCHER IN THE WATER

THE BODY

Inspired and directed by the fantastic bonus features on the extended DVDs for *The Lord of The Rings: The Fellowship of The Ring*, Dave Taylor spent hours in front of his TV, a large image of the Watcher maquette frozen on the screen. Dave quickly realized, as he started to build the body of the fearsome beast, it would be more effective to build a skeleton first. This shell, built from curved strips of plasticard, provided a great structure for him to add texture to.

Building slowly, from the outside in, Dave began with the 'hair' found in between the expanding ridges of bone and cartilage. He followed this with the bumpy texture on the ridges. Due to the size of the beast Dave had to sculpt it over several sessions, allowing plenty of time for the putty to dry.

After slowly building the layers, Dave spent a bit more time on the toothy maw (the teeth were cut from small slivers of plasticard) and the eyes, attempting to imbue them with a vicious malevolence.

When the final putty had dried, he trimmed the plasticard base and primed the entire model.

THE TENTACLES

A good deal easier to build, the tentacles started out as armatures of twisted brass rod. Dave added an initial form around the wire and, when dry, he added the smooth layer on the back of the tentacle. The ribbed texture on the underside of each tentacle was created by pressing a carefully trimmed piece of plasticard into the almost-cured Green Stuff.

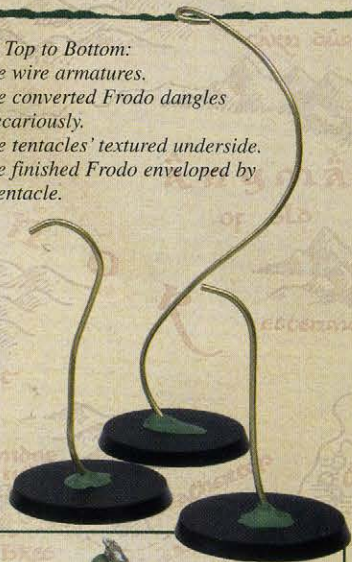
From the start, Dave knew he wanted to convert a dangling Frodo suspended from one of the tentacles. The prone Pippin (from the blister with Merry and Grishnakh) was ideal. A bit of trimming and some more putty work, and the Ringbearer was ready to hang from one of the tentacles.

The final step was to build the fingers at the end of the tentacles and fine rolls of Green Stuff did the job. A little bit of putty to add the webbing and the tentacles were ready to paint.

Both the Watcher and the tentacles were primed black and then drybrushed with a mix of Chaos Black and Bubonic Brown (70/30 mix). More Bubonic Brown was added to the mix for the final drybrush. The underside of the tentacles and the mouth of the Watcher were basecoated with the same original mix of Chaos Black and Bubonic Brown. Successive highlights were wetbrushed on adding small amounts of Dwarf Flesh and Elf Flesh to the mix.

From Top to Bottom:

1. The wire armatures.
2. The converted Frodo dangles precariously.
3. The tentacles' textured underside.
4. The finished Frodo enveloped by a tentacle.



Dave's finished Watcher bursts forth from the murky waters.



Moonlight reveals the Doors of Durin to the Fellowship, and Gandalf tries to remember the secret of opening the ancient doors.

THE WATCHER IN THE WATER BATTLE REPORT

For this battle report, we asked Jeremy Vetock, Head of the US Studio, and Jason Buyaki, US Hobby Team Manager, to battle it out. Jeremy would play as the Watcher in the Water, and Jason would play as the Fellowship.

THE LONG DARK

Thoughts of the Fellowship: I originally read this scenario months ago and formulated in my head how to build the table but couldn't remember quite how the scenario worked. Then I was asked to participate in the battle and chose not to read the scenario until right before the game, ensuring a surprise element that the Fellowship faces as they try to enter Moria. The one thought that kept repeating itself in my mind was Gandalf saying: "There are older and fouler things than Orcs in the deep places of the world."

