

**INSIDE:** BLOOD ANGELS VERSUS DARK ELДАР BATTLE REPORT **GAMES WORKSHOP**

# WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD374 February 2011



**WARHAMMER**  
40,000

# BLOOD ANGELS™

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Cover artwork by Clint Langley

WHITE DWARF 374 FEBRUARY 2011

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It's really quite an exciting month here in White Dwarf, as we're all seeing red – Blood Red, that is (or maybe Mechrite Red with a Devlan Mud wash, if you follow Duncan's advice later on). It's not every month that one of our favourite Space Marine Chapters gets a whole bunch of new vehicles to play with.

And what vehicles they are – not only is there the awesome Furioso Dreadnought kit, which also makes the Death Company Dreadnought and the Furioso Librarian, but an entirely new flyer.



Ever since the Stormraven Gunship first appeared in the Blood Angels Codex last year, the world has been rife with speculation about what this gunship might look like. Well, if you turn the page (or look at the back cover), you'll see for yourself, and flick to page 22 and you can read the rules for it and find out more about how Dale Stringer and Jes Goodwin designed it.

Now conversation has turned to different matters: how many Stormravens should I include in my army? What weapons should I assemble it with? How best to paint it? And how can anyone resist making zooming noises as they fly the Stormraven about?\*

I'll make no apologies that this enthusiasm carries on throughout the issue, from the battle report between age-old wargaming nemeses Matt Hutson and Phil Kelly (which sees the return of Dark Eldar Archon, Valossian Sythrac), to Nick Bayton and Duncan Rhodes showing you two quite different ways to paint a Blood Angels Battleforce. Phil has even written a new Battle Mission for the Sons of Sanguinius.

And that's not all. The Black Library has gotten carried away with the excitement too as Gav Thorpe shares his thoughts on writing about Space Marines and we've used the artwork for James Swallow's Blood Angels Omnibus on the cover of the issue.

Never let it be said there can be too much of a good thing.

*\*The answers to our ponderings are, for those of you interested are: 3; assault cannons, multi-meltas and hurricane bolters, if you believe Matt; with a Spray Gun; and it's impossible, nobody can resist.*

Andrew Kenrick, Editor

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# WARHAMMER 40,000

# BLOOD ANGELS

The Sons of Sanguinius are reinforced this month with a pair of new kits. We explore the Blood Angels in more detail and talk to the miniatures designers about the Stormraven Gunship and Furioso Dreadnought starting on page 14.



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Andy Hall sits down with Mat Ward, Dale Stringer and Jes Goodwin to find out all about the new Furioso Dreadnought and Stormraven Gunship.

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In this month's Liber Apocalyptica, Robin Cruddace presents background on the Assault on the Hellspire along with four new datasheets for the Blood Angels.

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Archon Valossiann Sythrac strikes against the forces of the Imperium once again, but he hasn't reckoned on the presence of Astorath the Grim and his Blood Angels.



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## 76 ARMAGEDDON

The Studio has been resounding to the echoes of battle as we start our latest Planetary Empires campaign: a reflight of the Battle for Armageddon.

## 88 ARMY MASTERS: EMPIRE

In this month's army showcase, we take a look at the army of Ostermark painted by Christian Byrne.

## 94 ARMY WORKSHOP: BLOOD ANGELS

Nick Bayton and Duncan Rhodes pick up their paintbrushes to give two different lessons on how to paint an army of Blood Angels.

NEW RELEASES

WARHAMMER  
40,000

This month the ferocious Blood Angels are bolstered by three plastic box sets including a new Space Marine aircraft.

# BLOOD ANGELS





## STORMRAVEN GUNSHIP

The Blood Angels are one of only a few Chapters to be able to field the Stormraven Gunship in battle. These powerful gunships scour the skies, delivering Space Marines onto the battlefield whilst blasting the foe apart with their heavy weaponry.

The Stormraven Gunship, designed by Dale Stringer and Jes Goodwin, is a kit packed with options and extra details. The turret and weapon mounts rotate and all options in the army list are provided on the kit. Both the front and rear ramps open and you have the choice of assembling the Stormraven with landing gear exposed, resting on the ground, or in mid-flight.

The weapon options allow you to tailor your model for many different battlefield roles. The gun mount on the prow of the craft can be fitted with a typhoon missile launcher, a twin-linked heavy bolter or a twin-linked multi-melta. The turret has options for a twin-linked assault cannon, a twin-linked plasma cannon or a twin-linked lascannon. You even have the choice attaching racks of hurricane bolters in place of the side doors. And, if that wasn't enough, look out for the movable attitude thrusters in the tips of the wings.



The assault ramp opens to reveal a detailed interior.



**STORMRAVEN GUNSHIP** £41  
 Product code: 99120101088  
 Sculpted by Jes Goodwin and Dale Stringer  
 652, 400pts, 500winks, 201pt

**ON SALE FEBRUARY 5TH**



**TURN TO PAGE 23 TO SEE THE FULL RULES FOR THE MIGHTY STORMRAVEN.**

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## Find Out More

Go to [www.games-workshop.com](http://www.games-workshop.com) for a comprehensive Blood Angels vehicle painting guide, tactics and a glorious 360° showcase.

The weapon mount can have a typhoon missile launcher (shown on the left), a twin-linked multi-melta (main picture) or twin-linked heavy bolter (shown on the right).

A Techmarine pilots the Stormraven Gunship.

MULTI  
PART  
PLASTIC  
KIT



This Stormraven Gunship is armed with a twin-linked multi-melta in the fore gun mount, a twin-linked assault cannon on the turret, bloodstrike missiles in the wings and hurricane bolter sponsons.



This Stormraven Gunship turret is armed with twin-linked lascannons.



Twin-linked plasma cannons are ideal for hunting elite infantry.

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## BLOOD ANGELS FURIOSO DREADNOUGHT

Buried deep within the adamantium shell of a Furioso Dreadnought lies one of the Blood Angels' most revered heroes, an ancient of Baal returned to life in striding war machines bedecked with a fearsome array of weaponry.



MULTI  
PART  
PLASTIC  
KIT



The Furioso Dreadnought can be assembled to make far more than just its namesake. Designer Dale Stringer, who will already be lauded by Blood Angels players everywhere due to his work on the Stormraven Gunship, has ensured that the kit offers you the choice of assembling the titular Furioso Dreadnought, a Furioso Librarian or a Death Company Dreadnought.

The Blood Angels are unique amongst the Chapters of the Space Marines in that they can potentially field an unprecedented number of Dreadnoughts in battle – close to a dozen, in a single Force Organisation Chart. The Furioso Dreadnought is a great all-rounder, with a high front armour value and a wide array of weapon options, it packs a punch (or two) in close combat. The Furioso can be upgraded to a Furioso Librarian, gifting the Dreadnought with a potent array of psychic powers. The third option is the Death Company Dreadnought, a nigh-unstoppable close combat machine.



**BLOOD ANGELS FURIOSO DREADNOUGHT** £27.70

Product code: 99120101009

Sculpted by Dale Stringer

£15, 27000k, 34000k, 1350k

**ON SALE FEBRUARY 5TH**

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## Furioso Dreadnought



*This Furioso Dreadnought has been upgraded from a storm bolter to a heavy flamer.*



*The right arm has been fitted with a powerful frag cannon, which fires shells packed with razor-sharp shards.*

## Death Company Dreadnought



*A pair of blood talons gives the Dreadnought a bonus Attack for every wound it causes.*



*This Dreadnought has been equipped with a magna-grapple, attached to the top of the sarcophagus.*

## Furioso Librarian



*The Furioso Dreadnought can be upgraded to be a Furioso Librarian armed with a Dreadnought-sized force weapon.*

### Battle Report

Turn to page 54 to see all three Dreadnoughts in battle against the accursed Dark Eldar.

## BLOOD ANGELS BATTLEFORCE

The Emperor's enemies grow ever stronger but the Blood Angels will always be ready to force back the tide. The Blood Angels Battleforce allows you to build a collection of these brave warriors and help save Mankind.

The Blood Angels are a noble and loyal Chapter of the First Founding. For more than ten thousand years they have valiantly fought as one of the Imperium's most revered fighting forces. They are known throughout the galaxy for their loyalty, battlefield skill and the swift vengeance they bring down upon the Emperor's foes.

The Blood Angels Battleforce is an ideal way of starting your own army of red-armoured warriors. The box set contains enough parts to assemble 20 Battle-Brothers and a Rhino. The set contains a frame of ten Tactical Space Marines, five Assault Marines and five Death Company. The Death Company frame is packed with not only the parts needed to make the five Death Company, but also loads of extra Blood Angels iconography and components that can be liberally used on the rest of the models in the battleforce.

MULTI  
PART  
PLASTIC  
KIT



A Blood Angel armed with a blessed bolter and ready to serve.



A Battle-Brother of the Death Company in black power armour.



**BLOOD ANGELS BATTLEFORCE** E61.50  
Product code: 99120101087  
630, 640dx; 790krinks; 160w

**ON SALE FEBRUARY 5TH**



**TURN TO PAGE 94 TO SEE HOW TO PAINT THIS BATTLEFORCE.**

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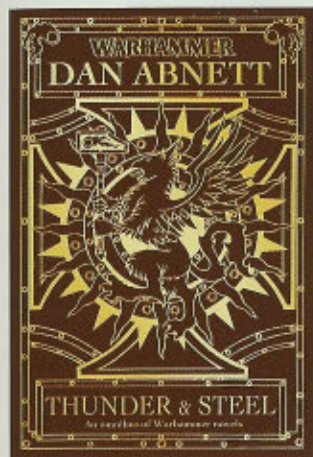
## HELION RAIN



**HELION RAIN** £10  
Audio book by George Mann  
ISBN: 978-1-84970-017-7  
£15, 1150k, 140sk/nbk, 50nl

The world of Idos is on the verge of destruction and plagued by ravaging Tyrants. Into this maelstrom come the Raven Guard 4th Company, the warzone perfectly suited to their lightning-fast methods of combat. Led by Veteran Sergeant Grayvus, their mission is simple – to rescue the planet's last survivors. But in the midst of this nightmare, they receive new orders to locate and destroy a power station. Grayvus and his company must fight their way through Genestealers and a deadly biomorph if they are to succeed and reclaim Idos.

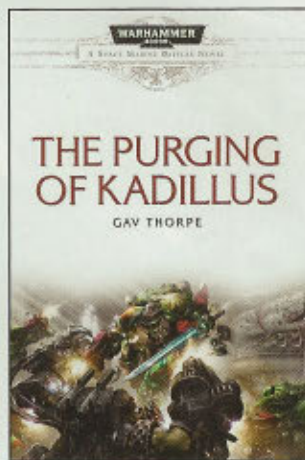
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Across the Old World, the powers of Chaos seek to bring corruption and death. Only the bravest dare stand against them. Thunder & Steel is an epic collection of Dan Abnett's Warhammer fantasy, including the novels Riders of the Dead, Gilead's Blood and Hammers of Ulric, plus short stories and a full graphic novel.

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by Dan Abnett  
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£15, 1150k, 140sk/nbk, 54.95nl

## THE PURGING OF KADILLUS



Faced with an Ork invasion of Piscina IV, the 3rd Company of the Dark Angels believes the threat to be minimal. As enemy numbers continue to increase, their commander, Captain Belial, insists that his Company are strong enough to resist. But Scout-Sergeant Naaman knows just how dangerous the greenskin threat can be.

**THE PURGING OF KADILLUS** £8.99  
by Gav Thorpe  
ISBN: 978-1-84416-896-5  
£12.50, 1000k, 115sk/nbk, 44.95nl

## SWORD OF VENGEANCE



Averland is aflame. An army of cultists rises. The Theogonist Volkmar marches towards the city to snuff out the rebellion before it grows too widespread to defeat. But only Kurt Helborg has the strength of will to hold together the province in its hour of need. Only he can rally the terrified citizens to resist the infernal powers that beset them.

**SWORD OF VENGEANCE** £7.99  
by Chris Wright  
ISBN: 978-1-84970-020-7  
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Forge World makes a huge array of resin kits and accessories designed to complement our range of Citadel miniatures, including super-heavy tanks and huge Titans. Go online to see more of these awe-inspiring models:

[www.forgeworld.co.uk](http://www.forgeworld.co.uk)



# FORGED FOR WAR

Coming soon – a brand new range of resin models are about to be unleashed upon the unsuspecting denizens of the Warhammer world.

In but a few short months, a whole new range of models will be unleashed on the unsuspecting Old World. Warhammer Forge is opening its ornate gates with a host of resin Warhammer models that includes Land Ships, Plague Toads, Chaos Dwarf war engines and loads more. These great models will all be accompanied by a series of books written by Rick Priestley.

If this all sounds as exciting to you as it does to us, then keep an eye out for a future issue of White Dwarf or online at the Forge World website:

[www.forgeworld.co.uk](http://www.forgeworld.co.uk)

## WARHAMMER FORGE



*Bubelolos, the Great Toad Dragon (work in progress).*

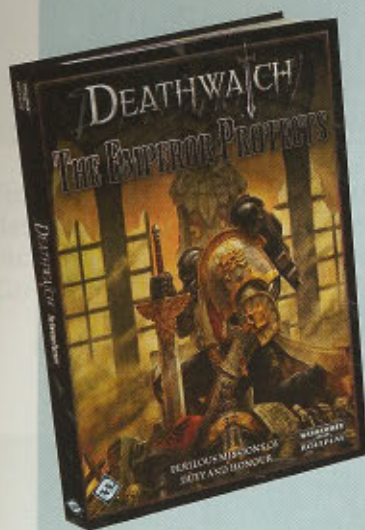


## KEEN SUBSCRIBER RECEIVES ISSUE

Space Marines don't get much time to unwind between battles but here's proof that when they do, it's White Dwarf that they turn to for a good read. This Ultramarine is busy reading last October's White Dwarf, a few months behind us; there's clearly a delay sending an issue 38,000 thousand years into the future. Time travel is not an exact science!

Of course, the alternative explanation is that this brilliant, fully movable Space Marine suit (yes, there really is a guy in there) was built by Legacy Effects and has been terrorising and delighting visitors to Games Days around the world. 40K computer games publisher THQ commissioned this fantastic creation along with an equally impressive Ork and Khorne Berzerker to celebrate Relic's (the guys behind Dawn of War) new game – Space Marine. Coming to Xbox 360, PC and Playstation 3 soon, this puts you in control of an Ultramarine Captain as he fights off hordes of Orks on a doomed forge world. For more information head to:

[www.spacemarine.com](http://www.spacemarine.com)



## The Emperor Protects

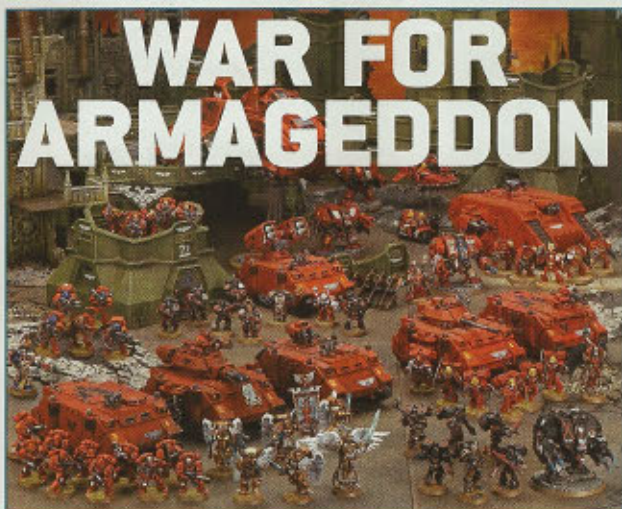
The Emperor Protects is an exciting new adventure book for Deathwatch. On the savage feral world of Aurum, a proud colony of warriors resists the pull of the Imperium, and their assistance is vital in the face of new foes. Meanwhile, a city beneath the sea might hold the answers needed to uncover the mystery behind a missing Inquisitor. The Deathwatch is needed. The Emperor Protects contains three separate adventures for the Deathwatch roleplaying game set among the war-torn front lines of an Imperial crusade. This collection of missions is a great way to begin your campaigns!

In *The Price of Hubris*, the kill-team travels to a feral world and must win over a fierce and proud warrior culture. However, alien forces stand between the Space Marines and any hope of victory.

*A Stony Sleep* puts the kill-team on the hunt for a missing Inquisitor, where they face dark enemies and a mysterious city beneath the sea. Can they solve the puzzle in time?

Finally, in *The Vigilant Sword*, the Deathwatch has discovered a sinister conspiracy with dire consequences for the Jericho Reach. Now, they must prevail upon a corrupted Forge World!

[www.fantasyflight.com](http://www.fantasyflight.com)



Join us in stores this Half Term for an exciting campaign set on the war-torn world of Armageddon.

Warlord Ghazgkull's mighty Waaagh! has descended upon the world of Armageddon and only the forces of the Imperium, led by the revered Blood Angels can hope to turn the green tide.

