

INSIDE

ALL THE LATEST GAMING AND HOBBY NEWS FOR THE FESTIVE SEASON

GAMES WORKSHOP

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD348

December 2008



WARHAMMER
40,000

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

WARHAMMER

A Tale of Four Gamers

Nazgûl

War in the North

WD348 DEC 2008 WWW.GAMES-WORKSHOP.COM

GAMES WORKSHOP

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Amidst the shattered ruins of Amon Sûl, Gandalf the Grey battles the terrifying Ringwraiths in a sorcerous duel.

EDITORIAL



It's that time of the year again; hobbyists the world over are gorging themselves on festive fare, shaking their heads in despair as they receive another pair of socks for Christmas and, hopefully, indulging in a spot of war!

And what better place to start your preparations for holiday gaming than right here? I love putting together the December edition of White Dwarf, as it's traditionally the time when we celebrate everything that's great about the hobby with even more eclectic gaming content than usual. This year is no exception, as the mag is packed to the gunnels. We've got a brand new Chaos campaign kicking off this month, written by Phil Kelly, plus a series of Ringwraith-centric scenarios by Mat Ward, a host of new Space Marine Apocalypse datasheets, rules for Grombrindal, the White Dwarf himself, to accompany the great new subscribers' miniature (see page 42), not to mention the second part of our great Space Marines painting guide. But that's far from all of it. This month sees the concluding episode of A Tale of Four Gamers. For five months now, our intrepid hobbyists have been frantically painting and battling to be top dog in the hobby stakes, and now they finally get to prove their mettle. Not one to do things by halves, we've got all four gamers together with their finished armies to play a four-way Apocalypse game! Turn to page 46 to see who gets crowned the 2008 champion – I know the result surprised me.

Finally, an honourable mention must go to the Perry twins, Alan and Michael. Last month we announced that they'd reached a venerable 30 years service. We pay tribute to their work on page 30, and take a look back at some of their best creations. Great stuff!

Mark Latham, Editor



Cover Art by Alex Boyd

WHITE DWARF 348 • DECEMBER 2008

STUDIO WHITE DWARF TEAM

Editor: Mark Latham
Sub-editor: Andrew Kenrick
Staff Writer: Andy Hall
Designers: Matthew Hutson, Christian Byrne
Assistant Designer: Glenn More

EDITORIAL

Coordinator: Rik Turner

CONTRIBUTORS

Matt Anderson, Dave Andrews, Nick Bayton, Alessio Cavatore, Mark Chambers, Robin Cruddace, Pete Foley, Bek Hawkyb, Andy Hoare, Peter Jackson, Jervis Johnson, Mark Jones, Karen Miksza, Phil Kelly, Chris Peach, Alan Merrett, Chad Mierzwa, Rick Priestley, Wade Pryce, Gav Thorpe, Adam Troke, Matthew Ward, Stuart White and Ted Williams.

WHITE DWARF REPROGRAPHICS

Marc Elliott, Zaff Haydn-Davies, Jim Shardlow, Kris Shield and Madeleine Tighe.

ARTWORK

John Blanche, Alex Boyd, Robin Carey, Paul Dainton, David Gallagher, Neil Hodgson and Nuala Kinrade.

CITADEL DESIGN TEAM

Mike Anderson, Dave Andrews, Trish Carden, Juan Diaz, Martin Footitt, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedström, Matt Holland, Neil Langdown, Aly Morrison, Brian Nelson, Seb Perbet, Alan Perry, Michael Perry, Dale Stringer, Dave Thomas, Tom Walton and Jonny Ware.

'EAVY METAL TEAM

Fil Dunn, Neil Green, Joe Tomaszewski, Darren Latham, Keith Robertson, Anja Wettergren and Kirsten Williams.

GAMES WORKSHOP DIRECT SALES

Tel: +44 (0)115 91 40000
Fax: +44(0)115 900 4890

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FORGE WORLD

www.forgeworld.co.uk
Tel: +44 (0)115 916 8177
Fax: +44 (0)115 916 8044

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Willow Road, Lenton, Nottingham, England, NG7 2WS

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CONTENTS



WARHAMMER 40,000

A TALE OF FOUR GAMERS

APOCALYPSE

THE CLIMACTIC BATTLE – PAGE 46



FEATURES

- 14 WAR IN THE NORTH**
The forces of Chaos go to war against each other. We follow a brand new campaign that's started hot off the release of the new army book.
- 22 THE BLACK RIDERS OF MORDOR**
New rules and scenarios for The Nine, the terrifying Ringwraiths of Sauron.
- 30 THIRTY YEARS ON...**
We take a look back at three decades, worth of Alan and Michael Perry's brilliant models.
- 42 THE SAGA OF THE WHITE DWARF**
Some lucky White Dwarf subscribers will already know there's a new version of our favourite Dwarf Ancestor out now – we provide his updated rules and background.
- 46 A TALE OF FOUR GAMERS: PART 5**
It's the last in the Tale of Four Gamers series for now, but we're going out with a bang! All four participants have built their armies up for a game of Apocalypse.
- 74 TIME OF LEGENDS**
With the release of the new novel, Malekith, we interviewed Gav Thorpe about the book and the future of the Time of Legends series.

HOBBY

- 82 'EAVY METAL MASTERCLASS: CHAOS LORD**
'Eavy Metal veteran Keith Robertson tackles the brilliant new mounted Chaos Lord miniature.
- 90 PAINTING WORKSHOP: SPACE MARINES PART 2**
The second part of our companion guide to painting your Space Marine army.

REGULARS

- 03 NEW RELEASES**
All the latest models and kits coming your way.
- 10 NEWS**
Lizardmen have been spotted!
- 36 LIBER APOCALYPTICA**
Jervis presents some new datasheets for Space Marines.
- 78 STANDARD BEARER**
More musings from hobby sage Jervis Johnson.
- 81 HOBBY ESSENTIALS**
Hints and tips on how to get the strongest possible bond when gluing your models.
- 100 FRONTLINE**
Hobby news and information in your area.

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

THE UNDYING

The Undying was said to be the last of the kings of Men to succumb to the wasting influence of the Rings of Power. Unsurprisingly, killing off the Undying is no mean feat – he can expend Will as though it were Fate, and regains Will when magic is used nearby. Sculpted by Alan Perry, this evocative metal miniature makes a mighty addition to any Mordor horde.

THE UNDYING

Product code: 99061466038
Sculpted by Alan Perry
UK £15 Denmark 175dkr
Euro €22.50 Swe/Nor 200skr/nkr

ON SALE DECEMBER 6th



THE TAINTED

Michael Perry has really captured the unwholesome appearance of the Tainted with this new metal miniature, a twisted and hunched Ringwraith. Where other Nazgûl were slowly corrupted by the rings, this Ringwraith gave himself wholly and willingly to Sauron. In battle, the Tainted can thwart enemy Heroes merely by his proximity, draining their life force.

THE TAINTED

Product code: 99061466037
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The Mega Paint Set has long been one of our most popular products, especially at this time of year. Now, we've reformatted this awesome bit of kit so that it boasts all 73 Colour, Wash and Foundation paints from the Citadel range. It also includes PVA Glue, sand, three types of static grass and seven paintbrushes, all contained in a sturdy Citadel Figure Case. Truly the ultimate set for the hobbyist who just has to have it all.

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www.games-workshop.co.uk/store



WARHAMMER

ANIMOSITY ORCS

This characterful Warhammer vignette shows what happens when you roll a one for an Animosity test in an Orc army – they have a good old punch-up! Alex Hedström has done a great job setting this scene, as one Orc uses a nearby Night Goblin as a convenient weapon.



ANIMOSITY ORCS

Product code: 99060209201

Sculpted by Alex Hedström

UK £10 Denmark 115dkr

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ON SALE DECEMBER 20TH

The Collectors Range provides us with a great opportunity to explore facets of the Warhammer world and Warhammer 40,000 universe that we don't normally get to cover with our standard range. Here are a couple of examples of just such miniatures. And that's not all – turn to page 11 for an extra treat!

SARTOSAN VAMPIRE

The pirate captains of the Free City of Sartosa are the scourge of the oceans, and none are more feared than the Undead Lords who ply their bloody trade and attack innocent seafarers without warning or mercy.

This great sculpt by Mark Harrison represents just such an Undead pirate lord.



SARTOSAN VAMPIRE

Product code: 99060207182

UK £8 Denmark 100dkr

Euro €12.50 Swe/Nor 115skr/nkr

ON SALE NOW!

PIRATE CAPTAIN OF SARTOSA

Sartosa is the city of pirates, each vying to become the most notorious, feared and wealthy sea-dog to sail the seas, so that one day they can challenge to become the next Pirate Prince!

This miniature, sculpted by Mark Harrison, represents one of the flamboyant captains of Sartosa.



PIRATE CAPTAIN OF SARTOSA

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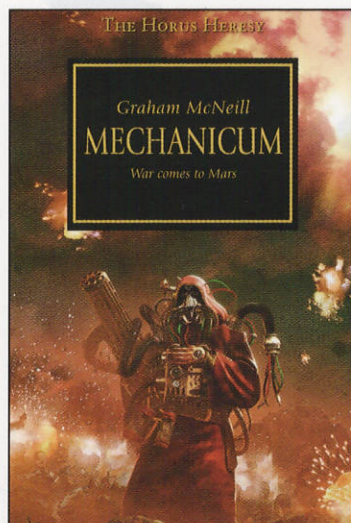
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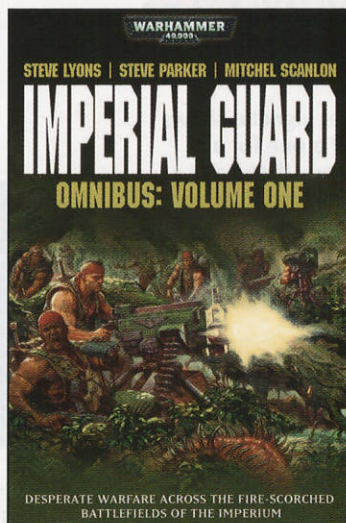
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As the flames of treachery spread outwards through the Imperium, Horus mobilises those forces that are loyal to him, and plots to subvert or destroy those that aren't. A battle is being fought for the heart and soul of all the Imperial forces. In this tale, Graham McNeill tells the story of the strife on Mars, and the genesis of the Dark Mechanicum.

HORUS HERESY: MECHANICUM
by Graham McNeill
ISBN: 978-1-84416-664-0
UK £6.99 Denmark 70dkr
Euro €9 Swe/Nor 80skr/nkr

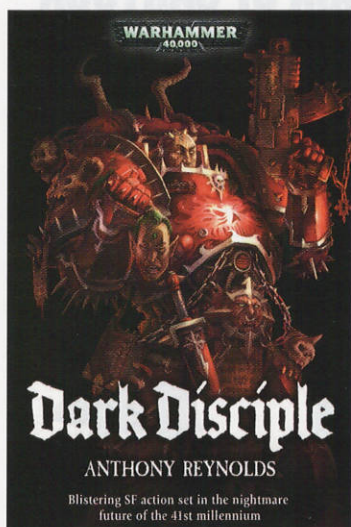
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IMPERIAL GUARD OMNIBUS: VOLUME ONE
by Steve Lyons, Steve Parker and Mitchel Scanlon
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UK £9.99 Denmark 115dkr
Euro €15 Swe/Nor 140skr/nkr

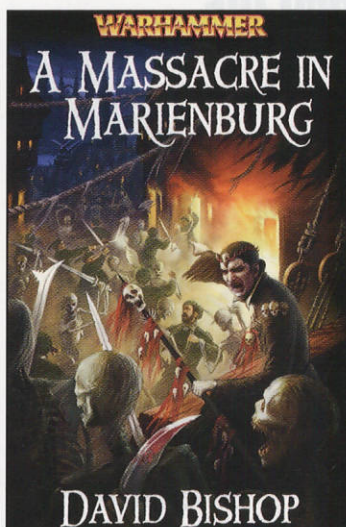
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The second book in the explosive Word Bearers series. Ever driven by his lust for power, Marduk, now Dark Apostle of the Word Bearers, strives to unlock the secrets of an ancient and deadly artefact. This quest throws him and the Word Bearers into a deadly warzone and a desperate battle between their Imperial enemies and the alien Dark Eldar.

DARK DISCIPLE
by Anthony Reynolds
ISBN: 978-1-84416-665-7
UK £6.99 Denmark 70dkr
Euro €9 Swe/Nor 80skr/nkr

A MASSACRE IN MARIENBURG



Standing at the mouth of the River Reik, the exotic port city of Marienburg is constantly alert against its enemies. Watch-Captain Kurt Schnell and his men have their work cut out when a plague of unnatural events drives the citizens to a state of despair and madness. But these merely herald the arrival of the real enemy – a sinister necromancer.

MASSACRE IN MARIENBURG
by David Bishop
ISBN: 978-1-84416-670-1
UK £6.99 Denmark 70dkr
Euro €9 Swe/Nor 80skr/nkr

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REAYER TITAN

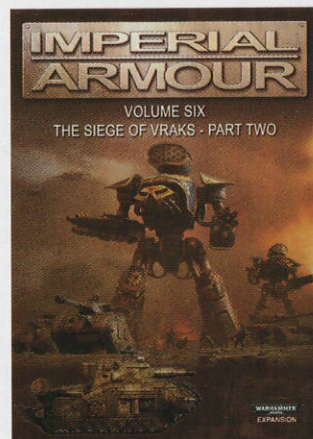
Standing a mighty 410mm/16" high, this model represents a Reaver Titan armed with an Apocalypse missile launcher, laser blaster and gatling blaster. The full rules for this mighty model can be found in Volume Six of Imperial Armour.

Model designed by Will Hayes.
Crew designed by Simon Egan
and Mark Bedford.



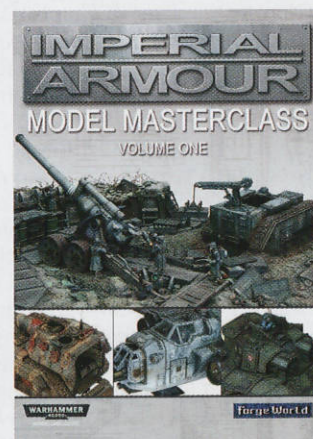
IMPERIAL ARMOUR 6

The Siege of Vraks continues in this new, massive volume packed with pictures, background and vehicle profiles. There's even a Vraks poster!



IMPERIAL ARMOUR MODEL MASTERCLASS

For the modelling expert, this book is a masterclass in advanced techniques to help you get the most from your Forge World 40K models.



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WARRIORS OF THE GODS

THE CONSTELLATIONS HAVE ALIGNED; THE SLANN HAVE DECREED WAR!

COMING SOON

WARHAMMER

In the dense jungles of Lustria, the Slann grow restless. Having long spent time in contemplation and solitude, they have decided that the time for inaction has passed. The Lizardmen are advancing, aggressive and determined to enact the tenets of the Old Ones' Great Plan. With the blessing of the snake god Sotek upon them, still sated on the sacrifice of a million ratspaw, there are few who can stop them.

The new Lizardmen army book is nearly ready to be unleashed on the world. Andy Hoare has spent the last twelve lunar cycles silently contemplating upon issues such as mixed units and Cold One Cavalry, while young Skink Priest Robin Cruddace has been dashing around gathering plaques of knowledge. Their efforts have spawned a powerful army of reptilian warriors.

But it's not just a new army list to look forward to, there are many new kits and models heading your way, including a brand new plastic Stegadon that can be assembled in three different ways, new plastic Temple Guard, Terradons, and a new Lizardmen monster for your warm-blooded foes to contend with.



Real Rhino Spotted!

If you attended UK Games Day this year then you may have noticed a life-sized Rhino parked in the pavillion! That's because THQ commissioned a group of professional tank enthusiasts – who go under the guise of "Tanks-A-Lot" – to create a full-scale Blood Ravens Rhino to celebrate the upcoming release of Dawn of War 2. This truly fantastic creation has been converted from a British FV432 APC; it is not just a prop but a fully functioning, road-legal vehicle. The guys who operate it are even on about having it drive over and crush a few cars. You can see in the photos how they went about building it – we'll be showing you pictures of the finished tank in a future issue.

And if that wasn't exciting enough, the Blood Ravens will be back soon as Dawn of War 2 is imminent, due for release early in 2009.



WARHAMMER
Dawn
of
WAR

Two in-progress shots of the life-size Rhino being built. If you were at UK Games Day you'll have seen the end product up close!



Specialist Games

Specialist Games Catalogue

A catalogue of all of the great games and miniatures in our Specialist Games range is now available from the Games Workshop website. Even better, it's completely free: just visit the website at www.games-workshop.com, follow the links to the Specialist Games section of the site, and then download the catalogue from there.

If you haven't played any of the Specialist Games before then the catalogue is a great place to start. It shows all of the miniatures in the range, and explains what each game is about.

There is a wide range of different Specialist Games to choose from, and each has its own unique appeal. For example, Battlefleet Gothic allows players to fight space battles set in the Warhammer 40,000 galaxy, while Warmaster allows players to fight truly epic battles set in the Warhammer world. All the rules for the games can be downloaded for free from the Games Workshop website, and there are full ranges of supporting miniatures available for each game from our online store. Find out more at the website:

www.games-workshop.com

OUT THIS MONTH

New Collectors Range Miniature

BLOOD BOWL

Griff Oberwald

This brand new Griff Oberwald figure was sculpted by Neil Langdown – a massive fan of Blood Bowl. This miniature represents Griff as he appeared during the Reikland Reavers' championship season at Blood Bowl XXVII, and is equally suitable as a collector's piece or on the Blood Bowl field scoring touchdowns.

Griff Oberwald is available exclusively as part of our Collectors Range. You can order him by visiting our online store, or by calling Games Workshop Direct.



GRIFF OBERWALD

Product code: 99060999119

Sculpted by Neil Langdown

UK £8 Denmark 100dkr
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ON SALE DECEMBER 6TH

Stop Press!

All of our Blood Bowl range of models can now be purchased separately, perfect for tailoring your team.

For some time now Blood Bowl coaches have been asking if it would be possible to buy the players for their team individually. We're happy to announce that from the 1st December this will be the case.

IN BRIEF

Sculptor Dave Thomas recently won gold in the Open category at the 2008 Chicago Games Day. His entry was a rather excellent Bretonnian diorama, featured way back in WD341.

Colin Grayson has been working on a massive Ork gun emplacement since January. Dubbed "Kolin's Kannon", this model is so huge that the gun has a 1.2 metre-long barrel, and the four tractors that carry it are each twice the size of a Baneblade! Envious Ork Warlords desperate to clap their eyes on this 'uge kannon need not wait long, as it'll be a grand centrepiece in next month's battle report.

Army painters beyond compare, Chris Peach and Nick Bayton have been flat-out painting masses of The Lord of the Rings miniatures recently, sometimes producing as many as 140 models a day! We'll explain more next issue, but it might be wise to start building your armies now...

New stores open in time for Christmas

Back in October (when the ink on this page was still wet) we opened our two latest stores in Wales and Surrey. Like all of our Hobby Centres across the UK, Scandinavia and Benelux, both stores offer a full range of products, supplies and hobby essentials, and are staffed by our friendly and highly experienced staff.

So, whether you're starting a new army, looking for modelling and painting advice, or simply want to pop in and have a nose around, you'll be right at home!

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What's on the Web!

Under the guidance of Adam Troke and plucky new boy Jim Sowter, the Games Workshop website is constantly updated with brand new articles. This content is free to view, and is archived to make an invaluable repository of hobby knowledge. And it's not just the new releases that get covered, either – keep your eyes peeled for new material for your favourite armies.

Recently Published Articles

- Getting Started with Warriors of Chaos
- Character Spotlight on Sigvald the Magnificent
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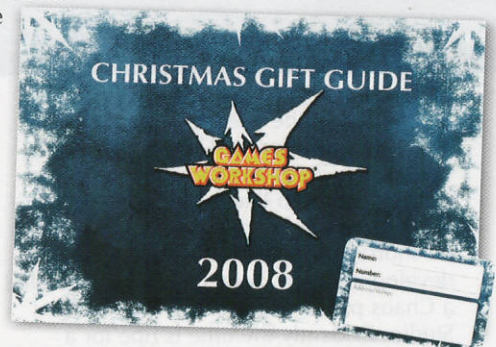
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WARHAMMER

WAR IN THE NORTH

A WARHAMMER CAMPAIGN FOR THE FORCES OF CHAOS



With the release of the new Warriors of Chaos army book, Chaos armies are cropping up within the Studio like mushrooms upon a week-old corpse. Not only that, but there's no shortage of Daemon armies under development too. Somebody must have left a Chaos portal open somewhere in the Studio. Evidently the time is ripe for a Chaos invasion of our very own. Phil Kelly, the author of the new army book and fan of all things gribbly, was more than happy to put together a ruleset for a Mighty Empires campaign focusing solely on the scions of Chaos. Whoever comes out on top in the campaign will have the honour of leading the invasion southwards into the realms of the Old World – in other words, they'll earn the bragging rights when the other players in the Studio fancy a piece of the action.



The campaign presented here is a self-contained Mighty Empires campaign for between three and six players. These players should be using armies from either the Warriors of Chaos or Daemons of Chaos army books. It uses the basic Mighty Empires box set as a setting, with a few special rules and scenarios to spice it up a bit and tailor it to the Chaos Wastes. Because the campaign starts off small-scale, if there are several people in your gaming group who feel the lure of Chaos, this is a great way to kick off your collection and get some games under your belt into the bargain.

Whilst the campaign is designed to be played with Chaos armies, there's no reason other armies can't get involved. There are plenty of reasons for other armies to venture north, from raiding greenskins to crusading Empire.

WAR IN THE NORTH CAMPAIGN RULES

The Gaze of the Dark Brethren

The Gods of Chaos are paying great heed to the events that unfold. As the leaders of the Chaos armies slaughter their rivals they grow visibly in stature, coming ever closer to daemonhood with every head they take.

Before you start, each player should nominate one character as their army general for the duration of the campaign. He may start as an Exalted Champion or a Chaos Sorcerer, but can be upgraded to a Chaos Lord or Sorcerer Lord later in the campaign if you wish. If he rolls on the Eye of the Gods chart, he must record the result on his army roster as usual. Any results the army general has rolled are permanent – they will carry over from game to game.

If a general records eight Eye of the Gods results on his roster sheet, he is elevated to the status of Daemon Prince (or Greater Daemon if he is a Daemonic Herald) and is replaced immediately as described below. If a Chaos general is transformed into a Daemon Prince, he still has the same Eye of the Gods abilities as his former incarnation. This will no doubt make for some seriously hard Daemon Princes! Furthermore, a player who has one of his models transformed in this way counts as having claimed three bonus Mighty Empires tiles – this may mean that a player wins the campaign then and there.

However, the magical flux that rolls over the land is so potent that it is relatively common for the gods to reward their followers with the fate of Spawnhood. If any character rolls an "Insanity" result over the course of the campaign and already has at least one gift generated from the chart, that character mutates beyond all recognition. He is immediately removed as a casualty and replaced by a Chaos Spawn.

The Humbling

In the War in the North campaign, a prideful Greater Daemon has been reduced to the status of a mere Herald in order to teach him not to cross his betters. However, the Chaos Gods, ever thirsty for carnage, have allowed this fallen king amongst Daemons to regain his lost powers by slaughtering those that stand in his path.

A Daemon player in this campaign may nominate one of his Daemonic Heralds at the start of the campaign. That Herald has

the Eye of the Gods special rule for the duration of the campaign (see the Warriors of Chaos army book). If he ever accrues a number of Eye of the Gods results on his roster sheet equal to his god's sacred number, the player replaces his Herald with a Greater Daemon model of the relevant Chaos power.

Magical Flux

The Umbra Chaotica has spread southwards to a terrifying degree, polluting the land and flooding the realm with the baleful energies of Chaos. Raw magical power crackles across the fingers of those Sorcerers brave enough to harness it, but woe betide those who cannot bend it to their will, for rogue magic is unpredictable and dangerous in the extreme.

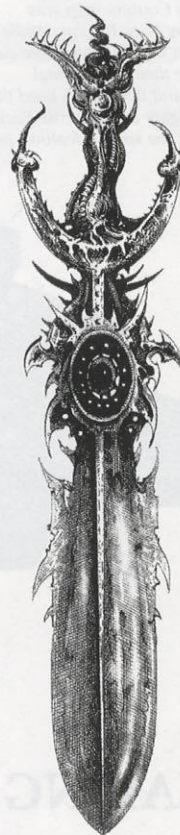
Due to the magical energies flooding the land, all spells benefit from a +1 bonus to cast. However, every time a casting roll fails to add up to the casting value of the spell in question, roll on the following table as the magical energies go haywire:

D6 Result

1-2 Warp Vortex: The landscape flows and changes into hideous new forms, its trees gibbering and the ground erupting with gnashing skulls. Any tile conquered as a result of this battle is treated as having a Stone Circle (see the Mighty Empires special rules on the next page). Furthermore, any model inside or within 6" of a terrain feature will take D6 Strength 4 hits.

3-4 Murderous Rain: The haywire magic coalesces into glittering, hissing droplets that pour from the skies and mutate flesh and armour alike into grotesque new forms. Place the large template over the caster and scatter it as if it were a shot from a stone thrower – all models touched by the template take an automatic Strength 2 hit with no armour saves allowed. A result of a misfire is treated as a hit.

5-6 Unnatural Upheaval: From the ground erupts an unnatural beast that flails and snaps at any in its way. Place a Chaos Spawn model anywhere within 6" of the caster that is not in base contact (opponent's choice) and roll a dice. On a 1-3 the Spawn is controlled by the caster, on a 4 or more it is controlled by the opposing player.



EYE OF THE GODS

It is possible for models in the campaign to transform at the whim of the Chaos Gods into terrible new forms. When this occurs the player immediately replaces the transformed model with a model representing its new form. The new model is placed as close to its former location as possible. This will normally be adjacent to its former unit. If the model was in close combat then ensure it is placed in base contact with as many enemy models as possible – this will usually only be one, and in corner-to-corner contact at that, but so long as he can still wreak carnage, all is well!

SACRED NUMBERS

Chaos God	Sacred Number
Slaanesh	6
Nurgle	7
Khorne	8
Tzeentch	9

TROLL COUNTRY

This Troll Country map was created by Nick Bayton. While the players in the campaign (see page 20) made their own capital markers and flags, Nick used the metal Mighty Empires Bitz Pack to represent the special features on the map.



PLAYING THE CAMPAIGN

The War in the North campaign is designed for use with Mighty Empires. Simply follow the normal Mighty Empires rules but play the scenarios presented here, in order (playing some twice, as noted), instead of normal games of Warhammer. Most campaigns will have a clear winner after the final scenario is played. However, if the campaign has no clear winner after the final scenario, then play normal games of Warhammer as tie-breakers, or agree by mutual consent which of the special scenarios you will play. The only rule is that you must increase the total points' size of each subsequent game as more and more warriors come in search of glory.

Because the denizens of the Chaos Wastes flock to the banners of the mighty, it is perfectly permissible for the players to change their army composition and/or the points values of their armies as they progress through the campaign. The only constant should be their general. If the nominated army general is removed from play during a game, it is assumed he will recover fully in time for the next battle. However, should he be turned into a Chaos Spawn, he is no longer eligible for play and must be replaced by a new nominated general with none of his predecessor's bonuses.

1&2. THE CHAOS WASTES

Each player must play a *Chaos Wastes* scenario against at least two separate opponents. See page 17.

3. PITCHED BATTLE

Each player plays a standard game of Warhammer.

4&5. A CLASH OF BLADES

Each player must play a *Clash of Blades* game against at least two separate opponents. See page 18.

6. TO THE VICTOR GO THE SPOILS

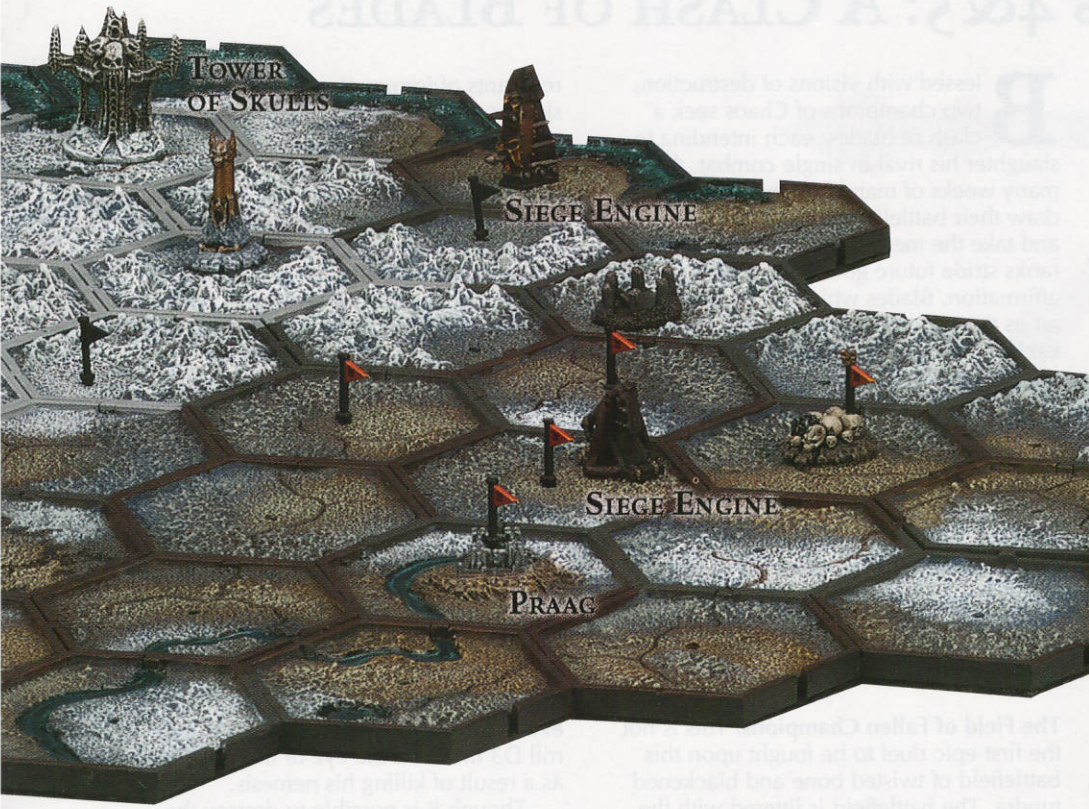
Each player must play *To The Victor Go The Spoils*. This is a Pitched Battle that follows the Magical Flux rule detailed in the campaign rules, earlier. There are no draws in this scenario – the player with the most victory points is the winner, plain and simple. His forces will be bolstered by the loser's units in the final battle, so make it count! Take care to note which units are left on the losing side at the end of the game – these are used in the next scenario, Last Stand.

7. THE LAST STAND

The losing players of *To The Victor Go The Spoils* play as the defender in a Last Stand scenario. They are limited to 1000 points. Their army must include the units they had left at the end of the previous game (if any!).

8. THE EMPEROR OF CHAOS

All players battle for glory in a special scenario that will be the high point of the campaign. See page 19.