FRESH MEAT

Thoughts of the Watcher: My part was to play the multi-tentacled horror known only as the Watcher in the Water. With the release of *The Two Towers* movie and game most of our recent battles have been between Uruk-hai and the Riders of Rohan, or perhaps the scattered remnants of the Fellowship. It was a nice change to go back and play a scenario from *The Fellowship of The Ring* and I always jump at any chance I have to visit Moria.

But now onto the matters at hand. I had read the new scenario from Matt and I had a pretty good idea about just how powerful those writhing tentacles were going to be in a scrap. The Hobbits, the most vulnerable members of the Fellowship, started out far from the rest of the party and so my initial plan was to grab many of the little hairfoots and drag them into the deep waters.

I noted that except for my meagre allotment of 2 Might points, everything else I had, tentacles, Wounds, and Will were basically unlimited. I immediately

realised that the longer the game went on, the more the beast would wear down even the most powerful of the Fellowship's fighters! Hence my plan to drag the Hobbits into the depths sounded more malignant as even if they were freed from the looming coils of slimy tentacles, they (or anyone coming to rescue them) would be slowed by the water! Truly I thought that was the plan of a tabletop wargaming maestro. My sound tactical thinking combined with cunning evil and a vast armada of tentacles... how could I go wrong?



Jason Buyaki (the Fellowship) and Jeremy Vetock (the Watcher) study their deployment.

TURN 1

With Frodo already enveloped by the Watcher, it was vitally important that the Hobbits attacked the tentacle. Seeing their dear friend in mortal danger, Merry and Pippin waded through the shallows to hack at the sinuous appendage. Sam used the terrain to his advantage and ran over the large rock on the shoreline, avoiding the roll for the effects of Shallow Water. As the tentacle enveloping Frodo was in combat it was forced to drop the Ringbearer.

The remainder of the Fellowship rushed out from the Hollin Gate determined to rescue the Hobbits from a watery grave. Jeremy chuckled evilly as he moved a few

more tentacles into combat with the Hobbits and sent three tentacles to delay the great warriors of the Fellowship.

Before the Hobbits had a chance to fight the grasping tentacles Legolas threaded two shots through the dead trees in the water to hit the body of the Watcher. One of them miraculously wounded the beast and Jason cheered as Jeremy rolled snake eyes for his Courage roll. All the tentacles were immediately drawn back to the body of the Watcher.

TURN 2

Jason won the Priority roll and immediately edged the Hobbits towards the Gate, with Merry, Sam, and Pippin

forming a protective screen around Frodo. The rest of the Fellowship continued their moves towards the terrified halflings.

Keeping up the pressure, Jeremy moved the Watcher and tentacles toward the Hobbits, engaging Merry and Sam in combat. Jason attempted to wound the Watcher's body again but Gandalf's *Sorcerous Blast* and Legolas' bowfire failed to damage the mighty beast.

In a flurry of desperate blows (aided by some poor dice rolling by Jeremy) Sam hacked down the tentacle he was facing and Merry pushed back the tentacle in combat with him.

TURN 3

The Fellowship won Priority again, and Jason continued to bring the two groups closer. Jeremy again concentrated his attack on the Hobbits and five tentacles entered combat with Sam, Merry, and Pippin. Gandalf was unable to hit the beast with his *Sorcerous Blast*, and Legolas hit the Watcher with two shots but was unable to wound with either.

Pippin was able to hack through the tentacle he was facing, but the other two Hobbits were enveloped. Sam was dragged back to the mouth of the beast and Jeremy groaned as he rolled three 1s to wound!

TURN 4

Again Jason won Priority, much to Jeremy's annoyance. The Fellowship joined up and tried to form a protective screen in front of the Ringbearer. Unfortunately Jason left a gap in his screen and Jeremy threw all of his available tentacles into combat. The enveloped Merry was pulled into contact with the body of the beast.

Boromir used one of his Might points to hack down the tentacle he faced. Pippin managed to push back the tentacle he faced, as did Frodo (who used 1 Might point to win the combat). Aragorn managed to fight off the three tentacles he faced, but failed to cut through any of them.