Coinciding with the release of the amazing new Blood Angels reinforcements this month, your local Hobby Centre has a Half Term of fantastic events and activities planned for you, aimed to help you get your armies built up to full fighting strength and gloriously painted.

Throughout the week you'll also be able to take your growing forces into battle in a series of story-driven scenarios that will conclude in a titanic struggle between the armies of the Imperium and the vast Waaagh! of the greatest Ork Warlord ever to have lived.

## War on all fronts

Of course, turmoil and strife can also be found throughout the Warhammer world and across the lands of Middle-earth as well. This Half Term, bring your armies into your local Hobby Centre, whatever they may be, and take part in a whole host of exciting games and workshops.

Contact your local store today to find out what they have in store for you this Half Term.

## WARHAMMER DAWN OF WAR RETRIBUTION

Dawn of War II Retribution is the next expansion for the hugely popular real-time strategy game series. Featuring playable campaigns for the Orks, Eldar, Tyranids, Chaos and Space Marines, Retribution also introduces the Imperial Guard as a new playable race both in campaign and multiplayer.

On top of the new race in multiplayer, all existing races in Retribution will gain new units including all new heavy armour with fan favourites such as the Imperial Guard Baneblade, the Ork Battlewagon and the Space Marine Land Raider.

Dawn of War II Retribution will be a totally stand-alone game with all content available without owning either of the previous titles in the series. Retribution will be available to buy worldwide in March.



[www.dawnofwar2.com](http://www.dawnofwar2.com)

# GAMES-WORKSHOP.COM

When you have read *White Dwarf* cover to cover, your next step is the Games Workshop website where a whole host of articles are uploaded for free throughout the month and the Games Workshop blog is updated every weekday.

Go to the Games Workshop website throughout February when we'll be adding a Stormraven focus, some new spearhead formations (along with the Spearhead rules from June's *White Dwarf*) and more stuff on our Armageddon Planetary Empires campaign.

## COLLECTING ARTICLES



Collecting articles are ideal if you're looking for some inspiration on what to collect next and how to go about it, from inspiring background information, to sample army lists. This month we take a look at the armies of the Blood Angels, including a series of new sample army lists and advice for using them in battle.

## PAINTING ARTICLES



Painting is a craft that requires patience to learn, but the feeling of achievement after painting a model, whether it's your first or thousandth, is unmatched. Last month we offered stage-by-stage guides to painting Skaven, and this month we take a detailed look at painting Blood Angels vehicles.

## WHAT'S NEW TODAY



The Games Workshop website is updated every weekday with new content, from articles and new releases to information about events from around the world. The best place to keep up to date with what's going on each day is What's New Today, a daily look at, well, what's new each day!

## MODELLING ARTICLES



Our ever-growing collection of modelling articles focus on how to get your miniatures ready for painting, gaming and display. From relatively simple hints that cover basic assembly guides, to ambitious conversions and even more complex projects – there's something for every level of modeller.

## GAMING ARTICLES



After patiently collecting, modelling and painting an army, there's nothing more satisfying than taking it to battle. Our gaming articles are designed to help you get the most out of your army, from general tactics to in-depth advice. This month we have new scenarios, Apocalypse datasheets and spearhead formations.

## WHITE DWARF ARCHIVE



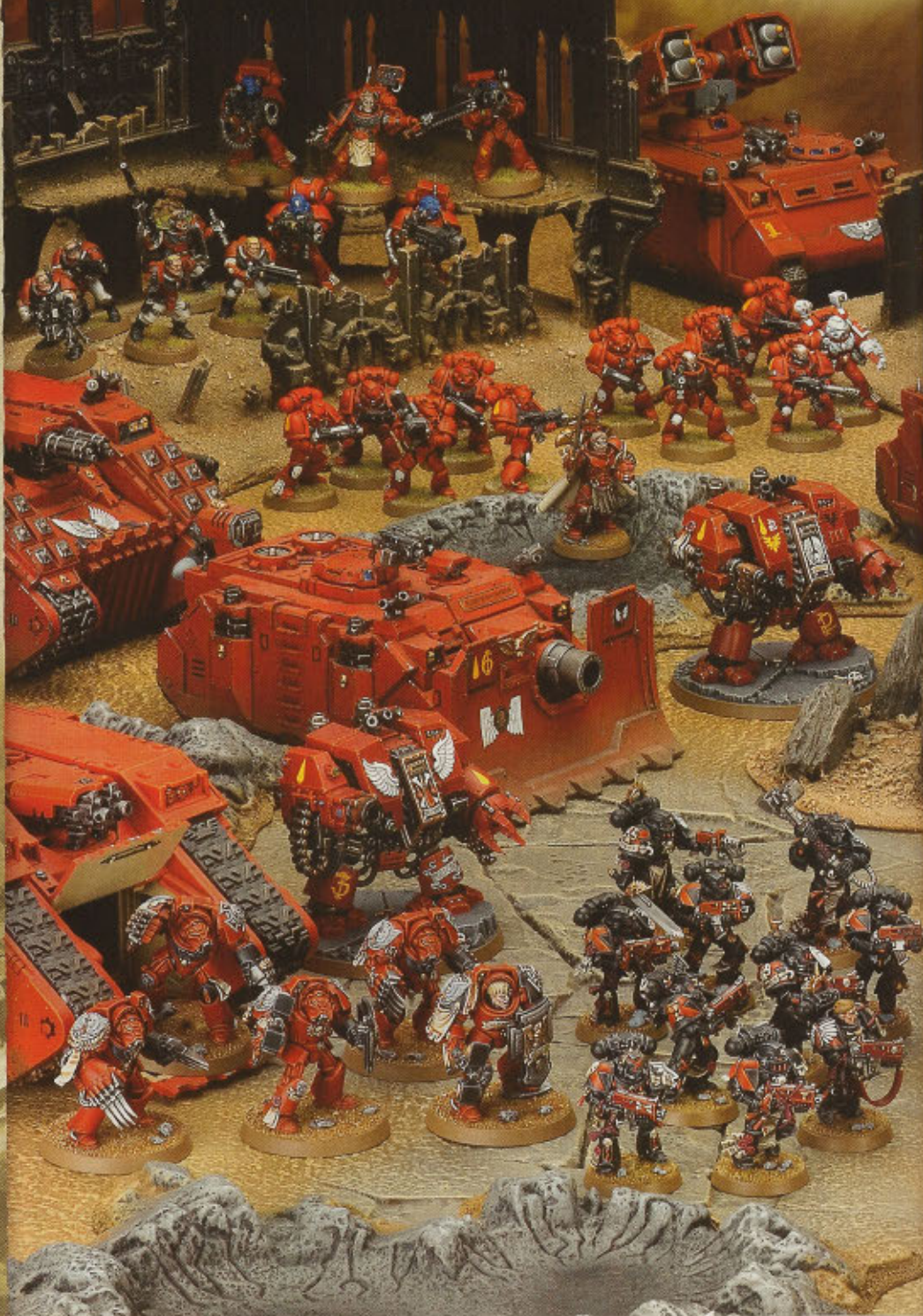
The White Dwarf Archive comprises a selection of articles from previous issues of *White Dwarf*, which are available as free PDFs for you to download and enjoy. Only registered members of the website can access this repository of hobby lore, but don't worry because registering is easy and free.



During the Great Crusade none fought with more fervour nor were more loyal to the Emperor's cause than the Blood Angels. Their Primarch, Sanguinius, shared in the Emperor's ideals so utterly that he teleported onto the battle barge of the Great Heretic, knowing that there would be only one outcome – that, he, Sanguinius, would die.

Ten thousand years later the Blood Angels mean to ensure that their legacy is remembered as one of heroism and service so that they might repay the trust of their Primarch, serving as an example to Mankind in the dark days ahead. So it is that the Blood Angels fight on against the enemies of the Imperium, holding the Red Thirst in check through sheer force of will. Whatever the Blood Angels' flaws, nowhere in the Imperium can truer servants of the Emperor be found.

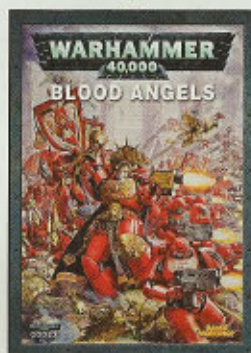
# WARRIORS of BAAAL



**WARHAMMER**  
40,000







**Codex: Blood Angels** is a 96-page guide packed with everything you need to know about this First Founding Chapter of Space Marines. Within the pages you'll find a detailed history with rules and background for every troop type the Blood Angels can field. There is also information on the many Successor Chapters and the army list itself.

The Scions of Sanguinius make a triumphant arrival this month, bolstered by a host of cool new releases to expand their armouries. Andy Hall travels to Baal and interrogates the shadowy architects of the Blood Angels.

It's always risky summoning the author of the Blood Angels and Space Marines codexes, Mat Ward, from his dark and murky corner of the Studio as such a prolific games developer needs time at his computer to write the books in the first place. However, he can be tempted from his lair when he knows that Space Marines, and Blood Angels in particular, are going to be the topics of the conversation.

'There's something very pure about the Blood Angels, which is enticing,' begins Mat. 'Yes, their gene-seed is flawed but their intentions are noble; they are utterly loyal to the tenets set out by the Emperor and Sanguinius millennia ago and yet they are doomed. It's a bitter pill they must swallow, the very thing that makes them what they are, their gene-seed, is slowly leading the Chapter to its extinction.'

Like all Space Marines, Blood Angels are defined by their gene-seed, which in turn encapsulates not only the physical

attributes needed to become a superhuman warrior but the characteristics of the Primarch it was created from. In the case of the Blood Angels they have not only inherited Sanguinius' noble ideology but also an affinity for lightning-fast attacks from the air, the favoured tactics of their winged Primarch. And while the Blood Angels enshrine all that is good from Sanguinius, the darker elements of his character have also been passed down as well. 'Sanguinius was a powerful psyker and highly prescient,' says Mat, 'so it's no coincidence that the Blood Angels, as a Chapter, have a psychic potential way beyond the norms of other Space Marines. And while this may initially be seen as an advantage, many within the Chapter see it as a curse. The Flaw that blights the Blood Angels is not just a physical blight as in the Red Thirst but a psychic ailment as well. The Black Rage fills its victims with the 'race' memory of Sanguinius' last stand,



overcoming the afflicted Blood Angel so he is unable to distinguish past from present, sending him mad with fury, his only fate to hunt out a glorious death in battle.'

Those struck down by the Black Rage upon the eve of battle are interred into the Death Company; donning black armour they will fight one last time but do so as condemned men with nothing to lose and everything to gain by dying in a final glorious act. 'For those not familiar with the Blood Angels or their Successor Chapters it's easy to assume that it's just the Battle-Brothers who suffer the Flaw, but that's clearly not the case,' says Mat, picking up one of this month's new releases, the Death Company Dreadnought. Even a Blood Angel entombed in the adamantium sarcophagus is not immune to the effects of the Flaw. 'I've had people ask me if the Blood Angels inter the Death Company member in the Dreadnought, but no, it's the Dreadnought itself that succumbs to the Black Rage. Once a Chaplain has declared a Dreadnought lost, the tech-adepts and servitors will repaint the Dreadnought's armour and arm it appropriately. But, while the Chapter will lose a venerable brother, from a player's point of view it can be a

game winner. It's a Dreadnought with the Fleet special rule so has a potential range of 18", can shrug off Crew Shaken and Crew Stunned results and when it assaults it acts at Initiative 5 thanks to Furious Charge. If you arm them with two blood talons then it's not going to stop until it's chewed through a whole squad or been brought low. It does have one disadvantage

“ Blood calls out to blood, so they say. Let us spill that of our enemies, that we may hear its cry all the clearer. ”

– Sergeant Arcula, Blood Angels 3rd Company

in that it also has the Rage special rule and so a canny opponent may be able to lead it away from their more important units,' explains Mat.

Another thing in the Death Company Dreadnought's favour is that it's found in the Troops section, so they're easy to come by providing you have enough Death Company in your force. However, as Blood Angels players will already be aware, you'll

### BATTLE-BROTHERS

At the core of the Blood Angels are the Battle-Brothers. Like any other Chapter, the Blood Angels are tactically flexible – able to field Tactical Squads or even Devastators. But it is true to say that it's in close assault where the Blood Angels are most effective and as such, will nearly always field Assault Squads when deploying for battle.

## FURIOSO DREADNOUGHTS

The Blood Angels have access to several different types of Dreadnought, all of which will take their place in the Chapter's many deployments across the galaxy – serving the Chapter as they once did as full-blooded Battle-Brothers. A Death Company Dreadnought has fallen to the Black Rage, the war machine's living mind is plagued with visions of Sanguinius' last moments and so he is loosed upon the battlefield to cause utter havoc amidst the enemy. Furioso Dreadnoughts are living relics, the Chapter's greatest heroes entombed in metal so they may fight again. Some are even guided by the crippled and ancient body of a Librarian.



### Vanguard Veterans

With such prevalence for assault, Vanguard Veteran squads are a common sight in any Blood Angels strike force. Led by a Veteran Sergeant, they fall from the sky with guns blazing.



find Dreadnoughts in two other sections of the army list as well, making it possible to have an army full of deadly Space Marine walkers. Such a force will no doubt have a starring role for the Furioso Dreadnoughts, the living relics of the Chapter, venerated by their Battle-Brothers and death incarnate upon the battlefield. And then there are the dreaded Furioso Librarians. 'It goes back to what I was saying earlier,' continues Mat, 'with heightened psychic ability you're going to get more psykers so it fits that if any Chapter is going to have Librarian

Dreadnoughts it will be the Blood Angels.'

Whilst we're not ready to let Mat slope off back to his desk/lair yet, all this talk of Dreadnoughts meant it was opportune time to bring in Dale Stringer, the designer of the new plastic kit that allows you to build all three of the Blood Angels' specialist Dreadnoughts. 'It was a very organic process,' says Dale. 'I had a spare five weeks between projects so thought I'd have a go at making a plastic Furioso Dreadnought. Working closely with Mat, we came up with the looks for the unique

weapons such as the magna-grapple.'

However, what started as initially a kit of the Furioso quickly grew. 'Working on the philosophy of "wouldn't it be cool if..." I realised we could squeeze more value out of the frame and provide parts to make a Death Company Dreadnought. I liked the idea of rather than just painting a Dreadnought black, you could have a

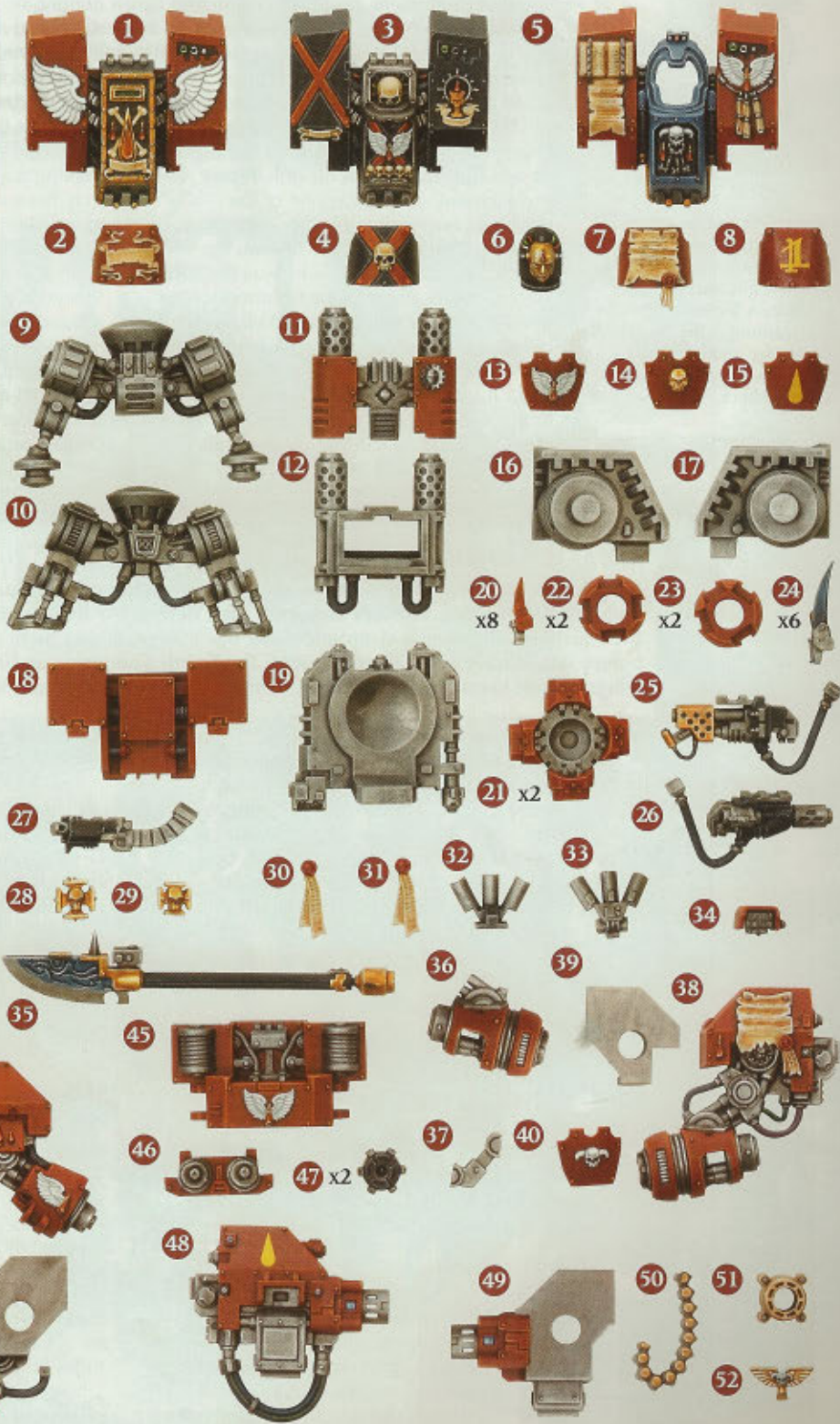
“The Blood Angels are a proud Chapter who refuse to yield the skies to others.”

model with a fully sculpted sarcophagus' But Dale's work didn't stop there as he also added a Furioso Librarian. 'That was a challenge,' he admits. 'It needed to be more than a sarcophagus variant; it had to be distinctive, instantly recognisable as something greater than a Dreadnought. I took loads of design cues from the Space Hulk Librarian sculpted by Alex Hedström. I liked the idea of taking a death mask, which is a prominent feature of the Blood Angels, and enshrouding it within a psychic hood to make a focal point.