GEOLOGICAL ABERRATION
 A set of gnashing teeth, pools of boiling blood or even a howling vortex has manifested in this part of the battlefield, assailing those that stray too close. Place a flat terrain piece upon the board to represent the aberration. Roll 2D6 at the end of each Movement phase – any unit that is within that number of inches automatically takes D6+1 SD6 hits.

ARCANE MONOLITH, ACROPOLIS OF HEROES & FELL RUINS
 For all these terrain features, see the Special Features rules in the Warhammer rulebook.

BRAZEN SPIRES
 Without warning, metallic spires thrust upwards from the ground in this area of the battlefield. Roll a D6 at the end of each Movement phase for each set of Brazen Spires. On the roll of a 1, the unit nearest the Brazen Spires takes D3+1 wounds with no armour saves, as a massive metal spike bursts from the ground into their midst. Ouch!

SHRINE OF CHAOS
 A pyramid of skulls, pile of rotting remains or some other altar to the Dark Gods lies in this area of the battlefield. The Shrine of Chaos is a defensible obstacle. The player controlling this Special Feature may treat it exactly as if the shrine had the Giver of Glory rule found in the Chaos Warshrine entry.

SCENARIOS 1&2: THE CHAOS WASTES

In the far north of the world, the very ground itself heaves and splits to disgorge white-hot pillars of skull-etched stone, or cracks like parched skin to reveal crevasses of rotting flesh. The frozen and warped landscape is as dangerous as the roaming warbands that prowl these tortured lands. Still, the Shadowlands are sculpted by the hand of Chaos, and where the taint of the Ruinous Powers spreads, the insane and the strong may harness great power.

SET-UP

The Umbra Chaotica: The battlefield is a twisted and surreal dreamscape dotted with bizarre monuments, altars to Chaos and the skulls of fallen warriors.

Before set-up, roll D3+3 times on the following chart to determine the scenery that will be used in a battle held in the Umbra Chaotica. If you do not have a way of representing such a terrain piece then roll again. The scenery is placed as usual.

D6 Terrain type

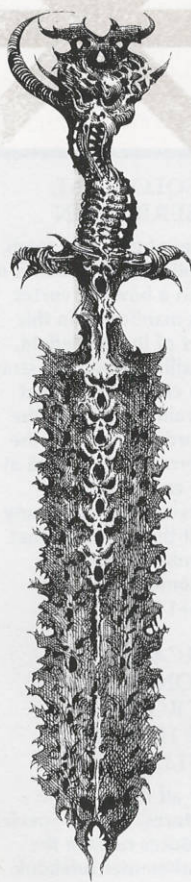
- 1 Geological Aberration
- 2 Arcane Monolith
- 3 Acropolis of Heroes
- 4 Fell Ruins
- 5 Brazen Spires
- 6 Shrine of Chaos

SPECIAL RULES

Haywire Magic: The battlefield is awash with unpredictable magical power, as undeniable as the air that its wielders breathe. Due to the haywire magic that pervades the battlefield, any casting roll of a double-2 or double-3 is counted as a Miscast, whereas any roll of a double-4 or a double-5 is counted as being cast with Irresistible Force. It is possible for a Wizard to Miscast and fall victim to the Magical Flux rule into the bargain by failing to cast and miscasting at the same time!



SCENARIOS 4&5: A CLASH OF BLADES



Blessed with visions of destruction, two champions of Chaos seek a clash of blades, each intending to slaughter his rival in single combat. After many weeks of marching, their armies draw their battlelines against each other and take the measure of the foe. From their ranks stride future gods of battle awaiting affirmation. Blades whirl and oaths fill the air as the two combatants stride towards each other, their pace quickening until they charge headlong in their haste to engage. There can be only one victor of this deadly duel, and his greatness and might will be recognised and rewarded by the Ruinous Powers themselves.

SET-UP

The Duellists: At the beginning of the game, each player nominates a character in his own army with the Eye of the Gods special rule. A nominated character may not deploy within a unit.

The Field of Fallen Champions: This is not the first epic duel to be fought upon this battlefield of twisted bone and blackened tundra. The battlefield is littered with the skulls of the dead and dotted with monuments to the fallen champions of yesteryear. *The Clash of Blades* scenario is set up as a normal game of Warhammer, but must include D3+1 Monuments of Glory to represent the monoliths of champions past, and D3+1 areas of difficult terrain to represent the shattered

remnants of former champions (the massed skulls on the Realm of Battle Gameboard are ideal for representing this).

SPECIAL RULES

The Duel: Each nominated character must move towards his opposite number in his Movement phase and attempt to engage that character in close combat if at all possible. Both players must do everything in their power to ensure that their nominated character joins his opposite number in battle for the amusement of the Dark Gods.

Only a nominated character may charge another nominated character – this is a sacred battle to the death and it must not be disrupted. Mounts may not fight in the duel, as the characters dismount to meet each other blade to blade, though a mount may well ensure that a nominated character gets to charge his opponent (this stops a profusion of Chaos Dragons and Manticores claiming all the glory!) The eventual victor of the ensuing duel may roll D3 times on the Eye of the Gods table as a result of killing his nemesis.

Though it is possible to destroy the other player's nominated character before he reaches the duel, to rob the Dark Gods of their entertainment is a very dangerous game indeed. Any unit or model that destroys the opposing player's nominated character before he has had a chance to fight in the duel is immediately transformed into a Chaos Spawn.



SCENARIO 8: THE EMPEROR OF CHAOS

The forces of Chaos have battled for supremacy in the far north of the world. Two champions have emerged triumphant; the warriors of the armies that opposed them gladly joining their ranks. Across the blasted wilderness march two armies of unprecedented savagery, their swords and voices raised in praise to the Ruinous Powers. The ultimate prize is at stake – not only the right to lead the ensuing invasion against the civilised lands as the new Emperor of Chaos, but also the chance to win an immortality in which to wage war in the name of the Dark Gods.

This is a normal game of Warhammer with the following exceptions:

- The terrain is set up in the same way as *The Chaos Wastes*, detailed earlier.
- The Haywire Magic rule from the *Chaos Wastes* scenario is also used.

- The winners use their entire armies, bolstered by the troops from the army they beat in *To The Victor Go The Spoils*. This works as follows:

The Emperor of Chaos is a four-player game, with two players on each side. Each player uses the same army he used in *To The Victor Go The Spoils*, but the losing players from that game may not use their generals (the losing general's head has been offered to the Chaos Gods). Instead the losing player's troops treat the victorious army's General, Battle Standard, power dice, dispel dice and so on as his own. To all intents and purposes there are two massive armies fighting for glory – the victor has a much larger army, though two people control it. Though they were once rivals, they are now allied in a common cause – the utter destruction of the other two players' armies!



MIGHTY EMPIRES SPECIAL FEATURES

Here are some extra rules you can use in your Mighty Empires games.

STONE CIRCLE

A tile with a stone circle upon it represents a locus of magical power. A player in control of a stone circle gains one extra power dice in each Magic phase.



SIEGE TOWER/TREBUCHET

A tile with a siege tower or trebuchet upon it represents resources that can be used to aid the army when attacking fortifications. If a player wishes to conquer a city or castle, doing so costs one less empire point.



TOWER OF SKULLS

Tiles that feature a Tower of Skulls cost two extra empire points to claim. However, a player who dedicates a Tower of Skulls to his patrons will be high in their favour. A player in control of one of these tiles nominates a unit at the start of the game. That unit has the Chosen of the Dark Gods special rule (see the Chosen entry in Warhammer Armies: Warriors of Chaos).



THE PLAYERS

Our four home-grown Aspiring Champions have each chosen a very different approach to their armies, ensuring a varied and exciting campaign as they fight their way through the scenarios towards eventual daemonhood.

WADE PRYCE

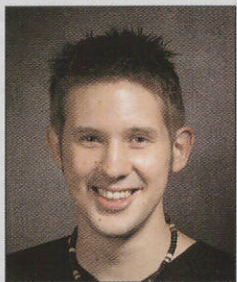


The word of Wade is law, so it is said, because he decides when we can tell you about all the cool new stuff. He refers to himself as the Studio's "communications ninja" – we reckon that means you can never find him when you need him.



Wade: Having sold my soul to Khorne earlier in life, I can only paint things red. I haven't played Warhammer for a long time now, meaning I'm a bit out of practice. So, to keep things simple, my army will be advancing forward and killing things with axes – there's no other plan! My force consists of the elite of the elite, a rock-hard unit of Chaos Knights, Chaos Warriors and even a Chaos Spawn, all in red, and bearing the Mark of Khorne, obviously.

NICK BAYTON



Nick spends most of his day cranking out high quality rank-and-file models for the Studio armies, displays and playtest games, and has agreed to do even more in his spare time. His enthusiasm for painting knows no bounds.



Nick: It's all about the Chaos Knights for me, so I've created an army that is dominated by two large units of them, supported by three smaller packs of Marauder Horsemen and a Chaos Chariot. It's a totally mounted force that will be quick, manoeuvrable and able to hit hard. If I can get some Chaos Knights into combat, with a supporting charge from the Horsemen and the Chariot, then I don't think anything the others throw at me can stand in my way.

PETE FOLEY



If you've been following the Tale of Four Gamers series, then you'll already be aware of our Pete. He's now switched allegiances from Eldar to Chaos; we always had our suspicions about him.



Pete: I'd already started work on my Daemon army when Phil invited me to join this campaign, so the composition remains largely unchanged from my original concept. I've cast the net wide and included troops and characters from all four powers, and they're lead by a Greater Daemon of Nurgle. He may not hit as hard as a Bloodthirster, but is very hardy with his mighty ten wounds, and so will always be a threat on the battlefield.

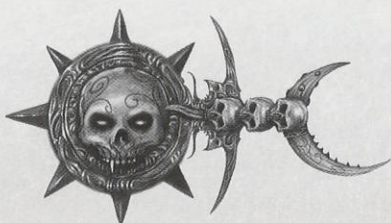
PHIL KELLY



Phil Kelly is all smiles on the outside, but within his deceptive shell is a soul as black as a Shaggoth's armpit. We suspect that he wrote the Warriors of Chaos army book purely to get people used to the idea of axe-wielding madmen on the loose.



Phil: Like many hobbyists I like to base my armies around what looks coolest, and Mark Harrison's Chosen models are so cool they give you frostbite. They really are a joy to paint, so I've decided to take twenty of them and have them as a bodyguard for my Chaos Lord when the points escalate later in the campaign. I went for as many upgrades as I could – this one unit costs over 500 points! Let's hope that 3 Strength 6 attacks each can justify the price tag in my first few games...



NEXT MONTH

The players clash on the battlefield as the campaign heads towards a bloody conclusion. Not only that, but we shine a spotlight on the players' brand new armies, and find out more about their take on a Warriors of Chaos army.

THE BLACK RIDERS OF
MORDOR™



LORD OF THE RINGS
STRATEGY BATTLE GAME™

This month two new Nazgûl miniatures are released for the forces of Evil, reinforcing those we released earlier in the year with the Mordor supplement. Mat Ward investigates.

Of all the countless evils in the saga of *The Lord of the Rings*, there are surely none as iconic as the Nazgûl, the dread Black Riders of Mordor. Don't get me wrong, Sauron's malevolence is present all through the story, and Saruman casts a not-inconsiderable shadow himself, but for sheer physical horror value, the Ringwraiths stand supreme.

It should never be forgotten, however, that the Ringwraiths in the first part of the story are disguised when they appear as riders in black – they are trying to disguise themselves so that Sauron's enemies will not guess their purpose. I'd long considered that these ancient kings of old, haughty and proud as they must have been to accept Sauron's tainted gifts, would surely clad themselves in more individual raiment when riding openly. Nowhere could this have been truer than when the Nazgûl commanded Mordor's armies upon the Pelennor. Accordingly, when the opportunity arose to make miniatures for these "War Ringwraiths", we seized it with both hands...

What's in a Name?

One thing I was absolutely clear on from the start was that these alternate iterations of the Ringwraiths shouldn't have names. One of the Ringwraiths' great strengths is their shadowy and anonymous malice – they are truly faceless incarnations of evil. Tolkien had plenty of time to name the Nine, should that have been his intention and, as far as we know, chose to name only one (Khamûl the Easterling) and title another (the Witch-king of Angmar).

This theme of titles over names occurs again and again in *The Lord of the Rings*. Beings of great power are rarely referred to by their true names. Gandalf's true name is never revealed – "Gandalf", like "Mithrandir" or "Tharkûn" is merely a name by which the Wizard is known in a particular part of Middle-earth. Even Aragorn, mortal man though he be, is often

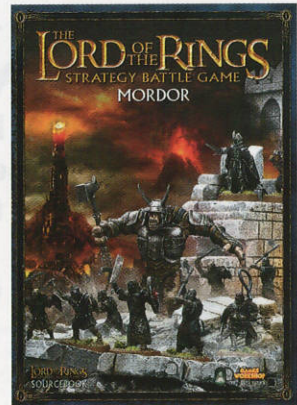
known by descriptive pseudonyms such as Elessar (Elfstone) or, of course, Strider. From this, I took my guide: instead of names, the Nazgûl would have descriptive titles of a kind likely to have been bestowed upon them by the peoples of Middle-earth.

It was one thing to arrive at this decision, quite another to select the titles that I would use – it is no slight thing to suggest alternate monikers for beings as iconic as the Ringwraiths. The new titles needed to be descriptive, but retain some mystery; individual yet united in theme. After much pondering and brain-wracking, a list of twenty or so potential Nazgûl titles were jockeying for position. Thinning this selection down further, I decided, was far too important a task to be done by one man alone, even one with such impeccable taste as I, so a willing Adam Troke was swiftly recruited.

After a long morning of earnest debate and (mostly) good-natured argument, we emerged victorious! Seven new Ringwraith titles we needed, and seven we had: The Dark Marshal, the Shadow Lord, the Tainted, the Undying, the Betrayer, the Knight of Umbar and the Dwimmerlaik. As a bonus, the discussion had also established the defining characteristics of appearance, as well as an initial draft of the game rules for each.

All that remained was to unleash the fearsome might of the evil Perry twins onto the concept-sketching and sculpting for each of the new Nazgûl. For now, we've produced four "War Ringwraiths". I'm sure you'll agree that the finished models are absolutely fantastic and more than worthy of a commanding role in any Evil army (my personal favourite is the Tainted).

And what about the other three remaining Nazgûl? Well, who can say where they're lurking, waiting for the right moment to strike. Be watchful, for they may be closer than you think...



Mordor

You can find out more about the history of the Nazgûl, their machinations and their foul followers in the Mordor supplement for *The Lord of the Rings* strategy battle game, released earlier this year. The sourcebook contains the background and history of the cursed land of Mordor, details of all the Heroes and warriors available to Evil players and five separate army lists allowing you to field forces for everywhere from Minas Morgul to the Black Gate. It also includes several new scenarios, and special terrain rules for playing games in the harsh landscape of Mordor, including rules for deadly lava flows and the baleful gaze of Sauron himself.

"Long ago they fell under the dominion of the One, and they became Ringwraiths, shadows under his great Shadow, his most terrible servants."

— Gandalf to Frodo, *The Lord of the Rings*



THE NAZGÛL™

The creatures now known as Nazgûl were once mortals of flesh and blood, kings of Men tempted by the promise of power. They have been corrupted totally by Sauron's dark magic, bound to his will by the Rings of Power.

The Shadow Lord (Spirit)

Points value: 120



The Shadow Lord was once the king of a small and insignificant kingdom. When Sauron offered him one of the nine rings, the promise of its power proved irresistible. This hubris sparked a swift corruption, for the darkness simmering in the king's heart needed only the slightest of encouragements to conquer his nobility. Now, his physical being all but gone and his will enslaved to Sauron, the Shadow Lord wears his dark pride like a cloak, blotting the sun from the sky and dimming the sight of his foes.

F	S	D	A	W	C	M / W / F
5/-	4	8	1	1	5	2 / 14 / 2

Wargear

The Shadow Lord wears heavy armour and carries a hand weapon. He may ride the following at an additional cost:

Horse	10 points
Fell Beast	50 points
Armoured Fell Beast	70 points
Horned Fell Beast	75 points

Special Rules

The Will of Evil, Harbingers of Evil, Terror.

See the main rules manual for details.

Pall of Darkness. An impenetrable veil of shadow constantly surrounds the Shadow Lord, blurring his appearance and concealing those around him. Any shots directed against the Shadow Lord, or any model within 6"/14cm of him, will only hit on the score of a 6.

Magical Powers

As one of the Nazgûl, the Shadow Lord uses the same magical powers listed in the Ringwraith profile.

The Dark Marshal (Spirit)

Points value: 120



A traitor king of Númenor with a murderous reputation, the Dark Marshal ruled his domain through fear and intimidation. Even as a mortal man he was loathed by all, and when Sauron sought to gain allies, the Dark Marshal embraced the ring he proffered. In the centuries since the Dark Marshal and his fellow kings became Ringwraiths, he has become even more sadistic and malicious. The most black-hearted of all the Nazgûl, his name is a byword for misery and death. Where the Dark Marshal passes, Evil creatures fight harder in fear for their lives, whilst Good warriors feel the icy touch of death upon their hearts.

F	S	D	A	W	C	M / W / F
6/-	4	8	1	1	6	2 / 12 / 2

Wargear

The Dark Marshal wears ornate heavy armour and carries a sword of forged steel (hand weapon). He may ride the following at an additional cost:

Armoured Horse	10 points
Fell Beast	50 points
Armoured Fell Beast	70 points
Horned Fell Beast	75 points

Special Rules

The Will of Evil, Harbingers of Evil, Terror.

See the main rules manual for details.

Rule through Fear. The Dark Marshal leads through fear and the promise of death to those who fail him. All Evil warriors (not Heroes) within 6"/14cm of the Dark Marshal count as though they are within range of a banner.

Magical Powers

As one of the Nazgûl, the Dark Marshal uses the same magical powers listed in the Ringwraith profile.

The Tainted (Spirit)

Points value: 120



Even as a mortal there was something unwholesome about the Tainted, some uneasy aura that led men of good heart to shun him. He endured through the protection of rank and virtue of high birth, but sank deeper into depravity with each passing day. It was a simple task for Sauron to ensnare this fallen Man, to feed and nurture the sparks of corruption until they rampaged through his body like wildfire. Where other Nazgûl were slowly swallowed by the taint of their rings, the Tainted gave himself wholly and willingly to Sauron. Now all natural things rebel in his presence, vegetation withers, animals sicken and bold warriors cower. He is an abomination whose merest presence is poison to life, honour and hope.

F	S	D	A	W	C	M / W / F
5/-	4	8	1	1	6	1 / 12 / 1

Wargear

The Tainted wears heavy armour and carries an ensorcelled blade (hand weapon). He may ride the following at an additional cost:

Horse	10 points
Fell Beast	50 points
Armoured Fell Beast	70 points
Horned Fell Beast	75 points

Special Rules

The Will of Evil, Harbingers of Evil, Terror.

See the main rules manual for details.

Miasmatic Presence. Warriors within 6"/14cm of the Tainted may not use a Hero's Stand Fast! nor may they take part in Heroic Moves.

Seeping Decay. At the start of the Fight phase, roll a D6 for each model (friendly or enemy) in base contact with the Tainted. On the roll of a 6, they suffer a wound.

Magical Powers

As one of the Nazgûl, the Tainted uses the same magical powers listed in the Ringwraith profile.

The Undying (Spirit)

Points value: 120



The Undying has endured long where others have fallen. He is said to be the oldest of the Ringwraiths, and the last to succumb to the wasting influence of the Rings of Power. For all that, the Undying's heart is no less black than those of his dark brethren. If anything, resistance to Sauron's influence meant only that the Undying fell all the deeper into darkness, made over into a prideful and spiteful creature whose only goal is to outlive all other beings. Such yearnings have driven the Undying to ever-greater obsessive mastery of evil magics and he has learnt to draw sustenance from the magics of others, fortifying himself with the magical energy that flows around him.

F	S	D	A	W	C	M / W / F
5/-	4	8	1	1	6	2 / 20 / 0

Wargear

The Undying wears heavy armour and carries an ensorcelled blade (hand weapon). He may ride the following at an additional cost:

Horse	10 points
Fell Beast	50 points
Armoured Fell Beast	70 points
Horned Fell Beast	75 points

Special Rules

The Will of Evil, Harbingers of Evil, Terror.

See the main rules manual for details.

Eternal Willpower. The Undying may expend Will points in the same manner as Fate points.

Arcana Leech. The Undying regains one Will point for each magical power successfully cast by other Heroes within 6"/14cm.

Magical Powers

As one of the Nazgûl, the Undying uses the same magical powers listed in the Ringwraith profile.



Gandalf and Radagast clash with three of the Nazgûl and their corrupted followers, engaging in a sorcerous duel.

Legions of Middle-earth Scenario

Sorcerer's Duel

Description

Long has this patch of blood-soaked ground been contested. Though the armies of Mordor have spent lives as carelessly as water, they have been held in abeyance by the valour of the Free Peoples. Yet Sauron will no longer abide his forces to be stymied. The Dark Lord has sent one of his greatest servants to take command: one of the Nazgûl now leads the minions of Mordor. Alas for Sauron, for his foes have perceived the Dark Lord's new strategy and sent a Wizard of their own to the fray. White magic must combat black sorcery – the victor will claim the battlefield once and for all...

Layout

This battlefield represents one of the many contested landscapes of Middle-earth – perhaps a section of Osgiliath or the Fords of the Isen. Roll a dice to see who places the first terrain feature. Terrain features can be placed anywhere on the table, but no closer than 6"/14cm to the centre of the battlefield. Both players should take it in turns to place terrain features one at a time until you have either run out, or the maximum has been reached.

Force Restriction

Both armies must include at least one model with the ability to use magical powers.

Starting Positions

The armies set up in opposite table corners. Roll a dice to see which player gets to pick the corner they set up in. The opposing player sets up in the diagonally opposite corner.

The player that picked the corner to deploy in sets up his army first, followed by his opponent. Models must be set up on the table within 18"/42cm of their corner.

Objectives

The game ends when one side has been wiped out. The day will be won by the side that causes the most casualties through either of the following means:

- Slaying an enemy with *Sorcerous Blast*, *Black Dart* or *Nature's Wrath*.
- Casting *Transfix*, *Command*, *Compel* or *Immobilise* on an enemy model that is then slain later in the turn.

Put models slain in this fashion to one side to allow swift tallying at the end of the game.

Major Victory/Defeat

Your army has slain twice as many enemies using their magical powers than your opponent's army has slain using their magical powers.

Minor Victory/Defeat

Your army has slain more enemies using their magical powers than your opponent's army has slain using their magical powers.

Draw

Both armies have inflicted the same number of casualties with magical powers.

Scenario

Flight to the Ferry

Description

As they make their way to Bree at the start of their quest, the Hobbits have their first encounter with the Nazgûl. Ill-equipped for battle and knowing little of their enemy, the Hobbits must flee to the safety of the Bucklebury Ferry.

Layout

The game takes place on a 31/90cm by 41/120cm board, with a riverbank along one long edge, to represent the banks of the Brandywine. There should be a jetty on the riverbank, roughly 18"/45cm from one end of the board, with the ferry alongside it. Place trees to form a wooded area, with none closer than 14cm/6" to the riverbank.

Forces

The Good side comprises Frodo Baggins, Samwise Gamgee, Meriadoc Brandybuck and Peregrin Took. The Evil side consists of a single Ringwraith on horse, worth up to 130 points.

Starting Positions

The Hobbits start the game up to 14cm/6" from the corner of the board furthest away from the ferry. The Ringwraith is placed in the other wooded board corner. Make sure that when you deploy the models, a line cannot be drawn between the Ringwraith and any of the Hobbits without it crossing a tree base.

Special Rules

Hunting the Ringbearer

At the start of the game, the Ringwraith is hunting for the Hobbits, unable to pinpoint The Ring's exact location; its Move distance is halved while it searches for its quarry. In the first turn of the game, the Ringwraith is controlled by the Evil player, but after that it is moved by whichever player has priority. As soon as the Hobbits are spotted the Ringwraith is no longer subject to these rules and may move at normal speed, controlled by the Evil player.

Spotting the Hobbits

Knowing that they are being hunted, the Hobbits are taking great care to conceal themselves behind any available cover in the woods. The normal rules for line of sight are altered – if you cannot draw a line from the Ringwraith to any of the Hobbits without crossing a piece of

terrain, the Ringwraith is unable to see the Hobbits. If, after both sides have moved, a line can be drawn without crossing the base of a tree, the Ringwraith spots the Hobbits. If the Ringwraith has not already spotted the Hobbits, it will automatically do so as soon as one or more of them moves within 6"/14cm of the riverbank, if one of them targets the Ringwraith with shooting, or if Frodo puts on The Ring.

Throwing Stones

Up until they are spotted, any of the Hobbits may throw a stone to distract their pursuer. The Good player must nominate a target point for the stone anywhere within range and roll to hit as if shooting. All the normal rules for throwing stones apply (see the Shire section of the rules manual). If the roll is successful, the Ringwraith must move towards the nominated point by the shortest possible route in its next Move phase, regardless of which player is controlling it that turn.

The Ferry

Once one or more Hobbits are on the ferry, the Good player may choose to push off. If this happens, any Hobbits on the ferry are safe from the Ringwraith. Once the ferry is unmoored, any Hobbits not already on it must make a successful Jump roll in order to move onto it. If the jump is unsuccessful, the Hobbit will fall into the Brandywine and be swept away. Remove the model.

Unarmed

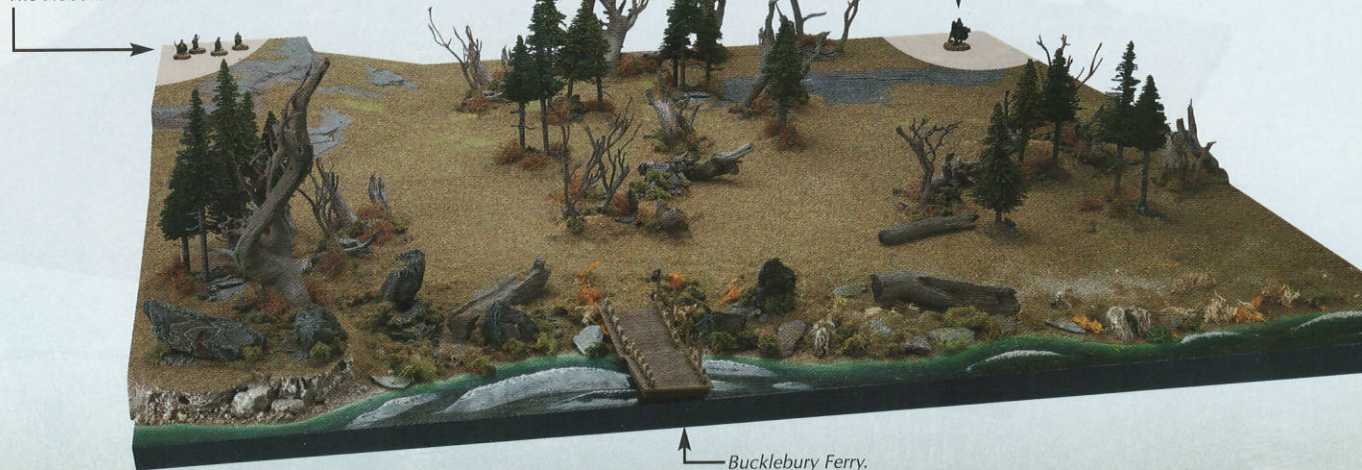
Because this game takes place before the Hobbits receive their swords from Aragorn, they are considered to be unarmed, as detailed in the rules manual. None of the Hobbits wear Elven cloaks either, and Frodo does not have Sting or his mithril coat.

Winning the Game

- The Good side wins if all the Hobbits escape on the unmoored ferry.
- The Evil side wins if Frodo or all three of the other Hobbits are slain.
- If Frodo and at least one other Hobbit escapes, the game is a draw.

The Hobbits start here.

Ringwraith starts here.



Scenario

Escape from Bree

Description

Following their first confrontation with a Black Rider and their escape on the Bucklebury Ferry, Frodo and his companions finally arrive at the town of Bree. It is here, at the Prancing Pony inn, that they expect to meet Gandalf. However, there is no sign of the old Wizard who, unknown to the Hobbits, has been imprisoned atop Orthanc by the treacherous Saruman. In the commotion of the bar at the Prancing Pony, Frodo accidentally puts on The Ring and is accosted by the mysterious stranger known to the locals only as Strider. Suddenly, the gates of Bree come crashing down as the Ringwraiths, alerted to the presence of The Ring by Frodo's actions, arrive to seek their quarry. The Hobbits must now put their trust in Strider to help them escape their malevolent pursuers.

Layout

The game takes place on a 3'x90cm square board, representing the area around the Prancing Pony in Bree. Place three or four buildings around the board, with the largest building in the centre to represent the inn.

Forces

The Good side comprises Strider (without Andúril), Frodo Baggins (without Sting or his mithril coat), Samwise Gamgee, Meriadoc Brandybuck and Peregrin Took. The Evil side consists of four Nazgûl on horseback, each chosen to a maximum value of 130 points.

Starting Positions

Aragorn and the Hobbits begin the game in the upstairs room of the Prancing Pony. If your inn model does not have a modelled interior, start the Heroes as close to the building as possible instead. The Evil player then chooses any board edge. The Ringwraiths may begin the game anywhere within 6"/14cm of this edge.

Special Scenario Rules

Hunting the Ringbearer

This rule is exactly the same as the rule of the same name from the previous page.

Spotting the Heroes

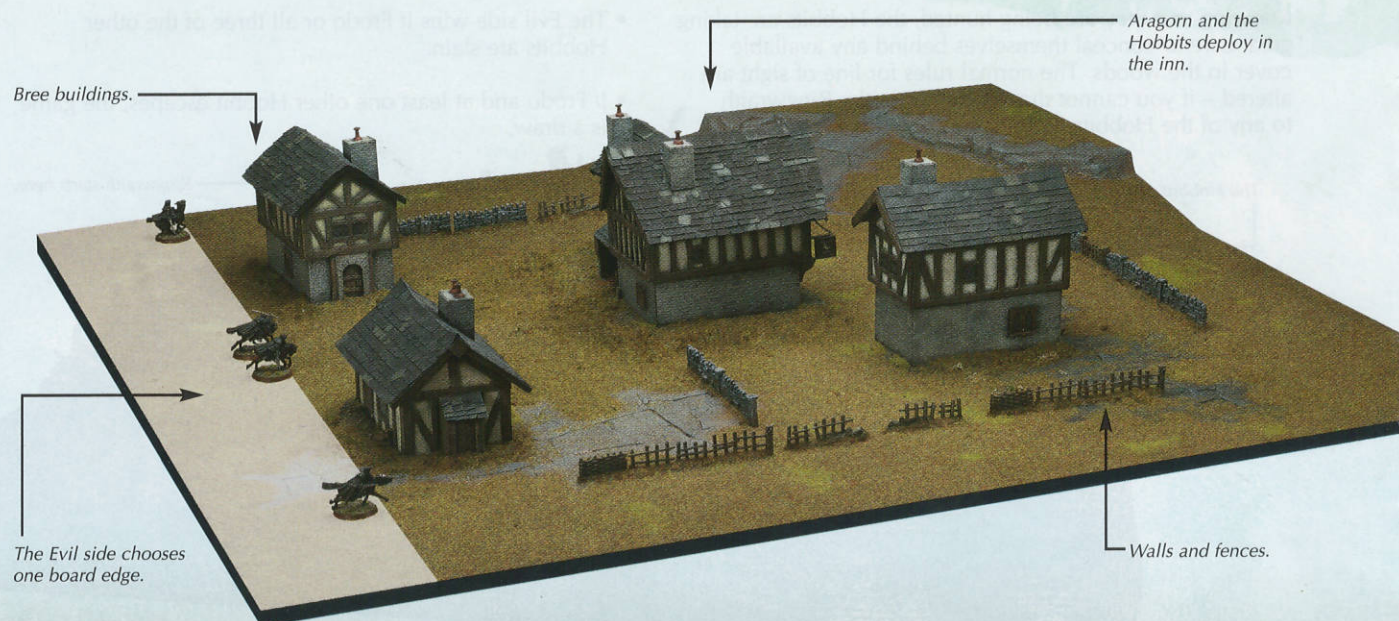
This rule is exactly the same as the rule of the same name from the previous page.