With a big smile on his face, Jeremy picked up the dice to see if the Watcher could eat Sam and Merry. In a classic set of extremes Merry was still enveloped but had escaped the maw, while Sam was quickly torn apart by the beast's cruel teeth.

TURN 5

For the fifth turn in a row Jason won Priority. Gimli and Aragorn charged the same tentacle, and Boromir engaged the tentacle enveloping Merry. In a cunningly evil move Jeremy placed the prone Merry further out into deeper water. He then went on to attack Merry again with a free tentacle.

Gandalf and Legolas were unable to wound the Watcher's body with their ranged



Held high above the water, Frodo is rescued by his brave friends.

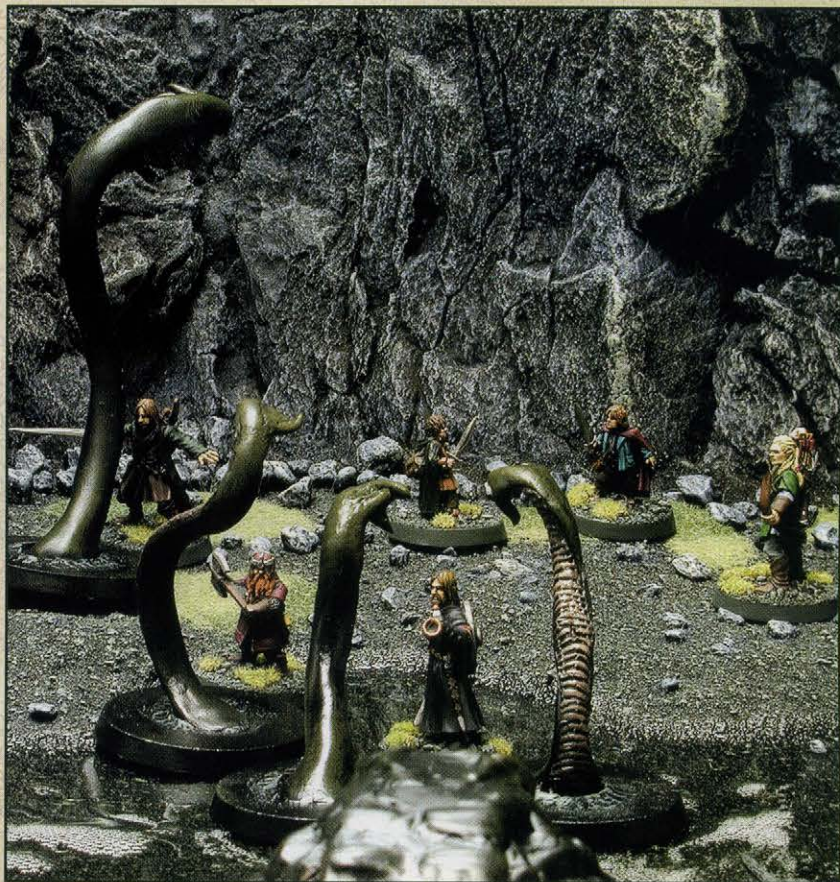
attacks. Wading through the shallow water with great fury, Boromir slashed through the tentacle and then, by expending a Might point, called a Heroic Combat and wounded the Watcher. Jeremy passed his Courage test and the battle continued.

The embattled Aragorn needed to use 3 Might points to win his combat and then failed to hack through the tentacles, while Gimli slashed through the two appendages he was facing. Obviously still floundering in the deep water, Merry was unable to defend himself and was again enveloped by the Watcher.

TURN 6

For the first time in the battle Jeremy won the Priority (he and Jason tied for the roll, but as Jason had won last time...) and there was much rejoicing by the Evil side. Five tentacles lashed out at Legolas, Boromir, Aragorn, Gimli, and Frodo. Gandalf summoned his power and managed to successfully cast *Immobilise* on the Watcher, rolling a 3. Jeremy rolled 2, 1 and 1, so added 1 Might point to keep his tentacles in the fight.