# FURIOSO DREADNOUGHT

The frame diagram below highlights the breadth and variety of parts in the new kit, allowing you to make one of the three different types of Dreadnought.

- 1 Furioso sarcophagus
- 2 Leg plate
- 3 Death Company sarcophagus
- 4 Leg plate
- 5 Librarian sarcophagus
- 6 Librarian head
- 7-8 Leg plate
- 9-10 Legs
- 11-12 Exhaust stacks
- 13-15 Arm plates
- 16-17 Arm mounts
- 18 Sarcophagus top
- 19 Sarcophagus base
- 20 Blood fist claws
- 21 Dreadnought feet
- 22 Blood fist mounts
- 23 Blood talon mounts
- 24 Blood talons
- 25 Heavy flamer
- 26 Meltagun
- 27 Storm bolter
- 28-29 Crux Terminatus
- 30-31 Purity seals
- 32-33 Smoke launcher
- 34 Searchlight
- 35 Force weapon
- 36 Force weapon mount
- 37 Hydraulic
- 38-39 Force weapon arm
- 40 Arm plate
- 41-42 Left arm
- 43-44 Right arm
- 45 Magna-grapple winch
- 46 Magna-grapple mount
- 47 Magna-grapples
- 48-49 Frag cannon
- 50 Frag cannon ammunition
- 51 Frag cannon barrel
- 52 Librarian symbol





### Lemartes

Lemartes is the Guardian of the Lost, shepherding the Death Company to the most glorious deaths possible. A legendary figure amongst the Blood Angels, he alone seems to be able to keep the Black Rage in check.

To further distinguish the model we armed it with a force weapon. This was the most difficult bit – making what is an elegant bladed weapon work on a big blocky machine. The arm mount helps you with this juxtaposition; I tried to create a visible logic with numerous joints located at pivotal points of the arm so it can be wielded in different arcs, and I've hinted that the blade rotates too. There's even a piston coupling so you can imagine the Librarian using it as a punch dagger, as the blade is shot forward with massive force.'

The new Dreadnought kit is reason enough to laud Dale's work for the Blood Angels but it's far from his only recent involvement, for he was one of the designers responsible for the Stormraven Gunship. But our first question on the subject is aimed at Mat, why was the Blood Angels codex a good time to introduce a new Space Marine vehicle? 'Well, we've been toying with the idea of a brand-new Space Marine kit for a while now,' says Mat. 'It was actually Jervis' idea. He thought there was a gap in the range for a medium-sized Space Marine skimmer,

something to further highlight how Space Marines enter the fray. As that gestated in the collective Studio mind we looked for a suitable opportunity to bring the new aircraft into the 41st Millennium. The Blood Angels seemed the ideal candidates

'There are a couple of reasons as to why they are perfect partners,' Mat continues. 'The first is that the Blood Angels have already proven they're more than willing to use weapons and vehicles that are not necessarily Codex issue, the Baal Predator being a good example. The second is that the Stormraven fits in with the Blood Angels' primary method of making war. It's got wings – and as you may have noticed – Blood Angels are eager to attack from the air.' As any Blood Angel player worth his jump pack will tell you, it is all about striking hard and fast. Everything in a Blood Angels army revolves around speed and closing with the enemy as quickly as possible. Companies of Assault Squads fly through the air, making planetfall mere seconds before assaulting the enemy. Even the Blood Angels' more lumbering tanks such as the Land Raider

## DEATH COMPANY

Members of the Death Company, be they Battle-Brother or Dreadnought, fight completely without fear befitting warriors certain of their demise. As they march to their inevitable fate their furious willpower, a symptom of the Black Rage, allows them to endure wounds that days before would have killed them outright. The Death Company can be accompanied by the dark-winged angel known as Astorath the Grim, the High Chaplain and Redeemer of the Lost.



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'The Bl and refuse in this resp Blood Ang control o dominate, the Storm Angels for 'It's a cross Rhino that extremely as a transp Transport to twelve even a Dr squad. It's be outfite to fulfil m the Mach you to lat firepower

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## SANGUINARY GUARD

The Sanguinary Guard are proven in mind, body and spirit to uphold the values of their Primarch to an extent no other can. On the battlefield they encapsulate Sanguinius' image and favoured tactics – to swoop upon the enemy on angelic wings and decimate at short range with holy bolter fire and revered blade. Also resplendent in golden armour is the legendary Sanguinor, a being who appears only in times of the Blood Angels' greatest need.



enter the fray by being dropped into combat from a Thunderhawk.

'The Blood Angels are a proud Chapter, and refuse to yield the skies to others and in this respect the Stormraven helps the Blood Angels – and their Successors – keep control of an area they believe is theirs to dominate,' states Mat. Philosophy aside, the Stormraven is welcome in any Blood Angels force as it's such a powerful vehicle. 'It's a cross between a Land Raider and Rhino that flies,' says Mat. 'It's an extremely flexible craft, which can be used as a transporter, a gunship or both. Transport wise, it has a large capacity of up to twelve models, or six jump infantry, and even a Dreadnought in addition to the squad. It's also armed to the teeth, and can be outfitted with a variety of weapon types to fulfil many different roles. What's more, the Machine Spirit special rule will allow you to launch a portion of its considerable firepower at an additional target.'

As we finally release Mat back into the Studio wilds, we focus our attention on seeking out Space Marine design suprema, Jes Goodwin. The veteran designer has had

a decisive hand in all the Space Marine plastic kits over the years and the Stormraven was no different. 'I wanted it to look extremely brutal,' says Jes when I catch up with him. 'It's no coincidence that if you clench your fist and hold it horizontally you'll have a very similar silhouette to the Stormraven.'

While the Stormraven is now finally making its debut, a Space Marine skimmer and flyer has actually been in the works for a long time. 'We have now come to a point where the Space Marine range is extremely comprehensive so the question we've started to ask ourselves is: where to next? Do we carry on making new tanks? Which we could easily do, but then you slowly impede on the Imperial Guard's territory. We've discussed doing a plastic Thunderhawk time and time again, and I'm in no way ruling it out, but the idea was floated about doing a smaller gunship; something that is manoeuvrable, fast and could take a squad or two.'

The Stormraven then is a bit of a first for the Space Marines, a squad-sized flyer, but while it may be a new concept it's



### Sanguinary Priests

Those who carry the Blood Chalice, the Sanguinary Priests, help guide the Blood Angels through the tribulations of the Flaw. They call upon the Blood Angels to embrace the Red Thirst and wrest to their control so it can be used against the Imperium's enemies.

Continued on page 24...

# THE STORMRAVEN



The Stormraven Gunship is a relatively new addition to the Blood Angels armoury but even with its limited time in the Chapter armoury the Stormraven has made a mark in both the Blood Angels' and their Successors' annals.

## 877.M41 .....The Mel'yanneth Skywar

Captain Metraen is charged with the destruction of the Eldar Raiders operating from a fortress hidden in the poisonous atmosphere of Mel'yanneth. Harnessing the Chapter's entire fleet of Stormraven and Thunderhawk Gunships, Metraen initiates an unprecedented airborne assault. Stormravens jink through the blaze of anti-aircraft fire to disgorge Assault Squads directly onto the floating fortress' docking platforms, securing landing zones for Land Raiders to arrive via Thunderhawk Transporters.

As the battle rages through the fortress, the determination of the Blood Angels is little abated by the Eldar's arcane traps. Realising the hopelessness of their situation, the aliens abandon their fortress, although not before sabotaging its gravity nullifiers. Only the incredible skill of the Blood Angels gunship pilots prevents the victory becoming a crushing defeat.

## 982.M41 .....A flight of Stormravens

Screaming across the burned skies of Cromenda, one of the largest formations of Stormravens ever recorded was unleashed by the Angels Encarmine. Months before, swarms of Necrons mysteriously appeared from the catacombs hidden in the planet's crust and systematically began harvesting the population. A plea for help is broadcast and picked up by the Angels Encarmine. When they arrive there is little evidence left of the planet's populace.

The Angels Encarmine take to the skies in massive wings of aircraft; swarms of Stormravens are broken up by Thunderhawk Gunships, as over half the Chapter heads for the primary continent, towards the Gethsemialle Mountains - a massive chain of peaks linked together by a series of man-made dams. These dams hold a great body of water, an artificial ocean that was used to irrigate the arid lands below before the Necrons emerged. The Space Marines'

destination is the Mother Dam: the largest link in the mountainous fence and upon which the Necrons had begun building a large pylon-like structure. As Mother Dam came into view, the Stormravens unleash a massed volley of bloodstrike missiles that speed from the aircraft, striking both the dam and alien structure that sits upon its ramparts. The Thunderhawks launch their hellstrike missiles, which plough into the dam walls shaking the Necron pylon, but it is the prevalence of Stormravens that has the most effect. While Necron Warriors swarm onto the ramparts like agitated ants from a prodded nest, the Stormravens hover above delivering Angels Encarmine into the heart of the enemy and pounding the encroaching foe with lascannon and plasma fire.

As the constant bombardment continues, the Mother Dam starts to lose its integrity, great rents appear and the artificial ocean pours through, further weakening the structure. The Stormravens touch down only briefly to pick up their squads just as the dam collapses. Only a single Stormraven is lost in the ensuing devastation, which sees the great body of water smash apart the alien structure and scatter the metal bodies of thousands of Necrons far and wide. After the destruction of the pylon, the Necrons disappear from Cromenda. The planet is now silent, a testament to the Necron's evil will and the vengeance of the Space Marines.

## 901.M41 .....The Battle of Ironhelm

Commander Dante leads the Stormraven drop assault that finally breaks Waagh! Bludcrumpa's decade-long siege on forge world Ironhelm. The Stormravens successfully evade the Orks' crude air defences to deliver the leader of the Blood Angels and his golden armoured retinue into the heart of Bludcrumpa's lair. The fight is brutal but decisive as Dante charges the Warlord, decapitating him with a single stroke of the Axe Mortalis.





# STORMRAVEN GUNSHIPS

	Type	BS	Armour		
			F	S	R
Stormraven	Skimmer, Fast	4	12	12	12

**WARGEAR:** Twin-linked heavy bolter, twin-linked assault cannon, and four bloodstrike missiles.

**Bloodstrike Missiles:** Bloodstrike missiles have a two-stage solid fuel booster, designed to deliver a punishing blow to an enemy tank. Each missile can only be fired once per game.

Range	Strength	AP	Type
72"	8	1	Heavy 1, One shot

**Ceramite Plating:** The Stormraven's hull plates are designed to protect it from the extreme conditions of orbital re-entry, but they also serve to thwart the fury of certain weapons. Melta weapons do not gain the extra D6 armour penetration when shooting at a Stormraven Gunship.

**TRANSPORT:**

The Stormraven Gunship can carry two separate squads: one unit of up to 12 models in its cabin, plus a single Dreadnought in its rear grapples (if the Stormraven explodes, the Dreadnought will suffer a Strength 4 hit on its rear armour). Unlike other transports, the Stormraven can carry jump infantry (each takes up two points of transport capacity). For the purposes of claiming or contesting objectives and embarking or disembarking from a Stormraven, measure to and from its base. For example, a unit wishing to embark a Stormraven can do so if, at the end of their Movement, all models in the unit are within 2" of the Stormraven's base.

**Fire Points:** None.

**Access Points:** A Stormraven Gunship has one access point at the front of its hull, one on either side and another at the rear.

**SPECIAL RULES: Deep Strike.**

**Assault Vehicle:** Models disembarking from a Stormraven can launch an assault on the turn they do so (providing the Stormraven did not Deep Strike).

**Power of the Machine Spirit.**

**Skies of Blood:** If the Stormraven has moved flat out, passengers can still disembark, but they must do so as follows. Nominate any point over which the Stormraven moved over and deploy the squad as if it were deep striking onto that point. If the unit scatters, every model must immediately take a Dangerous Terrain test. Models with jump packs can make a more controlled descent – not only do they not take Dangerous Terrain tests (unless they do land in Dangerous Terrain), they can use the Descent of Angels special rule to make a more accurate landing. If any of the models cannot be deployed, the unit is destroyed as described in the 1-2 result on the Deep Strike Mishap table. Note that models that disembark in this manner cannot assault on the turn they do so.



## STORMRAVEN GUNSHIP .....200 Points

**Unit Composition:**

- 1 Stormraven

**Unit Type:**

- Vehicle  
(Fast, Skimmer)

**Wargear:**

- Twin-linked heavy bolter
- Twin-linked assault cannon
- Four bloodstrike missiles
- Ceramite Plating

**Transport Capacity**

- Twelve models and/or one Dreadnought

**Special Rules:**

- Assault Vehicle
- Deep Strike
- Power of the Machine Spirit
- Skies of Blood

**Options:**

- Replace twin-linked heavy bolter with:
  - twin-linked multi-melta .....free
  - typhoon missile launcher .....+25 pts
- Replace twin-linked assault cannon with:
  - twin-linked plasma cannon .....free
  - twin-linked lascannons .....free
- Can take side sponsons with hurricane bolters...+30 pts
- Can take any of the following:
  - searchlight.....+1 pt
  - locator beacon.....+15 pts
  - extra armour .....+15 pts



## BAAL PREDATOR

The Blood Angels have always had an open-minded attitude to their fleet of vehicles. Far from being slaves to tactical dogma, the Blood Angels have sought out variant patterns such as the Baal Predator. An assault tank armed with flamestorm cannon or twin-linked assault cannons.

...Continued from page 21.

### Turn To...

Blood Angels players (red) thirsty for more need only skip over the page (but do take a look at the sample army on your way through) to find a new Blood Angels Battle Mission written by Phil Kelly. Later on in this very issue you'll also find a Blood Angels Battleforce challenge (see page 94) and don't forget this month's battle report sees them face off against the dreaded Dark Eldar.



instantly recognisable as a vehicle of the Adeptus Astartes. 'It has to stand on its own but still be distinctly Space Marine. While the craft as a whole is something new you'll see lots of design cues that will be familiar. There's no denying the front of the model shares similarities with the Thunderhawk, but it's more than just that. The 45-degree angle that slopes the cockpit to the nose is a feature you'll see on many of the Space Marine vehicles – you can see it on both the Rhino and the Land Raider.'

Looking at the shape as a whole you can see the lineage from all the previous kits, but this was not something that necessarily came immediately to Jes. 'As so often happens with these things, I spent weeks not really coming up with anything and then in one 15 minute sitting I drew the profile sketch for the Stormraven. It was then Dale's job to realise my drawing into three dimensions.' As we've already established with the Dreadnought kit, this is something Dale is very good at, so we asked him about his favourite feature.

'When I work on kits it's always with an eye to helping the modeller get maximum benefit,' answers Dale. 'So, for instance I've made sure that the Stormraven's side doors will fit on a Rhino and vice versa, so all the Forge World Rhino door kits will fit. Then I want the vehicles to work in a practical sense, so making sure ramps can open and close and that you have an undercarriage option to have the model in a landed position if the player prefers. All this goes to making the best kit possible.'

For Jes, the success comes with the look of the model and its place with the rest of the army, 'If we're talking about a metaphorical beauty and the beast, then this is definitely a beast; but that was always the intention!'

As the astute amongst you may have noticed, the background for the Stormraven and the additional iconography included on the kit suggest that it also forms part of the arsenal for the Grey Knights. Check out April's White Dwarf for the full story.