Lure of The Ring

As the Ringwraiths draw nearer, The Ring will attempt to manipulate its bearer into revealing its whereabouts so that it can return to Sauron. If the Heroes have not yet been spotted and there is a Ringwraith within 12"/30cm of Frodo at the start of any turn, he must take a Courage test. If he fails, he will put on The Ring, with all the usual consequences. For every additional Ringwraith within this distance, Frodo must subtract 1 from his Courage for the purposes of this test. However, for each friendly model within 6"/14cm, he may add 1 to his Courage.

Winning the Game

- If Aragorn and all the Hobbits escape by moving off any board edge other than the one the Ringwraiths deployed from, the Good player wins.
- If Sam, Merry or Pippin is killed, if the Heroes move off the Ringwraiths' board edge, or if Frodo is wearing The Ring when he escapes, the game is a draw.
- If Frodo or Aragorn is killed, the Evil player wins.





The Hobbits start in the centre of Weathertop.

The Ringwraiths enter the board here.

Aragorn enters here.

The excellent Weathertop model shown here is available from Forge World. See page 9 for more information about Forge World and their ranges.

Scenario *Attack at Weathertop*

Description

Camping for the night in the ruins of the watchtower of Amon Sûl, the Hobbits unwittingly alert the Ringwraiths to their presence with the fire they have lit. The Ringwraiths ambush the Heroes from out of the darkness, aiming to steal The One Ring away. Once they realise the danger they are in, the Heroes must fight off their attackers to protect the Ringbearer, hoping that Strider will return soon to drive the Nazgûl away and save the Hobbits.

Layout

This game takes place on a 3"/90cm playing area, placing a ruin to represent Weathertop upon a hill in the centre of the board, with a campfire in the centre of the ruin. Scatter rocks and trees around the remainder of the board.

Forces

The Good side comprises Strider (without Andúril), Frodo Baggins (without Sting or his mithril coat), Samwise Gamgee, Meriadoc Brandybuck and Peregrin Took. None of the Hobbits wear Elven cloaks. The Evil side consists of five Nazgûl on foot, one of which must be the Witch-king, each chosen to a maximum value of 130 points.

Starting Positions

The four Hobbits start the game around the campfire on Weathertop. Once the game begins, the Ringwraiths will enter from a table edge of the Evil player's choosing. Aragorn will enter from the opposite edge of the table to the Ringwraiths during the game, as described in the Surprise Ambush! rule, below.

Special Scenario Rules

Surprise Ambush!

The Evil side gets priority in the first turn, as the Heroes are unprepared for the impending attack. The Good side may do nothing until they become aware of the Ringwraiths' approach. This is determined by rolling a dice at the beginning of each turn: on a roll of 1-3, the Ringwraiths remain undetected and the Good side may do nothing, but the Ringwraiths act as normal. On a roll of 4-6, the Good side automatically detects the Ringwraiths once they get within 6"/14cm of the ruins, or if they attempt to use any magic. As soon as the Ringwraiths are detected, Aragorn will move on from his table edge in his next Move phase. Both sides may act as normal from then on.

Fear of Fire

The Good side may attempt to use flaming brands from the fire to drive their assailants away. Any Good model in base contact with the fire may spend half its move to pick up a brand. If a model with a brand wins a fight against a Ringwraith, but does not kill it, they may choose to thrust the brand at the Ringwraith, forcing it to back away 6"/14cm instead of the usual 1"/2cm.

Objectives

- The Good side wins if, at the start of any turn after the sixth, there are no Ringwraiths within the ruins.
- The Evil side wins if they kill Frodo, or there are no Good models on the ruins at the start of any turn.
- If the Ringwraiths are driven off, but the Witch King has wounded Frodo with the Morgul Blade, or if any of the other Good Heroes have been killed, the game is a draw.



THIRTY YEARS ON...

Not many people stick with the same job for thirty years. But then not many people get to do a cool job like designing Citadel miniatures. Alan and Michael Perry have, so Andy Hall went to talk to them about their three decades of service.

Back in 1978 I was just one year old, but while I was still in nappies Alan Perry and Michael Perry had already begun their careers with a then-tiny company called Games Workshop.

"We were actually still at school when we first started working for Games Workshop," begins Michael. "We used to visit a local games shop in north London," says Alan, continuing the story, "We'd take in the models we'd made, which were big 90mm figures – we hadn't even considered working in 28mm scale in those days. The shop owner knew Games Workshop founders, Ian Livingstone and Steve Jackson, and had heard they were starting up a miniatures business so he put us in contact with them."

"I remember walking in to the very first Hammersmith shop to meet up with Steve and Ian, showing them our figures and,

after a quick chat, being hired. It was as simple as that really," says Michael.

These were halcyon days for Alan and Michael; there were no schedules to keep to or briefs to fulfil beyond a few broad requests like "Can we have an Elf, two Dwarfs and a monster this week." They would just turn up to the Hammersmith shop every two weeks with whatever they had made. "Steve and Ian had a very good eye for models, they'd appraise each one, buy the models they liked off us and then send them to Bryan Ansell at Citadel for casting," explains Alan.

However, it's not the models that they remember most about this era, it's actually the baseball! "Every Sunday, everyone who worked for Games Workshop at the time would meet up in Regent's Park for a game of baseball. Any passers-by who showed an interest would get roped in as well. Over

Above: Artist Karl Kopinski was looking for subjects, as he wanted to try his hand at traditional portraiture. He approached Alan and Michael knowing that they'd have some suitably grandiose costumes, as they're keen historical re-enactors. The results were these two fantastic pictures.

the weeks the Games Workshop baseball match became quite a feature of the park calendar, to the point where Steve and Ian were organising matches against semi-pro sides," says Michael. "That's when we backed out – playing for a laugh was one thing, but hobbling home with bruises from 100-mile-an-hour pitched balls was another!" he adds.

As well as not being great at baseball, it was clear that Alan and Michael still had a lot to learn about the miniature manufacturing process in those early days, a fact that became apparent when Michael nearly blew up the factory! "I'd made a boar-like creature that would serve as an Orc mount from plasticine and epoxy putty," explains Michael. "All the epoxy putty was on the outside, creating a plasticine core. What I didn't know at the time was that the moulds were (and still are) created by sandwiching the master model in rubber and then exerting massive pressure and heat. The plasticine melted, creating a large air pocket, which promptly erupted, showering the mould room in hot plasticine and smoking rubber. I got a curt call from Bryan telling us not to use plasticine again – and that's how we learned about the moulding process!"

As Steve and Ian became more successful in other ventures they left the running of Games Workshop to Bryan.

>> continued

The truly massive Emperor Dragon by Michael Perry, one of the largest metal models we've ever produced with a wingspan exceeding 24". You had to make your own wing membrane out of foil.



My Favourite Perry Miniature

We've asked a few Studio luminaries to pick their favourite Perry miniature. First up is the Studio's own "Keeper of the Flame" and long-standing Golden Demon judge, Alan Merrett.

Alan: "With over 30 years' worth of output from two really talented miniature designers to choose from, it has certainly not been easy to pick one model as my all-time favourite Alan or Michael Perry model. My most recent army is a Mordor force comprised almost entirely of quite superb Perry models, of which the rather splendid multi-option plastic Mordor Troll is my favourite. However, if I have to choose but one model to cite as my all-time favourite Perry miniature it has to be the famous 'Green Knight of Bretonnia' by Michael. This piece is an absolute gem of a design and to me exemplifies what has made both Michael's and Alan's models so fantastic over all these years. As well as having just the right balance of finely sculpted detail the model is dripping with character, personality and dynamism. Its dramatic yet natural and believable pose, a hallmark of Perry design, completes the effect. A true masterpiece of miniatures design!"



WARHAMMER
40,000™

GREATEST HITS

Far Right: Another classic model still fondly remembered, the first ever Hive Tyrant.

Below: Alan and Michael have always been known for their many Imperial Guard models, below is a just a selection – a Catachan Jungle Fighter, a Valhallan and brave Imperial Guard Tallarn Officer, Captain Al'Raheem.



Below: Bretonnian Champion, Repanse de Lyonesse, was one of the first models that Michael sculpted with his left hand.

Below Right: Supplied by their mum, an early shot of Alan and Michael at work in 1985.

Michael and Alan continued to work from London but rather than visiting Hammersmith every so often, they had to go further north to Newark and then Nottingham. It was in this time that they became the prolific sculptors of old-school Citadel miniatures, and many of these models are still classics to this day. Even now, hoary veterans still fondly remember the names of these early Perry ranges, names such as Fiend Factory and Fantasy Tribes being just two.

The focus of Citadel Miniatures also changed in the early 80s with the advent of Warhammer. Whereas before, miniatures had catered to the role-playing market and so came out in an almost whimsical fashion, Warhammer brought structure to the releases as army lists were developed.

With experience Alan and Michael's ambition grew and this culminated in two famous Citadel miniatures, Alan's large metal giant, and Michael's Emperor Dragon. The Giant no longer exists and our research couldn't find any images of it due to its scarcity; it's become quite the legend in collectors' circles, the holy grail for serious Citadel completists. There are still a few rare examples of the Emperor Dragon around today. It was a seminal model at the time and is still a highly desired piece although, even with hindsight, Michael's not quite so full of praise for his creation. "It was an absolute beast to put together," he recalls. "It was so large the only way I could get it moulded was by cutting it into slices, as if you were serving a Swiss roll. The wings were massive as well, but we



WARHAMMER® GREATEST HITS

Right: Alan did some seminal work on the Mordheim range, and his Marienburgers grace many Empire armies even now.

Far Right: The Stone Troll is a classic Perry monster and defined the look of Warhammer Trolls for many years.

Below: A Bretonnian Knight on foot and King Khazador of Karak Azul.



could only supply the skeletal arms – the modeller would have to create the membrane of the wing with foil or a similar material which had mixed results depending on the skill of the owner!”

Games Workshop grew rapidly throughout the 80s but it wasn't until 1987 that the Perrys moved up to Nottingham and took residence in the burgeoning Design Studio. They were immediately set to work on Rogue Trader and produced the Squats, another much-loved range. They also sculpted the first Space Orks and a good few of the early Imperial Guard. In the early 90s it was Alan and Michael who first fleshed out the Tyranids, giving them Hive Tyrants, Zoanthropes, Lictors and many other organisms beyond the meagre selection of Genestealers and Warriors.

Misfire!

The Perrys' love of all things warlike goes far beyond sculpting miniatures. Over the years they've been keen military re-enactors, starting off as Royalists for the English Civil War era, moving to War of the Roses, and more recently to the Second World War. They actually owned a fully functioning tank for a while but have sadly sold it now, although they still own a Bren gun carrier!

It was while re-enacting the Battle of Cressy on the historical site in France that one of the most defining moments of Michael's life took place. While operating a cannon with his brother, he lost his right arm as the artillery piece prematurely fired. Michael tells the story, "Historically it was actually the first time the English had used

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Getting Started

By the time Alan and Michael began work at Games Workshop, they had already been making figures for some time. It started when they were still boys, making soldiers out of pipe cleaners and then drawing on faces with felt-tip pens. It wasn't long before they were sculpting their own toy soldiers from plasticine, epoxy putty or any material they could get their hands on.

So, if you've got the miniatures-designing bug and the talent to be the next Alan or Michael Perry, what advice do they have? "It's a question we get asked a lot," says Alan, "so White Dwarf's a good place to address it. You need to start at the foundation of the miniature, the metal armature. Get that correct – in proportion and position – and you'll have given yourself a good start. Another good tip is to take a photocopy of a human shape (assuming you're working on a human form) from an anatomy book and shrink it down to the scale you're working on."

My Favourite Perry Model...

Aly Morrison (veteran figure designer):
"My favourite is either a Goblin Fanatic or Dwarf Troll Slayer. That's because they are two of the figures the Perrys just turned up with one day, that happened to be one of those happy accidents of life that come along, when someone making a model with no further agenda inspires the writers and designers. Both these models are perfect examples of the simplicity in design typical of Alan and Michael. They make it look effortless, even though a massive amount of skill and a great eye for posture and detail is involved."



One of Aly's favourite Perry Slayers.

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

GREATEST HITS



Left: One of Michael's favourites, his model of Lurtz was one of the very first few releases for The Lord of the Rings. Next to him is a Hobbit from the Scouring of the Shire.

Below Left: Buhrdûr, an imposing Troll character from the Ruin of Arnor supplement.

Below: A Collectors Range diorama, depicting the final fate of the Witch-king.



Above: (From Left) Brian Nelson, Alessio Cavatore, Alan and Michael, all ready to play Rohirrim casualties in The Return of the King.

artillery in the open field. We were part of a battery of five guns placed in exactly the same spot as King Edward had deployed his artillery. While prepping for the second shot of the day I shoved the ramrod into the barrel of the cannon. However, there were still some burning embers in the chamber, which ignited the gunpowder as I pushed it into the barrel. The resulting explosion sent the ramrod flying out of the cannon; unfortunately my right hand was still gripping it at the time! There is video footage of me flying a good eight feet into the air – I landed unconscious and on fire! I was brought round by someone throwing a bucket of cold water over me to douse the flames. I awoke surrounded by some panic-stricken French Ambulance crews who made me as comfortable as you could

possibly be after being catapulted into the air by a cannon, while we waited for the air ambulance to arrive. My arm was still attached but very mangled, although they wouldn't let me look at it. I remember asking Alan how it looked..."

"I was trying to look on the bright side, so I told him he might lose his thumb," says Alan with a wry smile.

Michael's arm was amputated soon after, but he made a swift recovery. However, Michael was right-handed so did he fear his career as a miniature sculpture was over? "Oh, absolutely," he answers. "But the human body is a remarkable thing. It adapts. As soon as my brain realised I didn't have a right hand any more it immediately began to train the left part of my body. Within ten days I was using my left hand to sculpt and completed my first miniature soon after."

Making Movies

Alan and Michael's re-enactment experiences don't all end in disaster. Back in 1988 whilst patrolling a Swiss castle in full fifteenth-century costume, famous artist John Howe fell out of a tree in front of Alan! It was the start of a long-standing relationship with the artist that still endures to this day. John Howe is perhaps best known for his Tolkien-inspired paintings, and so the Perrys' love for The Lord of the Rings made for a natural connection between them. Of course, Alan and Michael have been working on The Lord of the Rings range almost exclusively for about nine years now.

PETER JACKSON ON THE PERRY TWINS

Andy Hall: In your line of work you must literally meet thousands of people, yet you've remained good friends with Alan and Michael, why is that?

Peter Jackson: If I wasn't making movies, Alan and Michael are doing what I'd love to do as a career. I've always loved model soldiers, and collected them since I was a kid. With their help, I've even started sculpting my own as a hobby. It's something I hope to do more of in the future. Their skill levels are brilliant and I consider myself lucky to be getting sculpting tips from the best of the best.

AH: Do you like *The Lord of the Rings* models we produced to accompany your movies? And do you have a favourite miniature?

PJ: Sure – what I like are the range of poses that allow the formation of vast and varied armies. I like the Riders of Rohan – one day I'd like to build a large Helm's Deep diorama.

AH: In the years since the release of *The Lord of the Rings*, the Studio, and more specifically, Alan and Michael, have continued to build on your vision of Middle-earth. What do you think of these models?

PJ: Well, I remember the *Hobbits* they made for the Scouring of the Shire range. I really liked those models.

AH: I'm told that when Alan and Michael visited you in Wellington a few years back you had your first day off in a very long time and did some sculpting. What did you sculpt and how did you find it?

PJ: I started work on a WWI soldier, which is my favourite period. I'm waiting for the next tutorial, so I can add some arms to him! I still haven't got the knack of fingers and faces, and if Alan and Michael come down here again, that will be on the agenda!



"It was an exciting time," remembers Alan, talking about Games Workshop being awarded the license from New Line Cinema back in 1999. "We were obviously working on models long before *The Fellowship of The Ring* came out so we had access to lots of sensitive information and images. In effect, we had set up a sub-studio in the bowels of Lenton where only those involved with the project could work. We even had a security guard prowling the corridor just outside."

How did Alan and Michael find working in both a different style and scale? "It was very gratifying and a totally different experience," says Alan. "For every model you designed you had to get approval, not only from New Line but from the actor you were portraying as well. Obviously you still had to make the figure

My Favourite Perry Model...

Ted Williams (The Perrys' boss and miniature manufacturing expert):

"I struggled with this as there were just too many great choices. I could have picked any of the Valhallans, and I really wanted to pick the Green Knight, but as that was already taken I've plumped for any of the Empire Elector Counts – each perfectly embodies the defining features of the province they represent."

work in that scale so it couldn't be an exact likeness."

A fan of the Perry's work was the movie trilogy's director, Peter Jackson. He met them in Paris at an art exhibition of John Howe's work, where they struck up a friendship and have remained good pals ever since – so much so that they appeared in *The Return of the King*, playing dead Rohirrim, an undoubtedly cool experience. This was the latest appearance in a series of work as extras, especially for Michael, who's capitalised on the shortage of amputees in the Support Artist fraternity. Look out for him in *Band of Brothers*.

Luckily, this stardom hasn't gone to their heads and they still turn up for work even after three decades of loyal service. Let's hope they're still mixing green stuff for many more years to come.

FORCES OF THE SPACE MARINES

Liber Apocalyptica is an irregular series that provides ideas and inspiration for your games of Apocalypse. This month Jervis Johnson takes a look at some of the battle formations adopted by the lightning-fast strike forces of the Adeptus Astartes.

In the 41st Millennium humanity has reached the stars and spread across the galaxy. The sons of Terra inhabit over a million worlds, in colonies that range from mining outposts on desolate moons with a population of less than a hundred souls, to hive worlds where the population numbers in the tens of billions. But vast though this empire is, the galaxy is larger still, and Mankind is beset on all sides by hideous alien threats and heretical elements far too numerous to mention.

The Space Marines of the Adeptus Astartes are humanity's first and best line of defence against these innumerable enemies, although, when compared to humanity's teeming billions, there are very few Space Marines indeed. They are an elite and highly mobile fighting force, and this more than makes up for their lack of numbers. Genetically engineered to be the ultimate human warrior, protected by adamantine armour, equipped with the best weapons humanity can produce, trained and indoctrinated to fight without fear or mercy, and fiercely loyal to the Emperor and their Chapter, they are the unshakeable defenders of Mankind in a galaxy that knows only war. Without them, humanity would surely have perished many millennia ago.

Space Marine Battle Tactics

Space Marines are divided into Chapters of about 1000 warriors – each a small independent army with its own spacefleet and everything it needs to function. The Chapters are scattered throughout the Imperium so that wherever danger threatens there will always be Space Marines nearby. Although they are far too few to form the sole fighting force of the Imperium, the speed and fury with which Space Marines can react means that very often they can crush an attack before it has had a chance to develop into a major threat. At the very least they can contain it long enough for the ponderous might of the Imperial Guard to arrive and obliterate any remaining resistance.

In large-scale battles the extraordinary fighting qualities of the Adeptus Astartes mean that they are often called upon to spearhead an attack, or to fill a vulnerable gap while the larger and less mobile formations of the Imperial Guard can be

brought into action. Space Marine tanks and armoured fighting vehicles are geared towards this role, with the Predator and hulking Land Raider battle tanks providing heavy support for the assaulting infantry. Even their artillery, the Whirlwind, is rapid-moving, laying down a cover of supporting fire for the advancing Space Marines.

In addition to these operations Space Marines excel at all sorts of special missions, such as lightning raids behind enemy lines, infiltration attacks to capture and hold vital positions, and tunnel fights in enemy-held cities. They fight with surgical precision, using their swift Rhinos, Drop Pods and Thunderhawk Gunships to strike at the heart of the enemy, eradicating the opposition and carrying out the tasks they are called upon to perform with ruthless efficiency.

As well as being terrifying shock troops, Space Marines excel in defensive situations. Their heavy power armour and special training allows them to withstand attack after attack against seemingly overwhelming odds. On other occasions the Space Marines will fight alongside troops from the Imperial Guard, the armies of the Ecclesiarchy, and the Titan Legions of the Adeptus Mechanicus, adding their considerable might to the vast combined forces of the Imperium.

In a major campaign all of these qualities will be called upon. Space Marine Battle Companies will be used to lead important assaults, while at the same time detachments will be dropped behind enemy lines to carry out special missions or to capture important positions and hold them until relieved. It's not surprising that, when used wisely, the presence of just a small number of Space Marines can have an effect on the battlefield out of all proportion to their numbers.

Battle Formations

The organisation of the fighting units in the Adeptus Astartes was laid down in the Codex Astartes following the Horus Heresy. However, during the ten thousand years since the original Codex was written, many Chapters have introduced their own variations. In some cases their organisation and equipment differs completely from the rigid dictates of the Codex. In other cases newly rediscovered equipment or the

“A company of Space Marines, being able to strike anywhere swiftly, can do more to win a war than 100,000 Imperial Guardsmen fighting on the battlefield.”

WARHAMMER™
40,000
APOCALYPSE



arrival of a deadly new foe has led to the widespread use of new battle formations, such as the Suppression Force created by Jagrveli Skyhammer of the Storm Ravens Chapter and the Armoured Spearhead formations first used by the Iron Hands and Imperial Fists Chapters, both of which have been adopted right across the Adeptus Astartes as a whole.

In addition to these standard force organisations, it is not uncommon for Space Marines to adopt unique battle formations for a single campaign. Sometimes these formations will be forced upon the Space Marines because of high levels of battle casualties, or due to a lack of a piece of vital equipment, and at other times a unique formation will be devised by a commander to fulfil a specific battlefield role. During the Scouring of Hexdragon XXIV in 345.M38 a situation arose where all three of these circumstances occurred in a single battle. Elements of the newly arrived Iron Shield Chapter had suffered severe casualties amongst their Assault Marines during the assault on the Despot of Hexdragon's battle fortress. With all members of the Chapter's Battle Companies fully engaged, Commander Shakirax ordered the troops

of the 10th Scout Company be issued with jump packs, so that they could fulfil the role instead. Despite suffering casualties in excess of 90%, the Scouts overwhelmed the defenders of the Obsidian Tower, and the fortress fell.

New Datasheets

We've included three new datasheets with this article for Space Marine battle formations. These datasheets can be used in any game of Apocalypse if you wish to do so.

In addition, the background and history of the Adeptus Astartes make a fantastic starting point for story-based Apocalypse games. Recreating such a battle is best taken on as a group project with friends or the members of your gaming group, with different members of the group supplying the models for the different armies taking part, and helping to make the terrain that will be needed. For example, you could refight the Battle for Macragge, where the valiant warriors of the Ultramarines defeated Hive Fleet Behemoth, or you might want to refight the Dark Angels' epic defence of Piscina IV against Ork invaders led by Ghazghkull Thraka. The possibilities are endless.



The Master of the Arsenal, featured on the Masters of the Chapter datasheet in the Apocalypse Rulebook.

OTHER SPACE MARINE DATASHEETS

You will find the following Apocalypse datasheets useful for Apocalypse battles that include Space Marine forces. What follows is a list of all such datasheets that we've published to date, and where they can be found.

In the Apocalypse rulebook:

- Armoured Spearhead
- Battle Company
- Line Breaker Squadron
- Masters of the Chapter
- Suppression Force
- Thunderhawk Gunship

In Apocalypse: Reload:

- Deathkneel Orbital Strike Force
- Deathwing Redemption Force
- Land Raider Terminus Ultra
- Skyhammer Orbital Strike Force

- Space Marine 1st Company
- Space Marine Scout Company
- Ultramarines Honour Guard

In Imperial Armour: Apocalypse:

- Ancients Assault Force
- Automated Defence Force
- Damocles Rhino
- Deathwind Drop Pod
- Drop Pod
- Siege Dreadnought
- Strike Eagle Drop Pod Assault
- Thunderhawk Transporter

In White Dwarf 344:

- Blood Angels Thunderhawk Assault Force

On the Games Workshop website:

- Grey Knights Redeemer Force
- Land Raider Ares
- Legion of the Damned
- Predator Assassin Squadron
- Sternhammer's Wulfen Guard
- Terminator Titanhammer Squads

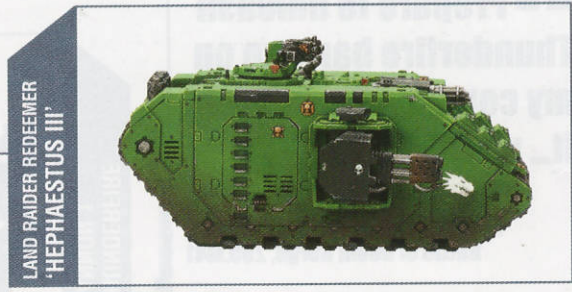
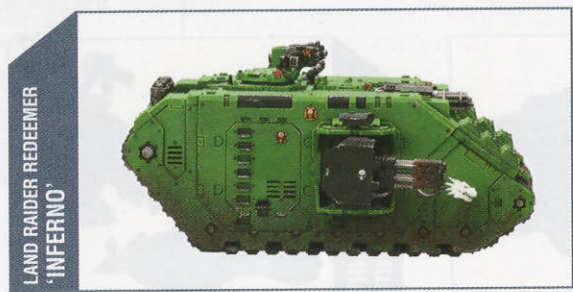


LAND RAIDER REDEEMER HELLSTORM ASSAULT FORCE

POINTS: 750

At the outset of the 41st Millennium the Imperial hive world of Jeghan rose in revolt. The roots of the rebellion lay in resentment at what were felt to be excessive demands for tithed troops to fight in the campaigns being fought against the Great Tyrant of Jagga. These flames of resentment were fanned by subversive elements in the population, leading to outright rebellion. The Knights of the Raven Chapter acted quickly to crush the rebellion, which was quickly suppressed everywhere with the exception of Jeghan Hive Secundus. It was here that the rebellion had started, and where the rebels were strongest. The Knights of the Raven soon found themselves embroiled in a protracted siege against a tenacious and well dug-in foe.

There are no records that establish who first developed the Hellstorm combined-fire tactic that was employed by the Knights of the Raven as part of this campaign. All that can be said with certainty is that it was an effective tactic that was quickly adopted by Land Raider Redeemer squadrons throughout the Chapter. The tactic relied on split-second timing to launch a simultaneous attack by all of the flamestorm cannons in the squadron against a single target point. The resulting inferno of fire was so intense that nothing was capable of withstanding it, no matter how well armoured or protected it might be. Within weeks of the tactic being developed Hive Secundus fell and the rebels capitulated.



FORMATION:

3 Land Raider Redeemers.

SPECIAL RULES

Squadron Formation: The Land Raiders in a Hellstorm Assault Force operate as a vehicle squadron (see page 64 of the Warhammer 40,000 rulebook).

Hellstorm Attack: As long as the squadron has at least two flamestorm cannons capable of firing in the Shooting phase, the squadron can make a single Hellstorm shooting attack instead of firing any other weapons. Take a Hellstorm template and place it so that the whole of the template lies within 18" of all of the vehicles in the squadron, and so that all of the flamestorm cannons in the formation capable of shooting this turn can draw a line of sight to at least part of

the template. Within these restrictions, you can place the template at any angle you like, covering as many enemy units as you like. All models that are fully or partially under the template are hit. The Strength of the attack is equal to 4 plus the number of flamestorm cannons that could shoot this turn. So, if all six of the squadron's flamestorm cannons are still operational and able to shoot, then the attack will have a Strength of 10, for example, while if only three can shoot, the attack will have a Strength of 7, and so on. Hellstorm attacks are AP3 and ignore cover saves, no matter what the Strength of the attack.

THUNDERFIRE DEFENCE BATTERY

POINTS: 100 + MODELS

The Thunderfire is an excellent light-artillery piece that is normally used to provide close support fire for a detachment of Space Marines. However, in exceptional circumstances a Battle Company's Thunderfire Cannons can be combined into a massed battery capable of delivering an intensive barrage. These massed batteries can be used to fire devastating barrages to support an attack, and are also highly effective at laying down a final protective barrage designed to disrupt an enemy assault.

During the Battle of Doom Gorge, the 3rd Company of the Black Guard Space Marine Chapter was heavily engaged by Tyranids belonging to a splinter fleet from Hive Fleet Kraken. As the Tyranids swarmed forward they were confronted by a massed battery of Thunderfire Cannons, commanded by Master of the Forge Germanicus. Under his expert control the battery annihilated three successive waves of Tyranid bio-creatures as they attempted to force their way through the narrow gorge. Once the Tyranid attack had been broken the battery provided supporting fire for the Black Guard's counter-attack, leading to the complete destruction of the Tyranid battle force. Black Guard casualties were minimal.



“Prepare to unleash Thunderfire barrage on my command... wait for it... wait... FIRE!!!”

Master of the Forge Germanicus,
Battle of Doom Gorge, 295.M41



MASTER OF THE FORGE



THUNDERFIRE CANNON 3



THUNDERFIRE CANNON 1



THUNDERFIRE CANNON 2

FORMATION:

1 Master of the Forge.
3+ Thunderfire Cannons.

SPECIAL RULES

Battery: All of the models that make up a Thunderfire Defence Battery are treated as a single unit.

Thunderfire Barrage: When the formation fires its Thunderfire Cannons, you may unleash a Thunderfire Barrage with the following profile instead of firing individually:

Range	STR	AP	SPECIAL
60"	6	5	Apocalypse Barrage (2 per Thunderfire Cannon)

Overwatch: During the Movement phase, the Defence Battery may go into Overwatch, as long as it is more than 18" away from any enemy models when the action is declared. The battery is not allowed to move, shoot or assault in that turn. Instead they must make an Overwatch shooting attack after the enemy has had their Movement phase, and before the enemy take their Shooting phase. The Overwatch attack is carried out in exactly the same manner as a normal shooting attack, except that it occurs during the enemy turn.