Gimli, Aragorn, Legolas, and Boromir all successfully cut through the tentacles they faced, but the bedraggled Ringbearer was unable to resist the searching tendril, and was again drawn towards the beast. With a cry of anguish, Pippin could only look on as the Watcher dragged Merry in and dropped him whole into its gaping maw.



With two of the Fellowship already eaten, Boromir and Gimli go on the attack.

TURN 7

Recovering Priority, Jason charged Aragorn into contact with the tentacle holding Frodo, forcing it to drop its burden. Gimli and Boromir also charged the slimy appendages nearby. The rest of the Fellowship fell back towards the Gate. The Watcher and its remaining tentacles headed towards the gateway as well, in an effort to head the Fellowship off.

Although Gandalf failed to *Immobilise* the Watcher, Legolas wounded the monster with a finely placed shot. With a concerned look, Jeremy rolled for his Courage test, and passed.

In the following combats both Aragorn and Boromir cut through a tentacle each, but Gimli only managed to keep them at bay.

TURN 8

Jeremy groaned as the Fellowship took the Priority again, cursing his luck and muttered something about the power of the Dark Lord.

All of the Fellowship on land ran for the Hollin Gate, while Boromir and Gimli, knee-deep in the shallows, charged two tentacles rising up before them. Other tentacles surged forth and engaged Aragorn and Legolas. Gimli narrowly managed to push back the tentacle but his two-handed axe could not cut through it. Both Legolas

and Aragorn sliced the tentacles engaging them; Jason had to spend one of Boromir's dwindling Might points to hack off the tentacle he was fighting.

TURN 9

For only the second time in the game the Watcher won Priority, but Jason very quickly spent a Might point for Aragorn to call for a Heroic Move. All of the Fellowship moved towards the Hollin Gate, but Boromir was finally slowed by the brackish water. He had previously rolled a 6 each time he was required to roll on the Shallow and Deep Water chart.

The tentacles surged forward again and tried to capture Boromir, Gimli, Legolas, and Pippin. Using a Might point to help himself, Gandalf fired a *Sorcerous Blast* at the body of the Watcher, pushing the beast away another 5" (Jeremy rolled 1, 1 and 2 to stop him).

Aragorn and Pippin beat back the tentacles they were fighting. Gimli's mighty swings finally hacked through his opponent, but Boromir was forced to use his last Might point to tie his combat. Jeremy's evil grin returned as he used the Watcher's last Might point to win the fight and enveloped the first son of Denethor. The mighty Man of Gondor was dragged towards the Watcher, but was too far away to be eaten this turn.



Jason wins another Priority roll!



Trapped so near their goal, the Fellowship fight on.

TURN 10

Again Jeremy won Priority, and again the Good side called an Heroic Move, this time it was Gimli expending a Might point.

The two remaining Hobbits raced behind Legolas towards the gateway to Moria as Aragorn and Legolas then moved to cover them. Caught in a tough spot Jason had to commit Gandalf and Gimli to combat in strategic locations. The tentacles were able to engage Aragorn and, in an incredibly clever move, Jeremy placed a tentacle directly in front of the Hollin Gate.

Legolas fired another cluster of shots at the body of the Watcher and amazingly managed to wound twice! Jeremy was determined not to make it too easy for Jason, and proceeded to pass both Courage tests (with perhaps his best rolling in the game).

Aragorn and Gandalf both hacked through the tentacles they faced, and Gimli again struggled to wound the sinuous arm of the Watcher.

TURN 11

Returning to form, Jason won the roll for Priority and moved Gandalf and Pippin to the doorway. Aragorn and Frodo charged the tentacle blocking the Gate, while Gimli and Legolas moved into blocking positions. The remaining tentacles closed

in and the blockers found themselves fighting two of the whip-like appendages each. In a flurry of blows the Fellowship managed to fight off the tentacles with



Jeremy slides his slimy tentacles into contact with the Fellowship.

Legolas and Gimli slicing through all four of the monster's lashing arms. Aragorn and Frodo only succeeded in pushing back the tentacle that blocked their way.