**T**extreme Death Company will allow entrenched carry on to face crucially right direction support caveat is of his at Befit whole fo

## 2ND COMPANY

## STRIKE FORCE



**T**his 2000-point force contains two Dreadnoughts but both have very different roles. Brother Ezerilion is extremely flexible, and less rash than his Death Company brother; his heavy flamer will allow him to go after enemies entrenched in cover. Brother Dragos will carry on killing until there is no enemy left to face. He is also extremely fast as he, crucially, has Fleet. Simply point him in the right direction and let him go, ably supported by the Death Company. The caveat is to make sure the target is worthy of his attention.

Befittingly, this is a flying army as the whole force can Deep Strike. The

Stormravens are key here, able to transport both a Dreadnought and a separate squad. This leaves the Assault Squad to fly in upon their jump packs, the Descent of Angels rule making them unerringly accurate.

The presence of Brother Corbulo and a Sanguinary Priest also makes this an extremely hardy force. Canny deployment of both these models will make sure the majority of the force have Feel No Pain, but will also gain Furious Charge as well for a powerful combination.

Extensively, this army is set up with the traditional Blood Angels doctrine firmly in mind – so strike hard and strike fast, and you won't go far wrong.

**HQ**

**Captain Aphael**  
Captain with combi-melta and power sword.  
125 points

**ELITES**

**Brother Ezerilion**  
Furioso Dreadnought with heavy flamer.  
135 points

**Sanguinary Guard**  
5 Sanguinary Guard with infernus pistol, Chapter Banner and Death Masks.  
265 points

**Brother Corbulo**  
with Heaven's Teeth and the Red Grail.  
105 points

**Sanguinary Priest Borgion**  
with power sword and jump pack.  
90 points

**TROOPS**

**Tactical Squad Erzi**  
10 Space Marines with meltagun, multi-melta and Sergeant with power fist.  
200 points

**Assault Squad Teldris**  
10 Space Marines with Sergeant armed with power weapon, infernus pistol and melta bombs.  
225 points

**The Death Company**  
10 Death Company with thunder hammer, power weapon and hand flamer.  
255 points

**Brother Dragos**  
Death Company Dreadnought with blood talons and magna-grapple.  
140 points

**HEAVY SUPPORT**

**Azkaellon's Wrath**  
Stormraven Gunship with twin-linked multi-melta and hurricane bolters.  
230 points

**Praxinius Forma**  
Stormraven Gunship with twin-linked multi-melta and hurricane bolters.  
230 points

**TOTAL .....2000 points**



# THE BLOOD OF MARTYRS

The Blood of Martyrs is a new Battle Mission specifically designed for the Blood Angels Chapter. You can play this mission as a one-off or, when using the 'random' or 'themed' methods to pick your battle mission, use the Space Marine missions with the All-round Defence replaced by The Blood of Martyrs.

Strike forces comprised entirely of Blood Angels Space Marines are often called upon to spearhead Imperial invasions. However, once their violent work is done these strike forces must move out – the wrath of their foes will be great, and the Sons of Sanguinius are too valuable to waste upon wars of attrition. When the time comes to withdraw from the field in order to strike elsewhere, the lives of esteemed battle-brothers must often be sacrificed in order to allow their brethren to escape. Truly it is said that the blood of martyrs is the seed of the Imperium.

“Lives must be sacrificed to allow their brethren to escape. Truly it is said the blood of martyrs is the seed of the Imperium.”

The Blood Angels are famous for their planetary assault tactics. Drop Pods, Stormravens and Thunderhawk Gunships will descend from the skies, their passengers disembarking to strike at the enemy's heart. Once the strike force's primary objectives have been fulfilled, however, the Blood Angels often seek to fulfil their own agenda.

To the watchful eyes of their allies, those left behind to secure the strike forces' escape are noble heroes giving their lives for the greater good of the Chapter. All too often, though, those fighting the rearguard action are Blood Angels who have succumbed to the genetic curse that lurks in their gene-seed. For these tortured souls, the only true redemption can be death in battle. Few amongst their allies realise that the Blood Angels withdrawal from the field has more to do with granting the gift of a glorious death to their martyred brethren than any desire for self-preservation.

## OBJECTIVES

The objective for the Blood Angels player is to fight his way clear of the enemy army whilst ensuring his rearguard 'martyr' squads die a suitably heroic death (see the Victory Conditions below). The objective for his opponent is to prevent the Blood Angels' escape.

## DEPLOYMENT

The Blood Angels player must deploy his entire army within 12" of the centre point

of the table. If for any reason it's impossible to deploy a Blood Angels unit then it must go in reserve, and when it enters play it will do so from any table edge. Next the enemy player deploys his army anywhere on the table that is over 6" away from any Blood Angels units.

## RESERVES

The enemy player may place any or all of his units in reserve. Enemy units that are placed in reserve may enter play from any long table edge. No Blood Angels units may be placed in reserve voluntarily.

## FIRST TURN

The Blood Angels have the first turn.

## GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end of the 6th game turn, and this time the game ends immediately on the roll of a 1-3, and continues for a 7th and final turn on the roll of a 4+. The game ends automatically at the end of game turn 7.

## VICTORY CONDITIONS

At the end of the game, total up the number of 'martyr' squads that have been destroyed. Martyr squads are units of the following types: Death Company, Death Company Dreadnoughts, Death Company Tycho, Lemartes, and any unit that has succumbed to the Red Thirst.

Add the number of martyr squads that have been destroyed to the number of Blood Angels units that have voluntarily left the table. This is the Blood Angels player's victory total. Then roll D6+1; if the victory total is equal to or greater than the result, then the Blood Angels win. If not, the enemy player wins.

## SPECIAL RULES

**Fighting Withdrawal:** The Blood Angels player is attempting to withdraw his strike force as well as seeking a glorious death for his martyr squads. In this mission, all non-martyr Blood Angels units have the Hit and Run special rule. Furthermore, non-martyr units may voluntarily leave the table from Turn 4 onwards. To do so, simply move the unit so that at least one of its members has left the table; the entire unit is then removed from play. So it is that these Battle-Brothers will fight again one day, thanks to the sacrifice of the martyrs.

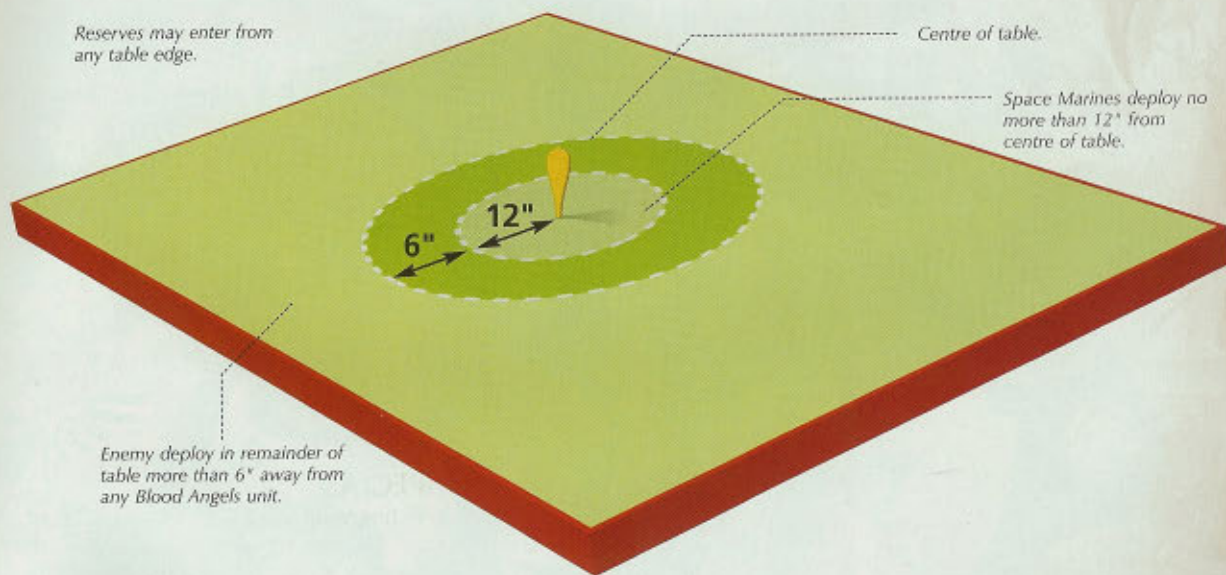


## THE BLOOD OF MARTYRS DEPLOYMENT MAP

*Reserves may enter from any table edge.*

*Centre of table.*

*Space Marines deploy no more than 12" from centre of table.*



*Enemy deploy in remainder of table more than 6" away from any Blood Angels unit.*

### Set-up Summary

- The Blood Angels player deploys his entire army within 12" of the centre of the board.
- The enemy deploy anywhere more than 6" away from any Blood Angels unit.
- Any number of enemy units may be placed in reserve.
- No Blood Angels units may voluntarily start the game in reserve.

# FURY UNBOUND!

WARHAMMER  
40,000



# IN-STORE THIS MONTH

This month the Blood Angels receive reinforcements with the arrival of the Furioso Dreadnought and the enormous Stormraven Gunship, and your local Hobby Centre has plenty of events and activities in store for you...

## Incoming Reinforcements

The brand new Blood Angels miniatures offer a stunning amount of variety of weapon armaments. Find out how to assemble your Stormraven Gunship and Furioso Dreadnought and how you can combine them with other Space Marine boxed sets.

## On Wings of Blood

From Librarian and Death Company Dreadnoughts to enormous flying gunships, find out how you can paint your new Stormraven Gunship and Furioso Dreadnought at your local Hobby Centre and how to add extra details including battle damage and atmospheric weathering.

## Ancient Mystiques

The Stormraven Gunship and Furioso Dreadnought offer many advantages on the battlefield. Talk to the staff at your local store to find out how you can make the most of these powerful units and gain valuable tactical advice such as weapon selections and battle-winning strategies.

## For the Emperor!

With your reinforcements assembled and painted, it's time to put your new war machines to the test. Bring your armies in to your local Hobby Centre and join the battle as the Blood Angels fight to hold back the tide of Daemons, heretics and aliens.

CONTACT YOUR LOCAL STORE FOR DETAILS!

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# BLOOD ANGELS

## Assault on the Hellspire

The Blood Angels descend on wings of fire to deliver death to the enemies of the Imperium. In *Liber Apocalyptica* this month, Robin Cruddace describes such a battle.

**W**hen the world of Orana came under attack from a massive Chaos invasion, three-dozen regiments of the Imperial Guard and twenty companies of Space Marines from seven different Chapters were mustered to liberate the planet. Foremost amongst these were the Blood Angels, led by Commander Dante himself.

The Blood Angels descended into the heart of the battle. However, no sooner had the Blood Angels made planetfall than the skies grew as dark as midnight. Contact with the fleet was severed; neither vox-transmission nor teleport beam could penetrate the blackness. The sky was rent with flashes of green lightning, but all eyes were drawn to Orana's capital hive city, which stood wreathed in balefire on the horizon. As the Warpblaze subsided all could see that the hive had changed into a Hellspire; where stone and metal once stood, now there were walls of fused bone and flesh.

Horrific as this transformation was, the greater threat lay in the hordes of Daemons that were pouring out of the Hellspire. Plague-ridden Daemons with rusty blades advanced to reinforce the Chaos Space Marine battlelines, followed closely by gibbering creatures whose fingers flickered with azure flames. In their wake came countless other hell-spawned monsters, and with every passing second the horde grew in size.

Artillery fire tore great gobbets of meat out of the hive, but the surrounding walls flowed like molten wax to heal the wounds. During the seconds when the hive's skin was rent, a pulse of psychic energy flooded the battlefield. To the mind of Furious Librarian Galen, it was a wave of madness and death. Galen spoke of a Daemon Lord that was being summoned in a despoiled cathedral at Hellspire's peak. Dante recognised that the destruction of this threat was of paramount importance, but a void barrier protected the cathedral. The reactor powering the shield was located within the bowels of the spire, and Dante threw every force at his disposal to get to it.

The Death Company was the first into the fray. They charged unhindered through sorcerous flames, and soon the battlefield

resounded to the sound of chainblade against hell-forged iron. In their wake, the Blood Angels 3rd Company advanced, bolstered by Firestorm and Deathstorm Strike Forces. The bark of gunfire and the roar of flamer weapons drove the Chaos forces back and, inch-by-inch, the Blood Angels advanced towards the Hellspire.

However, this concerted attack was but a feint, designed by Dante to draw the bulk of the enemy away from his true target. Through lightning-wracked skies, a trio of Stormraven Gunships screamed towards the Hellspire. Just when it looked as if the transports would smash into the hive's side, they unleashed a fearsome salvo of missiles that tore great chunks out of the living wall. Before the wound could heal itself, the Stormravens flew into the breach. Terminators and Dreadnoughts swiftly disembarked, Brother Galen at their head. The insertion force drove relentlessly towards their goal, slaying everything in their way. With the objective in sight, Galen destroyed the reactor in a maelstrom of psychic energy.

The veil protecting the upper reaches of the Hellspire dissipated, and in that instant Dante committed his Sanguine Host to the fore. Descending from above, the golden-armoured warriors laid the enemy low with their blades. Despite the ferocity of their assault, however, it appeared they were too late, for the unholy ritual was almost complete and the Daemon Lord was even now pulling itself through a Warp portal. Launching himself at the monstrous foe, Dante drew back his arm and embedded the *Axe Mortalis* into the Daemon Lord's chest, piercing its black heart. Howling in agony, the abomination was cast back into the Warp, and with its death the Chaos hordes exploded into mists of blood. Contact was re-established with the Imperial fleet, surviving forces were extracted and the Hellspire was obliterated by orbital bombardment – the world of Orana had been saved.

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You can download additional datasheets for the Blood Angels and other forces from our website.



“ They charged unhindered through sorcerous flames, and soon the battlefield resounded to the sound of chainblades. ”

WARHAMMER  
40,000  
APOCALYPSE



# THE DEATH COMPANY

200 POINTS + MODELS

During the most bloody of conflicts and desperate campaigns of the Blood Angels' history, battles where the survival of the Chapter itself hangs in the balance, a disproportionate number of Battle-Brothers succumb to the Black Rage and the ranks of the Death Company swell. In these dire times, Astorath the Grim, High Chaplain of the Blood Angels, will gather these cursed warriors and personally lead them into battle.

Blood Angels are all connected on a deep spiritual, and some even say psychic, level. So when a warrior is gripped in the madness of the Black Rage, his doom-laden visions burn ever brighter in the presence of other afflicted souls. Thus when the entire Death Company are gathered

together in one place, they feed each other's insanity and their collective bloodlust is amplified to new peaks.

The Death Company are likened to a storm of violence, and they throw themselves into the fray intent only on tearing their enemies apart. When deployed in such numbers they are akin to a whirlwind of rage. The spilling of blood drives these warriors deeper into a frenzied state of madness, and the more they slaughter the wilder they become. It is doubtful that these warriors are even aware of the true face of the enemies they slay, for they are doubtless locked in a hallucinogenic vision of the final battle between the traitor Horus and their beloved Primarch. As such, the Death Company fight with the will of Sanguinius himself.



ASTORATH THE GRIM



Brother Lazzero

DEATH COMPANY DREADNOUGHT



Brother Jacopo

DEATH COMPANY DREADNOUGHT



The Afflicted

DEATH COMPANY



The Cursed Brethren

DEATH COMPANY



Chaplain Leone

CHAPLAIN



The Mournful Brotherhood

DEATH COMPANY

## FORMATION:

- Astorath the Grim
- 1+ Chaplains
- 0-1 Death Company Tycho\*
- 3+ Death Company Squads (1 squad must include Lemartes, Guardian of the Lost)
- 2-4 Death Company Dreadnoughts

\* Note that at the time of the Hellspire Assault, Captain Tycho had not yet succumbed to the Black Rage. However, he is included here as an option for those wishing to represent the Death Company as they fought during the 3rd War for Armageddon.

## SPECIAL RULES:

**Strike Force:** All units in the formation must be deployed within 6" of Astorath, or, if coming on from reserve, they must enter the table within 6" of the point entered by Astorath. Alternatively, if all units in the formation are equipped with jump packs and/or start the game embarked within a Drop Pod, deploy Astorath and his unit following the rules for Deep Strike (remembering the Descent of Angels

rule). Then all other units in the formation are placed within 6" of Astorath's unit as per Deep Strike, but will not scatter.

**Bloodrage:** For each unsaved wound caused by a unit in this formation in close combat, it can immediately make another attack. If this attack also causes an unsaved wound, you can make another attack, and so on.

# DANTE'S SANGUINE HOST

## 75 POINTS + MODELS

The Sanguinary Guard are the most exceptional heroes of the Blood Angels. Normally they are attached to bolster the fighting ability of Blood Angels companies fighting throughout the Imperium, and it is a rare event indeed that this corps of veterans fight as a single unit.

Commander Dante alone can warrant the formation of a Sanguine Host, and he will do so only after meticulous planning and preparation. A Sanguine Host is not a weapon to be wielded against the masses of common soldiery, but a precision tool used to carve out the heart out of an enemy army. Dante knows that an entire Tyranid swarm can be stopped in its tracks if its synaptic commander can be slain, and a whole Ork Waaagh! will turn upon itself and crumble if its Warlord is killed. However, such leaders are inevitably the most formidable

and powerful of their kind, and they are guarded by the most dangerous and vile monsters at their disposal. Cutting the head off such beasts is no simple task, and few who dare to face such foes ever return alive, but it is a task that the heroes of the Sanguinary Guard accept nonetheless.