DEATHWIND ORBITAL STRIKE FORCE POINTS: see below*

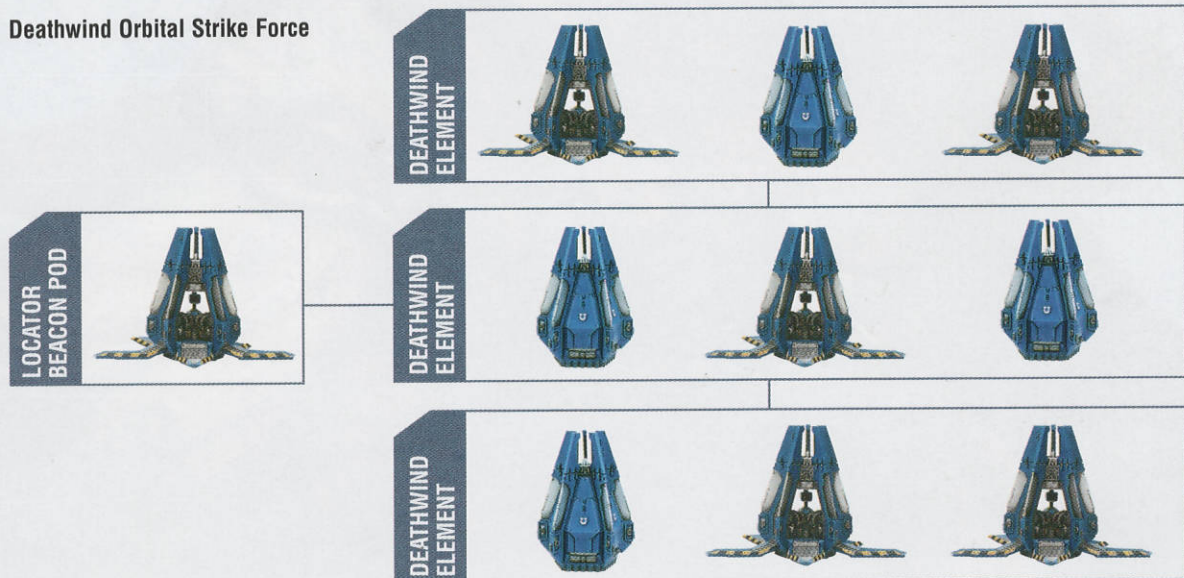
Drop Pods have been used by the Adeptus Astartes since before the Horus Heresy. They allow the Space Marines to strike quickly and without warning from their orbiting Battle Barges, landing exactly where needed, and usually where they are least expected. However, Drop Pods are supremely flexible vehicles that can perform a wide variety of tasks beyond simply delivering troops to the battlefield. They can be used as boarding torpedoes to assault enemy space craft, or they can be fitted with stealth fields to land single squads behind enemy lines undetected. But most devastating of all is when they are used to unleash a Deathwind Orbital Strike.

ammunition and more powerful sensors for these weapons that greatly increase their range and firepower. The Drop Pods will then be launched in a coordinated pattern aimed to land right in the heart of the enemy army. As the Drop Pods crash to the ground, their landing ramps fly open, and their deathwind missile launchers blanket nearby enemy troops under a barrage of fire.

The Drop Pods that make up a Deathwind Orbital Strike Force do not carry any troops. Instead they are equipped with deathwind missile launchers and packed with extra

***You may field a single Deathwind Orbital Strike Element at a cost of 50 points plus the cost of the models, or a complete Deathwind Orbital Strike Force at a cost of 150 points plus the cost of the models.**

Deathwind Orbital Strike Force



DEATHWIND ORBITAL STRIKE ELEMENT

FORMATION:

3 Drop Pods, each armed with a deathwind missile launcher. One Drop Pod must be designated as the command Drop Pod.

SPECIAL RULES

Coordinated Assault: When the element arrives, determine the Deep Strike arrival point of the command pod first. The other Drop Pods in the element must Deep Strike within 6" of the command pod, and do not scatter.

Deathwind Missile Launchers: All Drop Pods in the element carry extra ammunition and more powerful sensors for their deathwind missile launchers. This greatly increases the missile launcher's range and firepower, allowing them to use the following weapon profile:

Range	STR	AP	SPECIAL
24"	5	-	Heavy D3, Barrage

DEATHWIND ORBITAL STRIKE FORCE

FORMATION:

1 Locator Beacon Drop Pod.
3 Deathwind Orbital Strike Elements.
The Locator Beacon Drop Pod must have a deathwind missile launcher. This has been upgraded in the same manner as the deathwind missile launchers in the Strike Elements.

SPECIAL RULES

Strike Force: When the strike force arrives, determine the Deep Strike arrival point of the Locator Beacon Drop Pod first. All Drop Pods in the strike force must arrive within 24" of the Locator Beacon Drop Pod.

Strategic Assets: A player's army containing a Deathwind Orbital Strike Force automatically has the Careful Planning strategic asset.

THE SAGA OF THE WHITE DWARF



WARHAMMER



The legend of the White Dwarf is renowned throughout the Warhammer world as a story of glory and heroism. To celebrate the release of the new White Dwarf miniature, we called in Dwarf-friend Adam Troke to retell his saga.

Every Dwarf, from the youngest beardless to the most wizened Longbeard, can recite the Saga of Grombrindal from memory. An epic tale that runs into many hundreds of verses, the Saga of Grombrindal tells how this Dwarf of legend strides the mountainous paths known only to the Dwarfs, appearing unannounced at times when his help is needed most.

Quite who the White Dwarf truly is none know for a surety. Some claim he is none other than Snorri Whitebeard of Karaz-a-Karak, the only Dwarf King to receive due honour and respect from the Phoenix King of the Elves. Others claim that he was once the paramour of Valaya and beloved of all the Dwarf gods. Whatever the truth, the Saga of Grombrindal contains these and no less than forty-three other suggestions. The White Dwarf is a hero from the time of legends and the knowledge that he walks the world today fills every Dwarfen heart with hope and pride.

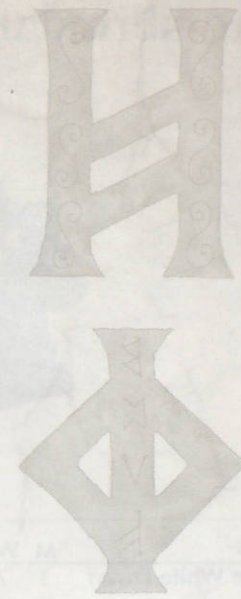
Many are the times when a solitary Dwarf, cloaked and hooded, has joined with a Dwarf army on the eve of a great and terrible battle. Solitary and stern, this mysterious figure keeps his own company, nursing his ale and stroking his lustrous white beard in silent contemplation. It is when the battle is joined that the true nature of this mysterious visitor is revealed, as the worn grey cloak is cast aside and, with ancient fire blazing in his eyes, Grombrindal reaps a bloody toll upon the hated foe.

So it was at the battle of Whale Bridge, when Grombrindal held the causeway against the horde of An-Cas the Boastful, and the arrogant Goblin Boss was decapitated with a single blow. So it was at Bitter Peak, when the numberless ratmen were put to flight by the woefully outnumbered Miners from Barak-Varr, a white-bearded ancient holding their tattered ranks together with shouts of encouragement. So, too, it was at Cragmere, when the mightiest Dwarf heroes of the age crushed the advance of an army of Beastmen, Orcs and Goblins, and stood atop a mound of the fallen fully ten corpses deep. These tales and a

“With ancient fire blazing in his eyes, Grombrindal reaps a bloody toll upon the hated foe.”

thousand more besides all bear testament to Grombrindal's heroism and the miraculous nature of his arrival – always appearing when the flame of hope is guttering and the spirits of the Dwarfs are at their lowest ebb.

On the eve of a battle, when dread looms over the hearts of the Dwarf host like a dark shadow, beardless and Longbeards alike stoke the watchfires a little brighter and keep a tankard of ale aside in case a grey-cloaked stranger seeks to join the throng...



The White Dwarf leads a group of stalwart defenders, the presence of a Living Ancestor bolstering their Dwarfen hearts against the hated greenskin foe.



Grombrindal, The White Dwarf500 points



	M	WS	BS	S	T	W	I	A	Ld
The White Dwarf	3	7	4	4	5	4	4	4	10

The White Dwarf may be chosen as a Lord choice in a Dwarf army.

Special Rules

Ancestral Grudge; Resolute; Relentless

See Warhammer Armies: Dwarfs for these special rules.

Grombrindal Has no Fear!

The White Dwarf is so ancient and battle-hardened that he is Unbreakable. So fearless is he that if his chosen unit breaks and flees, for any reason, he will always stand his ground. If the unit was engaged in combat, he will stand firm and continue to fight while his unit flees, denying the foe the chance to pursue.

Disguised

The White Dwarf wears a disguise until he is ready to reveal his true self. This disguise is usually in the form of a huge cloak he wraps around himself to conceal his enormous white beard, a clear sign of an Ancestor!

If you wish, the White Dwarf may start the game hidden in the ranks of any Dwarf unit except a war machine and its crew.

If disguised, the White Dwarf is not placed on the table during deployment, but is assumed to move along with the unit within which he is hidden. At the start of the game, make a note of which unit he is concealed in. If the unit is wiped out or flees then the White Dwarf will be revealed, and will stand his ground even though the rest of the unit may be fleeing or slain.

The White Dwarf may reveal his true self at the start of any Close Combat phase. At this point he is immediately placed in the front rank of his chosen unit, displacing one of the normal rank-and-file models. If there are no such models in the front rank, then he must be placed in the second rank.

Once revealed, the White Dwarf operates as any other character model.

Note that if the White Dwarf is the army general, then units can only benefit from his Leadership after he has been revealed.

Magic Items

Rune Helm of Zhufbar

Those Dwarfs who have glimpsed the awesome helmet worn upon the White Dwarf's troubled brow have described the sight they beheld. Runesmiths have identified this magnificent helmet as the Lost Rune Helm of Zhufbar, which vanished many years ago when that particular stronghold was overrun by greenskins.

Any fleeing unit of Dwarfs will pass Rally tests automatically if they are attempting to ally within 12" of the Rune Helm of Zhufbar.

Armour of Glimril Scales

After the Battle of Thraag, in which the White Dwarf slew 10,000 Warriors of Chaos to rescue the foolhardy Ungi No-Chance and his folk, a single scale of armour was found clenched in the teeth of the Lord of Chaos. It was forged from a metal totally unknown by the Dwarf folk. The Runesmiths were completely mystified and called it Glimril, believing that it had been forged by the Ancestor Gods themselves!

This gives the White Dwarf a 1+ armour save, and also a 4+ ward save.

Rune Cloak of Valaya

The runes embroidered on the great cloak worn by the White Dwarf display, without doubt, that it was woven by Valaya herself. At least one saga relates that Valaya, the Dwarf Ancestor Goddess and protector of the Dwarf folk, fell in love with the White Dwarf on account of his magnificent white beard and gave him the cloak as a token of her esteem.

The White Dwarf has Magic Resistance (3) when wearing the Rune Cloak.

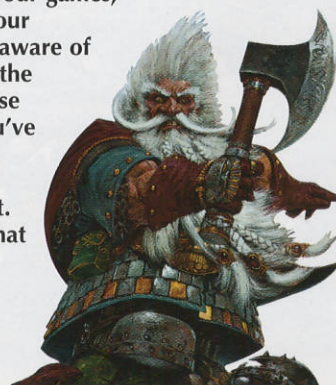
Rune Axe of Grimnir

The mighty axe wielded by the White Dwarf answers the description of the Rune Axe of Grimnir, mentioned in several sagas and legends. Perhaps Grimnir gave the legendary weapon to the White Dwarf?

This axe gives Grombrindal +2 Strength and allows him to re-roll any failed rolls to hit and any failed rolls to wound. In addition, models wounded by the Rune Axe of Grimnir must re-roll any successful armour saves.

Gaming for the Unhinged

We've included these rules to allow you to use Grombrindal in your games, but bear in mind that your opponent might not be aware of quite how he works on the battlefield. When you use him, make sure that you've got the rules to hand so that your opponent can see what he's up against. Also, please be aware that the White Dwarf is not intended for use in Tournaments and other organised play events.





DWARF-MAKER

Nobody likes designing Dwarfs more than Aly Morrison, so it was he we turned to when Grombrindal demanded to be immortalised in miniature yet again.

Aly is no stranger to making Dwarfs; after all, he's been sculpting them for quite a few years now. Nor is he a stranger to bringing everyone's favourite Dwarf powerhouse to the gaming table; although his last version did feature Grombrindal held aloft atop a shield carried by two other legendary Dwarfs, Josef Bugman and Gotrek. This time the miniature is a bit subtler. "I didn't want to just do the same figure minus the shield and bearers," says Aly. "Last year he was in his 'birthday party' costume, this time he's clothed in his 'conk a few goblins on the head' outfit."

As we've already mentioned, Aly was always the man for this task because, frankly, he loves making Dwarfs. Why is that? "I just think they're great fun. I think there's a lot to be said for one-piece figures, sometimes it's nice to be able to just take a miniature out of the box, stick it on a base and get painting. I love making models you can sculpt in one sitting."

Aly's a big fan of sitting back in his chair and sculpting a model in one go, something that's possible with a compact miniature like a Dwarf. He can then spend the time lavishing loads of intricate details on it and getting that all-important beard looking right, but to do that you need the right kind of putty. "Green Stuff cures and hardens after about 45 minutes, which is great for building up figures over time and multi-part components. But Dwarfs are usually one-piece models so I use a putty

called Sculpy because it stays wet and malleable until baked. That way I can keep going, adding details, and I don't feel rushed. There is a risk, though, that if I accidentally slip my thumb into the figure before it's baked then I'll have to rework it or even start from scratch."

Here, then, is the new White Dwarf; fortunately no one dropped or smeared him during the sculpting process (*And who would dare?* – Ed). Aly is particularly pleased with the results. "I like his pose, I've deliberately put him in a very nonchalant, 'Yeah, I know there are a load of Orcs in front of me, but I'm going to finish my pipe first' stance."

“It's nice to be able to just take a miniature out of the box, stick it on a base and get painting.”

The pipe is a great little detail but there are many others on closer inspection, including the intricate design on the back of the cloak and all the ornamentation in his great wispy beard. "Don't forget his armour. Under that beard is a finely detailed breastplate. Even though I knew the beard was going to cover it, I still had to design it just in case it showed through at an odd angle, and because it was Grombrindal I couldn't take that chance!"



Aly has been sculpting Citadel miniatures for more years than he (or we) can remember, although he started after the Perrys so it must be less than 30!



From Ages Past

Grombrindal has had many forms over the years; here are just a few of his more recent appearances. (A) Colin Dixon's version of the Living Ancestor, created to celebrate 200 issues of everyone's favourite magazine. (B) One hundred issues later, Juan Diaz gave him a facelift to celebrate WD300. (C) For Grombrindal's 30th anniversary, Aly Morrison placed him atop a shield carried by Gotrek and Josef Bugman.

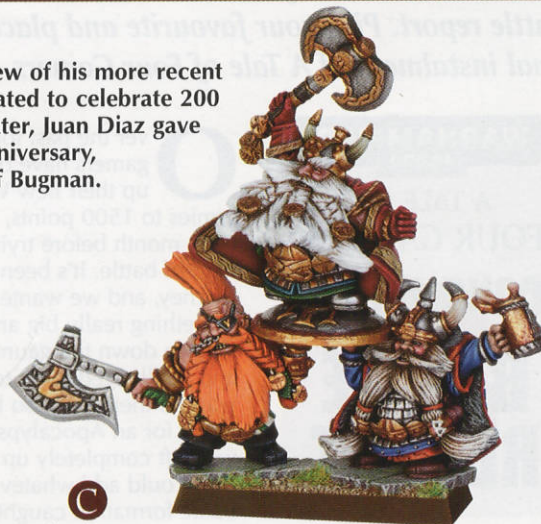
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A TALE OF FOUR GAMERS

APOCALYPSE



This month, A Tale of Four Gamers reaches its exciting finale with a full-blown Apocalypse battle report. Pick your favourite and place your bets, as Andrew Kenrick presents the fifth and final instalment of A Tale of Four Gamers.

WARHAMMER
40,000

A TALE OF
FOUR GAMERS
CONCLUSION
BATTLE
REPORT

Over the past four months, our four gamers have been slowly building up their new Warhammer 40,000 armies to 1500 points, adding a unit or two each month before trying them out on the field of battle. It's been a long but fun journey, and we wanted to end on something really big and special. We've thrown down the gauntlet one last time and challenged them to add whatever they want to their army, so long as it made it ready for an Apocalypse game. The choice was left completely up to the players, so they could add whatever legendary unit or battle formation caught their fancy.

Now they're completed, the players' armies stand at somewhere between 2000 and 3000 points, which is a goodly but manageable size for most players, especially those who have added an Apocalypse-sized unit or two to their force. It's easy to see just how achievable an impressive-looking Apocalypse battle is when a group of friends come together to play, combining their armies.

For the battlefield we decided to try something a little different, something nobody had tried before – combining two sets of Realm of Battle Gameboards. I think it's fair to say that everyone was amazed

WARHAMMER 40,000



Month 5 Rules

The rules of battle were simple – bring along your whole army, including whatever extra units and vehicles you’ve painted especially for the game. To balance the two forces, the side with the least points would get a bonus strategic asset for every 250 points difference.

We’ll be playing a standard Apocalypse mission with a few tweaks. Conforming to the latest 40K rules, we decided that only Troops count as scoring units, but all the other rules for capturing and contesting objectives from the Apocalypse book apply, so in the event of several scoring units contesting an objective, the highest value unit claims it. We also decided to use personal objectives – kept secret from one another – to determine each side’s champion.

There are 5 points on offer for each player on the winning side. A further 5 points are on offer for the champion on each side – the player who achieves their personal objective. If both players achieve their objectives then the order of difficulty in Apocalypse: Reload will be used as a tiebreak. So, there are a potential 10 points up for grabs – more than enough to mean that the race for the prize is still wide open for everyone!

Each player on the winning side+5

The champion on each side+5

and delighted by how great the Gameboards looked when put together like this, the rolling hills, the broken roads and the expansive plains all combine to make a really quite varied battlefield with lots of distinct areas. And it’s something that can be achieved at home, too, without any difficulty – all you need is a friend or two with their own Gameboards (and, of course, plenty of space) and you can combine them together for the game.

I will be umpiring the game – with a little help from Andy Hall and Glenn More, not to mention the inevitable and constant stream of passers-by – to make sure it flowed smoothly and no underhand tactics were employed. We set the board up and placed the objective counters, using the ones that the gamers had modelled as part of their bonus challenge in Month Two, supplemented with a couple of extra ones

from the Studio’s own stash. Before we started we had one last chat with the players, seeing what they’ve added this month, as well as looking back at their experiences throughout the series. So, turn the page to see how they got on one last time, before reading all about what happened when A Tale of Four Gamers met Warhammer 40,000 Apocalypse!

Month 4 Leaderboard

Fil Dunn	32pts
Neil Hodgson	30pts
Matt Hutson	29pts
Pete Foley	27pts

ARMOURED FIST!



Neil is the Studio's resident illustrator, so he gets to spend his days drawing pictures of tanks and Space Marines. This month Neil has mostly been drawing pictures of Battlewagons, ready for next month's Green Janu-Waaagh!-ry issue.

After five months of A Tale of Four Gamers, it's fair to say that Neil has more points' worth of models in his army than anyone else. This month, Neil proved himself a veritable painting machine – we had to physically restrain him to stop him painting any more tanks!

Neil: The way in which I've collected my Crimson Fists is much the same way I'd normally collect an army, except insanely more focused! I think I'd normally have pootered about for about a year, instead of finishing them up in five months.

Whatever you're collecting, you have to be

passionate about it. You can only sustain the momentum for so much time, but if you love it you'll go back later.

I usually find that it takes a new shiny thing to galvanise me into action with an army but this time, rather than a new and shiny thing, it was the test of whether I could do it that spurred me to collect the

Crimson Fists. Part of the fun was being involved in this challenge, really having to push myself to see whether I could collect 1500 points in four months.

I'm a visual kind of person, so when starting a new army I start with an idea about how I want the army to look. The look of the army then informs how they're going to fight, and

then I try to bring more background into that and so on and so forth, evolving it like that. The image I had in mind for my Crimson Fists was of a straight-up Codex Chapter – Captains, Command Squads and Tactical Squads, without any of the more esoteric stuff that I normally field (Chaplain-led Assault Squads, for example).

“Whatever you're collecting, you have to be passionate about it. You can only sustain momentum for so long.”



REINFORCEMENTS

Neil has been painting frenetically this month, churning out more tanks than the average Manufactorum can produce! First and foremost is his new Baneblade, on detachment to the Crimson Fists from the local Imperial Guard regiment. The Baneblade is intended to spearhead an armoured assault into the heart of Ork

lines, causing as much devastation as it can manage. He's also added a whole Vindicator Linebreaker Squadron and a Predator bristling with lascannons, bringing some much-needed anti-tank support to the Crimson Fist force. His newly converted Captain will be sporting the Legion Relic strategic asset in this game.



This is going to be my first ever Apocalypse game and I'm really looking forward to it. To make the most of it I've painted loads this month, especially tanks. I've added a Baneblade (which Pedro Kantor has sequestered from an allied Guard regiment), a Vindicator Linebreaker Squadron, a Predator, five more Assault Marines and another Captain, converted from the Black Reach Captain.

I'm especially pleased with the Captain, as his two power fists are very flavourful. He was a tricky conversion though, involving lots of cutting away and reshaping plastic, followed by a little bit of filling with Green Stuff.

Why have I added so much? Well, apart from excitement, I find that I work best to a deadline, so this was a really good excuse to finish up some of those bits and bobs I've not got round to doing, namely the Assault Marines. I can paint tanks really quickly too, so it was the obvious choice to focus on adding some of them – I can knock a Rhino, and therefore a Vindicator, out in about an hour or two. I couldn't do the insane amount of detail that Matt does, however, especially not the



Neil's favourite model is the Space Marine Captain from the Assault on Black Reach boxed game. "I'm really pleased with how my first character model turned out."

interiors. I'm sure he thinks that makes me less of a Space Marine player, but I can live with that.

I'm planning to continue with the army – in fact, I already have. I already bumped my Assault Squad up to ten men for the Apocalypse game, and I'm in the process of doing the same with a Tactical Squad. Really, though, I'm treading water until I get round to adding some Drop Pods.

I think I've now got a nice, solid base for the army, so I can play any size of game. With that base, it's now the time to add the really characterful units, such as more Sternguard and Scouts of various sorts. I've got a Scout Squad already, but I think some more on foot, as well as Scout Bikes and – eventually – a Land Speeder Storm, will round the force out nicely. Another Terminator Squad won't go amiss either, and I really like the look of the Ironclad Dreadnought too, so I'll be adding one of those at some point as well.

I've really enjoyed collecting a Codex Space Marines army – rather than being restrictive, as I feared it might be, collecting an army that follows the Index Astartes has been really characterful.

COURT OF THE ELDAR



Pete is a prolific painter. Or at least he would be if he didn't flit between half-a-dozen painting projects at once.

We may have given Pete some stick over the past few months for being a slow painter, but even the hardest-hearted Dwarfier has to admit that the finished army looks impressive. Let's hope it does quite as well at the Grand Tournament as it has done in these pages!

Pete: As a tournament player I wouldn't normally get involved in Apocalypse games – I certainly wouldn't add legendary units or battle formations to my army, unless I could somehow use them in a normal-sized force. So, when trying to decide what to add for my Apocalypse contingent one of the formations in Apocalypse: Reload caught my eye – the Phoenix Court of Khaine! It fulfilled the criteria of having models I could take in a normal army. Plus, if I'm being honest, it also meant painting the fewest number of models too, which meant I had a chance of being ready in time for the big game.

The list I ended up with is pretty competitive and I'm fairly confident taking it to the Grand Tournament. I think it will

probably stay as it is, although the Harlequins might not make the final cut. I need to have a few more practice games to refine my tactics, or else I might squeeze in a third Banshee squad and a second Farseer instead!

I was completely new to Eldar, and it took quite a while to get my head around their play style. They require you to play with a great deal of finesse because, although they're fast, they're very fragile, especially compared to the Space Marine army I had been using. I've got the hang of them now though – successful Eldar tactics all revolve around knowing when to pick your fights, using the army's mobility to attack the weak points of the enemy battleline and picking off straddlers.

REINFORCEMENTS

Pete has taken the path of least resistance this month, plumping for the Phoenix Court of Khaine. The Phoenix Court might look small, but it packs one helluva punch

on the battlefield. And well it should – after all, it clocks in at nearly the same number of points as the rest of Pete's army combined.



APOCALYPSE FORCE

I've collected this army in the same way I would any other army. I start by writing an army list, and then collect to the list, tweaking it as I go along. The most important part of the process is to play games early and often, giving me plenty of time to make changes and come up with different strategies. If this means playing with proxy miniatures or borrowing an army, then so be it.

I like to have lots of projects on the go at any one time. At the moment I've got a half-finished Empire army and a Vampire Counts army in progress, as well as the Daemons. My primary motivator for painting and collecting are tournaments, and I like to take a new army to each. I'm far too fickle to stick to a single project for long – if you look in my wardrobe you'll find loads of army cases stacked up, each with exactly 1500 points of models in!

If White Dwarf asked me to do another Tale of Four Gamers tomorrow, I would! In fact, I already have, in a manner – I've been feverishly painting Daemons for Phil Kelly's War in the North Chaos campaign (Which you can see on p14 – Ed).

PETE'S 1500-POINT TOURNAMENT FORCE

Farseer equipped with runes of warding, runes of witnessing, spirit stones, <i>Doom</i> and <i>Fortune</i> .	155 points	6 Harlequins including Troupe Master, Shadowseer and 5 Harlequin kisses.	178 points
5 Dire Avengers including Exarch with power weapon, shimmershield, Bladestorm and Defend.	117 points	6 Howling Banshees including Exarch with Executioner and Acrobatic.	123 points
Wave Serpent equipped with twin-linked Eldar missile launchers, shuriken cannon and spirit stones.	140 points	5 Howling Banshees including Exarch with Executioner and Acrobatic.	107 points
6 Guardian Jetbikes including 2 shuriken cannons.	152 points	Eldar Falcon equipped with pulse laser, scatter laser, holo-field and spirit stones.	175 points
6 Guardian Jetbikes including 2 shuriken cannons.	152 points	Eldar Falcon equipped with pulse laser, scatter laser, holo-field and spirit stones.	175 points
		Total: 1474 points	

The first thing Pete does when starting a new army is to plan out the whole force and write an army list. He then collects the army to the list, refining it as he goes along. Here's the list he ended up with, and you can see the results below. He has a few additional models that he dropped from earlier drafts of the list, such as his Autarch on Jetbike. You can see that model in action in the battle report.



HOUNDS OF HURON



No sooner has Matt finished his Red Corsairs than he's back painting Dark Elves. He's hoping the lessons in cruelty learned from Huron Blackheart will translate to the Warhammer world.

Matt has spent five months collecting all things traitorous for his new army of Red Corsairs Chaos Space Marines – a far cry from his normal loyalty to the Adeptus Astartes. But has he bitten off more than he can chew this month with the Hounds of Huron?

Matt: Remember how I mentioned last month that I fancied adding some bikes to my army? Well, I may have gone a bit overboard. I was flicking through Apocalypse: Reload looking for inspiration when I noticed the Hounds of Huron, the perfect fit for my Red Corsairs army! So enthused, I set about painting sixteen bikes, including a Chaos Lord conversion, over the course of the month. I wouldn't normally do that, it has to be said, as I like to have one of everything rather than loads of one thing. For a normal game I'd have

painted five bikes rather than sixteen, and it shows – my enthusiasm was starting to wane towards the end of the month.

I'm a quick painter but I pay great attention to details. I love Citadel miniatures for their fine detailing, and I want to show them off to the best of my ability. I aspire to paint to 'Eavy Metal standard, and I like to be proud of everything I paint.

I normally collect an army to an army list – that's certainly my starting point, but I then evolve it as I go along, changing

REINFORCEMENTS

This month, in readiness for the Apocalypse battle, Matt has added the Hounds of Huron, Chaos Space Marine bikers despatched to hunt the Red Corsairs' foes. Matt has converted several of the bikers to represent Aspiring Champions, mixing and matching spare parts that he has accrued over the course of the series. Leading the Hounds to war is a Chaos Lord on a bike,

which Matt made from a Chaos Lord kit. Matt has an especially cunning plan for the game – if he's to win the series, he needs to win the game, but he also needs to make sure that he achieves his objective over Fil. To pull this off he's taken the Corrupt & Despoil strategic asset, allowing him to destroy an objective that Fil might be sitting on once the victory is in the bag.

APOCALYPSE FORCE

Personal Objective:
Kill Asurmen.



FINISHED ARMY



things depending on how they do in games. As I quite often find myself collecting an army when it first comes out, I'm often limited by what's available, or what I have in my collection. I've had relatively free reign with the Chaos Space Marines as the range is well-established.

I've been very focused on the background whilst collecting my Red Corsairs, much more so than I would normally be. Normally I'm inspired by a story, rather than restricted by it, but these constraints have made it all the more of a challenge. As I carry on with the Chaos Space Marines I'm going to steer away from that, adding some stuff that might not slavishly follow the background.

I find that an army is never big enough. I never really stop collecting any of my armies, preferring to pick at them all from time to time. I paint an army until it's playable, then revisit them at a later date as something inspires me. I've always got units on the go – you should see my desk, there's all sorts of works in progress scattered about.

I'm thinking of adding some Possessed (which I've already assembled but not got

round to painting) and a Daemon Prince. I enjoyed painting the Night Lords too, so I might add some more. One of the great things about a Chaos Space Marine army is the sheer range of models and colour schemes – it's very easy to add variety within the army.

As I said before, no army is ever truly finished, so I'm planning on revisiting my other Space Marine armies too, especially now the new Codex is out!

Below: These Chaos Terminators are Matt's favourite models. They were the first miniatures that Matt painted for the army, using them as test models for his colour scheme. "I find that the first models I paint for an army are often my best, as I go all-out to make them the best I can."



GREEN MACHINES



We've learnt many things about Fil over the past few months – he has a giant rabbit that chases him around the house, he loves doughnuts and has a desk drawer full of biscuits. But what we still haven't learnt is: what happened to the "Ph" in his name!

After five months of "going green", Fil has now amassed quite a collection of Orky contraptions and green-skinned Boyz. For the big game, Fil is adding a very big Squig indeed, and his desk is already beginning to groan under the weight.

Fil: My initial plan for the Orks right from the start was to do something a bit different. Ork armies tend to have an abundance of Boyz so I toyed with the idea of an army with no Boyz at all! I thought about taking a couple of Big Meks, which would let me have Dreads as Troop choices – a mechanised Ork army! Or rather, a mechanical Ork army! In the end I found myself with all those Boyz from the Battleforce and Black Reach, so I gave in and painted a load of Orks anyway. I didn't want any footsloggers though and made sure that all the Boyz had a ride.

This month I've reinforced that initial concept by adding another Deff Dread, taking my total to three. I'm going to use him as the command Dread for my Dredd

Mob, so to make him look a bit special I've been robbing spare claws left over from the 'Eavy Metal Battlewagons.