TURN 12

Jeremy's look of surprise turned to an ironic smirk as Jason usurped the Watcher's Priority with yet another well-timed use of the Heroic Move rule, this time called by Aragorn.

Frodo and Aragorn again charged the tentacle before them, while Gandalf dragged Pippin through the doorway with him. Legolas and Gimli again played the blocking role, as the Watcher's slimy appendages lashed out at them. Frodo and Aragorn were able to slice through the snake-like thing they faced, as was the hardy Dwarf, but Legolas was enveloped by one of the three tentacles he fought, and dragged out into the water.

The coiled arm carrying Boromir finally reached the body of the Watcher. The armoured man proved to be a tough bite but the beast caused 2 Wounds regardless.

TURN 13

With perhaps the most important Priority roll in the game hanging over his head, Jeremy called on all the deities even remotely associated with luck. They obviously didn't hear as Jason won the roll (for the tenth time in the game) and hustled Frodo, Aragorn, and Gimli through the Hollin Gate and up the stairs into Moria, leaving Legolas and Boromir to their watery fate.



Jeremy congratulates Jason on a close game well played.

A NARROW ESCAPE

Victory for the Fellowship: Alas the Fellowship is broken. While I was able to achieve the victory conditions of the scenario, it is indeed a very hollow victory. Four members of the Fellowship were lost.

It was a tense, exciting game all the way through. After freeing Frodo on Turn 1, it took every bit of strategy to ensure he wasn't engaged too often, reducing the opportunities for the Watcher to eat him whole! All moves, for most of the Fellowship, had to be towards the doorway and safety. Most importantly for Frodo. I almost forgot that early on and started moving a majority of the Fellowship into combat. Then it dawned on me that the Watcher cannot be killed, only slowed and held in check. If the tentacles could win a combat, they could snatch up anyone they wanted without wounding and drag them off to the gaping, ravenous mouth of the Watcher and I'd have to chase them down. Boromir and Legolas forced the Watcher to drop Merry early on but they couldn't sustain the assault to save him. Eventually, Boromir used up his Might, lost a combat and was ensnared. I wanted to save him because he's such a great fighter, but I couldn't think how to do it without leaving the rest of the Fellowship in jeopardy and so I let him go and proceeded to the objective. Turn 12 saw the Watcher taking huge bites out of Boromir and on 13, the remaining members escaped. I really did hesitate during the Movement phase of Turn 13 and thought of trying to save Legolas but escaping into Moria with a partial victory was better than defeat. What happened to Boromir, no one knows, but perhaps there's a chance that he and Legolas escaped the Watcher and proceeded south to the Gap of Rohan.

HOW VICTORY SLIPPED RIGHT OUT OF MY TENTACLES!

Loss for the Watcher: What a great little scenario! By this I mean it is small and compact, but deeply strategic and fully taxing on your tactical powers. The battle was topsy-turvy and could easily have gone either way for almost every turn. Just when things were going against me, I

always managed to get a tentacle through someone's defence and snatched them up. Then again, just when I had Frodo entwined and heading towards my tooth-filled maw, Aragorn or some other character would stride into the surf and hack down my tentacle. Still, despite some simply appalling dice rolling it was a near run thing, with just five of the Fellowship slipping past the Hollin doors and entering the Mines of Moria. It is a bit of harsh irony that they escape the Watcher for we all know what still waits within the ancient Dwarven Halls.

I should complain more about the seemingly voodoo-cursed dice I was rolling, but really I wouldn't change a thing about the game. It was just that fun. Jason played a tough match and it was exciting from start to finish. What I thought would be a quick one-off simple game turned into a slugfest of wits that lasted an enjoyable hour and a half. And lastly I just have to say that the only thing that topped the excellent scenario and brilliant scenery that Jason had created was the truly loathsome Watcher model. Dave Taylor's foul concoction really captured a slice of the movie's brilliance and brought the scene to life. Play the scenario yourself, and if you have half the fun we had, you'll be thinking about how to convert your own swarm of tentacles.



Outdone, the Watcher in the Water prepares to tear the Doors of Durin apart.

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