Commander Dante personally leads the Sanguine Host into battle, for the success or failure of their mission can determine the outcome of entire wars. Dante will wait for the perfect time to strike, launching the attack only when the optimal chance of success presents itself. When the attack comes, it occurs suddenly and without warning. Descending from the heavens on wings of fire, the golden warriors of the Sanguine Host lay into their foes with the fury and skill of Sanguinius himself, lopping off limbs and heads before the Blood Angels' feet ever touch the ground.



COMMANDER DANTE



Squad Ariel

SANGUINARY GUARD



Squad Gabriel

SANGUINARY GUARD



Squad Ramiel

HONOUR GUARD

### FORMATION:

- Commander Dante
- 1 Honour Guard\*
- 2-4 squads of Sanguinary Guard
- \* The Honour Guard must be equipped with jump packs.



### SPECIAL RULES:

**Deep Striking Force:** The formation always deploys using the Deep Strike rules. When the formation arrives, Commander Dante and his unit are deployed first and, due to his Tactical Precision rule, do not scatter. All other units in the formation are then placed within 6" of Commander Dante as per Deep Strike, but will not scatter.

**Strategic Assets:** An army that contains Dante's Sanguine Host automatically gains the Careful Planning strategic asset.

**Angels of Death:** Units in this formation cannot shoot (or run) on the turn they arrive from Deep Strike, but they can launch an assault.

# ARCHANGEL SKYFORCE

150 POINTS + MODELS

Archangel Skyforce Squads are deployed against the most heavily fortified objectives, those protected by thick fortress walls and banks of void shields. Many of these targets can withstand protracted artillery bombardments and even orbital strikes, and as such they need to be destroyed from the inside out. However, where a hammer blow may fail to

crack the entirety of a fortress' shell, a spear thrust can often succeed in punching an opening. So it is that an Archangel Skyforce forms the figurative spear tip of a Blood Angels' assault on such targets. Archangel Skyforces excel at blasting an opening through such defences and delivering squads of elite warriors directly into the breach.



## FORMATION:

- 3 Stormraven Gunships
- 3 Furioso Dreadnoughts (including Furioso Librarians)
- 3 Terminator Squads (any combination of Terminator or Terminator Assault Squads)

\* One Stormraven Gunship must be designated as the Command Vehicle.

## Using Stormravens in Apocalypse

You'll notice that we've given the Stormravens here the Flyers and Hover special rules. This is to represent their use in the larger battles represented using the Apocalypse scenario. If you plan on using Stormravens from Codex: Blood Angels in your games of Apocalypse then counting them as flyers is entirely appropriate.

## SPECIAL RULES:

**Airborne Deployment:** All Stormravens in the formation are Flyers and have the Hover Mode special rule.

**Strike Force:** All Terminator and Furioso Dreadnought units must start the game embarked within the formation's Stormraven transports. All Stormravens in the formation must enter the table within 6" of the point entered by the Command Vehicle.

**Strategic Assets:** An army that contains an Archangel Skyforce automatically gains the Vital Objective strategic asset.

**Lightning Assault:** Once per game, an Archangel Skyforce can, if it still carries its full complement of 12 bloodstrike missiles,

make a Lightning Assault. To do so, select a target within 24" of the Command Vehicle and make an out of sequence shooting attack with the following profile:

RANGE	STR	AP	TYPE
24"	8	1	Heavy 1*, 7" Blast, One shot only**

\*Superheavy vehicles and Gargantuan Creatures under the template's central hole suffer not one, but D6 hits.

\*\*After damage has been resolved move the Stormravens flat out towards the target (or, if it has been destroyed, the point where it last stood) – all embarked units must then immediately disembark, following the normal rules for Skies of Blood.

# FIRESTORM STRIKE FORCE

## 150 POINTS + MODELS

Firestorm Strike Forces are formed when the Blood Angels are facing foes that seek to overrun the Space Marines' lines with sheer weight of numbers. Under normal circumstances, these opponents might succeed in drowning the Sons of Sanguinius beneath waves of determined infantry assaults, but when the Blood Angels are bolstered by Firestorm Strike Forces, their opponents will advance only to a fiery doom.

The lynchpin of a Firestorm Strike Force is a Land Raider Redeemer whose formidable armaments complement the flamethrower weaponry of the Baal Predators under its command. The roar of a single flamestorm cannon can melt

ceramite and burn flesh, but the combined fury of several such weapons can reduce whole battle formations to smoking piles of charred meat.

Firestorm Strike Forces advance quickly across the battlefield, seeking to take up optimum firing positions, those overlooking key routes through which enemy infantry waves are likely to attack. Once these choke points have been identified, the Space Marine crews prime the ignition ports of their weapons and wait for the enemy forces to draw into range. When they do, the Blood Angels' tanks project a blazing wall of flame through which none can pass unscathed.

Spear of Terra



LAND RAIDER REDEEMER

Tempestuous



BAAL PREDATOR

Dante's Fury



BAAL PREDATOR



### FORMATION:

- 1 Land Raider Redeemer
- 2+ Baal Predators\*

### SPECIAL RULES:

**Strike Force:** All units in the formation must be deployed within 6" of the Land Raider Redeemer, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Land Raider Redeemer.

**Combined fire:** If three or more tanks from this formation fire at the same target, resolve the shots using the following profile instead:

RANGE	STR	AP	TYPE
Hellstorm**	6	3	Heavy 1

\* All Baal Predators in the formation must be armed with flamestorm cannons.

\*\*Place the hellstorm template so that it covers, at least partially, as many members of the target unit as possible and the entire template is within 24" and line of sight of the Land Raider Redeemer leading the formation. After resolving any damage, place one counter (a coin or other suitable marker is ideal) at the narrow end of the hellstorm template, and another at the opposite end. Draw a straight line between the two markers: any unit that attempts to move across this line immediately suffers 2D6 Strength 6, AP 4 hits. Remove the pair of markers at the beginning of your next Shooting phase.

If all Baal Predators contributing to the firestorm are equipped with heavy flamer sponsons, all failed To Wound rolls must be re-rolled.

# WAR OF THE RING™

*The Armies of Middle-earth: Part Two*

## THE DARK HORDES



### Getting Started

To embark on your own campaign for the fate of Middle-earth, the War of the Ring rules manual contains everything that you need to know. War of the Ring: Battlehosts is an Expansion for the game, allowing you to field iconic formations from the most famous battles in the War of the Ring.

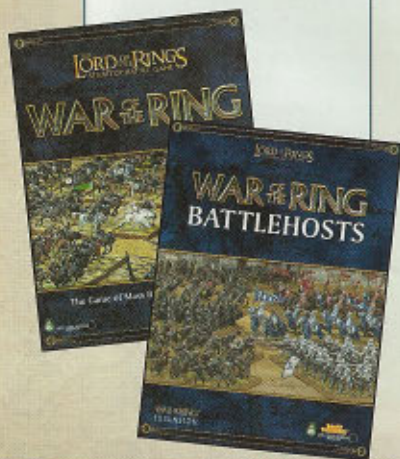
This month we continue our tour of Middle-earth. In the last issue we inspected the armies of Good to see if they were worthy of our backing, now it is the turn of the dark hordes.

**Andy Hall:** There comes a time when no man can stand on the sidelines, when he must take up his sword whether for good or evil in the coming war. For those undecided, of which I include myself, choosing which part to play in the War of the Ring has proved increasingly troublesome. Should it be the valiant Rohirrim, whose charge across the Pelennor was such a defining moment in *The Return of the King*, or maybe siding with the Dwarves who defended the Lonely Mountain against the combined might of Orcs and Easterlings. But the choices are not just restricted to the good guys; there is a certain relish in playing the villains, deposing of haughty Elves with hordes of Orcs and cutting a swathe through self-righteous heroes with the Uruk-hai, or picking off Hobbits with well-aimed bowfire. Playing with the Evil factions gives you the chance to have an army full of monsters – Mûmakil, Trolls, Dragons, and even the dreaded Balrog. There's so much choice, but where to start?

### The Power Can Be Yours

Last month we began by asking players of the Good factions to make their case here in the pages of *White Dwarf*, creating a gazetteer of sorts, providing those who have yet to make the foray into the War of the Ring with an idea of what each faction is capable of and their reasons for raising arms. This time around we take a look at the five remaining factions, those who have sided with Sauron and fight for Evil.

And so it is that I wait with bated breath as players of the Evil races make their cases, giving us a brief overview of each force, including their tactical strengths and weaknesses as well as any prominent and interesting characters the army as at its disposal. The latter point is especially important as I think the choice of heroes is crucial when considering that you always start selecting your force by first choosing a leader; this model will not only be a powerful figure on the tabletop but ostensibly distils the character of the army you'll be using, so choose wisely.



# THE FORTRESS OF ISENGARD

*Nick Bayton places his allegiance with the master of Orthanc.*

The Tower of Orthanc stands brazen at the base of the Misty Mountains to the east of Rohan. The tower was once a seat of learning and home to the head of a mystic order, which Gandalf himself was counted a member. At some point in recent history a darkness fell over Isengard. Saruman, Leader of the Wise, has fallen into shadow. He has sided with Sauron, for the time being at least, and now unleashes an evil army upon the world, forcing the Free Peoples to fight on a second front. Deep in the bowels of the White Wizard's fortress Sauron breeds the Uruk-hai, larger, stronger Orcs that can stand sunlight.

With an army of ten thousand Uruk-hai at his disposal, and numerous other wicked allies, Saruman made his move by invading Rohan, forcing the refugees to flee for the ancient sanctuary of Helm's Deep – the first great battle in the War of the Ring had begun.

## In Battle

An Isengard army is made up of large formations packed with rock-hard infantry and ably supported by the occasional monster, usually in the form of Trolls. Cavalry will play little part in an Isengard force with the exception of Warg Riders. But the strength of Isengard lies in the fearsome Phalanxes of Uruk-hai, whose long pikes are more than enough to halt

the Horse-lords of Rohan in their tracks. It's an anvil upon which you can shatter the mightiest charge.

To grow the force even larger, and make certain you outnumber the foe, you can add companies of Isengard Orcs. These are far cheaper but, as you would expect, a lot less powerful than the Uruk-hai. You need not only keep to Orc-kind either; Ruffians and the Wild Men of Dunland are options as is their elite equivalent, the Dunlending Huscarls.

Amidst your pike phalanxes place an Isengard Assault Ballista, flanked by two Trolls. This set up gives you significant ranged firepower and the means to protect the artillery, helping to ensure the day belongs to the duplicitous Lord of Orthanc.

## Collecting Isengard

The core troops of Isengard are the tough Uruk-hai and these are available in plastic box sets. Getting four of these kits will give you five Uruk-hai Phalanx companies armed with pikes, and five Uruk-hai Warbands – infantry companies armed with hand weapons and shields. From this extremely solid foundation you can branch out into other areas, maybe getting a box or two of Uruk-hai Scouts that will give you an impressive three companies' worth of miniatures per kit or even adding in some Trolls and Uruk-hai Berserkers before getting an artillery piece.



*Saruman the White Hand*

## The Wise

The forces of Isengard have four interesting and very different Epic Heroes available for battle. Most importantly, you have Saruman, an extremely deadly Wizard who can undo the enemy with a barrage of confounding spells. A second option is Lurtz, who specialises in slaying enemy heroes. Then there is Grima Wormtongue, so called because of his treacherous ways. Finally is Thyrdan Wolfsbane, who makes a great leader for your formations.





### Mûmak War Herd

Look to the **Battlehost Expansion** for interesting ways of organising your army and giving your forces extra abilities. For the **Fallen Realms**, the **Mûmak War Herd** is certainly worthy of note, allowing you to unleash between 3 to 6 of these devastating monsters in an overwhelming charge. The ground trembles as the Mûmaks stride across the battlefield.



Mahûd Mûmak Chieftain

## ◆ FALLEN REALMS

*Mat Ward leads the invasion from the south and east.*

The subjugated lands of the east have ever been in Sauron's thrall. They were bent to the Dark Lord's will all too easily due to their hatred of Gondor. Harad is the largest of the Fallen Realms, it is a place where the people have grown used to war with armies full of brutal mercenaries, immoral Corsairs, and hardened tribal warriors known as the Mahûd. Whilst the armies of Harad contain a multitude of warriors, the troops of the Rhûnish Kingdoms are a far more unified fighting force, better armed, trained, more disciplined and very deadly. As a fighting force they easily rival Gondor. Further east still is the kingdom of Khand, whose warriors have come west on Sauron's bidding upon chariot and horseback, ready to battle in the Dark Lord's name.

### In Battle

The Fallen Realms faction is your chance to have a very exotic army, full of strange wonders, from towering Mûmaks to mystical assassins. It's a chance to add a more garish palette of black, red and gold,

colours to what we normally see in the armies of The Lord of the Rings. A Fallen Realms force is versatile, with access to monsters, cavalry, magic users and lots of infantry including cheap hordes and powerful elites. The range of Epic Heroes is large, with the likes of Amdûr who is awesome in combat and Suladân is good at regaining Might. You can also use the Nazgûl as allies for extra clout and the ability to augment your troops with some terrifying abilities.

### Collecting Fallen Realms

This all depends on the direction you want to take your force. You could mix and match with companies of Common formations from all three realms, or specialise in just one area – for instance an all Easterling army. Whichever route you choose there are loads of plastic kits to get your rank and file up and ready in no time. Of course, let's not forget that one of the most iconic of all kits is available to Fallen Realms players – the War Mûmak is a massive model and brilliant centrepiece.

⊙ M

Veteran

It is from that Sauron of light and desolate creatures of all but scatters Dark Lord fleeing from perilously gather his dark creature banner of battles to c As war earth it is t at the spea most nume Lord's only sorcerers, are all in h

In Battle

Large arm success. W available, easy, giv





# MORDOR

*Veteran general, Chris Peach, ranks Mordor above all others.*

It is from the benighted land of Mordor that Sauron strikes out against the forces of light. Mordor has always been a dark and desolate place, home to the foulest creatures of Middle-earth and shunned by all but scattered tribes of Orcs. When the Dark Lord did return to Mordor after fleeing from Dol Guldur, Gondor was perilously slow to react. This let Sauron gather his forces with Orcs, Evil Men and dark creatures, who all flocked to the banner of the Eye in preparation for the battles to come.

As war now rampages across Middle-earth it is the armies of Mordor that strive at the spearhead of the attack. Orcs are the most numerous, but are far from the Dark Lord's only servants – Men, Trolls, Uruks, sorcerers, monsters and the dread Nazgûl are all in his thrall.

## In Battle

Large armies are the key to Mordor's success. With the amount of infantry available, outnumbering the foe should be easy, giving you lots of expendable troops

that can still go toe-to-toe with Gondor's Warriors. But it's not just about the Orcs, as a Mordor army can bring the might of monsters and an impressive selection of artillery to the fore in the form of Trolls, catapults, battering rams and siege bows. There are also some incredibly deadly shock troops that can be used to bolster the Orc hordes, such as the Castellans of Dol Guldur and Black Guard of Barad-dûr are two such examples. Mordor can also field some of the best Epic Heroes who are all-powerful magic users yet still able to best even the mightiest Hero in combat. There are the Ringwraiths and even Sauron in the form of a giant armoured warrior.

## Collecting Mordor

The strength of a Mordor army comes from its masses of Orcs. Two box sets of Morannon Orcs allows you to assemble a three companies armed with hand weapons, and three companies armed with spears. Once you have a strong foundation of Orcs, you'll need at least one Nazgûl to lead the rabble.



## The Nine

Sauron's most powerful servants are the Ringwraiths. The dreaded Nine were once Kings of Men corrupted to the Dark Lord's cause long ago. They can be fielded in several different ways: together as a single formation, individually as powerful Epic Heroes, mounted on a Fell Beast or as part of a battlehost. No matter how you use them, their presence will have the foe running away in terror.



*The Undying*



*The Knight of Umbar*



*The Shadow Lord*

# THE MISTY MOUNTAINS

*Com Hutchings explains why it's Moria that will be victorious.*



Drúzhag

## The Beastcaller

If your collection contains lots of horrible creatures, such as Wargs, Swarms, Bats, Giant Spiders and their like, then Drúzhag the Beastcaller is for you. Not only is he cool looking model in his own right, with the cloud of bats flying about him, but he can spend Might to generate new formations of beast during the game.

The Misty Mountains stretch for hundreds of miles, from the bitter peaks of Carn Dûm in the far north, to the Gap of Rohan and Isengard in the south. Once the ancient seat of the Dwarves, the mountains have long since become the haunt of Goblins, Wargs and creatures that are far worse. Where the Dwarves would host great gatherings and even parley with the Elves now monsters roam of which none is more feared than the Balrog of Morgoth. This ancient terror was unearthed when the Dwarves, in their greed, dug too deep.