Speaking of Battlewagons, I've added a second one this month, using a heavily modified Land Raider as a basis. It had been destined to be added to my Nurgle army, but I decided this was a much more fitting use – either way, it will still get to crush Space Marines under its tracks.

As I promised all those months ago, I've finally picked up Ghazghkull. Originally the plan was to use him as the infamous Warlord himself, but he's rather pricey. Of course, as a Warboss in mega-armour, complete with three Meganobz, he's not exactly cheap as it is, especially when riding in the new Battlewagon.



Of course the star attraction this month is my new Squiggoth. I think, after 18 months of Apocalypse, most hobbyists play with superheavies, but gargantuan creatures don't get much of a look in. I painted the Squiggoth in exactly the same way as the rest of my army, just with a bigger brush!

I'm not a tournament player, so I don't go in for killer lists. Instead I get a cool image for my army and work from there. So, for my Orks I had an image of lots of Deff Dreads and Killa Kans, all with chipped black armour. I tend to start off by painting a single figure or unit, and then going from there. My army development tends to be quite organic, adding units to it that I like the look of. I did this with my Orks, adding different bits and pieces each month that took my fancy.

I'm very single-minded in my approach to an army – I can't be doing with more than one army on the go at any one time. I will confess that I don't normally batch paint my armies – I'm strictly a one at a

time kind of fellow. But I am a quick painter – if it ain't painted, I don't play with it. This gives me the drive to get everything finished and ready for battle!

I'm definitely going to carry on with my Orks, probably taking them up to 4000 or 5000 points. That should be enough for most occasions. I've even bought my Orks for Month 6! I've undercoated a Shokk Attack Gun, another Dread and three more Killa Kans.

I've had a whale of a time over the past five months. I don't think I'd have started an Ork army if it hadn't been for this series, and now I love a bit of green! And I'll do it all over again the next time they ask, too.

This conversion of Wazdakka Gutsmek is Fil's favourite model, as it makes for a great centrepiece in his horde. "Not only is the model great, but he's done me proud in more than one game, too!"



REINFORCEMENTS

As well as Meganobz, a Battlewagon and enough walkers to make a Dread Mob, Fil has added a huge Squiggoth! That's close to 2000pts worth of Apocalypse goodness, which should be able to hold their own against whatever the "goodies" muster. Fil has a sneaky tactic for the game, involving a couple of cunning

strategic assets that any Blood Axe would be proud of. First off is Hammer Blow and, as the only superheavy is likely to be on the Imperial side, he's fairly confident that even the Orks can't miss with that! Second is Replacements, just in case any harm should come to his precious Squiggoth. Call it "insurance".



APOCALYPSE FORCE

Personal Objective:
Capture the most objectives in the enemy deployment zone.

TURN 1

The scene was set for the eponymous gamers to clash. The first turn did not disappoint as the carnage mounted with collapsing buildings and exploding super-heavies.



Once we'd set up the table, defined no-man's land, placed objectives and the players had picked their personal objectives and strategic assets, it was time for the armies to deploy. This was done as per the normal Apocalypse mission rules with both sides secretly bidding in minutes, the winner (being the lowest bid) setting up first. Matt and Fil decided, bravely, on just two minutes. This trumped Pete and Neil's more conservative ten minute bid and so the Chaos and Orks deployed first. After a flurry of activity Matt and Fil had finished deploying everything in an impressive 1 minute 50 seconds. Glenn had suggested that they'd have to resort to tipping models from their trays onto the board, but thankfully it didn't come to that! A large portion of the Ork force was placed tight against the boundary to no-man's land in the centre of the board (as near to Objective One as they could get) while Matt's Red Corsairs, accompanied by the Gargantuan Squiggoth, Ork Warbikes and Deffkoptas, were deployed in the south, next to the bastion. The Space Marine and Eldar deployment was more sedate, with the majority of the allied force deploying deep

(A) Still in their Rhinos, the Red Corsairs and the mighty Squiggoth approach the Imperial Bastion.


(B) The Space Marine Scouts' heavy bolter and Pedro Kantor's orbital bombardment wound the Squiggoth twice.

(C) The Harlequins emerge from the building and immediately assault the closest Battlewagon. Dancing and whirling into combat, the troupe immobilise the Ork vehicle.

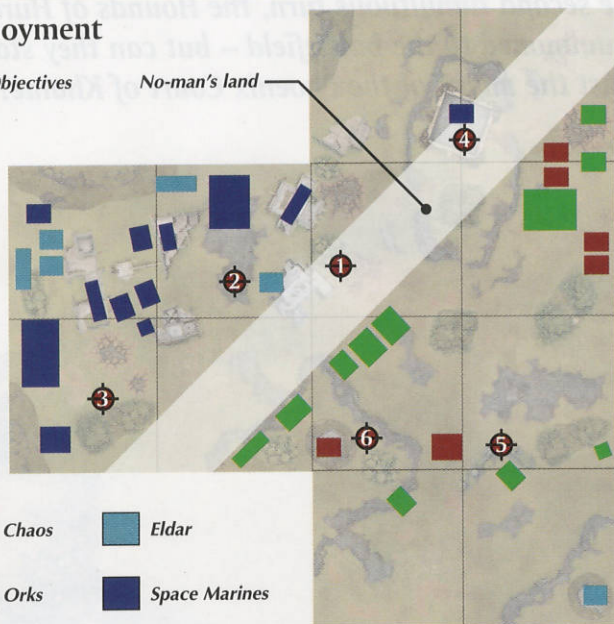
Ork and Chaos Movement phase.







Deployment

 Objectives

No-man's land



 Chaos  Eldar
 Orks  Space Marines

into the western sector. More worthy of note were the two infiltrating units; the Space Marine Scouts were placed inside the bastion, immediately claiming a neutral objective. The Phoenix Court of Khaine, which effectively doubled the points value of Pete's army, was deployed on the southern board, behind the Ork lines.


As this was a 5th edition game of Apocalypse we decided to let Pete and Neil try to Seize the Initiative – they failed, and so Matt and Fil went first as normal. For both sides, the first turn mainly consisted of advancing the vehicles and infantry. The Orks stormed forward into no-man's land while Neil took the opportunity to spread out his tightly packed forces.

One of the first acts of the Ork and Chaos Shooting phase was when Fil declared he was using his Hammer Blow strategic asset. This proved to be a particularly "kunning" move that Mork himself would have been proud of. That's because the target of the Hammer Blow is randomly chosen from all the super-heavy vehicles on the table. However, as the only super-heavy was Neil's Baneblade (the Squiggoth is a gargantuan creature) even the Orks couldn't get this wrong. The Baneblade was hit by D3 Destroyer hits – Fil rolled a 6, causing numerous chain reactions, and then rolled three 5s for the damage results. Before the Baneblade had fired a single shot it was struck by an unerringly accurate rokk hurled from orbit, tearing it apart in a massive explosion that also killed three Crimson Fists unlucky enough to be nearby.

Turn 1 Objectives

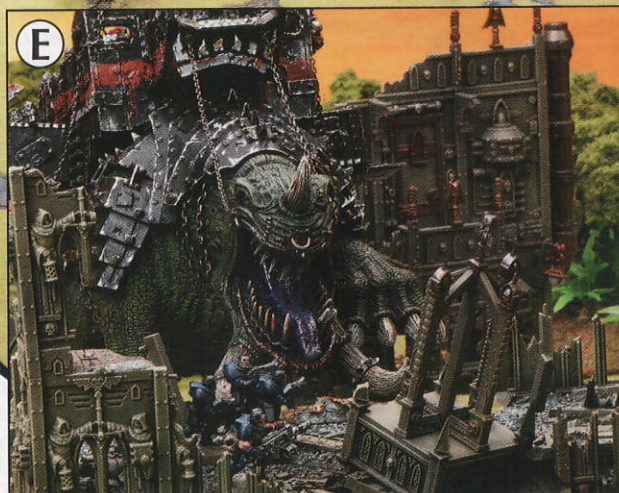
Space Marine/Eldar 2

Chaos/Orks 2

 Objectives

D Fil's Kans and Dreads take an enormous amount of firepower from the Vindicators and massed squads of Crimson Fists, but emerge unscathed thanks to the Dredd Mob's Kustom Force Field. Pete's Falcon manages to do what the Space Marines can't by destroying the lead Defi Dread carrying the whirring device.

E Even a great fastness like this Imperial Bastion couldn't stand against the Squiggoth. In the Assault phase the giant beast crashed into the building, shaking the foundations and destroying the structure. The Squiggoth was wounded as collapsing debris fell all around it, while the Scouts occupying the building all managed to escape unharmed.



TURN 2

In the second tumultuous turn, the Hounds of Huron are summoned to the battlefield – but can they stand against the might of the Phoenix Court of Khaine?



A On its way in, the Ork Trukk is hit by the Avatar's thrown Wailing Doom and explodes, killing five out of the twelve Orks on board.

Ork and Chaos
Movement phase

THE AVATAR



The Avatar is one of the most formidable foes an enemy of the Eldar will face. However, when used in a Phoenix Court of Khaine it becomes a frightening prospect – its Wailing Doom is increased to 24" range and it gains an extra Attack for each Phoenix Lord within 6".

With a terrifying battlecry, 16 Red Corsairs Bikers sped onto the battlefield. The Hounds of Huron wasted no time with Eldar or Space Marine footsloggers, appearing on the table in the south-east, quickly surrounding the Phoenix Court. Heedless of the war that raged in the north and east, the Chaos Lord, Huntsmaster Galvaron, was only concerned with the obliteration of the Phoenix Lords and the puny manifestation of their alien god.

The Trukk-borne Orks and Nobs who had been occupying Objective Five also joined the fray, much to the distaste of the Chaos Lord. Fil knew, though, that if he was to remain in control of the objective, the Eldar threat had to be completely destroyed.

The Hounds revved their bikes ready for the assault but before they charged Matt announced that the Chaos Lord was firing his Daemon Shell – another of the Apocalypse: Reload army-specific strategic assets – at the Court. The Daemon Shell hits its target with a Destroyer round and a 7" blast. However, it Gets Hot, so if Matt rolled a 1 his Chaos Lord would take the Destroyer hit instead. Luckily for Matt his shot was on target, the blast template covering all of the Phoenix Court. Only

Asurmen and the Avatar managed to avoid taking a wound from the deadly shell – it was a good start for Chaos! This was followed by massed bolter fire from their bikes. Jain-Zar and Baharroth were wounded again but the bolter fire glanced harmlessly off the rest of the Phoenix Court. The Orks added their shots to the Chaos fusillade but it proved ineffective.

"Anyone for a Garibaldi?"
– Fil attempts to distract the opposition with the lure of his favourite sugary snacks.

With all the shooting over with, the Orks and bikers barrellled into the Phoenix Lords. As they sped into combat, Jain-Zar unleashed her furious war cry. The Chaos Space Marines were unaffected but the Orks were cowed by the ethereal scream and so would only hit on 6s.

The Avatar struck first. In one mighty blow the Wailing Doom beheaded four of Huron's bikers; Matt was lucky it was only four, as the Avatar had an extra Attack for each Phoenix Lord within 6".



Unsurprisingly, the Phoenix Lords were next to strike. They ignored the Orks and focused on the Chaos Space Marines, slaying another four. Asurmen was locked in combat with his Chaos Lord. The Lord was slow and lumbering compared to the Hand of Asuryan, taking two wounds from Asurmen's ancient dreadsword, severely wounding the Huntsmaster, but, crucially, not killing him.

The Chaos Lord then struck back, Matt rolled for his Daemon weapon knowing that rolling a 1 would spell his doom. Instead he rolled a 6 and hit Asurmen with a flurry of attacks, scoring six wounds. Even the mightiest of the Phoenix Lords struggled against this onslaught and, despite saving three of the wounds, he was brought down. Matt celebrated this unexpected turn of events with his usual good grace by whooping with delight, giving away the fact that he'd carried out his personal objective.

The Orks, through pure weight of numbers, overpowered and slew Jain-Zar, while the Red Corsairs brought Baharroth low. Karandras was last to fight and slew another two bikers with ease. The Phoenix Court had taken some losses but had still won the combat by a large margin. As both the Orks and Chaos Space Marines were Fearless they had to make excess armour saves, this proved too much for Matt and Fil's forces and they were wiped out in a flurry of failed saves, including the Chaos Lord, leaving the Phoenix Court to claim the ultimate victory.

Above. Matt's Chaos Lord guns his engines and heads straight for Asurmen – the target for his personal objective!

Right. As White Dwarf Editor Mark looks on and Andy frantically scribbles down notes, Matt shows a dubious Pete just how many combi-weapons his bikers have.



Left. Matt is not impressed with teammate, Fil, as the Squiggoth fires its supra-lobba at the Phoenix Court. The shot misses and scatters onto the Chaos Space Marine Bikers, killing two!

Space Marine and Eldar Movement phase.



A The Defiler shoots its battle cannon at the Crimson Fists Dreadnought, preventing it from moving or shooting in the following turn.

B Massed Space Marine firepower fails to do any real damage to the approaching Ork walkers.

ASSERT YOUR AUTHORITY!

Despite all four gamers being experienced Warhammer 40,000 players, it's amazing what rules and statistics slip from people's minds in the heat of battle. In this battle, a game of bluff seemed to arise whenever the players were unsure of a rule. Instead of taking a few minutes to look it up in the rulebook, the players would simply state their interpretation in an authoritative voice, in an attempt to convince the others of their acumen. It was happening with such regularity that it became a running joke throughout the whole day. Fil's attempt was the most flagrant, when firing his Squiggoth's supa-lobba at a target clearly beyond the 48" range (closer to 80") without even trying to measure the distance, and started rolling the dice while stating "It's easily in range". It was only after Neil measured the actual distance that Fil thought he'd better try a closer target!





While the Hounds of Huron confronted the Phoenix Court, the battle raged on in the other sectors. Huron and his Red Corsairs disembarked from their Rhinos and took control of Objective Five in the ruins of the Imperial Bastion by wiping out the Crimson Fists Scouts, cleansing the rubble with gouts of flame.

The Ork Boyz in the centre targeted the Harlequins and charged into assault. Wazdakka Gutsmek gunned his bike into the same combat, Fil ignoring his own advice from last month about keeping Wazdakka out of combat! The Harlequins struck first but their weapons glanced off the Orks' tough hides. Goaded by Wazdakka, the greenskins hit back and wiped out the Eldar elite.

In the Space Marine turn, Neil's Terminators teleported in close to Wazdakka; the other players were baffled by the move, unaware that his personal objective was to kill Gutsmek. But before Neil could strike, Pete played his strategic asset: Eldritch Tempest. Wazdakka and the Boyz were lost in a roiling storm that ripped the Orks asunder. The Battlewagon was also damaged, the tempest spinning it around in the violent squall, presenting its rear armour to Neil's nearby Tactical Marines. When the storm had passed, Pete discovered he had unwittingly robbed his teammate of 5 points!

Having lost their kustom force field in the previous turn, the players were not expecting the Dread Mob to remain on the table for much longer, facing off against all those Space Marine vehicles. However, no one reckoned on Neil's terrible luck. He managed to penetrate the closest Deff Dread five times but could not roll more than a 2 on the Vehicle Damage table, keeping the Ork contraptions in the fight.

Above. The Red Corsairs claim the ruined bastion objective, after wiping out the Space Marine Scouts that briefly held it.



Above. The Eldar start their advance from their western positions.



Left. Meanwhile, Fil is caught daydreaming about biscuits while Neil lays into his troops.

Right. Pete proclaims in his most assertive voice how he thinks the rule works.



Below. Andrew, the Referee, shows Pete how the rule really works as printed in the rulebook.



Turn 2 Objectives

Space Marine/Eldar 2

Chaos/Orks 2

TURN 3

After the excitement of the first two turns, Turn 3 is all about manoeuvring, tactical consolidations and preparing for the last few strikes.

The last of Matt's forces turned up as his Chaos Terminators teleported directly onto Objective Three, right in the midst of the Space Marine lines. Fil's Orks largely continued to head west, the notable exception being the Squiggoth as it trudged menacingly westwards, towards the triumphant Phoenix Court.

"I have a plan so cunning you could pin a tail on it and call it a weasel."
– Matt, giving in to the urge to gloat once more.

The Shooting phase was kicked off with the Red Corsair Terminators. They fired into the rear of the Space Marine Dreadnought but didn't do any serious damage. The Defiler was more effective, blowing five Eldar Jetbikes out of the air. In the centre of the board the Crimson Fist Terminators paid the price for Deep Striking into the middle of the warzone without support. The Chaos Vindicator blew up two and another succumbed to concentrated fire

from other Chaos troops. This forced the Terminators to withdraw westwards.

In the Space Marine and Eldar turn it was the Chaos Terminators who paid the price for their unsupported offensive and were bathed in flame from the Land Raider Redeemer, scorching four.

The Assault Marines Neil had been holding in reserve behind Space Marine lines in the north then sprung into action. They charged into the Chaos Terminators. The Red Corsairs killed two Space Marines but were overcome by the ferocity and sheer number of attacks of the Crimson Fists. They escaped and fell back towards the Chaos lines.

Chaos and Ork
Movement phase.



WHAT'S HE UP TO?

This turn started with Matt seemingly enacting a suicidal manoeuvre by Deep Striking his Chaos Terminators on to Objective Three, right in front of the Vindicator Linebreaker Squadron! Matt assured his baffled ally and incredulous opponents that he did indeed have a cunning plan. When the Chaos Assault phase came round it quickly became apparent that Matt did indeed have a wicked ploy worked out, as he played his Corrupt and Despoil strategic asset, which destroyed the objective his Terminators were on, denying it to friend and foe alike – cunning indeed!



ANNOTATIONS

A The Squiggoth fires its supa-lobba at the Phoenix Court once again. This time the shell is on target but the Eldar power-houses are unscathed.

B Pedro Kantor himself enters the fray. He and his accompanying squad disembark from their Rhino next to an Ork Dread. They charge it during the Assault phase, but fail to do sufficient damage before it gets to fight back. The Chapter Master is targeted by the Dread and sliced in half by a power klaw!

C The Eldar move into no-man's land, poised to strike as the last few turns approach.

D The Phoenix Court fire their ranged weapons at the Ork Boyz to their north, but only slay a further two greenskins.

Turn 3 Objectives

Space Marine/Eldar 1

Chaos/Orks 2

TURN 4

The action reaches fever-pitch as the players put their final gambits into play. The Orks call a *Waaagh!* while the Eldar finally go on the offensive.



Above. Fil gurns at the camera once again as he sends his 'Ard Boyz against the Phoenix Court. He gets to roll loads of dice but fails to score a single wound!

Fil announced the greenskin intentions for the penultimate turn by declaring a *Waaagh!* Before he moved any of his beloved Orks he played the Replacements strategic asset to try to bring on a Trukk that was destroyed earlier, but he failed the required dice roll.

In the south the Squiggoth finally got within reach of the Phoenix Lords, 20 'Ard Boyz dismounted from the beast and readied their choppas for the fight of their lives.

Back to the west, along the central battleline, both the greenskins and the Red Corsairs piled forward, keen to get their hands on the Imperial-held objective. The shooting was also concentrated in this area as Pete's Banshee-laden Falcon was immobilised by the Chaos Predator. The grav-tank's vectored engines prevented it from being destroyed.

As the Assault phase began Pete tried the "saying-something-with-authority-makes-it-true" bluff again, in this case claiming you can only assault skimmers if you can reach their flying base. He nearly got away with it until the other players realised you could never assault an

Eldar grav-tank if that was the case. Pete was roundly jeered by the other players for showing the unacceptable face of tournament play (*You mean cheating? – Ed*).

The main assaults happened around the fight for control of Objective Two. Ork Boyz and Meganobs stormed into the Eldar Banshees. The Aspect Warriors couldn't hold off the greenskin onslaught and were destroyed, putting the Orks in contention for the objective.

Elsewhere, the Ork 'Ardboyz swarmed around the Phoenix Court. They were joined by the Boyz from the west as Fil tried to rid the battlefield of the Phoenix Lords once and for all. Karandras fought these Boyz and elected to use his chainsword so he could strike first rather than his power fist. He slew one of the Boyz while their attacks pattered off the shell of his armour. However, the Mob's Nob then leapt forward, and dealt a killing blow with his power claw. The Avatar and surviving Phoenix Lords fared much better against the 'Ard Boyz, slaying another nine greenskins. The 'Ard Boyz hit back with an impressive 28 Attacks but failed to do a single wound. The Phoenix Court won the combat, another four 'Ard Boyz failing the armour saves required because of their

LEGION RELIC

The Space Marine Captain accompanying the Assault Squad that charged the Defiler was carrying a Legion Relic – one of the Space Marine-specific strategic assets from *Apocalypse: Reload*, which gave him double his base number of Attacks and a Strength 10 power weapon. The downside was that, if he died, then Neil would get one less objective for his side.

So, charging the Defiler was a risky manoeuvre. Unsurprisingly, Matt focused all the Defiler's attacks on the Captain. He was hit and Neil had to make an invulnerable save or effectively lose the game. Knowing his luck so far no one was hopeful – however, the Emperor smiled upon him for once and he did indeed roll a 6! A cheer went up at this rare show of luck.



Turn 4 Objectives

Space Marine/Eldar 2

Chaos/Orks 2

Fearless nature. Even after felling Karandras, the other Boyz decided that the Phoenix Lords were just too creepy and promptly legged it!

Pete started his turn with a decisive strike as the remaining Wave Serpent sped across the battlefield and tank-shocked the Night Lords holding Objective Six. Matt's death or glory action failed and so the Chaos Space Marines were forced to back away, their plasma gunner lying squashed against the hull. Meanwhile, the Jetbikes flew eastwards and, being Troops, took control of Objective One in the centre of the battlefield.

The Shooting phase proved lacklustre as Neil concentrated on the Defiler, but his luck abandoned him yet again and so it was left to his Assault Squad to take it down, but failed to do so.

Back across the battlefield the 'Ard Boyz felt the wrath of the Avatar and remaining Phoenix Lords as they carved through them without mercy. The Court then consolidated back towards the objective, knowing that an enraged Squiggoth was about to charge them through the undergrowth.



TURN 5

It's still all to play for as the game enters the final phase, the last round determining not only the winning side but the overall series winner as well.



The fighting around Objective Two intensified as Matt sent in his Red Corsairs reserves. The Night Lords readied themselves to charge the Wave Serpent and the Squiggoth crashed through the jungle towards the Avatar. The

creature's supra-lobbas fired once again, this time at the Wave Serpent. One shot missed while another scattered onto the Night Lords, felling two, meaning that the only things the Squiggoth's weapons had killed in the entire battle were Matt's troops! The Chaos Vindicator also shot at the Eldar

vehicle but Matt rolled double-1 for penetration. Back in the centre of the board, the Red Corsairs laid down a field of fire and wiped out the remaining Banshees, as well as slaying the Farseer who was attached to the Aspect Warriors. Matt crowed as he exacted his revenge

"Stop killing my men!"
– Matt questions Fil's choice of supra-lobba targets.






against the Eldar Seer who had thwarted him in last month's mini-league

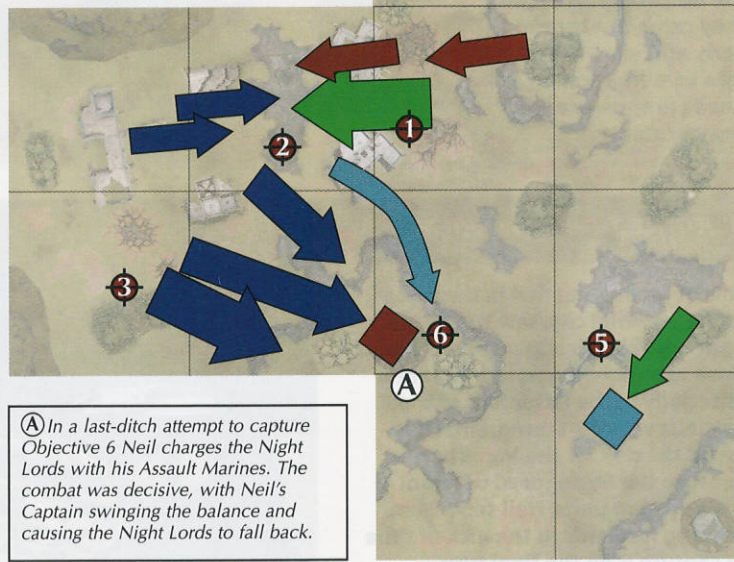
Around Objective One, the Jetbikes were whittled down by Chaos Space Marine fire. The last two Jetbikes were assaulted by the Ork Warbikes and destroyed. The other assaults continued with the Defiler against the Crimson Fists. This time the Legion Relic-bearing Captain performed like a true hero, toppling the Chaos monstrosity with ease. The last of the Chaos Terminators died in the resultant explosion. The Assault Squad consolidated south as close to the Night Lords' position as they could get.

The Night Lords themselves were busy ripping apart the Wave Serpent, which they did with aplomb, blowing it up and slaying two of the five Dire Avengers it contained. Back in the centre of the table the Deffkoptas flew into the closest Crimson Fists Tactical Squad, the buzzsaws on the 'koptas ensuring a greenskin victory.



End of Turn 5

-  Objectives
-  Chaos
-  Eldar
-  Orks
-  Space Marines



A In a last-ditch attempt to capture Objective 6 Neil charges the Night Lords with his Assault Marines. The combat was decisive, with Neil's Captain swinging the balance and causing the Night Lords to fall back.



To the south, the Squiggoth charged the remainder of the Phoenix Court, Fil craving revenge against the rock-hard Eldar battle formation. The beast spurred forward and impaled the Avatar with its great tusk, wounding the living god. In return, the Avatar brought the Wailing Doom down in a deadly arc, slicing into the creature's scaly hide. The combat ended in a draw but there was still one final round to go...

In the last phases of the game Neil and Pete played their final gambits, knowing that Matt and Fil could not do anything more to stop them. Neil's Sternguard sacrificed their shooting to run up to Objective Two. All eyes, though, were on the Assault Squad as they jumped forward into assault range of the Night Lords – if they could pass their Difficult Terrain test, the ensuing combat would determine the fate of the objective.

The last Assault phase started and the Phoenix Court charged in first, swinging

their legendary weapons at the Gargantuan Squiggoth. The Avatar was expected to deliver the killing blow but, before it could attack, Maugan-Ra plunged the Maugetar through the eye of the gigantic creature, driving his ancient blade deep into the beast's brain. The ground shook as the creature's corpse fell to the ground.

The final, decisive fight of the game saw the Crimson Fists Assault Marines charge into the Night Lords, easily reaching their prey over the difficult ground. The Space Marine Captain with the Legion Relic was at the forefront of the attack, cutting down three Chaos Space Marines with ease. The rest of the Assault Squad joined the fray and killed two more Night Lords. The Chaos Space Marines hit back, concentrating all their hits on the Captain, but they failed to wound the Space Marine hero. The loyalists won the combat and wiped them out, leaving their Dire Avenger allies free to capture the objective.

KANTOR'S LEGACY



Pedro Kantor may have died earlier in the battle but he had gifted Neil a powerful ability, by making all Sternguard count as scoring units. So on the last turn of the game he was able to run his Sternguard up to Objective Two and claim it.

OBJECTIVE 1 (UNCLAIMED)

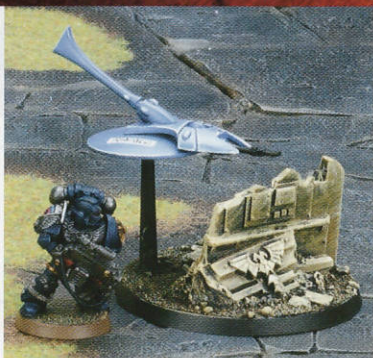
A bitterly contested objective that ended the game unclaimed by either side. Pete's Jetbikes were the last to capture it but they came in a turn too early and were destroyed by a combination of Chaos firepower and Orky brutality.



"I really think we should play on for another turn"
– Matt refuses to accept defeat.

OBJECTIVE 2 (SPACE MARINE/ELDAR)

This objective, nestled in the ruins of the Imperial city, saw the hardest fighting. Thick firefights and brutal close assaults dominated this area, especially in the latter half of the battle. It was the Sternguard that saved the day for the Imperium – because the Sternguard Veterans were scoring units, Neil sent them running forwards in the nick of time to capture it on the final turn.



OBJECTIVE 3 (DESPOILED)

This objective was destroyed when Matt's Terminators had used a Corrupt and Despoil strategic asset on it to take it out of the game. Had it remained, the Imperial and Eldar victory might have been assured a lot sooner.



"Can I bring my Baneblade back on now?"
– Despite winning, Neil's still bitter about that initial strike.

OBJECTIVE 4 (CHAOS/ORKS)

Objective Five started the battle in the hands of the Space Marine Scouts but, after the Squiggoth destroyed the Imperial Bastion that housed it, Huron Blackheart claimed it himself with the help of his Red Corsair Space Marines. It then stayed in Huron's possession all game and was never contested further.



OBJECTIVE 5 (UNCLAIMED)

This objective was taken from the Orks by the Phoenix Court early in the game and they continued to hold it despite several Chaos and Ork attempts to wrest it from them. They ended the game with it in their possession but, as they were not a Troops choice, could not claim it.



4

1

6

5

OBJECTIVE 6 (SPACE MARINE/ELDAR)

This objective had remained in the Night Lords' hands right up until the last turn of the battle. A Wave Serpent carrying Dire Avengers pushed them off it with the help of a tank shock in Turn 4. But to claim it the Eldar needed the help of Neil's Assault Marines who flew in and destroyed the Chaos Space Marines, leaving it in Pete's possession when the dust had cleared.



Turn 5 Objectives

Space Marine/Eldar 2

Chaos/Orks 1

Pete: Hold the most objectives in opponent's deployment zone – yes.

Neil: Kill Wazdakka Gutmek – no.

Matt: Kill Asurmen – yes.

Fil: Hold the most objectives in opponent's deployment zone – no.

CONCLUSION



Matt: Well I achieved my objective. The Hounds of Huron were always going to be able to get Asurmen wherever he turned up although I hadn't expected to lose all of them to achieve it. Overall I feel I did my part for a win. I held onto one of our objectives with Huron and his squad and almost held another with the Night Lords squad. If only Fil had managed to get anywhere near claiming an objective. Our biggest mistake – well, I mean Fil's biggest mistake – was completely wasting the Squiggoth at the back of the board. It should have been right at the front acting as a giant bullet magnet. This also led to him wasting one of our free assets. My cunning ploy of destroying an objective didn't quite have the effect I wanted, as Fil was nowhere near it, but at least it denied Pete and Neil the objective. Overall the game was a lot of fun to play, but next time Huron's in charge!



Matt's Chaos Lord was key to killing Asurmen and bagging him his personal objective.

Month 5 Score:
Objective achieved;
Apocalypse game: Lost

5

Fil: It was all looking good for me in the beginning. I went into the game in the lead, and looked set to stay that way after destroying the bastion with the Gargantuan Squiggoth, and the Baneblade with the Hammer Blow strategic asset, all on the first turn! With hindsight I made a bit of a blunder in picking my objective – I thought I'd play it safe and try to capture the most objectives, when I should have gone for the most expensive legendary unit, the Baneblade, as I managed that on the first turn! I wasn't exactly helped when one of the objectives I was aiming for was corrupted by the treacherous Hutson, but that goes to show that you should never trust a Chaos Space Marine! But it didn't matter because I had tremendous fun, and plenty of tea and cookies. They can have their victory, the Orks had fun crumping stuff and will be back again to 'av anuvver go – the rest is just numbers.