Ever since, the Misty Mountains and the Mines of Moria have remained in the Goblins' possession. Packs of Wargs run along side massed formations of Goblins, as beasts swarm and slither from the mountain caves. All the while ancient creatures stride in their wake.

## In Battle

The forces of the Misty Mountains have access to the both extremely cheap and fast troops, and the best monsters in the game. It is the Misty Mountains faction that

has the Balrog, Cave Drake, a Spider Queen and Ancient Dragon. All are willing to serve and are immensely powerful monsters that will have your opponent quaking in his boots. But it's not just about the monsters, as the Misty Mountains are home to the Goblins as well and they are cheap and plentiful. If it's your monsters' job to hit hard then the Goblins' task is to mop up enemy survivors.

Do not discount the smaller beasts either. A lot of these have the Prowler special rule, which means

they get bonus attacks for striking in the flank. This makes them surprisingly powerful as long as they don't simply charge into the enemy's front arc.

## Collecting the Misty Mountains

This army has a large selection of plastic kits. A box set of Moria Goblins gives you three companies: one armed with bows, one with spears and one with hand weapons. There is also the fantastic plastic Balrog kit, should you wish to bolster your force with the most fearsome monster in the game.

*“Far below the deepest delving of the Dwarves, the world is gnawed by nameless things.”*





## ANGMAR

*Finally, Andy Hall champions the Ghostly Legions of Angmar.*

Angmar is a warning to all of what awaits should the Dark Lord conquer Middle-earth. It is a forsaken land, bleak, forbidding and haunted by spirits and the occasional band of Orcs. Few Men live in Angmar now, for even the blackest-hearted rogues have fled to safer lands. Trolls stalk the neglected highways, ghosts lurk amid crumbling buildings and barrow-kings hold court in the ancient ruins.

Angmar was founded by the Witch-king and made in his image; corrupted by the Dark Lord, the land was forever blighted. After the Battle of Fornost – when the Witch-king's massive army was finally defeated – Angmar fell into shadow. However, the evil was not destroyed, merely scattered and as the War of the Ring begins in earnest, Angmar grows restless once again.

### In Battle

An Angmar force is an army of extremes. You can field both cheap and plentiful formations of Orcs alongside expensive but

specialised troops in ghostly contingents. The undead play an important part in an Angmar army, they have lots of special attacks that can seriously weaken the enemy rather than simply slay the foe, allowing your other creatures to deliver the killing blows.

Angmar also boasts several legendary formations and Epic Heroes. Unsurprisingly, the Witch-king is available to lead Angmar once more. There's also the great winged terror known as Gûlavhar and an ambushing Troll in the burly shape of Buhrdûr.

### Collecting Angmar

An Angmar army is very interesting in that rather than having a core range of plastics dedicated to just this faction, it uses the breadth of The Lord of the Rings range. So a Mordor Orcs box set will provide you with all your infantry needs, while the Army of the Dead box provides you with 20 warriors for your Ghostly Legion. Two boxes will give you an impressive five infantry companies.

### The Chosen Ones

*Andy:* After reviewing all the factions I've settled on the spirit legions of Angmar. There's a couple of reasons: one is that the Studio is currently down an Angmar player, so that's a role I can fill, but the main one is that I like the idea of having the entire The Lord of the Rings collection at my disposal, and by painting them in ghostly colours they can join my army and look great. I'm already planning ghostly companies of Elves, Dwarves and, of course, the Army of the Dead.

Not only does this approach give me access to the whole gamut of The Lord of the Rings plastic kits, but it lets me use another favourite aspect of Middle-earth, the Ringwraiths, the Witch-king is a definite as is Gûlavhar.

# DIE! DIE! MAN-THINGS

## Skaven Tactics for **WARHAMMER**



Gather round ye Children of the Horned Rat and listen to the wise squeaking of battle-savvy Warlord Jeremy Vetock. The Skaven are going to take over the world – this article explores tactics for killing Man-things\* so you can begin your conquest.

### More Online

These quick tips box outs provide more advice for Skaven players to sink their teeth into. Some anti-Skaven tips have also been provided (out of pity!) as well for those facing our mangy and flea-bitten legions. Skaven players are advised to read them as civil war can break out at any time... In addition to the article presented here, a basic guide for playing Skaven can be found on the website along with an in-depth magic tactica.

[games-workshop.com](http://games-workshop.com)

I've learned that you must be very careful talking to Skaven players. No, this isn't anything disparaging about their shifty nature, but rather a hangover from the mercurial nature of the ratmen themselves. In my experience Skaven tend to be an all-or-nothing army, devastating the foe to win big or scampering off the field of battle and disgracing themselves in utter rout. This article is about trying to do more of the former and less of the latter, no easy task to master as Skaven are a risky and unpredictable army. However, in the hands of a skilled tabletop commander the Skaven army is as formidable a force as any and quite capable of taking down the best opposing players and the hardest armies they can muster.

To consistently win with a Skaven army, a player must develop the same kinds of

skills that the background suggests Skaven leaders themselves possess. The leaders of some armies can just point their army in the right direction, charge forward and deliver a beat-down with their superior skills or brawn. A Skaven commander, however, must be a cunning opportunist who exploits the strengths of his forces, plays down the weaknesses of his own troops and ruthlessly exploits the least advantage! There are times to minimise the twitchy and random nature of the Skaven and times to embrace the madness. Game after game the best Skaven players know just when and where to push their luck for the biggest gain. Of course, each Warlord supplements these gambits and gambles with his own repertoire of dirty tricks, and I've stolen the best to try to pass off as my own throughout this article.

\*Note that Man-things can be replaced with Dwarf-things, Elf-things, gribbly-things or any other 'things' in question to better represent your soon-to-be-vanquished foe.

## A RATTY FOUNDATION

It is easy to bulk up a Skaven army as there are a number of cheap Core units (Clanrats, Stormvermin, Giant Rats, Skavenslaves). I prefer Clanrat units of 25 models or more and at least one horde, but every player will have his own preferred mix. All of these Skaven basic troops are solid choices – not at all bad for Core troops as they are on the high end of Movement and Initiative and most can be upgraded with a variety of equipment. Best of all, all the Core choices are all very low points cost! This is a vitally important point – the Core choices of a Skaven army certainly can win the game for you, but they probably won't do it by actually beating the foe themselves, at least not if they fight an equal number of units.

So how can the Skaven Core troops win the game by being cut to pieces? Skaven in ranks benefit from the Strength in Numbers special rule, which boosts their otherwise low Leadership value to something far more respectable than their points cost would suggest. Combine their sudden rise in confidence with the Steadfast rule, and you have the makings of a formation that will stay on and fight even if they lose the combat round. As your larger units will

cost less points (sometimes significantly so) than your foe, this allows Skaven to add both larger units and to field a few more regiments than their typical opposition. So, while the massed ranks are locked into mortal combat, the ratmen ought to be able to bring up another unit in support. In a grim war of attrition, Skaven trade their sheer numbers for opportunities to gang up several of their units against a single foe, ideally hitting an already engaged enemy in the flank or rear. If this sounds generally dishonourable then you've grasped it. After all, for the chattering hordes of the Skaven the ends justify the means and 'fighting fair' is an alien concept to the Skaven!

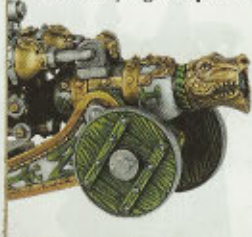
## HIT 'EM HARD

Once you've got your foe locked in place, either by charging him with your large units or by being charged yourself, it is time to enact the second (and more glorious) part of the plan. This is the part where you bring a second (or third) unit into the action to tip the balance your way.

It is possible your main battleline will dominate the combat on its own, but this is often more likely wishful thinking or a warpstone illusion and the grim truth is that

## Horde-Slaying Templates

**Mat Ward:** As a horde army, Skaven love their ranked-up units. The best answer to ranked-up units? Templates. If you're playing Dwarfs, bring a Flame Cannon. Empire? A Mortar (or preferably three!). Ogres – try a Scraplauncher. Even if your army doesn't have a template-wielding war machine, don't despair. Instead, turn to magic. *Firestorm*, *Pit of Shades* and *Purple Sun of Xereus* give you access to horde-slaying templates.



## THINK LIKE A SKAVEN: BE CALLOUS

At a fair my daughter recently won a goldfish through the deftness of bouncing ping-pong balls into fishbowls. This meant we got to take it home where, almost inevitably, a life lesson ensued. As the lifespan of even the best and most responsibly kept goldfish won at a fair is often on the shortish side, it is best not to get too attached. Though long-winded and sad to fish-fanciers the world over, I find this analogy somewhat similar to my advice to treat Skaven Core troops as cannon fodder – if it comes from you Core selection, part of its job is to be on the end of your enemy's swords, spells or missiles. Be comforted in the knowledge that once in a while a Core unit (or a goldfish named Angel) will beat the odds and survive. By all means, celebrate the moment – just don't start to count on it.



## Kill them with Death!

**Robin Cruddace:** The Skaven are a cowardly bunch, and the Lore of Death's signature spell, *Spirit Leech*, is perfect for exploiting the ratmen's low Leadership. What's more, as it uses unmodified Leadership values to calculate damage, the Skaven's Strength in Numbers rule won't help.



large units of Skaven troops will probably break even or come up a little short against most other armies' Core choices (Orcs, Beastmen, Elves and so on). Against the more elite fighters of the enemy races (Chaos Warriors, Saurus, Swordmasters) they might even lose quite badly. That's OK, as long as you have more numbers and ranks than your foe Skaven troops should stay in place for a turn or two longer thanks to Steadfast and Strength in Numbers. This allows the time needed for harder hitting units to work their way up in order to slam into the already engaged enemy. If there is time and space to do some manoeuvring, your hammer blow can land on a flank, but even a frontal charge can tip the balance into your favour if your striking unit is hard enough.

The Skaven army is rife with choices for this type of work and three of the best are Rat Ogres, Doomwheels and the Hell Pit Abomination. All can, with a relatively narrow frontage, lay down some serious offence! Six Rat Ogres deployed in two ranks of three (remember, monstrous infantry only need three models for a rank) will dish out 18 attacks, more if the beasts are Frenzied! At WS 4 and Strength 5 that can leave a mark. My personal favourite for causing calamity is the Hell Pit Abomination. While random movement

and a random attack chart make the monstrous creature's actions unpredictable, it hits like a thunderbolt, albeit a fleshy, mutated one! After Impact Hits, the Hell Pit Abomination will either attack using one of the following: Feed (great against heavily armoured foes or characters), Flailing Fists (a solid handful of powerful blows) or Avalanche of Flesh (a unit crushing number of automatic hits). After all that is done, the loathsome creature adds insult to injury by piling on a Thunderstomp! A foe with any experience will do his very best to blast your Hell Pit Abomination before it ever gets close to his units and while the beast does have Regeneration and a chance to spring back to life if it is slain. Even in their death throes a Hell Pit Abomination will often damage other nearby units.

## DETAILS DETAILS DETAILS

Holding the foe and then giving them a good hard smack is basic stuff for an accomplished Skaven general, but there are countless ways to improve upon this Skaven classic, increasing both the staying power of your anvil and the hitting strength of your hammer.

With the extra courage provided by Strength in Numbers and Steadfast at work, a Skaven general might assume his line will hold for a while, but a single bad dice

## RANDOM ACTS OF VIOLENCE

A key thing to remember when moving a Random Movement unit (like a Doomwheel or Hell Pit Abomination) is that you don't necessarily want it to race out front of your main battle line. Try setting up your Doomwheel or Hell Pit Abomination a little further back than your battleline or, even more devious, move the creature parallel to your foe rather than straight at them in the first turn. In this way you ensure you this heavy hitter doesn't race out far in front of your advancing infantry blocks. In subsequent turns you can turn the Doomwheel or Hell Pit Abomination towards the foe that ought to be, by that time, already engaged with your holding units.



## A WEAPON FOR EVERY OCCASION

Perhaps the most common type of Skaven war machine is the Weapon Team, a catch-all term for a variety of deadly weapons that can be bought as an upgrade to certain Skaven units. There's a Weapon Team for every occasion, from the highly mobile Poisoned Wind Mortar to the hail of bullets fired by the Ratling Gun.



**Doom-flayer:** A motorised whirling ball choppy death!  
**Upside:** Can charge into a foe and inflict wicked damage, especially deadly against low Initiative creatures such as Dwarfs or Orcs.  
**Downside:** Although it has a solid armour save (from the front) it is vulnerable to counter-attacks, or, against creatures with better than Initiative 3, being slain before it can unleash its Artillery dice worth of Strength 4 hits!



**Warpfire Thrower:** A template-spewing flame attack that melts the foe in a horrific manner.  
**Upside:** Great against tightly packed enemy units, does multiple wounds and causes a Panic test if it does a single casualty!  
**Downside:** Short-ranged, when it malfunctions it is prone to blow up.



**Ratling Gun:** A multi-barrelled gun that spits a stream of bullets.  
**Upside:** Can produce a high number of shots with a medium range, ideal at taking out small flanking units.  
**Downside:** It is hard to resist attempting more shots, thus leading players to blow up their own devices.



**Warp-Grinder:** A tunnelling device that drills underground passageways.  
**Upside:** Can allow a unit of Night Runners or Gutter Runners to emerge anywhere on the board, a true terror to gunlines! Tunnel markers unnerve any foe.  
**Downside:** The risk of arriving randomly.

**Poisoned Wind Mortar:** A flinging tube that can launch an enormous poisoned wind globe.

**Upside:** Shoots small template, gas attack bypasses armour and high Toughness, can use parent unit's line of sight while itself hiding in rear of formation.

**Downside:** Although the Poisoned Wind Mortar is great against heavily armoured or tough troops such as Dwarf Ironbreakers, Chaos Warriors and knights of all stripes, it's not ideal for use against horde armies – especially other Skaven!



### TOP TIP

*Try keeping your Weapon Team hidden for the first few turns by placing it solidly out of sight behind your main units. Only once they are engaged should you attempt to slide out of cover and line up some shots of your own! Many newcomers leave Weapon Teams exposed too early and risk losing them before the deadly devices can unleash their own hell.*



### Hit 'em where it hurts.

**Andrew Kenrick:** The key to defeating Skaven is to make them flee – no easy feat as Strength in Numbers helps them stay put. The solution: disrupt the Skaven by attacking them in the flank with a ranked-up unit at the same time that you hit the front. I use a unit of 10 Marauder Horsemen at the same time the Skaven get stuck fighting my Chaos Warriors.



roll can crumple such a battle plan in a hurry. One standard way (pun intended, unfortunately) to ensure your core units hold out as long as possible is to place the Battle Standard Bearer within 12" of them. The Battle Standard Bearer is not a guarantee, but at least means you can recover from a single bad dice roll. A more sure-fire method to prevent the centre of your line from routing is to employ a Screaming Bell or Plague Furnace, as both devices make the unit pushing them Unbreakable. A large unit with either a Screaming Bell or Plague Furnace really becomes a tar pit for the best of enemy regiments, so expect experienced foes to do their best to avoid such formations, or worst still, arrive with a plan to destroy your precious altars. So what do you do if your foe lines up batteries of cannons, a Bloodthirster or a tooled-up Lord to smash your troops? Enter the wonder weapons...

### SKAVEN WONDER WEAPONS

Being mechanically diabolical, the fiendishly clever Warlock Engineers of Clan Skryre make a number of wonder weapons that blend sorcery with technology. Although temperamental (as in, I wonder if this will work?), these high risk, high reward items can devastate the enemy. The mere presence of one of these devices can cause your foe to alter his battle plans, two or more of the wicked things will demand

attention. No matter which wonder weapon suits your fancy, use the device to target any dangers that threaten to prematurely collapse your living wall of Core troops.

The smallest of the Clan Skryre inventions are the Weapon Team, deadly portable devices wielded by a pair of Skaven and attached to a Clanrat or Stormvermin unit. Weapon teams can soften the foe up with shots as the battlelines close and once forces are locked in combat they can intimidate or blast apart any enemy units that attempt to flank your own forces.

The larger and more formidable mechanical wonders are the Warp Lightning Cannon, Plagueclaw Catapult (a Clan Pestilens wonder weapon) and the Doomwheel. I always field at least one of them, and deploy more if my points will allow it. The Warp Lightning Cannon fires a sizzling ball of warp energy that zaps everything in a straight line before exploding with a deadly burst. Like most Skaven-built devices, the Warp Lightning Cannon is somewhat random, using an artillery dice to determine not just the 'bounce' of its shot, but also its Strength. While you do run the risk of hitting at a mere Strength 2, the chance to level a Strength 10 line of damage followed up with the small template at the same strength is worth gambling on. I've seen a



### A BEASTLY PLAN

**Phil Kelly:** It's fair to say that I favour all things Clan Moulder. For my Core choices I always include at least several blocks of 35-50 Giant Rats with a goodly supply of Packmasters. Such hordes are ideal at holding the line while Rat Ogres and Hell Pit Abominations deliver the slaughter. I prefer to field two separate blocks of six Rat Ogres each and always recommends upgrading to a Master-bred Rat Ogre (+1 Initiative and +1 Attack!). Skweel Gnawtooth with his Mutations chart will really up any unit of Rat Ogres or Giant Rats he joins and although I favour the Regenerate result, it's worth pointing out that all of the results are well worth having. While I occasionally mix in some Poisoned Wind Globadiers, Skavenslaves and a big block of Stormvermin, it's Clan Moulder that dominates any force I field.





**PLAGUE**

A popular (and deadly) army list amongst some Skaven players is to stick with a plague-filled theme, that is, filling their armies primarily with troops associated with Clan Pestilens. The loathsome Plague Monks can be formidable, especially when deployed in a large block pushing the Plague Furnace. Plague Censer Bearers are expensive, but with 2 Attacks (+1 for Frenzy) with their deadly fume-filled flails can put a dent in any foe. A pair of Plagueclaw Catapults offer rancid long-ranged support.



single well-placed shot evaporate a unit of Ironbreakers and as each hit causes D6 wounds, you can potentially blast apart a Chaos Lord as well. That is the kind of sheer firepower that most armies can only dream about, but there are other equally devastating choices. For destroying large units it is tough to beat the Plagueclaw Catapult. This infernal war machine combines the large template (lots of hits!) with no armour saves (because it hurls liquid gloop!). While it is only Strength 2, the sheer size of its template means that a well-placed shot can hit 20+ models. That's a lot of chances to get lucky rolling 6s against opposition with high Toughness, such as Chaos Warriors or Dwarfs, and absolutely devastating against low-Toughness troops like Goblins or Skinks.

The Doomwheel, that churning wheel of destruction, is like a super-charged chariot with the addition of a Grind attack that keeps doing damage once it gets into combat. The Zzzzap! rule fires out lethal bolts of warp lightning that vary in Strength and cause a nasty D6 wounds! Woe to any opponent who leaves large monsters or lone characters near this Skaven device of doom. This unusual combination of a mobile war machine that hits like a chariot is unique and devastating when used to support your units. Sure, you might

accidentally kill a few of your Clanrats or Skavenslaves on the way to smashing the enemy, but that's only to be expected.

**WICKEDNESS IN ACTION**

Naturally few Skaven battle plans can be so basic as to function only on a few levels (hold 'em, hit 'em and keep some wonder weapons handy to fry 'em). Thus the top rats always seem to have grab a bag of extra schemes, combinations, gimmicks, or straight up dirty tricks to call upon. Here are some quick examples of the kind of nastiness Skaven generals have up their sleeves to unleash on the unsuspecting.

As might be expected from the best troops of sneaky Clan Eshin, the Gutter Runners are ideal troops to distract the enemy or take out any exposed or especially vulnerable units. Using their Scouts ability to set up deep on the battlefield or Sneaky Infiltrators to enter the gaming table upon an enemy flank or rear, Gutter Runners are skilled Skirmishers that can move quickly and fire on the march. When equipped with slings and the Poisoned Attacks upgrades the Gutter Runners are expensive at 18 points a model (that's worth 9 Skavenslaves!) but the amount of firepower they unleash can eliminate fast cavalry, lone characters or war machines.

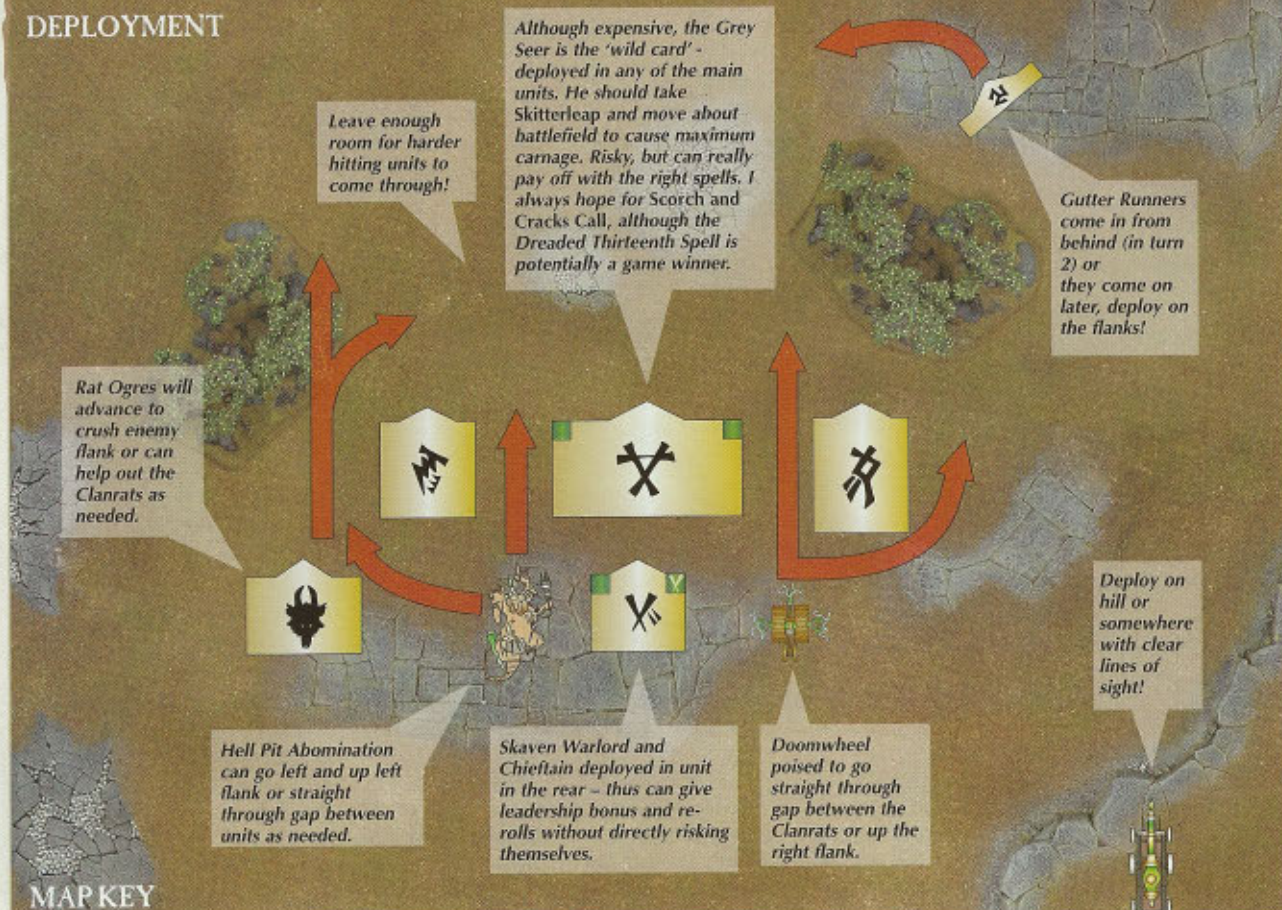


*Queek Headtaker is the exception to most Skaven Warlords, able to take on even the toughest of opponents in a challenge.*

## HOLD 'EM AND HIT 'EM

Shown here is a basic hold 'em and hit 'em Skaven army. Because of their numbers, Skaven generals must pay particular attention to their deployment – ensuring there is space to manoeuvre the harder hitting units through gaps to attack the foe.

### DEPLOYMENT



### MAP KEY

#### Lords

- Warlord Skratshit**  
Warlord with hand weapon, heavy armour and halberd. 93 points
- Sniffit**  
Grey Seer 240 points

#### Heroes

- Chieftain Snikk**  
Battle Standard Bearer. 70 points
- Chieftain Rakkit**  
Potion of Strength and Sword of Swift Slaying. 90 points

#### Core

- Stabbit's Clawpack**  
50 Clanrats with hand weapon, shields, musician, standard bearer and Clawleader. 245 points
- The Vermintide**  
30 Giant Rats with 3 Packmasters. 114 points
- The Clanguard**  
25 Stormvermin with musician, standard bearer and Fangleader. 200 points

- Trikk's Clawpack**  
20 Clanrats with hand weapons, shields, musician, standard bearer and Clawleader. 110 points

#### Special

- The Backstabbers**  
5 Gutter Runners with slings and Poisoned Attacks. 90 points
- Ratbrain's Pack**  
6 Rat Ogres with 2 Packmasters and 1 Master-bred Rat Ogre. 271 points

#### Rare

- The Trundlewheel**  
Doomwheel 150 points
- Ratbrain's Masterpiece**  
Hell Pit Abomination 235 points
- The Doom of Skryre**  
Warp Lightning Cannon 90 points

**TOTAL POINTS** .....1998 points

The fighting prowess of Skaven Chieftains and Warlords might not match up against some Hero and Lord choices of other armies, but you won't find a top commander lamenting this, at least not for too long. While they can't match the skills of a Vampire Count or Chaos Lord, the points cost are far, far lower. Choosing an army using the percentage-based army system works in favour of the Skaven – they might not be equal one on one, but those aren't appealing odds to the Children of the Horned Rat anyhow. In a 2000-point game it is easy to find the points for two Lord choices, including two Warlords or one plus a Grey Seer. In fact, you will still have points left over for adding equipment and some nasty kit. In this way you can remain somewhat cautious with your chosen General, ensuring he is secure in a large unit and able to radiate his 12" Leadership bonus while unleashing the other Lord to cause destruction! A Grey Seer using *Skitterleap* and *Cracks Call* can send enemy characters or war machines to their doom all over the battlefield, while a Warlord with a Potion of Strength and a magic sword can rack up casualties beyond his humble points cost, turning a unit of Stormvermin into a threshing machine.

The same points can be made for adding in extra Skaven Heroes. A Skaven Assassin might not be a match for a top-tier enemy character, but he can prove more than able to tilt a pivotal combat the ratmen's way. Although Assassins already have a 4+ ward save thanks to their Dodge special rule, make your backstabber more survivable by drinking a Potion of Toughness in the turn he reveals his lurking presence. With *Always Strikes First* and an Initiative of 8 you can be pretty sure of delivering some savage blows – certainly enough to take out an enemy Battle Standard Bearer or Hero-level character. And when he's not taking chunks out of a Hero, he's more than capable of inflicting a good few wounds to the rank and file.

I'm personally a big fan of a lowly Warlock Engineer with a Doomrocket – I deploy him within a unit of Warplock Jezzails, where he waits to blast off his one shot weapon. A pair of Warlock Engineers with *Warp Lightning* can potentially unleash a lot of death, especially if one has the Warp-Energy Condenser.

The best dirty trick is, of course, the one you never see coming – and the best Skaven Warlords I've seen come up with new shifty angles when they are needed the most. A large block of Skavenslaves scattering with their *Cornered Rats* rule can inflict some Strength 3 hits – not a worry for a unit of heavily armoured Chaos Warriors or a horde of Night Goblins, but against Wardancers or light flanking units like Wolf Riders the fleeing Skaven can inflict crippling damage! Units of Poisoned

Wind Globadiers are fragile, but should they get a chance to hover around Chaos Warriors locked in a prolonged combat, the ability to lob missiles into melee and ignore armour can make them game winners. A wise Warlord will do anything within his powers to tilt the advantage into the Skaven's paws. Knowing when to shoot into the Skavenslaves who are locked in combat or when it's OK to risk rolling another dice when firing a Ratling Gun, the best Skaven generals don't just take risks, they take the *right* ones at the right time.

It is also important to remember that sometimes they'll all be out to get you. By this I'm not talking about the enemy, who naturally is out to get you, but rather your own forces. I've been sabotaged with faulty Weapon Teams, had my Clanrats bribed by rival clans to act spinelessly and even employed Assassins that couldn't possibly have passed backstabbing school. When I overcome these obstacles and still defeat the foe the victory is that much sweeter. Any disasters that happen along the way are quickly forgotten whilst the serious thrashings I've delivered to my foes are best immortalised – although few of the players I game with share my feelings. Remember, in victory remain humble – swelling to twice your normal size with righteous pride is acceptable, any more than that is probably excessive.



Don't go wide, go deep

**Andy Hall:** Skaven are cheap, which means it's easy to field big units and therefore hordes. But a horde may not be the only answer. Such large units in combination with the Skaven's Strength in Numbers rule can be formed deep to become a powerful roadblock. For example, a unit of 50 Skavenslaves formed into ten ranks will create a very deep unit. Stick a Chieftain with the battle standard in there and once in combat you'll most likely be on the losing side but the Break test will always be made on 9 with a re-roll, giving you good odds of staying put. This unit can then be put to use tying up the enemy's elite, who'll be hacking apart Skavenslaves but not much else! Just watch your flanks.





# WARHAMMER SKAVEN

From deep within the bowels of the earth come the Skaven, an insidious race of ratmen. Vicious and cruel they seek to dominate the whole world, enslaving the civilised races to their evil culture. Boiling up from their sinister Under-empire, they march to war in massive hordes, a sea of mangy-furred Skaven Clanrats and Slaves, joined by huge war machines that loom over press. Other creatures stride in the midst, grotesquely muscular Rat Ogres, their bodies pierced by warpstone shards lumber along beside the nightmare form of Hell Pit Abominations. Weapon teams, carrying deadly guns, warfire throwers or mortars scurry beneath the grinding wheels of Warp Lightning Cannon, Plagueclaw Catapults and Doomwheels.

The Skaven army is as varied as it is horrifying, an army composed of diabolical technology, forbidden sorcery and the open mockery of nature.

On this page we've gathered some of the kits available for players to add to their Skaven armies. With no less than nine multi-part plastic kits to choose from, Skaven players have a wealth of variety to build their armies from.



**SCREAMING BELL/PLAGUE FURNACE**  
99120206010  
£36, €45.50, 350dkr, 440skr/lnkr, 175zł  
This kit can make either a Screaming Bell or Plague Furnace, a towering centrepiece fit for any Skaven army.



**HELL PIT ABOMINATION**  
99021206012  
£30.75, €39, 300dkr, 380skr/lnkr, 150zł  
Fashioned by the lunatic fleshcrafters of Clan Moulder, the Abomination is a brutal avalanche of flesh and muscle.



#### CLANRATS

99120206007

£20.50, €22.50, 175dkr, 200skr/nkr, 75zt  
Clanrats make up the bulk of the Skaven army, vast hordes of vicious, scheming killers eager to topple civilisation.



#### STORMVERMIN

99120206008

£10.75, €39, 300dkr, 380skr/nkr, 150zt  
The elite warriors of the Skaven clans, Stormvermin are the best armed and armoured fighters in a Skaven force.



#### DOOMWHEEL

99120206009

£20.50, €26, 200dkr, 250skr/nkr, 100zt  
Doomwheels are deadly war machines that can electrify nearby enemies, before crushing survivors beneath their wheels.



#### NIGHT RUNNERS

99120206002

£18.50, €30, 225dkr, 270skr/nkr, xxzt  
Cunning, clandestine fighters, Night Runners operate in a scouting capacity, sowing anarchy ahead of the advance.



#### PLAGUE MONKS

99120206004

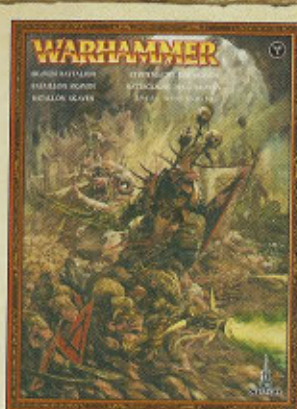
£18.50, €30, 225dkr, 270skr/nkr, xxzt  
Plague Monks are the festering, foul servants of the Great Horned One, frenzied warriors who spread disease.



#### WARP LIGHTNING CANNON/PLAGUECLAW CATAPULT

99120206013

£20.50, €26, 200dkr, 250skr/nkr, 100zt  
Mobile artillery, the Warp Lightning Cannon and Plagueclaw Catapult spell doom from afar for their targets.



#### SKAVEN BATTALION

99120206011

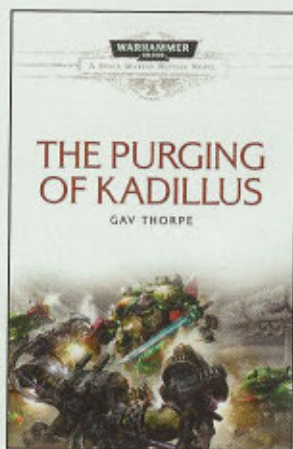
£56.50, €85, 640dkr, 780skr/nkr, 275zt  
The Skaven Battalion is the perfect building block for a Skaven army, containing 71 plastic miniatures.

The Skaven range is too large for us to squeeze onto a single page. Go online to view the entire range:

[games-workshop.com](http://games-workshop.com)

# AUTHORING ASTARTES

So how do you write a story or novel about Space Marines? Having just read the fantastic portrayal of these superhuman warriors in the latest Space Marine Battles novel *Purging of Kadillus*, we asked author and former Games Workshop developer Gav Thorpe how he goes about taking the Astartes from tabletop to book.



Gav's latest novel tells the story of the Ork invasion of Piscina IV, and the Dark Angels' heroic defence.