Month 5 Score:
Objective not achieved;
Apocalypse game: Lost

0



Neil: Considering this was my first Apocalypse game with my Crimson Fists, I was really pleased with what I managed to muster. For my secret mission I decided to kill the enemy leader with the highest points value, which turned out to be Wazdakka. Alas, fate and the dice conspired against me. Fil's Hammer Blow managed to wipe out my Baneblade! My luck was atrocious, I think I rolled 1s and 2s for just about every roll on the Vehicle Damage table! My desperate attempt to kill Wazdakka with my Terminators ended with a damp fizz instead of a big bang as I'd hoped. And, oblivious to my mission, Pete's devastating Eldritch Tempest robbed me of my foe and a vital 5 points! But, in the final turn my Assault Marines did me proud and arrived in time to despatch the traitorous scum, leaving Pete's Dire Avengers to claim the objective and victory for us!



Neil's Captain armed with the Legion Relic proved unstoppable.

Month 4 Score:
Objective not achieved;
Apocalypse game: Win

5

Pete: To tell you the truth, I'm still not entirely sure how Neil and I managed to win that game. It seemed like everything was going against us right from the off. With Fil's first asset of the game destroying Neil's Baneblade before we even had a turn, it didn't look good. Even after that the luck of the dice seemed to be with the Orks. Fil's Dredd Mob shrugged off an amazing amount of firepower and that really pinned our main battleline back. However, I believe that it was due to the fact that our whole army was hemmed in together that made it so hard for Fil and Matt to finish us off. In the end all the units that they sent to fight us had to face the combined firepower of the entire Eldar and Space Marine armies. The Avatar and friends provided a marvellous distraction for a lot of the tougher enemy units, which actually left us in a pretty strong position in the final turns.

Month 4 Score:
Objective achieved;
Apocalypse game: Win

10

FINAL SCORES

Andrew: Our goal all along was to show you how easy – not to mention fun! – it is to collect a new army, especially when you break it down month-by-month into easily manageable chunks. Some people like to collect a little bit each month, setting aside a certain amount of points to buy and paint, whereas others like to buy their army all at once, batch painting like crazy until it's ready to take to the field. Some gamers like to collect with a goal in mind, such as painting an army ready for a tournament, or setting a date for a game with a mate and then collecting 1500 points in time.

Hopefully, throughout this series we've shown you that there's no right or wrong way to collect an army. From Pete Foley's tournament style, where he makes an army list at the beginning and tries to stick to it; to Matt Hutson's focus on the background of his army, only adding models that have



Left and Below. Pete and Neil bask in the glory of their victory whilst Matt and Fil ponder where it all went wrong.



It was a great game with some exciting and tense moments at times, so it's good to unwind, have a drink together and remember the many stories and tall tales that unfolded during the battle.

a place in the story, even going as far as to convert models to fit.

But collecting a new army is only part of what makes the hobby great. It's not just the collecting of the army that's fun – it's getting together with a group of friends month in, month out, and playing games with your slowly growing armies. And our gamers have done just that, from the initial kicks of trying their nascent armies out on unsuspecting members of the Studio, to the excitement of beating one another in the mini-league, each time bringing something different to the tabletop.

Of course, it's not all about taking part – we've been steadily giving out points as the series progresses, so there's the small matter of who has won! Coming from behind with a storming last-minute victory, the winner of the series is Pete! His gamesmanship and skill as a general worked in his favour, allowing him to claw back the points in the later, gaming-focused challenges! We've also asked our panel of judges – Dave Andrews, Jervis Johnson and Aly Morrison – to decide which is the best painted army. After much deliberation, the judges announced Pete's Eldar as the best painted army, remarking on his great attention to detail and his beautifully modelled scenic bases. Maybe we should stop ribbing Pete about all those late-painted models and give him his beer.

FINAL SCORES

Pete Foley 37pts

Neil Hodgson 35pts

Matt Hutson 34pts

Fil Dunn 32pts

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The second book in The Legend of Sigmar trilogy, *Empire*, will be released in **Summer 2009**.



HELDENHAMMER
The Legend of Sigmar
GRAHAM McNEILL



NAGASH THE SORCERER
The undead will rise...
MIKE LEE

THE RISE OF NAGASH

Nagash the Sorcerer, by Mike Lee, describes the rise to power of the supreme lord of the Undead, the being whose dark ambition brought him to the brink of godhood. It describes the long war fought between Nagash and the other kings of the realm of Nehekhara as the dark lord battled to conquer all. It tells of Nagash's embrace of dark magic and his ultimate discovery... the secret of immortality.

The first book in The Rise of Nagash trilogy, *Nagash the Sorcerer*, is **out now**.



MALEKITH
A Tale of the Sundering
GAV THORPE

THE SUNDERING

Malekith, by Gav Thorpe, begins the epic tale of the Sundering. Passed over to succeed as king, Elf general Malekith is wracked by jealousy and bitterness. Under the pretence of rooting out the pernicious cult of pleasure that is corrupting Elven society from within, Malekith plots his revenge. When he betrays Phoenix King Bel-Shanaar and attempts to seize power for himself, Malekith triggers a tragic sequence of events that plunges the realm of the Elves into a brutal civil war from which it will never recover.

The first book in The Sundering trilogy, *Malekith*, will be released in **January 2009**

MALEKITH REVEALED

With the release of the first book in the Sundering trilogy, Malekith, just around the corner, we thought it was high time to catch-up with author and friend of White Dwarf, Gav Thorpe, to find out what it's all about.



A familiar face amongst fans of Warhammer and Warhammer 40,000, Gav Thorpe recently left the Games Development team to write novels full-time.

It's been a while since we've seen you in the authorial limelight, how did the project to write Malekith come about?

Gav: I took some time out from novels to work on the script for the Mark of Chaos computer game, which ended up being more involved and taking longer than first envisaged. Nine months is a pretty long time in publishing terms, what with the lead times from thinking about a book to it hitting the shelves, so I had come up with plenty of ideas over that period that I wasn't ready to start writing about yet. After sounding out the general idea of writing a novel based on the Sundering and getting very warm responses, I put together a proposal for a trilogy. A little bit later the folks at Black Library decided to start the Time of Legends series and the two ideas came together. I like to think that my proposal put the idea for the Time of Legends in their heads, but I suspect the success of the Horus Heresy novels played its part as well!

to go into even greater depth and explore the personalities involved in much more detail. In some regards it's a bit like doing an adaptation of a book to a film, in that many members of the audience (in this case readers) are going to have pre-conceived ideas about the characters involved. Faced with this you have to conduct good research, and then try to portray those characters in a way that fits with that established material. On the other hand, as an author you have to bring something different to the story or the way someone is portrayed so that the novel is fresh and exciting even to those already steeped in the surrounding lore. I suppose the aim is that readers understand not only what happened but have a better grasp of why and who.

Malekith describes the moment when the Elves and Dwarfs meet for the first time; what was it like writing these scenes and how did you convey this momentous event?

Gav: It was great fun! As one of the pivotal relationships of the Time of Legends, the coming together of the Elves and Dwarfs was too good an opportunity to pass up so I made sure it was prominently featured. It's an entertaining section in its own right, and plays up the differences in the two races from the outset, but also the growing respect between Malekith and Snorri Whitebeard. The juxtaposition between the two races is highlighted in a way that you couldn't really do in "modern" Warhammer due to the events that followed. I also had a little joke at my beloved Dwarfs' expense by viewing them through an Elven eye. Much of it is good-humoured and fun, but for those who know how things turned out a few centuries down the line, there's poignancy about the innocent beginnings of the alliance between the two races. If only they knew how things would end.

The events in Malekith take place over a vast period, how did you manage to write that epic story in just 416 pages?

Gav: With much cursing and sweating. The plan for the original trilogy was quite different in form compared to how things ended up. The book was Flames of Treachery and the series took a much more overarching view of the Sundering. As I was about halfway through it became clear

“The early history of the Elves is a fantastic story, full of heroism, betrayal, battles and drama.”

You're well known as a fan of the Dwarfs, so what attracted you to writing a story about pointy-eared elves?

Gav: Games Dev (well, Adam Troke in particular) were working on the High Elves army book at the time and I was scheduled to start the Dark Elves book. Re-reading the background from the previous Elf books reminded me that the early history of the Elves is a fantastic story, full of heroism, betrayal, battles and drama. It was ripe for telling in a different way. The fact that at the same time I could write about Elves doing horrible things to other Elves didn't enter into it all. No, not one bit...

The Sundering is a well known, fairly well documented period of Warhammer history. How did you go about trying to meet the expectations of fans that know this period?

Gav: The important thing for all of the Time of Legends novels is not to simply repeat the events already established, but

that there wasn't nearly enough room to approach the books in this way. At the same time, Black Library were keen that I focus on a more prominent central character. Malekith was born, and there was much re-writing and re-planning until we ended up with something that was much better. The change allowed me to alter the scope of the book so that the story was not an amorphous historical epic, but instead became the tale of one Elf's life and ambition. By doing this I could portray a much narrower set of events. The novel therefore focuses on pivotal parts of Malekith's life and doesn't have to delve into other areas too much. Across the books, each approaching the Sundering from a different viewpoint and chronology, a picture is painted of the horrendous events that took place. So, while an event might get a passing mention in one book, it takes centre stage in another.

Malekith is book one in the Sundering trilogy, what can fans look forward to next in the saga?

Gav: Well, I'm just putting the finishing touches to the synopsis for *Alith Anar*. It's a very different story to *Malekith*, and has a moodier feel about it – a promising young noble who is betrayed by his lord, friends and loved ones, set on a bitter path of vengeance that leads him through some very dark places indeed. It's a different exploration of the highly-strung Elven psyche. More so than any of the other characters in the Sundering series, the evolution of the mysterious Shadow King is a subject I suspect fans of the Elves will be dying to read.

The Time of Legends series underpins much of the "secret history" of the Warhammer world by linking the disparate trilogies together through artefacts, characters, places and so on, can you give us a link in Malekith that resonates in the other novels?

Gav: As the earliest of all the Time of Legends books (unless Black Library ends up producing a novel on *Aenarion* or the *Old Ones!*), *Malekith* has some clues regarding how certain things started out. The most obvious example is the early years of an Elf pleasure cultist called *Drutheira*, and if you've read *Nagash the Sorcerer* you'll know how her story ends. Some of the other books will touch on things like the sword of *Marbad* – how it came to be lost in the marshes of the *Wasteland* – and other incidents that leave echoes and strands down through the later ages. They're not essential to understand any one book; little literary easter eggs that add something to the contiguous nature of the Warhammer world and provide "aha!" and "ooh!" moments for those who have read several titles in the series.

You worked quite closely with the other Time of Legends authors, Graham McNeill and Mike Lee, to work in the linking points between trilogies, what was this experience like?

Gav: It's always a pleasure to swap ideas with other writers and talk about wordy stuff. At the moment the series is just getting started so the little threads running through the stories are in an early stage of development. As we work on more books the process will become more organic, and I suspect that along with the cross-references we've agreed upon we'll probably slip in another one or two to surprise and delight the other authors involved. I know I plan to!



SECRETS LIE WITHIN...

As well as being epic tales, The Time of Legends series also tells the origins of the Warhammer world. Across the three trilogies there are buried links that bring these epic stories together under the auspice of a single unifying history: artefacts of power, battlefields of great renown and dramatis personae that echo across the ages to define the intertwining strands of the Warhammer world. These threads between all the novels are hidden and only by reading them all can they be unearthed. See Gav's interview for a clue to one of these esoteric connections.

STANDARD BEARER



Jervis is the Studio's wisest sage; what he doesn't know about the hobby just isn't worth knowing. Never one to fall behind the times, though, Jervis is now dispensing his wisdom via podcast. You can download the latest episodes from our website.

I was recently reminded of the first proper wargames table I ever had. I was a callow fourteen-year-old youth at the time, with a lot more hair and a lot less belly than I now have, but I was just as obsessed with playing tabletop wargames. Unfortunately I didn't have a proper gaming table, so my games were confined to the floor or our dining table.

In those days there was no Warhammer or White Dwarf magazine, but there were wargames books by writers such as the late, great Charles Grant, who also wrote for Military Modelling magazine. These books and magazine articles showed Mr Grant's wargame table, a massive 10' by 5' game board as I remember, covered with what seemed to me then to be the most wonderful armies and scenery. I yearned to have a table like that.

Fortunately for me, my dear old mum was aware that I wanted my own wargames table (she could hardly fail to as I went on about it enough), and so that Christmas I got one of my best presents ever – a piece of 8' by 4' chipboard painted dark green, my very own wargames table. Over the following years I fought more battles than I can remember on that table. And over time my collection of terrain grew too. I used plaster of Paris and papier mache to make hills, and collected whatever trees and buildings I could find. Most of these were designed for

use on model train sets, and therefore were slightly out of scale with the models I used, which led to some odd games with models towering over hedges and walls, and sometimes even houses! This, combined with a lack of experience on my part, meant that my gaming table and my collection of terrain never seemed to quite match that which I saw in Charles Grant's books or on the pages of Military Modelling magazine. Still, beggars can't be choosers, so I made do, and to be honest, I considered myself to be very lucky to have a wargames table and terrain at all.

Fast forward to some thirty years later, and a fateful meeting with Rick Priestley and Alan Merrett where we talked about whether it could be possible to provide players with purpose-made, high-quality terrain for their games. As we talked about this project it became clear that all three of us had had similar experiences having to "make do" with whatever wargames terrain we could find when we were growing up. Of course the situation was nowhere near as bad for the players of our games, but although we had some terrain in the Citadel range, with a couple of notable exceptions, they were bought in from other manufacturers and therefore weren't primarily designed for use with our games, and they weren't anywhere near the quality of the models we made ourselves. After some discussion, we decided that we really



The Warhammer 40,000 City Ruins were the first kits to use our high-quality plastics and manufacturing process for terrain.



Our Citadel terrain range launched well over 18 months ago and has been a big hit.

needed to replace these bought-in pieces with terrain kits that were every bit as good as the rest of the Citadel range. In a nutshell, we didn't want anybody to have to "make do" as we all had done when we started out in the hobby.

The first step in achieving this goal was to make the Cities of Death buildings, and these were followed by new pieces such as the Citadel Modular Gaming Hill and Citadel Wood, and the rather more thrilling-sounding Arcane Ruins, Fortified Manor and Warhammer 40,000 Moonscape. While there are still things we want to make, I think we really do now have a range of terrain that allows players to create a really wonderful and apt-looking battlefield, and what's more it's been made by our miniatures designers with the same skill and attention to detail that they apply to the Citadel miniatures they make. Just wait until you see what they have planned for next year!

However, until very recently there has been one thing that has been missing – the gaming table on which you put the terrain. Now, as it happened we talked about making a gaming table when we had that very first discussion about making a range of high-quality terrain items. After all, how difficult could it possibly be to make some kind of playing surface on which to put the terrain pieces we planned to make? The answer turned out to be more difficult than we could possibly have imagined, with the result that over the last two or three years my friend and colleague Dave Cross has spent literally hundreds of hours thinking up, trying out and (more often than not)

discarding ways to make a gaming table. As usual Dave gave himself a ludicrously difficult set of design parameters. What he wanted was something that could be placed on top of another table to create a gaming area of pretty much any size. It needed to be possible to put it together in a number of different set-ups, and it needed to be sturdy, and not fall apart or slide around in the middle of a battle. Last but not least, it needed to be light enough to be easily transported and packed away. This was a long, long way from the 8' by 4' piece of chipboard I had made do with in my youth!

Having set the bar rather high, Dave proceeded to try out all kinds of materials for the Gameboards, including polystyrene

“I got one of my best presents ever – a piece of 8' by 4' chipboard painted green.”

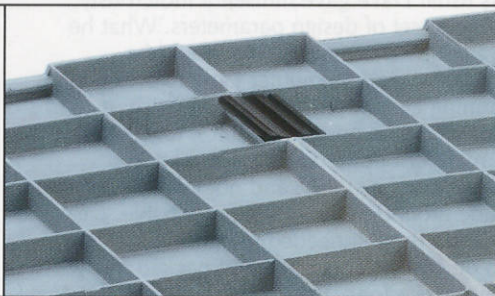
covered in flock (not sturdy enough), wood or MDF (too heavy), and even boards made up of the foam they use to line the floors of gymnasiums (not rigid enough). Finally he settled on boards made from the same plastic as our miniatures, with a cunning "lattice" effect that made them rigid, sturdy and light enough for our exacting purposes. However, finding the right material was only half of the journey. Next Dave needed to figure out what size the boards should be and how they would

The new Gameboards, set up for a game of 40K. Can the Ultramarines break through the Tyranid swarm?



The lattice grid design under the 2' by 2' gameboard tiles gives them unprecedented rigidity and strength to prevent warping.

The clip system is easy to use and fixes tiles together tightly, but is also easy to unclip when you're done (which wasn't always the case with some previous prototype fasteners).



fix together. Dave tried out boards in various sizes, including 1' square boards (too small and fiddly) and 3' by 2' boards (too large and unwieldy), before settling on 2' by 2' square boards as being the most useful and flexible size. Next he needed to work out how the individual boards could be locked together to create a rigid playing surface. Again Dave experimented with various locking mechanisms, before deciding that a simple set of clips was the best way to go, mainly because other locking mechanisms fixed the boards together so tightly they wouldn't come apart again!

Last, but very far from least, Dave started to think about the surface of the Gameboards and what they should look like. Now, most people would probably have settled for a flat surface, maybe with a bit of a stipple to represent grass, but that wasn't good enough for Dave. Instead he turned to our resident terrain-making guru Dave Andrews, and asked his help in coming up with a gaming surface that was

every bit as exciting as the models that would be placed upon it. Long hours were spent planning out the boards, making sure that they would create a really evocative battlefield, and what's more that they could be put together and painted in a wide variety of ways to represent just about anywhere on the Warhammer world or Warhammer 40,000 galaxy. But I don't need to waffle on about this any more, as you can see the end result in the photographs that accompany this article.

As I'm sure you can tell from those pictures, this is really cutting-edge stuff, and if ever a project deserved the term "groundbreaking" (*Ah, finally the signature bad pun – Ed*), then this is it. And that brings me back pretty much full circle to the start of this article. You see, what I learnt from Charles Grant and the other wargames writers that so inspired me when I was young is that what makes a miniature wargame truly great is the spectacle of the whole thing: that ideal of armies of well-painted miniatures fighting battles over wonderful terrain. Dave's new gaming table and the rest of the Citadel range of terrain make this aspirational goal easier to achieve, and I for one think that is a really important and wonderful thing.

But there is one final connection to the start of this article and that Christmas all those years ago. Today, as then, I'm hoping to find a gaming table under our tree on Christmas morning... and I've tried to make sure that Santa (aka my darling wife Liz), knows this too. Have a great holiday!

Please write in if you have any comments about this month's Standard Bearer, or anything else to do with the hobby for that matter.

Write to Jervis at:

Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham NG7 2WS
United Kingdom

HOBBY ESSENTIALS

If you've ever had a model lose an arm during a battle, or a Space Marine jump pack has fallen off mid-flight, then you'll know that it's important to make sure you use the right glue for the right job. Hobby maestro Mark Jones explains why.

Plastic Glue

Our Plastic Glue is a polystyrene cement so, when the glue contacts with plastic, it causes a chemical reaction that starts to break down and liquify the surface. Joining two pieces of plastic with the glue binds them as the melted plastic effectively welds them together, creating an extremely strong bond. This is why you can't use Plastic Glue on metal-to-plastic or metal-to-metal fits – the polystyrene cement doesn't affect the metal and so there is no bonding agent.

Super Glue

Super Glue is a strong adhesive that can be used to stick any number of materials, but in our hobby it's mostly used when metal components are being used. When gluing metal it's always best to do a little preparation first. Use your file on the joint; this removes any residual powder, which is

used as a releasing agent when the metal is removed from the mould. Keying the joint (roughing the surfaces) with a file also increases the surface area for a better contact (A). It's always best to do a dry fit (simply joining the two components together with no adhesive) before you add the glue to make sure the join is snug (B). When you're ready to stick the components together, a little bit of glue on one of the surfaces is all you need. Fit the components together, then exert a small amount of pressure and patiently wait for the glue to dry.

Even Super Glue will struggle to securely bond particularly large or weighty parts on its own, so pinning may be necessary. We'll be covering pinning (the use of wire to support a join) in a future Hobby Essentials, as it's such a useful technique that it deserves more space.

Adhesives and their uses

Super Glue

Metal models; metal and plastic hybrid kits.

Plastic Glue

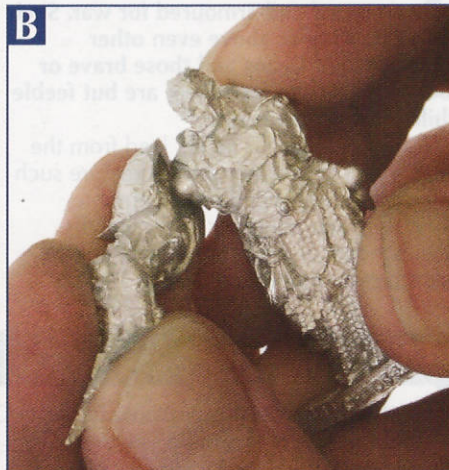
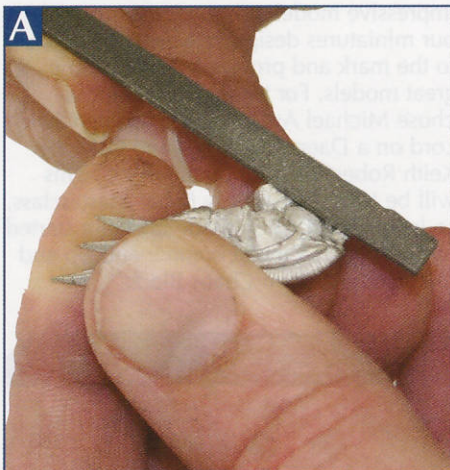
Plastic miniatures and kits.

PVA Glue

Basing and all types of flocking.

PVA Glue

PVA is mainly used for sticking sand, flock and static grass to bases, although it does have a myriad other modelling uses. When PVA dries it contracts so a good tip, especially when using it over large areas, is to add a dash of washing-up liquid. This breaks down the surface tension and will stop the glue from shrinking when it dries.



Repairing Models

When an arm or weapon does fall off, it's very easy to make a field repair by just dabbing a bit of glue and sticking it back on. However, you'll often find said arm will then fall off again at a later date. This is because the join is already clogged up with bits of paint and old glue residue. To get the strongest bond you need to file or clip the areas back down to the bare metal or plastic before re-gluing (A). The join has been covered by paint (usually the undercoat) and so when you come to assemble your model, you're just sticking paint onto paint, so that join will only be as strong as the paint covering the model. To get the strongest possible bond it's always best to expose the raw material of the components again before gluing. All that's left to do is to re-paint around the join (B), and it's as good as new.



CHAOS LORD



There are few things more terrifying to face in battle than a Chaos Lord, mounted and armoured for war. Such individuals tower above even other Champions of Chaos and those brave or foolish enough to face them are but feeble children by comparison.

These murderous killers lead from the front, often atop a monstrous creature such as a nightmarish steed or a daemonic creature. They are eager to engage the commanders of the enemy force, cutting them down without mercy.

A Chaos Lord should be an imposing presence on the tabletop with a suitably impressive model to boot. Unsurprisingly, our miniatures designers have stepped up to the mark and provided us with some great models. For this Masterclass we chose Michael Anderson's brooding Chaos Lord on a Daemonic Steed and tasked Keith Robertson with the paint job. This will be Keith's first 'Eavy Metal Masterclass, so let's see what he's made of! Keith started by cleaning the metal components up and undercoating them Chaos Black.

You Will Need

All of these paints are available from the Citadel Colour, Foundation and Wash ranges.

- | | | |
|---|--|--|
|  Chaos Black Spray |  Chainmail |  Scab Red |
|  Astronomican Grey |  Chaos Black |  Scorched Brown |
|  Calthan Brown |  Dark Flesh |  Skull White |
|  Dheneb Stone |  Desert Yellow |  Tin Bitz |
|  Khemri Brown |  Dwarf Bronze |  Vermin Brown |
|  Knarloc Green |  Golden Yellow |  Vomit Brown |
|  Orkhide Shade |  Hawk Turquoise |  Warlock Purple |
|  Tallarn Flesh |  Kommando Khaki |  Baal Red |
|  Tausept Ochre |  Liche Purple |  Badab Black |
|  Bleached Bone |  Mithril Silver |  Devlan Mud |
|  Boltgun Metal |  Regal Blue |  Gryphon Sepia |
|  Catachan Green |  Rotting Flesh |  Leviathan Purple |
| | |  Ogryn Flesh |

WARHAMMER

For this month's 'Eavy Metal Masterclass, one of the longest serving members of the team, Keith Robertson, is valiantly wielding the paintbrush against the forces of Chaos.

Painting the Chaos Steed

Keith has chosen to paint the Chaos Lord as a follower of Nurgle and so plans to use drab greens and dull metals to give a suitably decayed appearance. When using such a colour palette it's important to add a contrasting colour. For this model, Keith is using the seared, exposed flesh on the mount to get a rich red which will contrast well against the green of the Lord's armour and the mount's barding.

While working on the skin he also added little nicks and cuts as paint effects to suggest that the steed is as much of a battle-hardened veteran as its rider. These were carefully applied with Keith's steady hand using the Vomit Brown mix used for the steed's skin (see Step 5, below) and then shaded with a 1:1 mixture of Scorched Brown and Chaos Black.



Painting the Steed's Skin



Step 1. Keith started by giving the skin a liberal basecoat of Scorched Brown, making sure he covered the whole area evenly.



Step 2. He then gave the skin a wash, using a 1:1 mix of Badab Black and Ogryn Flesh, making sure it ran into the recesses.



Step 3. A 1:1 mix of Scorched Brown and Dark Flesh was used as a mid-tone, keeping the darker colours showing in the more recessed areas of the mount's flesh.



Step 4. Keith kept gradating towards the raised areas, this time by adding Scab Red to the previous mix by a 1:2 ratio (one part Scab Red to two parts Step 3 mix).



Step 5. The skin was highlighted by picking out the raised muscle sinews. For this he used Vomit Brown added to the previous mix by 2:1 (two parts Vomit Brown to one part Step 4 mix).



Step 6. A final highlight was used on the sinews using a 1:1 mix of Vomit Brown and the existing highlight mix created in Step 5.

Painting the Branding



Step 1. The mount's Chaos brand was first given a basecoat of Scab Red.



Step 2. For the next stage, Keith applied a 1:2 mix of Scorched Brown and Vomit Brown.



Step 3. Bleached Bone was then added to the brown mix from the previous stage and used to highlight the branding.

Painting the Armour



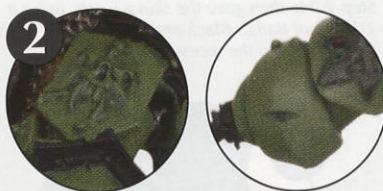
On first look you may think that the mount's barding and Chaos Lord's armour have been painted using the same colours and technique. But, while they look similar, the rider is actually painted in lighter tones.

Keith's done this so that the eye is drawn to the rider first. This is a useful tip that can be used for any mounted character; painting the rider in lighter colours helps define him whilst keeping the model a cohesive whole.

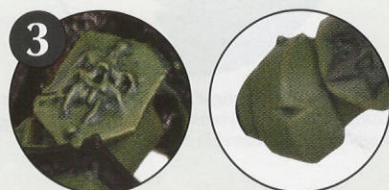
Painting Chaos Armour



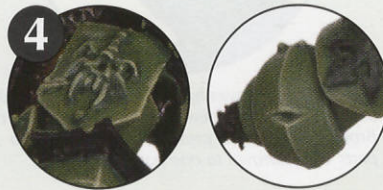
Step 1. The armour was given a basecoat using a 1:1 mix of Knarloc Green and Orchide Shade, applying it to all but the splayed rims of the poleyn (the knee guard).



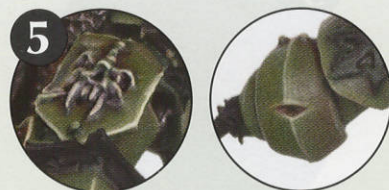
Step 2. Pure Knarloc Green was then applied all over the armour, apart from the deepest recesses and around the joints.



Step 3. Next, Keith mixed Knarloc Green with Desert Yellow using a 1:3 ratio, and applied this to the raised areas and edges of the armour.



Step 4. Keith then added Rotting Flesh to the previous mix in a 1:1 ratio. Again, this was applied to the raised areas for a harsh highlight.



Step 5. Several glazes were applied in patches across the armour, concentrating on the shaded areas. Keith used Leviathan Purple, a 6:1 mix of Gryphonne Sepia and Golden Yellow, and a 2:4:1 mix of Baal Red, Ogryn Flesh and Scab Red.



Step 6. A final, fine highlight of Rotting Flesh was also applied. To finish, the armour was given some kinks and cuts of battle damage using the mix from Step 4, which was then carefully shaded with Scorched Brown.

Painting the Barding



Step 1. The barding was first given a basecoat with a 1:2 mix of Chaos Black and Catachan Green.



Step 2. Keith then applied Catachan Green to all but the most recessed areas of the barding.



Step 3. A 1:2 mix of Rotting Flesh and Catachan Green was then carefully applied to the outer and inner edges of the armour.



Step 4. A final highlight of Rotting Flesh was applied. Keith then added glazes and damage using the same techniques from the armour (Steps 5 and 6).

Painting the Metal



One of the key effects used by Keith is the verdigris'd brass. Verdigris is caused by oxidation of copper or brass, in exactly the same way as rust on iron and steel. Before painting this effect on your model it's best to do a little research. Keith found plenty of useful pictures on the internet; the best ones were of bronze statues found in places such as town squares, where the statue has spent many years exposed to the elements. From these images Keith found that the

verdigris is most prominent where water has pooled or dripped into a sculpture's recesses. He has included the drip effect on both the helmet and shield, which really adds to the corroded and decayed look ideal for a Nurgle follower.

Keith has added additional weathering to the model by applying glazes on the armour. He applied these to precise areas, such as under the vambrace and to the recessed areas of the barding, to reinforce the tarnished appearance of the metal.

Shield Close-up



Painting Brass



Step 1. Keith started with a basecoat using a 1:3 mix of Tin Bitz and Dwarf Bronze.



Step 2. Pure Dwarf Bronze was then applied to all but the most recessed areas of the helm.



Step 3. A 1:2 mix of Dwarf Bronze and Mithril Silver was used to highlight the raised areas.



Step 4. Keith washed the entire helmet with Devlan Mud and then applied a further wash of Badab Black to the recesses.



Step 5. For the verdigris, Keith used a thin, 8:1:1 mix of Hawk Turquoise, Orkhide Shade and Skull White.



Step 6. A final highlight of Mithril Silver was painted along the edges of the helmet.

Painting Steel



Step 1. The Chaos Lord's warhammer was first given a basecoat of Boltgun Metal.



Step 2. A Badab Black wash was then applied. Keith kept adding additional wash layers to get a very patchy, blackened look.



Step 3. He then added a number of glazes to weather it further, using Hawk Turquoise, Catachan Green and Vermin Brown.



Step 4. Finally, Chainmail highlights were applied along the edges of the hammer.

Painting the Details



You may have noticed that Keith uses a lot of glazes when painting, so it's worth explaining exactly what they are and when best to use them. A glaze is very similar to a wash and is made from watered-down paint. The key difference between a wash and glaze is that a wash is used to create shading and depth, while a glaze is used in a series of thin layers to modify and strengthen colours, adding a shine and intensity to particular areas.

Creating a glaze is relatively simple as all you need to do is thin your chosen colour down with lots of water, to the point where you can hardly tell there's any pigment in at all. Keith likes to speed up the process by adding an artists' glaze medium instead of water. When Keith applies a glaze he does it over several thin layers, making sure the previous coat is dry before applying the next. Again, this differs from washes that can be liberally applied in one go.

Painting the Cloak



Step 1. Keith started by giving the cloak a basecoat using a 1:2:2 mix of Chaos Black, Scab Red and Warlock Purple.



Step 2. Keith applied a wash into the recesses using a 4:1 mix of Badab Black and Chaos Black.



Step 3. For the mid-tone he used the Step 1 mix and added Kommando Khaki to it using a 3:1 ratio (three parts Kommando Khaki to one part basecoat mix).



Step 4. Pure Kommando Khaki was used as the final highlight, applied to the most prominent raised areas.

Painting Wood



Step 1. The wood on the underside of the shield was painted with a 1:2 mix of Scorched Brown and Khemri Brown.



Step 2. For the wash, Keith applied two coats of Badab Black, making sure the first coat was dry before applying the second.



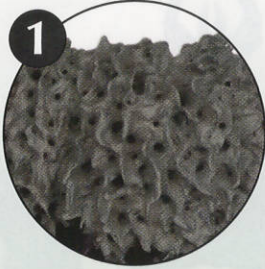
Step 3. Keith began highlighting the wood grain with a coat of pure Khemri Brown.



Step 4. For the final highlight, a 1:2 mix of Khemri Brown and Dheneb Stone was applied to the edges and wood grain.

Painting the Details (cont.)

Painting Fur



Step 1. The fur was first given an even basecoat using a 1:1 mix of Astronomican Grey and Catachan Green.



Step 2. A wash of Badab Black was then applied. Keith applied several additional layers in a V-shape down the centre of the cloak.



Step 3. A light drybrush of Rotting Flesh was applied all over the cloak, concentrating on the areas either side of the V-shape.



Step 4. Skull White was used as a final highlight; this was more heavily applied towards the edges of the cloak.

Painting Leather



Step 1. The leather straps were simply given an initial coat of Chaos Black. Keith was careful not to drip paint onto the horse's skin.



Step 2. Keith highlighted the leather using a 1:3 mix of Chaos Black and Rotting Flesh. This was applied to the edging and nicks in the leather.



Step 3. For the final highlight, more Rotting Flesh was added to the previous mix using a 1:1 ratio.

Painting Tentacles



Step 1. The Chaos Lord's tentacled left arm was first given a basecoat of pure Tallarn Flesh.



Step 2. Keith started highlighting up with a 1:2 mix of Tallarn Flesh and Rotting Flesh.



Step 3. More Rotting Flesh was added to the previous mix using a 2:1 ratio (two parts Rotting Flesh to one part mix).



Step 4. A glaze using a 1:1 mix of Liche Purple and Scab Red was then worked into the recesses.



Step 5. An additional glaze, this time using a 2:1 mix of Liche Purple and Regal Blue, followed.



Step 6. Finally, Keith highlighted the tentacled mass with pure Skull White, applying it to the prominent points.

Painting the Horns

Painted horns can look very intricate but, as with everything in miniature painting, it just takes a bit of practise.

It's all about brush control and letting the bristles do the work. Where you have the light and dark colours meeting, start the brush at the thinnest point and draw it down (or up) the model in gentle strokes, lightly pulling away from the figure. Don't hold the brush like a pencil – rather than holding the brush at a constant level, pulling the brush up towards you changes the way paint flows onto a model.



Painting the Helmet Horns



Step 1. The horns were given a coat of Chaos Black to prime them.



Step 2. Keith then applied a coat of Scorched Brown, covering all but the base of the horn.



Step 3. Calthan Brown was then overlaid in an elongated, jagged pattern, using the brush action described above.



Step 4. Tausept Ochre was then applied in the same manner as the previous step, but not as close to the horn's base.

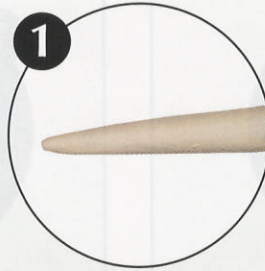


Step 5. Keith used Bleached Bone for the next layer, staying much closer to the top of the horn.

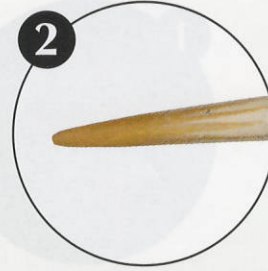


Step 6. Finally, Skull White was used as a highlight, only applied to the very tips of the horn.

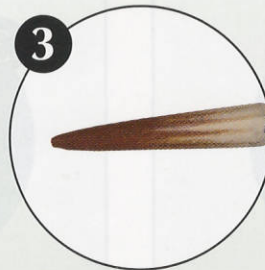
Painting the Mount's Horns



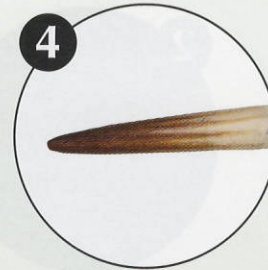
Step 1. The horns on the barding went from light at the base to dark on the tips, so Keith started with a Bleached Bone basecoat.



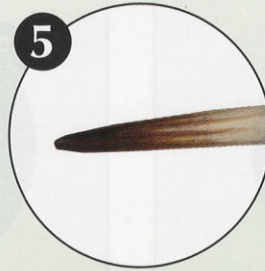
Step 2. Tausept Ochre was painted over the basecoat, creating the elongated jagged pattern similar to the helmet horns.



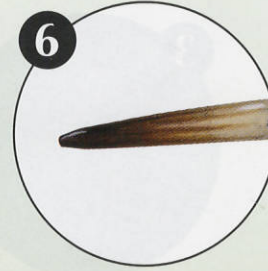
Step 3. Keith then overlaid the top of the horn with Calthan Brown, not going as close to the base as in the previous stage.



Step 4. Scorched Brown was applied to the top part of the horn, making sure the previous layers were visible towards the base.



Step 5. Chaos Black was applied to the very tip to create the dark-to-light gradating effect.



Step 6. To finish, Keith used Skull White to highlight the very tip and produce a shiny effect.

Finishing Touches



The tail was basecoated with Chaos Black and then highlighted with Hawk Turquoise and Rotting Flesh. The Hawk Turquoise was used because it is a spot colour – with the helmet, the shield, chamfron and the tail all including the colour, it balances out the entire model.



The chainmail was painted using the same metal technique as for the warhammer. To create a contrast, Keith has applied a rust effect where it meets the green horse barding. At the other end of the armour, he's added green to contrast with the red in the mount's ruddy flesh.



The belt buckle was simply basecoated with Boltgun Metal followed by a Chainmail highlight. Keith added the rust effect – using very watered-down Vermin Brown – between the buckle and green armour to create a contrast.



The skulls were deliberately kept a neutral tone, and so were painted with a Scorched Brown and Khemri Brown mix, followed by a Devlan Mud wash and then a highlight of Kommando Khaki.



ASK 'EAVY METAL'

If you've ever wanted to ask an expert figure painter a question, or you have a painting problem that needs solving, then you'll be pleased to know that the 'Eavy Metal team have opened their own painting clinic here in the pages of White Dwarf.

Send in your question to the address below and the team will do their best to answer it in our new Ask 'Eavy Metal feature. Bear in mind that we work quite far in advance of publication, so it will be a few months before you see the first questions and answers in print, but if you can wait that long then write to:

White Dwarf,
Games Workshop
Design Studio,
Willow Road,
Lenton,
Nottingham,
NG7 2WS,
United Kingdom



The saddle was painted using the same technique as used for the leather straps, described earlier.



The hands dangling from the harness were painted with Tallarn Flesh and then highlighted up with a mix of Tallarn Flesh and Catachan Green. They were given a wash of Leviathan Purple and watered-down Catachan Green.



Bases can really enhance a model and Keith has created a gorgeous base for his Chaos Lord. Keith added slate, skulls left over from a Chaos Warriors sprue, and static grass to create an almost dioramic base for his Chaos Lord.

PAINTING WORKSHOP

In the second part of our Space Marines hobby companion, we look at how to apply details, heraldry and other finishing touches to your army.

PAINTING Part Two

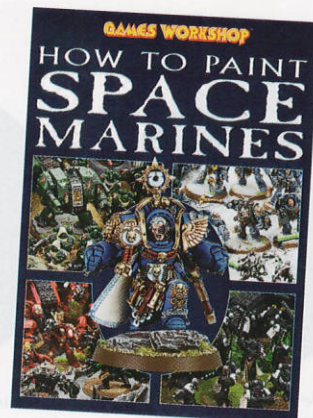
SPACE MARINES



Space Marines offer a wealth of opportunities to the expert modeller and painter, for their armour is covered in intricate details and adorned with personalised heraldry.

Last month we covered the basics for assembling your Space Marines and painting power armour. In this second part, we will go into much more detail about the heraldry and markings borne by many Space Marines. We've turned to 'Eavy Metal's Fil Dunn and the Hobby Team's Chad Mierzwa to get their expert advice on how to apply personal heraldry, campaign badges and honour markings, as well as how to paint banners and kill marks.

The *How to Paint Space Marines* book is full of invaluable advice for adding details to your miniatures. This guide is meant as a supplement to the information presented in that fine tome.



You can find much more information about markings, heraldry and insignia in *How to Paint Space Marines*.

PAINTING SPACE MARINES

CODEX INSIGNIA

One of the most effective ways of adhering to the Codex Astartes is with the addition of Codex insignia. This is a great way to give your Space Marines a sense of place within your force. The examples below are Ultramarines, but most Codex Chapters follow the same pattern.

Space Marines usually display their Chapter symbol on their left shoulder guard, and a symbol denoting their squad designation on their right shoulder guard. A Space Marine's helmet also frequently displays battle honours or rank, either through colour or insignia.



A Tactical Space Marine of the Ultramarines Chapter.



Typically, Sergeants have red helmets. Veterancy is indicated by a white laurel.



This Space Marine's Veteran status is shown by a white laurel.



Here, Veteran status is indicated by the white helmet.

SQUAD MARKINGS

CHAPTER SYMBOL VARIANTS



1st Company, 9th Veteran Squad
Heraldic colour: White/Silver



2nd Company Command Squad
Heraldic colour: Yellow/Gold



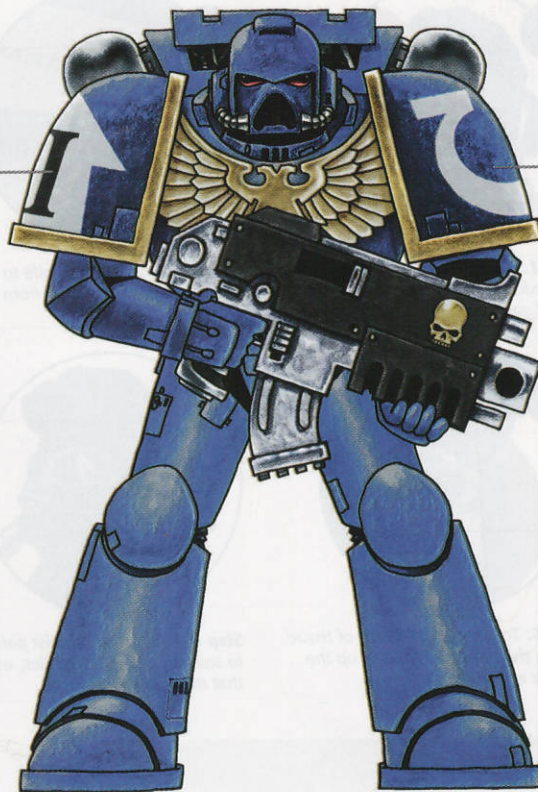
3rd Company, 4th Tactical Squad
Heraldic colour: Red/Sanguinite



4th Company, 8th Assault Squad
Heraldic colour: Green/Adamantine



5th Company, 9th Devastator Squad
Heraldic colour: Black/Ebonite



"We follow in the footsteps of Guilliman. As it is written in the Codex, so shall it be."

Marneus Calgar,
Chapter Master of the Ultramarines



6th Company
Heraldic colour: Orange/Vermillion



7th Company Veteran
Heraldic colour: Heliotrope/Indignium



8th Company Sergeant
Heraldic colour: Grey/Steel



9th Company
Heraldic colour: Blue/Ultramarine



10th Company
Scouts have no heraldic colour

ADDING CHAPTER SYMBOLS

Sculpted Shoulder Pads

The simplest way to add complex Chapter icons to your models is to use pre-sculpted shoulder pads. Whether these are the push-fit plastic Ultramarines, the Assault on Black Reach Space Marines or the metal shoulder pads from the Bitz Packs, they make adding iconography a breeze.



Transfers

The other popular method of adding Chapter icons to Space Marines is to use waterslide transfers or decals. These transfers are available in most Space Marine box sets, and include icons for all the major Codex Chapters. Here, Chad Mierzwa shows you how to apply decals.



Step 1. Give the shoulder pad a coat of 'Ardcoat' to make positioning the decal easier.



Step 2. Use a Hobby Knife to cut your chosen transfer from the sheet.



Step 3. Dip the transfer in cold water, and leave it submerged for about 30 seconds.



Step 4. Use a damp paintbrush to slide the transfer into position on the shoulder pad.



Step 5. Touch a small piece of tissue to the shoulder pad to soak up the excess moisture.



Step 6. Again, use a moist paintbrush to smooth out any wrinkles, ensuring that the transfer sits flat.



After a coat of Purity Seal to take the shine off the shoulder pad, the model is finished.

Painting

There are times when you decide against using sculpted pads or transfers, or don't have access to the ones you need. This is most likely when your army is more

unusual or you want to add personalised heraldry. On those occasions, there's often no option but to paint the designs by hand. 'Eavy Metal's Fil Dunn shows us how.



Step 1. Start with a simple shape to get the proportions of the Chapter icon right.



Step 2. Thicken your initial lines. Try to stick to simple lines, curves and geometric shapes.



Step 3. Complete the outline of your icon. Focus on keeping the symbol symmetrical.



Step 4. Block in the icon colour. Use the background colour to neaten the edges if required.

SHOULDER GUARD VARIANTS

Many Space Marines, regardless of rank, bear individualised iconography on their shoulder guards in place of Codex insignia. This might represent personal heraldry, badges of honour awarded for valour, or markings to represent participation in a famous victory.

Once you've mastered the art of adding basic Codex insignia to your shoulder pads, you can begin to experiment with variant shoulder guard designs. You can achieve effective designs by combining several transfer designs, or you can paint them on free-hand.

COMMAND

Command Squad insignia often incorporates elements of its Captain's personal heraldry, campaign badges or kill markings, as well as including honour badges earned in their own right.



TACTICAL

Tactical Squads can also vary their insignia, incorporating squad numbers, campaign badges or devotional litanies. They often display variant Tactical markings.



ELITES

Veteran and Terminator Squads are the elite warriors of a Chapter and, as such, have greater freedom in choosing their insignia. They often incorporate honour markings such as wreaths and Terminator honours.



DEVASTATOR

Devastator Squads can incorporate variant markings, or even vary the background colour of the shoulder guards. They might display kill markings in the form of skulls or tallies.



ASSAULT

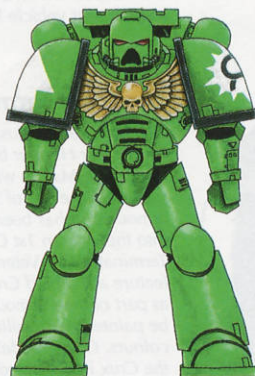
Assault Squads have a number of variant shoulder guard designs, many of which incorporate skulls and other tokens of death. Quite often this insignia is present on their jump packs too.



Other Chapters

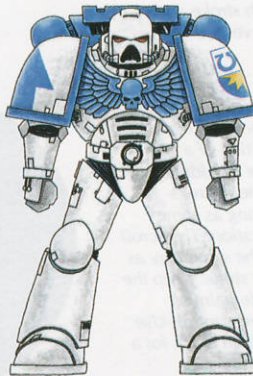
AURORA CHAPTER

The armory of the Aurora Chapter boasts more Predators and Land Raiders than three other Space Marine Chapters combined. Their name has become a byword for armoured assault across the entire Ultima Segmentum.



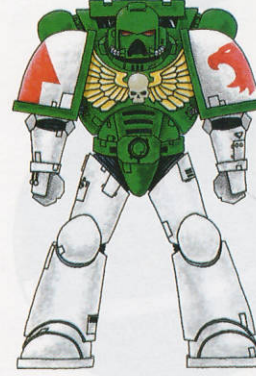
PRAETORS OF ORPHEUS

The technological lore of the Praetors of Orpheus is second only to that of the Adeptus Mechanicus. Many believe that the two are tied by more than shared service in the Emperor's name. The Praetors of Orpheus are highly active in systems neighbouring Pavonis.



THE MENTORS

Shrouded in mystery, the Mentors are untrusting of other Chapters, and prefer to work alone and unobserved by all save their foes. Imperial records indicate that the Mentors are currently engaged against the Eldar of Biel-tan Craftworld and the Orks of the Charadon system.



These Chapter icons are available as Bitz Packs of shoulder pads.

HONOUR MARKINGS

Space Marines are awarded badges of distinction for all manner of heroic deeds, and these offer a great way to individualise models in your army.

Though some honours are simply painted onto a Space Marine's armour, others are elaborate carvings or badges. Each honour marking is highly regarded by the recipient and his battle brothers. In addition to honour badges, it is common practice among Space Marines to inscribe kill markings onto their weapons. Many believe it is bad luck not to acknowledge a weapon's achievements.

The forms of these markings varies from Chapter to Chapter, according to its history and traditions. The badges shown below are amongst the most common accolades, and see use in almost all Chapters. Where sculpted on to the miniature, these honours can be painted to look lifelike. In other situations you can represent the badges as stylised icons, painted on or applied using transfers.



Iron Halo

The Iron Halo marks out a brilliant leader. It may be a physical object, displayed atop a banner or on a backpack, or a painted red badge incorporated into personal heraldry. When modelled, such as the example to the left, the Iron Halo should be painted to stand out as a badge of honour. Golds and silvers are particularly good for this. When part of heraldry, as on the previous page, the halo can be painted freehand in white or red.



Purity Seals

Purity Seals are distributed by the company Chaplains to convey the Emperor's blessing. Most Space Marine miniatures are adorned with purity seals, and most Space Marine frames include one or more plastic purity seals that can be glued to the models during assembly. Paint the parchment with Bleached Bone followed by a wash of Gryphon Sepia. The seal itself is painted Mechrite Red and highlighted with Blood Red.



Iron Skull

The Iron Skull is an ancient badge, usually demarking a Sergeant. It is either metallic or red in colour. When sculpted onto a model, the badge can be painted in metallic colours to make it stand out. Other Space Marines incorporate these badges into their heraldry – the Space Marine transfer sheet found in most box sets includes a number of skull icons that are ideal for use in this way.



Marksman's Honour

Marksman's Honour badges are said to be gold-plated bolter shell cases, fired by Roboute Guilliman himself! Some miniatures, such as Sergeant Telion, feature modelled Marksman's Honour badges. These should be painted gold so that they stand out as more than just spare ammunition. You can also paint such honour badges on, painting a stylised bullet or shell onto the power armour.



Imperial Laurels

Deeds of valour leading to victory are rewarded with the Imperial Laurel. In fact, a Space Marine may not become a standard bearer until he has earned his laurels. Some models have actual wreaths, which can be painted with Goblin Green to represent leaves. Other models have laurels painted on, typically in red, white or blue, to stand out from the helmet colour. This can be quickly painted on with a central brush stroke and small strikes for leaves.



Kill Markings

This Brother-Marine has marked the casing of his boltgun with its first kill markings. As he claims more scalps, he will no doubt replace these markings with a multiple-kill symbol. While a simple line, as shown to the right, denotes a single infantry kill, a symbol such as a skull may be used to denote twenty such kills, or a number may be painted upon the weapon within a sunburst icon to represent vehicle kills.



Scrolls

One of the most common forms of heraldry is the addition of a scroll or parchment to the heraldry or armour, denoting the bearer's name, squad or acting as some other form of dedication. The scroll can be painted in the same way as other parchment or stone. Keep the paint very thin while painting lettering, to get more control. Use dark brown rather than black for a more natural effect.



The Crux Terminatus

The Crux Terminatus, or Terminator Honour badge, is given to a Space Marine who has been trained in the use of Terminator armour, and has been inducted into the veteran 1st Company. All Terminator and Veteran miniatures feature a sculpted Crux Terminatus as part of their armour, which can be painted in metallic or stony colours. Other models incorporate the Crux into painted iconography.

PAINTING SPACE MARINES

SPECIALISTS

Every Space Marine Chapter contains a core of specialist warriors, each tasked with specific roles within the Chapter. These warriors are held in great esteem, and are either attached to Command Squads or given free reign to carry out their duties on the battlefield.

These specialists are often denoted on the battlefield by different coloured armour – white for Apothecaries, black for Chaplains, blue for Librarians and red for Techmarines. They are often decorated with ornate armour and all manner of honour badges.

Apothecaries



Apothecaries bear the caduceus helix upon their right shoulder pads – usually sculpted on – and wear power armour coloured completely or partially white.



Howling Griffons Apothecary.



Crimson Fists Apothecary.



Chaplains are black-clad warriors, adorned with skull motifs and flowing purity seals. Chaplains are often covered in parchment, offering plenty of opportunities to paint script.



Imperial Fists Chaplain.



Salamanders Chaplain in Terminator armour.

Librarians



In Codex Chapters, Librarians are denoted by their blue armour, yellow tabards, and skull and book icons (sometimes represented by a real tome).



Ultramarines Chief Librarian Tigurius.



Lexicanum icon.



Codicier icon.



Epistolary icon.

A Librarian's rank is denoted by a stylised icon. This is often painted onto the bottom of a Librarian's tabard.

Techmarines



Techmarines are trained by the Adeptus Mechanicus, and as such bear their icon upon their armour. In addition, some or all of their armour is traditionally painted red.



Ultramarines Techmarine.

CHARACTER MODELS

Chapter Masters and Captains are amongst the most powerful warriors in a Space Marine army, and many hobbyists like to lavish extra attention onto them. As you can see from the models on this page, the 'Eavy Metal painters are no exception, and really go to town on these powerful character models.

Because Space Marine commanders are clad in the same uniform colours as their men, it's the details that really enable you to make them stand out. From elaborate gold decoration, honorific script and ornate banners, to special items of wargear, these models are the perfect place to practise all the insignia described so far.



Marneus Calgar's armour is adorned with all the decoration and ornamentation you'd expect from such a famous hero, allowing you to really go to town when painting him. Numerous freehand details have also been added, such as the wreath decoration around the inside of his cloak.



Marneus Calgar wearing the Armour of Antilochus.



Second only to Marneus Calgar in terms of ornamentation, Captain Sicarius displays numerous accolades such as the Crux Terminatus, the Iron Skull and the Imperial Laurels. Sicarius displays these honours both on his armour and on his back banner.



Captain Cato Sicarius of the Ultramarines 2nd Company.



Pedro Kantor incorporates his heraldry – the Crimson Fist surrounded by a gold wreath – into every aspect of his armour, from his kneepads to his bannertop. He also displays scrolls proclaiming his name on his greaves and banner.



Pedro Kantor, Master of the Crimson Fists.

Personal Heraldry

Space Marine commanders are given great freedom, and many honours are bestowed upon them in the centuries in which they serve the Chapter. During this time, their heraldry changes, becoming more ornate and meaningful, until individual heroes can become recognised by their heraldic devices.

Personal heraldry of the 4th Company Captain. Each sunburst represents a major campaign in which he fought.



The Captain's Chapter markings form part of his personal heraldry.



Ultramarines Captain with aquila painted onto his loincloth.



A 3rd Company Captain displays his battle honours as part of his personal heraldry.

PAINTING SPACE MARINES

'EAVY METAL' CHAPTER GALLERY



Brazen Claws
Space Marine.



Hawk Lords
Space Marine.



Crimson Fists
Devastator.



Mentors
Company Champion.



Exorcists
Assault Marine.



Salamanders
Devastator.



Sons of Orar
Sternguard Veteran.



Silver Skulls
Devastator.



Invaders
Space Marine.



Relictors
Sergeant.



Iron Hands
Sternguard Veteran.



Raven Guard
Assault Marine.



Eagle Warriors
Sternguard Veteran.

VEHICLE DETAILS

Space Marine vehicles are marked with their own iconography. Dedicated transports, like this Rhino, have their squad designation clearly visible, while all vehicles bear their vehicle number, Chapter badge and company number or colour.



Wear and Tear

Chipped paintwork is represented by painting Boltgun Metal onto the sharpest edges, where wear and tear would naturally occur.



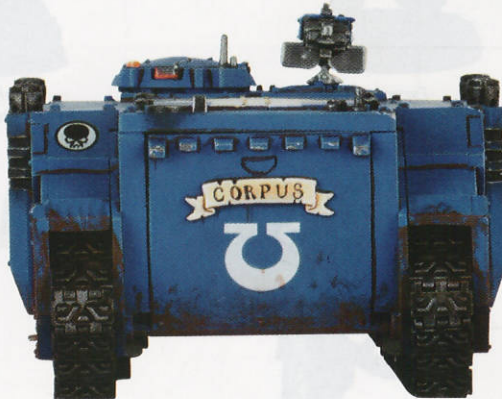
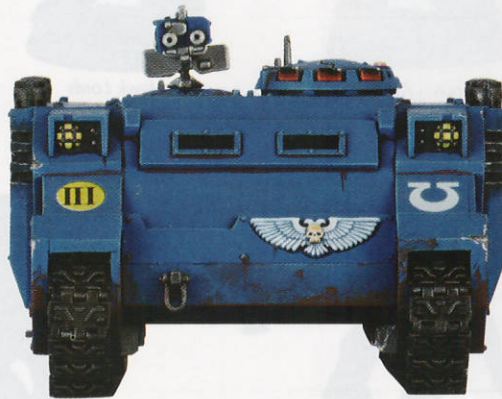
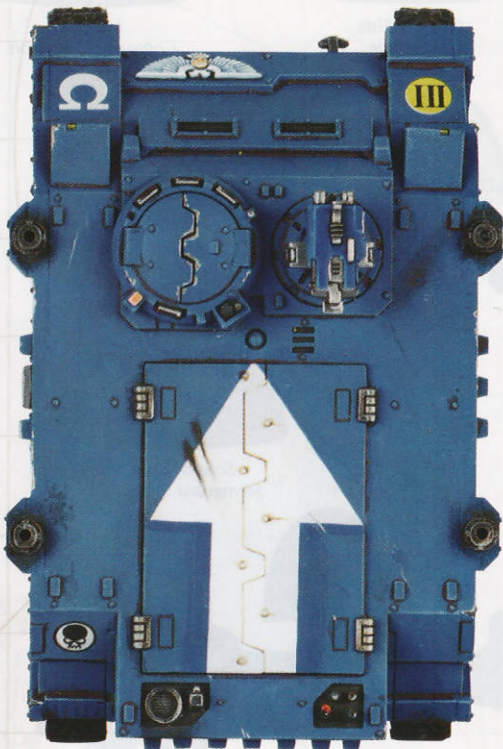
Track Links

Drybrush Boltgun Metal over a Chaos Black undercoat.



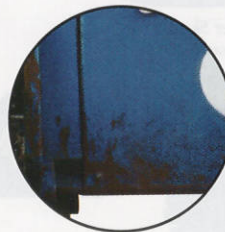
Imperial Eagle

Paint the eagle with a layer of Shadow Grey then drybrush with Skull White.



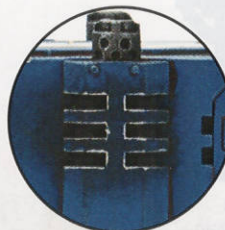
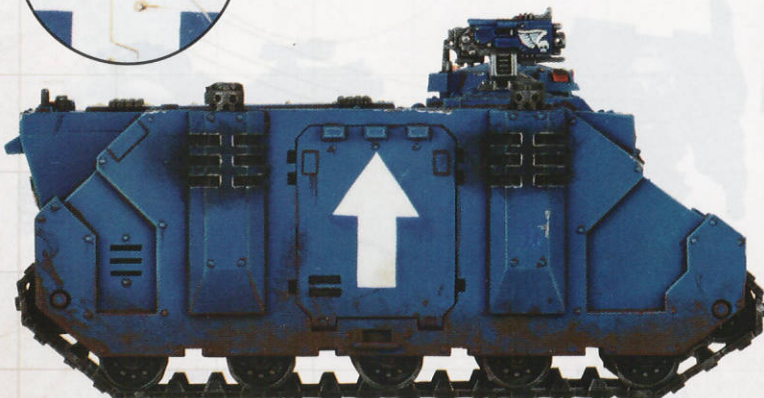
Squad Insignia

Paint the outline first, before filling it in with Fortress Grey. The insignia was then layered up to Skull White.



Mud Weathering

Drybrush the areas near the ground and around the track guards with Scorched Brown, then drybrush again with Bestial Brown. Apply dabs of Dwarf Flesh to represent dried-on mud.



Scorchmarks

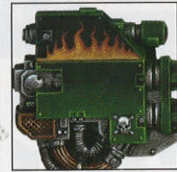
Drybrush Chaos Black around exhaust vents to represent heat and smoke damage.

'EAVY METAL' VEHICLE GALLERY

The 'Eavy Metal team have produced some stunning vehicles for the Studio armies – here are some of our favourites.



Ultramarines Attack Bike with multi-melta, by Kirsten Williams – note the company markings painted onto the Space Marine gunner's greaves, and the script painted onto the wheel arch of the sidecar.



Salamanders Dreadnoughts commonly bear icons of flame and lava – the sigils of their lost Primarch, Vulkan.

Salamanders Dreadnought with twin-linked lascannon and power fist with heavy flamer, by Anja Wettergren.



Salamanders Land Speeder with multi-melta, by Anja Wettergren.



White Scars Land Speeder, by Neil Green.



Raven Guard Dreadnought with assault cannon and power fist, by Neil Langdown – note the Chapter honorific on the chestplate.



Crimson Fists Dreadnought with twin-linked lascannon and missile launcher, by Darren Latham.

Darren has painted on Crux Terminatus, Iron Skull and Imperial Laurel honour badges.

THE LORD OF THE RINGS STRATEGY BATTLE GAME GRAND TOURNAMENT

24th–25th January 2009, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?

- Two 700 point armies: one Good, one Evil. Models must be painted and based, and both armies must be constructed according to the rulespack and the Legions of Middle-earth supplement.
- You must be at least 12 years of age to enter. Players between the ages of 12 and 15 years must be accompanied by an adult.
- Tournament pack now available to download from www.warhammerworld.org

WHAT DOES THE TICKET COVER?

- Eight rounds of The Lord of the Rings strategy battle game over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday morning to get you started.
- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- Tickets cost £55 each.

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Event Calendar

What's on, when and where:
All the events for the next
few months are listed here.

December

7th Winter Bowl

Date: 7th December, 2008 


Venue: Wakefield Hobby Centre

Details: In the depths of winter far to the frozen north there is a brutal Blood Bowl tournament held by the Norsemen. It is called the Winter Bowl, where only the toughest survive. To join this Blood Bowl tournament you will need a 1 million gold crown starting team with no star players.

Tickets: Tickets cost £10.

Contact: GW Wakefield – 01924 369431

7th Glory II

Date: 7th December, 2008 

Venue: The London Event Centre, GW Bromley

Details: Following the success of the first Glory event, this one-day doubles tournament for Warhammer brings a close to the season.


Each team will require a 2000 point army, made up of two separate 1000 point armies, following the normal restrictions in the relevant army books.

Awards will be given for First, Second and Third places and for Best Painted Army.

Tickets: Tickets cost £20 and, upon purchase of your ticket you will receive your copy of the tournament rules pack.

Contact: GW Bromley – 0208 466 0678

13th Inquisitor GT

Date: 13th December, 2008 

Venue: Warhammer World, Nottingham

Details: In the grim darkness of the far future, the battle for the Emperor's soul continues. You are invited to take part in this one day tournament and battle the alien, the heretic and the daemon to become the Inquisition's most feared agent.


Full details of the event can be found at the website below.

Tickets: Tickets cost £10 in advance, £12 on the day.

Contact: Robey Jenkins
precinctomega@bopenworld.com
0796 727 7994

Website: www.darkmagenta.co.uk/inqgt.html

14th Warhammer 40,000 Tournament

Date: 14th December, 2008 


Venue: King and Queen Pub,
Marlborough Place, Brighton

Details: Play four games in this cheerful tournament with your friend as your ally.

Contact: Peter Cooke
peter.cooke@ntlworld.com
0797 409 4240

January

10th Warhammer 40,000 Doubles Tournament

Date: 10th–11th January, 2009 

Venue: Warhammer World, Nottingham


Details: Compete in a friendly tournament with a friend as your ally. Designed to challenge players' abilities to work together to achieve their goals, who will emerge as this year's Warhammer 40,000 Doubles Champions?

Tickets: Tickets cost £85 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

11th The Plunder of Penn IX

Date: 11th January, 2009 

Venue: Belgrave Social Club, Halifax

Details: The Pennine Raiders gaming club invites you to take part in their annual Warhammer 40,000 campaign. Battle your way through a series of linked scenarios set on a dying world being plundered by countless bands of space raiders.

You will need a 1500 point army. A hot meal, trophies and certificates are included in the entry fee and there is an all day bar on site.

Tickets: Tickets cost £5 per person.
Contact: matthewtownson@blueyonder.co.uk
hardplin@tiscali.co.uk
01274 427623 or 01422 369834

10th–11th January 2009



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40,000

DOUBLES
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DOUBLE TOURNAMENT

18th–19th April 2009, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?

- You must bring two 750 point armies to create a combined 1500 point army – details of alliances between different races can be found in the tournament pack.
- You must be at least 12 years of age to enter. Players between the ages of 12 and 15 years must be accompanied by an adult.
- Tournament pack now available to download from www.warhammerworld.org

WHAT DOES THE TICKET COVER?

- Seven games over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday morning to get you started.
- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- Tickets cost £85 per two player team.

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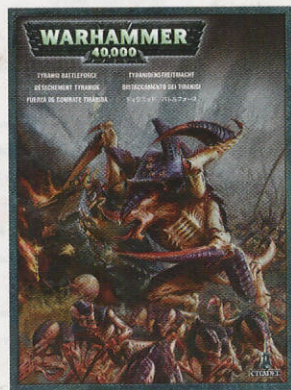
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The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun.

GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workshop hobby. Use the club listing to find a GCN gaming club near you and get involved.

The GCN strives to meet the following objectives:

- Promote good communications between Gaming Clubs and Games Workshop.
- Assist in the running of local gaming events.
- Support other clubs' activities.
- Assist in the running of games at the national level.
- Provide a forum for Gaming Clubs.
- To facilitate club development and growth.
- To create a safe environment for people to play in.

THROW DOWN THE GAUNTLET!

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you.

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you are want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

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Some of the guys from the Ripley Terror Troopers gaming club work together to construct a Skaven fortress for their gaming tables.

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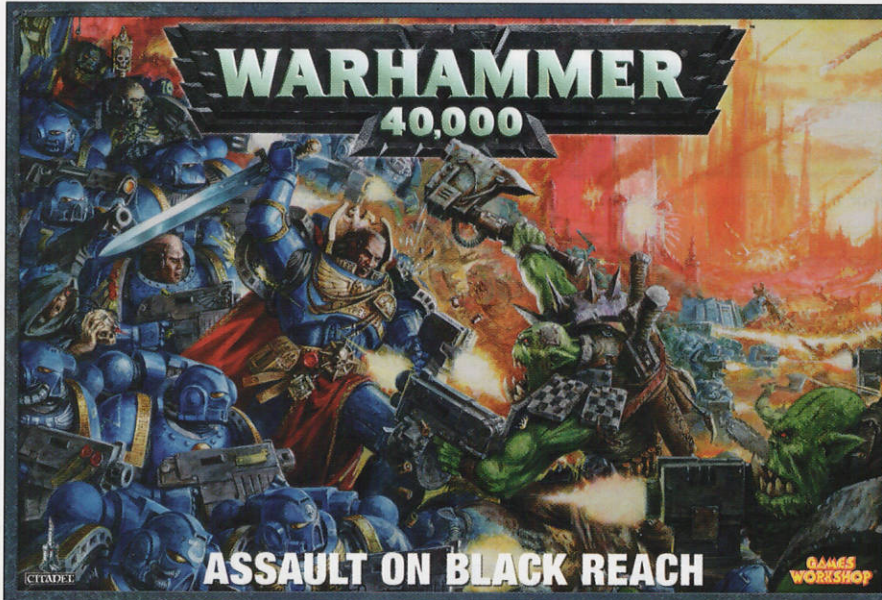
This month we take a look at the armies from the Tale of Four Gamers series. Over the last five months, the gamers have built up their forces to around 3000 points in size. Here we feature a plethora of the Citadel kits they used to get their armies ready for that final battle.



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A Tale of Four Gamers



Assault on Black Reach

Product Code: 60010199005

In Warhammer 40,000, you and an opponent take control of opposing armies of fantastically detailed Citadel miniatures and battle it out across the tabletop in a variety of thrilling missions.

The Assault on Black Reach boxed game has everything you need to start playing Warhammer 40,000 including two complete forces – the heroic Space Marines and the barbaric Orks. Can the valiant Space Marines halt the green tide or will the world of Black Reach fall into the hands of a despotic Ork Warlord?

This boxed game contains a 112-page pocket-sized rulebook, a 33-page Getting Started booklet, dice, templates, range rulers and almost 50 Citadel miniatures, including: a Space Marine Captain, 10 Tactical Space Marines, five Space Marine Terminators, a Space Marine Dreadnought, an Ork Warboss, 20 Ork Boyz, five Ork Nobz and three Ork Deffkoptas.

In A Tale of Four Gamers, Neil and Fil used an Assault on Black Reach box set, splitting the contents between them.

£40, €60, 400dkr, 500skr/nkr



Imperial Guard Baneblade

Product Code: 99120105023

The Baneblade is one of the most powerful war machines in the galaxy. In one round of shooting alone it can bring to bear the mighty Baneblade cannon, a demolisher cannon, two lascannons, and three twin-linked heavy bolters. This devastating firepower, coupled with its thick armour, makes the Baneblade the pride of the Emperor's armies.

The Baneblade is a massive plastic kit with seven frames and over 250 components. The kit can be assembled in many variations, with three optional slots for the sponson weapon mounts and all the components needed to make the Hellhammer anti-infantry super-heavy tank.

£60, €95, 750dkr, 850skr/nkr



Neil Hodgson's Crimson Fists



At the heart of Neil Hodgson's Crimson Fists army was the Space Marine Battleforce and the many plastic kits available, supplemented by metal Sternguard Veterans.



Space Marine Land Raider Crusader/Redeemer
Product Code: 99120101070

This kit allows you to build one of the two devastating Land Raider variants; the Crusader, armed with hurricane bolters or the Redeemer with its deadly flamestorm cannons.

£35, €50, 350dkr, 400skr/nkr



Space Marine Razorback
Product Code: 99120101064

The Razorback is a heavily armed variant of the Rhino troop transport that sacrifices a portion of its transport capacity for turret-mounted armament, allowing it to cover the troops' advance.

£20, €30, 225dkr, 270skr/nkr



Space Marine Rhino
Product Code: 99120101063

Rhino APCs are the mainstay of every Space Marine Chapter's vehicle pool. With an optimal balance of armour and transport capacity, the Rhino can easily rush squads into battle-winning positions.

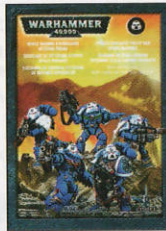
£18, €27.50, 200dkr, 250skr/nkr



Pedro Kantor
Product Code: 99060101395

Chapter Master of the Crimson Fists, Pedro Kantor has served the Imperium for two-and-a-half centuries. Although his Chapter suffered a near-mortal blow at Rynn's World, Kantor has strived to restore their honour and past glory. This new model, by Juan Diaz, is adorned with the iconography of the Crimson Fists.

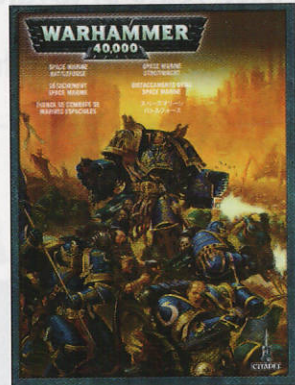
£8, €12.50, 100dkr, 115skr/nkr



Space Marine Sternguard Veterans
Product Code: 99110101385

Sternguard are honoured 1st Company veterans who excel at ranged assaults. They are armed with blessed bolters that can fire an array of specialised ammunition.

£20, €30, 225dkr, 270skr/nkr



Space Marine Battleforce
Product Code: 99120101059

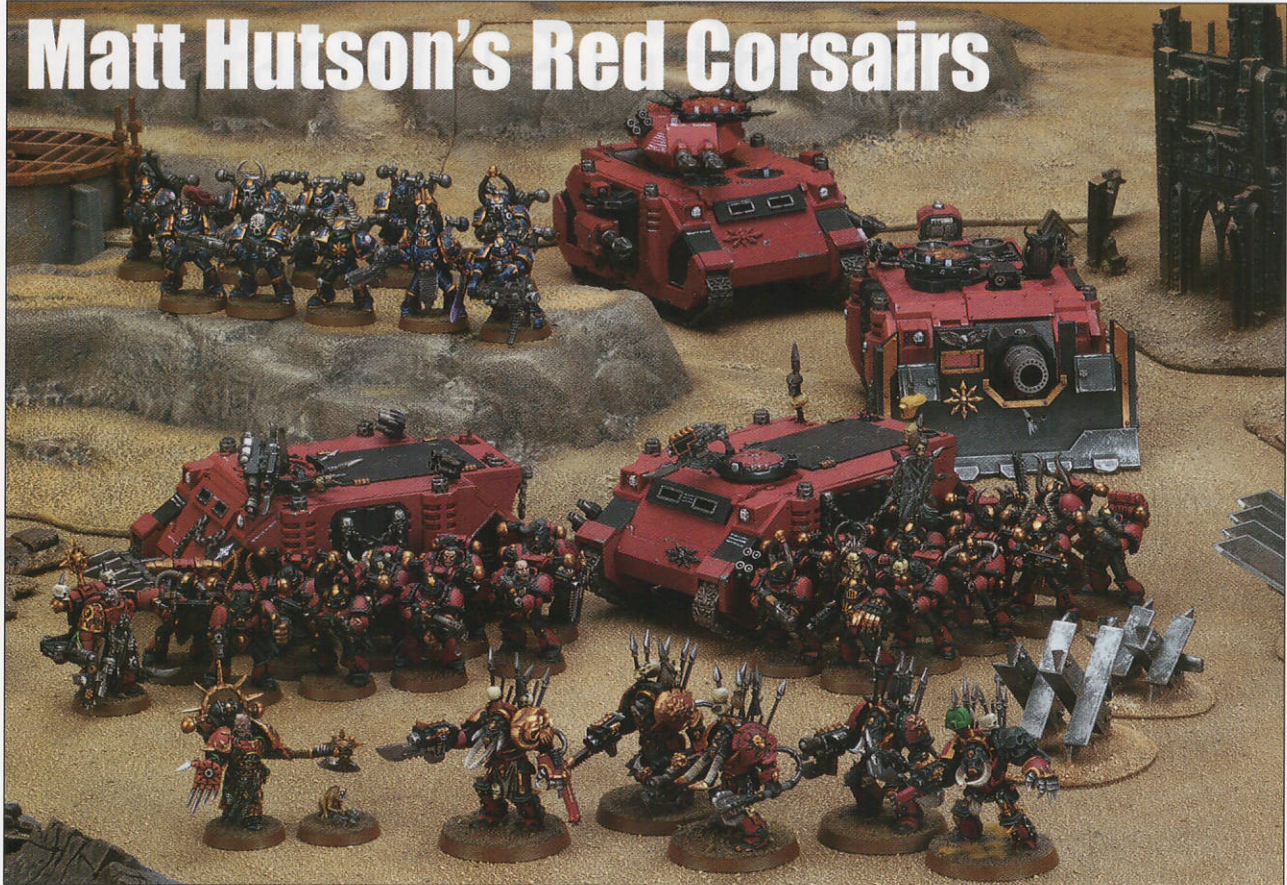
An ideal way to get your very own Space Marine Chapter started is the Space Marine Battleforce. Inside you'll find a great selection of top quality plastic models, great for starting a fresh army or bolstering an existing force with core troops, and a sample of how fast the Space Marines can strike with the inclusion of an Assault Squad.

The Battleforce contains: A ten-man Space Marine Tactical Squad, five-man Space Marine Combat Squad, a Rhino Troop Carrier, a five-man Space Marine Scout Squad and a five-man Space Marine Assault Squad equipped with jump packs.

£50, €80, 650dkr, 750skr/nkr

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Matt Hutson's Red Corsairs



After years of loyalty to the Emperor, Matt Hutson turned to Chaos with his Red Corsairs. Matt has founded his army around the main Chaos range, focusing on the Chaos vehicles.

Huron Blackheart

Product Code: 99060102108

Huron Blackheart, Master of the Red Corsairs, Lord of the Maelstrom, the Blood Reaver. A power-hungry enemy of the Imperium. Armed with the formidable Tyrant's Claw and accompanied by the mysterious Hamadrya, Huron Blackheart is a force to be reckoned with.



£10, £15, 115dkr, 140skr/nkr

Space Wolf Grey Hunters*

Product Code: 99120101012

This boxed set contains 10 multi-part plastic Space Wolves Grey Hunters, and includes options for a Wolf Guard Pack Leader, a variety of weapons and wargear options.



* Matt used these to represent Space Wolf traitors that joined the Red Corsairs.

£18, £27.50, 225dkr, 270skr/nkr



Chaos Space Marine Vindicator

Product Code: 99120102025

Chaos Vindicators were used extensively by the Traitor Legions during the Siege of the Imperial Palace, and have seen service in renegade forces ever since.

£25, £35, 250dkr, 300skr/nkr



Chaos Space Marine Predator

Product Code: 99120102012

The Predators of the Chaos Legions are a legacy of pre-Heresy times. They are deadly battle tanks, highly adaptable with their numerous weapon fits.

£25, £35, 250dkr, 300skr/nkr



Chaos Space Marine Rhino

Product Code: 99120102011

Chaos Space Marines make use of the Rhino due to its versatility and hardness. Chaos Rhinos are heavily modified and usually covered in trophy racks and cruel spikes.

£18, £27.50, 200dkr, 250skr/nkr



Chaos Space Marines

Product Code: 99120102019

Chaos Space Marine squads are the most numerous in a Chaos army and form the backbone of the fighting force. They are highly flexible and are able to deal with virtually any foe.

£18, £30, 225dkr, 270skr/nkr



Chaos Space Marine Terminators

Product Code: 99120102021

Chaos Terminators are even more brutal and feared than their traitorous brethren, being encased in Terminator armour and armed with the deadliest weapons.

£25, £35, 250dkr, 300skr/nkr



Fil Dunn's Orks

Fil's Goff Orks are typical of an Orky horde, in that they include a healthy compliment of Boyz and enough Orky vehicles to get them all into combat as quickly as possible.

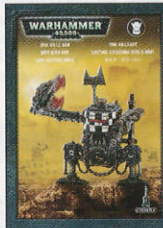


Ork Trukk

Product Code: **99120103012**

Trukks are designed to transport mobs of choppa-wielding Boyz into combat as quickly as possible. Each warband and clan will "kustomise" its Trukks with weapons and turbo-charged engines to reflect their style.

£18, €27.50, 200dkr, 250skr/nkr

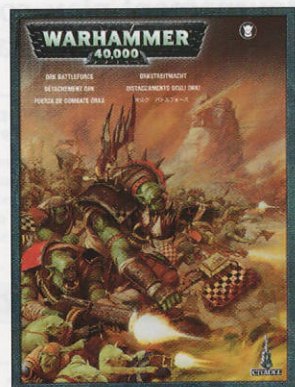


Ork Killa Kan

Product Code: **99120103120**

Killa Kans are piloted by Gretchin and so are smaller than their larger Dread cousins, but are no less deadly. Armed with power claws and burnas they easily pack a punch far above their weight.

£12, €20, 140dkr, 170skr/nkr



Ork Battleforce

Product Code: **99120103009**

What better way to start a burgeoning Waaagh! than with this Battleforce packed with all manner of Orky plastic kits. Or, if your Mob is already in mid-invasion, then the Battleforce is a great way of instantly adding a core of solid greenskin troop types and vehicles into your existing army.

The full contents include: Ork Boyz (includes 20 Ork Boyz), Ork Warbiker Mob (includes three Ork Warbikes) and an Ork Trukk.

£50, €80, 650dkr, 750skr/nkr



Ork Deff Dread

Product Code: **99110103077**

Ork Deff Dreads are big, have large weapons and are deadly in close combat. They lumber inexorably forwards as shots ricochet off their thick armour plates, looking for enemies to kill and maim.

£35, €50, 350dkr, 400skr/nkr



Ork Boyz

Product Code: **99120103013**

Orks are tough, determined fighters who fall upon the enemy in great tides of howling violence. Generally armed with brutal, edged choppas, they blow great gouges from the enemy before hacking them apart.

£12, €20, 140dkr, 170skr/nkr



Ork Warbike Mob

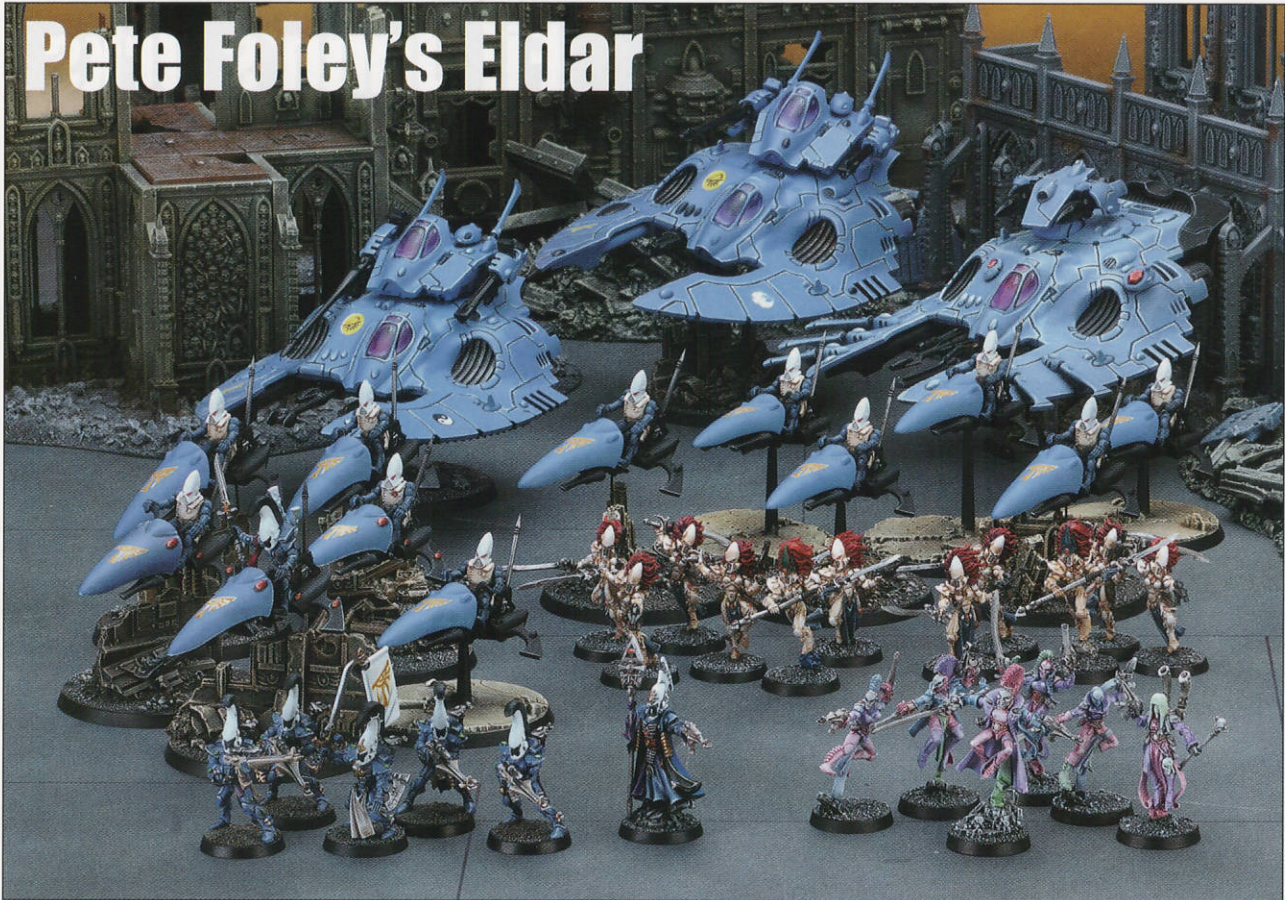
Product Code: **99120103011**

An Ork Warbike is far more than just a vehicle to its owner. It is not only a thing of great prestige but also a conduit to the adrenaline-rush of speed, thus allowing them to get close to the enemy fast.

£20, €30, 225dkr, 270skr/nkr

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Pete Foley's Eldar



Pete Foley's force was devised to stand up to the fires of tournament play, so has a large number of vehicles and specialist troops that make it very competitive in games.



Eldar Falcon Grav-tank
Product Code: 99120104016

With its potent armament and ability to carry a small squad of fighters, the Falcon is designed to take the fight to the enemy, or to extricate the warriors and speed away should resistance prove too fierce.

£20, €30, 225dkr, 270skr/nkr



Eldar Jetbike
Product Code: 99120104002

Jetbikes combine high speed with incredible manoeuvrability, making them ideal craft for launching rapid hit-and-run attacks. Jetbikes are chosen in squads of between three and ten models.

£6, €11.50, 85dkr, 100skr/nkr



Eldar Wave Serpent
Product Code: 99120104007

The Wave Serpent is the main carrier of a craftworld's army. Protected inside its hull, Guardians and Aspect Warriors can be transported in safety. There's room for up to ten models or five Wraithguard and a Warlock.

£25, €35, 250dkr, 300skr/nkr



Eldar Howling Banshees
Product Code: 99110104102

The Banshee is a harbinger of woe and death in Eldar mythology, whose cry is said to herald ill fate and can tempt a soul from its spirit stone. Like the banshees of legend the Howling Banshees are fearsome in combat.

£18, €27.50, 200dkr, 250skr/nkr



Eldar Autarch on Jetbike
Product Code: 99140104119

Autarchs are the supreme commanders of the Eldar warhost, and have a consummate understanding of the art of war. They are also formidable warriors, often riding to war on Jetbikes.

£18, €25, 200dkr, 250skr/nkr



Eldar Harlequins
Product Code: 99110104113

For the warrior dancers of the Harlequins, there is no distinction between art and war. Followers of the deity known as the Laughing God, they are the strangest and most inscrutable of all the Eldar.

£18, €27.50, 200dkr, 250skr/nkr

Eldar Farseer with Staff
Product Code: 99060104120



£12, €20, 140dkr, 170skr/nkr



Eldar Dire Avengers
Product Code: 99120104011

The Dire Avengers are first and most common of the Aspect Warriors of the Eldar. Famed for being as deadly on the attack as in defence, it is rare to find an Eldar force that takes to the field without them.

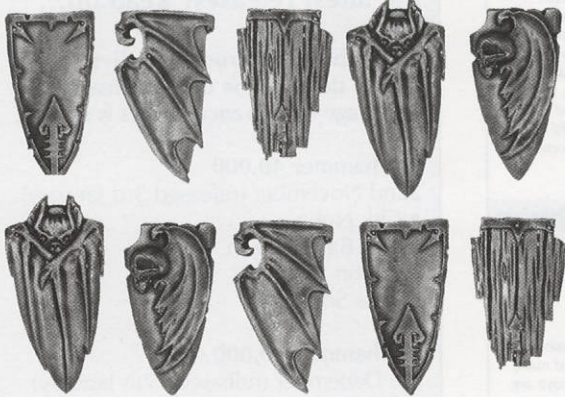
£18, €30, 225dkr, 270skr/nkr



Bitz Packs

The crazed Meks of the Citadel Design Team are constantly churning out bitz and gubbins to help you customise your armies. The Grots have collected these into convenient Bitz Packs – here's a selection.

Vampire Counts Shields Pack



VAMPIRE COUNTS SHIELDS PACK
99060207184 £6, €9, 70dkr, 80skr/nkr
(This pack contains 10 assorted Vampire Counts shields)



This regiment of Skeleton Warriors has been assembled using these shields. As you can see, this Bitz Pack adds a lot of variety to the unit.

Vampire Counts Coffin Lid Shields Pack



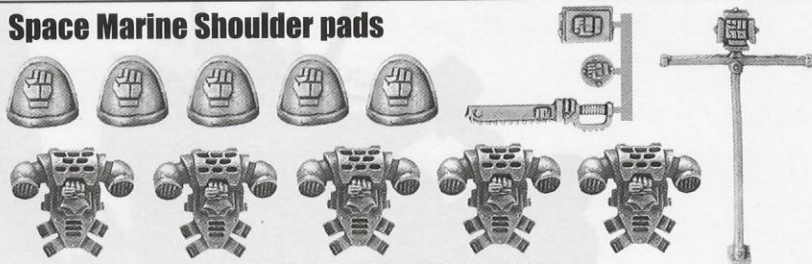
COFFIN LID SHIELDS
99060207173 £5, €7.50, 60dkr, 70skr/nkr
(This pack contains 8 Coffin Lid Shields)

Warhammer Campaign Markers



WARHAMMER CAMPAIGN MARKERS
99060299031 £15, €22.50, 175dkr, 200skr/nkr
(These make characterful alternative campaign markers for your Mighty Empires tiles)

Space Marine Shoulder pads



IMPERIAL FISTS CONVERSION PACK
99060101372 £5, €7.50, 60dkr, 70skr/nkr
(This pack contains enough parts to convert 5 Space Marines into Imperial Fists or Crimson Fists)



TACTICAL SQUAD SHOULDER PADS 2
99060101374 £5, €7.50, 60dkr, 70skr/nkr
(This pack contains 10 shoulder pads)

Neil Hodgson used these Imperial Fist and Tactical squad shoulder pads in his Tale of Four Gamers army. There are many more shoulder pad designs available, suitable for a variety of Chapters and Chaos Space Marine Legions – take a look online for more.

Ork Glyphs



ORK GLYPHS
99060103122 £5, €7.50, 60dkr, 70skr/nkr
(This pack contains 9 glyph plates)

These Ork Glyphs are a great way to personalise your Ork force. Fil Dunn did just that in A Tale of Four Gamers, adding them to his vehicles to give each model a unique, Orky look.

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Ork Nobz
 Product Code: 99120103019
 The Orks call their ruling caste Nobz. They don't rule by accident, it's because they're bigger and scarier and 'arder than all the Orks below them. The only Ork they submit to is the one larger than them – the Warboss. Due to their status, Ork Nobz can get hold of weapons and equipment that a normal Boy could never dream of, making them truly fearsome.

Released: 03/01/09
 £15, €22.50, 175dkr, 200skr/nkr



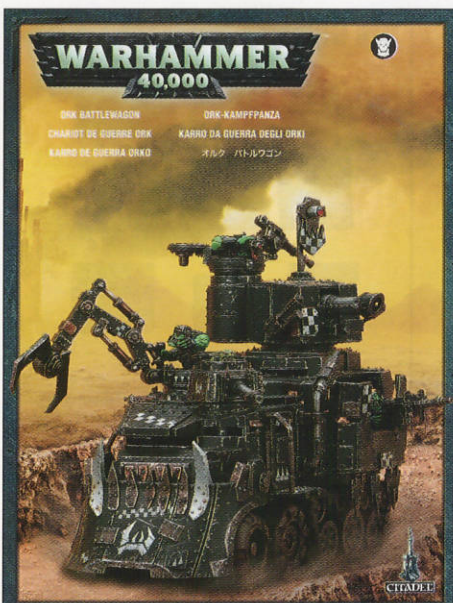
Ork Stormboyz
 Product Code: 99120103020
 Forethought and planning are avoided by most Orks, who much prefer to just make it up as they go along. The Stormboyz are the exception to this rule, preferring to take to the battlefield in a regimented fashion, revelling in such trivial details as the strength and location of the foe. This makes them very effective in battle, much to the annoyance of the other Orks.

Released: 17/01/09
 £15, €22.50, 175dkr, 200skr/nkr



Ork Gretchin
 Product Code: 99120103018
 Gretchin mobs are not the hardest units available to an Ork Warboss, although they possess something that not every Ork is gifted with – low cunning. Compared to their larger greenskin cousins they're also good shots. This makes them useful for certain battlefield roles. Being Troops they can hold an objective, although it's best to claim one in your own territory rather than send the fragile Grots on a suicidal assault!

Released: 17/01/09
 £8, €12.50, 100dkr, 115skr/nkr



Ork Battlewagon
 Product Code: 99120103017
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