**H**ow fast is Initiative 4? What does an armour save of 3+ mean? Can a bolt shell blow a cultist in half? What does a Dreadnought have for breakfast?

OK, that last question hasn't really cropped up yet, but the others certainly have, along with many more. Writing fiction based on a tabletop game has its own advantages and disadvantages, all of which come to the fore when writing about the Emperor's favoured, the Space Marines. Not only are the Astartes the iconic image of the Warhammer 40,000 universe, they are by far the most popular army. This means that everybody has their own view of what they are and how they should fight.

I've written about Space Marines in many different ways, from little boxes of colour text at the start of battle reports to full novels, as well as writing rules for them. Here's what I've learned along the way.

Already you can see that the 'reality' is quite elastic. In something as free as a piece of fiction, we go back to the idea of superhuman strength in its raw state. So the question of how strong a Space Marine is can be answered by asking how strong the author needs him to be. If he needs to punch through a wall but not a tank, that's how strong he is. If he has to crush someone's head in his bare hands, he's strong enough for that too.

It is always important to remember that the rules are toned down to enable players to play with a good-looking force. It would be a lot less visually exciting to have a few Space Marines versus an Ork horde, although this may well be a fair fight in the 'reality' of 40K. The relationship between the rules and the background must always be seen through this lens – the rules are designed to make an interesting and fair fight between armies of miniatures; the background does not have such constraints.

## Doctrine and Dogma

Another thing that crops up quite a bit as a potential conflict between rules and fiction is the distortion of the 'reality' required by army lists. Army lists are created to allow players to collect miniatures and then field them in battle. To do this they may make some compromises on what you can field.

The best example is the Tactical Squad. The army list entry for these is based upon the typical Tactical Squad as laid down by the Codex Astartes. The key word here is 'typical', and it applies to the entirety of the army list – it represents the most common force compositions. As with individual characteristics and rules, it is important for writers to bear in mind the reality that this represents. The majority of Space Marines are formed into Tactical Squads, and the army list reflects this. However, in the reality of 40K, Space Marine Chapters might send out all kinds of task forces that don't include Tactical Squads at all.

Of all the forces of the Imperium, the Astartes are the least likely to be constrained by paper organisations. If they only have two Assault Squads and a Land Speeder spare, that is what they will send. As a writer, it is often the joy of exploring these marginal aspects of Space Marine warfare that is most appealing.

Space Marines have preferred ways of doing things, as laid out in the Codex

“How fast is Initiative 4? What does a save of 3+ mean? Can a bolt shell blow a cultist apart?”

## Reality and Narrative

I like to think that there is a 'real' Warhammer 40,000 universe that exists in some abstract dimension, where there are certain truths. A writer taps into that world and must adapt it to fit their needs, whether that is designing an army list, making a computer game or writing a novel.

That reality has no set values or quantities as such, but is composed of certain qualities instead. For Space Marines these include superhuman strength, power armour, boltguns and fearlessness. The job of the writer is to interpret these qualities in a way that seems appropriate.

So, let's take superhuman strength. In the tabletop game a normal human has Strength 3. It stands to reason that a Space Marine is therefore Strength 4. But what does that mean? Are they 33.3% stronger than a normal man? I think not. The scale used for tabletop profiles is really squashed between Strength 2 and about Strength 6 for the most powerful monsters. So, a Space Marine is stronger than a normal man but not as strong as a Bloodthirster.



Mameus Calgar, the Chapter Master of the Ultramarines, is amongst the mightiest of heroes.



Astartes, but they are far from dogmatic about it. If the Devastator Squad has been wiped out but one of the plasma cannons is still working, of course the heavy weapon gunner from a Tactical Squad might pick it up. This is hard to represent in the balanced, constrained world of the tabletop but is simple in the wide world of fiction.

### Characters not Clones

There can be a tendency to view the background in the Space Marine Codex as an absolute. In some ways it is. Marneus Calgar is the Chapter Master of the Ultramarines. The most common weapon of a Chapter is the boltgun, not multilaser. Space Marines are almost all conditioned to fight fearlessly, tirelessly and mercilessly.

That is all well and good for the background for an army, not so useful for writing a novel with engaging characters that demands personalities and conflicts. As with the rules, the trick here is not to be overly literal. The established background defines the parameters, the archetype of the Space Marine. It does not define each individual Space Marine. There are some things that are out of bounds; you would never have a cowardly Space Marine, for instance. Beyond a few obvious no-nos, there is still scope to create a cast of interesting characters without breaking the limits of that archetype.

Space Marines obey without question – except when they have reason to. Space Marines hate all their foes – except when

the situation means they have to reconsider for a greater strategic goal. Space Marines Know No Fear...

This last can be troublesome. Without fear a writer struggles to create a sense of jeopardy. With Space Marines we have to look at the nature of fear, and what that means. They don't run crying for the Emperor when they see a Hive Tyrant, but that doesn't mean they are emotionless and free from doubt. If they were, what would they need those Chaplains for?

In story terms, this means creating a different sort of fear. The fear of failure is the most prominent. A Space Marine is all about duty and acting in accord with the ideals of his Chapter and the Emperor. The key to a good Space Marine story is placing those aspects at risk rather than just his physical well-being. A Space Marine does not fear death or injury, but he does fear dying with his purpose unfulfilled or the mission not yet accomplished. A Space Marine forced to question his Chapter's teachings, his own loyalty and motivations, is every bit as dramatic as an Imperial Guardsman cowering in a trench as the artillery flies overhead.

### Big Explosions

With all I've just said, it's just good fun to chart the victories and defeats of the Emperor's finest. The Space Marines get all of the coolest gigs, the toughest missions and the fanciest equipment, and that should never be overlooked.



The Space Marines Battles range of novels, recounts some of the most legendary deeds of the Adeptus Astartes.

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**WARHAMMER**  
40,000

# SKIES OF BLOOD







The warriors of Baal face the dreaded scions of Commorragh this month in our battle report. The old feud is revived as Matt Hutson and Phil Kelly clash once more – who will win, Dark Eldar or Blood Angels? Adam Troke takes scribing duty.

The Blood Angels can be considered amongst the most noble and heroic defenders of the Imperium – shining angels of vengeance who unleash the fury of the Emperor upon the enemies of Mankind. When they take to the field, humanity finds hope reborn.

However, a few months ago the villainous Archon Sythrac exploded onto the scene here in the White Dwarf bunker. The brainchild of Phil Kelly, this loathsome Dark Eldar (anti)hero has set about a one-man crusade to steal the souls of some of the Imperium's most beloved heroes. With new Blood Angels out this month we just had to feature them in a battle report (what better way to showcase the superb new Stormraven and Dreadnoughts), and with the infamous oath of Sythrac still ringing in our ears we decided it was only fair to give them the chance to end the Archon's diabolical schemes.

For our players we have two veterans with their respective armies: Matt Hutson will be taking control of the Blood Angels task force, while Phil Kelly will reprise the role of the bad guys and seize command of the nefarious Dark Eldar.

Matt Hutson is well known throughout Games Workshop as an avid Space Marines collector. With large Ultramarines, Black Templars (just see page 86 for more on this) and Imperial Fists armies, he's got a firm grounding in how to make the Emperor's finest work on the tabletop. Players who might doubt his Blood Angels

pedigree need look no further than his Blood Angels Battle Company, a veteran force that has seen battle scores of times. There's no steadier pair of hands to be found in the Studio to control our Blood Angels army.

In the opposite corner lurk the sadistic and cruel Dark Eldar, captained by Phil Kelly. As the author of Codex: Dark Eldar as well as various tactics articles, he's the logical choice to take to the field. There's also the small fact that he's been plotting and scheming about unleashing the notorious Archon Sythrac upon an unsuspecting Imperium once again.

The scenario is a good old fashioned randomly generated battle, exactly the same kind of pick-up-and-play game that thousands of hobbyists around the world take part in with their friends at gaming clubs and local hobby centres every week.

And so, we go to the wartorn world of Olthis for our battle. The former Imperial world is now a ravaged planet that has been the site of a titanic struggle against the forces of the Archenemy. The insurrection has now been put down, thanks to the presence of a Blood Angels task force, led by none other than Astorath the Grim. As the triumphant Blood Angels approach Waystation-189 to prepare for orbital embarkation, they cannot know they are being observed, lured into an ambush. Archon Sythrac plans to try his hand against the greatest champions of humanity – the Blood Angels.

## BATTLE REPORT

### Battle Facts

**Mission**  
Annihilation

**Deployment Type**  
Pitched Battle

**Forces**  
Blood Angels vs.  
Dark Eldar

**Size**  
1750 points

**Players**  
Matthew Hutson vs.  
Phil Kelly

**Scrivener**  
Adam Troke



A close formation of sharp-hulled grav-craft skimmed across the arid wastelands of Olthis, wind whipping through the fine black hair of their Dark Eldar passengers as they closed upon the crude human waystation. Balanced upon the prow of the leading Raider stood Valossian Sythrac, hunter of humanity's finest and slayer of heroes. His current prey was formidable indeed – Astorath the Grim of the Blood Angels, spiritual keeper of the lost Battle-Brothers and the last sanction of the Chapter's infamous Death Company. Sythrac knew that should the guardian of the Blood Angels be slain, the Chapter would slide inexorably into gore-soaked ruin, and the Imperium would be robbed of its finest defenders.

Through the shimmering heat of the atmosphere, Sythrac's keen eyes picked out a blunt red shape hurtling towards the installation, powerful engines boosting it forward on an intercept course toward their position. 'Just as I planned,' gloated Sythrac. 'These blood-drinkers have no grace, no subtlety, but they are at least punctual. How tragic it would be,' mused the Archon, toying with the intricate tetrahedrons of his favourite soul trap. 'If their guardian was truly lost, and the beast within released once and for all'



# DEATH FROM ABOVE



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*As the owner of a Battle Company of Blood Angels, Matt Hutson really is the best choice to control our Blood Angels army. All signs indicate that he's going through something of a Dreadnought phase at the moment...*

**Matt:** So, Phil and his notorious Archon have a plan to kill the best and brightest of the Imperium eh? Well, we'll soon see about that.

After my crushing defeat of Christian Byrne's Chaos Space Marines back in issue 364, it's time to adopt a different approach. The army I used then was very-much geared to killing power armoured foes, but the Dark Eldar are a different kettle of fish.

First into my list this time are a trio of Dreadnoughts; a Furioso, a Furioso Librarian and (my favourite) a Death Company Dreadnought.

The Furioso Dreadnought is equipped with a frag cannon, which is the perfect weapon for making mincemeat of Dark Eldar Warriors and Raiders alike. Coupled with the fact it also has a heavy flamer attached to its blood fist, there's not much that will survive a close-range round of shooting from Brother Baon.

Usually Dreadnoughts struggle a little to keep up with the main body of the force, but Furioso Librarian Abrael can choose the *Wings of Sanguinius* psychic power, enabling him to bound effortlessly across

the battlefield and straight into the maelstrom of battle.

Brother Enosh, the Death Company Dreadnought, has the Fleet special rule, which makes him pretty swift. In combat his blood talons will let him slaughter whole squads if he goes unchecked – just think of all those squishy Dark Eldar it will tear through. Sure, he can't be controlled as well because of his Rage special rule, but there's a solution to that too.

Enter the Stormraven – a fast skimmer with the capacity to carry a squad of 12 Space Marines and a Dreadnought. Even better, all the models in the Stormraven can assault in the turn they disembark.

So, *Fury of Baal* will carry not only Brother Enosh, but also my Death Company squad led by noble Chaplain Caeston – my plan is to disembark right in the face of the foe and use their Relentless special rule to hammer the enemy with shooting and then launch a killer assault. The durability of the Death Company is great (they Feel No Pain), but their offensive capabilities are even better. Firing with their bolters and then charging into combat for three Attacks each (with Furious Charge) spells death for most opponents.

The army will be led by Astorath the Grim. His presence increases the chances of warriors in the army succumbing to the Red Thirst (giving them Furious Charge and Fearless) and he's no slouch in an assault. The Executioner's Axe, his close combat weapon, causes the opponent to re-roll passed invulnerable saves.

The army is rounded off with Squads Nero, ten Tactical Marines and Adorno, ten Assault Marines. These are my main line troops and objective grabbers.

## ONE TO WATCH: STORMRAVEN

This flying tank is incredibly well armed and armoured – a gun-bedecked skimmer that can deliver high-calibre death whilst flying at a fair clip! Because the hurricane bolters are defensive weapons (Strength 4) and it has the Blessing of the Machine Spirit, the Stormraven has the firepower to gut entire squads or reduce vehicles to burning wreckage whilst still flying 12" every turn.



### HQ

- Astorath the Grim**  
with The Executioner's Axe and jump pack.  
220 points

### ELITES

- Brother-Librarian Abrael**  
Furioso Librarian with psychic hood and force weapon.  
175 points

- Brother Baon**  
Furioso Dreadnought with frag cannon and heavy flamer.  
135 points

- Chaplain Caeston**  
Chaplain with power fist.  
115 points

### TROOPS

- Tactical Squad Nero**  
10 Tactical Space Marines with meltagun, multi-melta and Sergeant with power fist, mounted in a Rhino.  
250 points

- Assault Squad Adorno**  
10 Space Marines with hand flamer and Sergeant with power weapon, melta bombs and infernus pistol.  
235 points

- Death Company**  
9 Death Company with bolters, power weapon, hand flamer and thunder hammer.  
235 points

- Brother Enosh**  
Death Company Dreadnought with blood talons and magna-grapple.  
140 points

### HEAVY SUPPORT



- Fury of Baal**  
Stormraven Gunship with twin-linked multi-melta, twin-linked assault cannons, hurricane bolters and extra armour.  
245 points

**TOTAL** 1750 points

# SEEING (BLOOD) RED



**Phil:**  
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The Studio's resident xenophile, Phil Kelly is currently on a crusade to bump off the Imperium's greatest heroes using his despicable villain Archon Sythrac. Phil is confident on winning, reckoning Sythrac could handle any opponent.

**Phil:** The Dark Eldar have a great selection of can-opening armour-busting weapons ideal for taking out Space Marines. Just as well, really – the legendary Blood Angels are a force to be reckoned with, especially in the hands of a die-hard Space Marine player such as Mr. Hutson. Matt has been eyeing up the new Blood Angels releases for a while now, and I know he's itching to show them off.

To be honest, that shiny new Stormraven has me worried. It's practically an army in its own right – not only is it bristling with guns, but it carries two units around the place, and has the Land Raider ability to disembark its infantry squad straight into an assault. It can transport a Dreadnought, in effect launching a walking tank right into the thick of my lines! Being as Dark Eldar do not have the same access to high Strength weaponry such as power fists that other armies do, Dreadnoughts often seem all-but impervious to my infantry units in close combat. I doubt Matt will be able to pass up the temptation to take a Furioso or Furioso Librarian to give my Warriors and Wyches a headache.

For this reason, and in order to tackle the Stormraven, I'll be taking plenty of darklight weaponry (and a few haywire

grenades into the bargain). The triple-dark lance Ravager is my usual choice for preemptive tankbusting – hopefully my flying war engines will get the drop on Matt's Stormraven before it's too late. Its counterpart, the disintegrator-toting Ravager, should statistically speaking kill four Space Marines per turn (provided they're in the open and there's a strong tailwind). That sort of punch is ideal for thinning out Assault Marine units or even Death Company before combat kicks off. When it does, my Incubi can put paid to anything up to and including characters: the Incubi are born to kill elite infantry and look good while they go about it.

The special characters in the Blood Angels book are well known for being one-man armies, and Astorath's executioner-style special abilities are enough to give any independent character the fear. Step up Valossian Sythrac, my trophy-collecting Archon with a penchant for stealing souls. If Sythrac's shadowfield can protect him long enough for him to get into single combat with Astorath, I stand a good chance of his huskblade turning Astorath into dust. Given Sythrac's backstory as a headhunter seeking out and killing off the Imperium's greatest heroes (for nothing more than his own sick pleasure), if I can pull off this stunt then at the very least I can claim a moral victory.

But it's not a moral victory I'm after – I am playing Dark Eldar after all, and they are the villains of the piece. I intend to use every scrap of cover and sneaky trick at my disposal in order to bring low those pretty-boy Blood Angels; a webway assault from my Wyches being a personal favourite, augmented by hit-and-run tactics from my Hellions and Reaver jetbikes. If I have to, I'm even prepared to use baiting tactics to get those Space Marines out into the open where I can kill 'em. There will be blood!

## ONE TO WATCH: DARK ELДАР WYCHES

The Blood Angels usually like to take on the enemy at close quarters, a place where the Wyches excel. At Initiative 6, they strike simultaneously or before anything in Matt's Blood Angel army. They also have a 4+ Invulnerable save to keep them safe and the option to select haywire grenades. This makes the Daughters of the Blade Unseen quite capable of killing any unit on the tabletop.



### HQ

**Lelith Hesperax**  
175 points

**Archon Sythrac**  
with huskblade, soul-trap, combat drugs, shadow field and webway portal.  
180 points

### ELITES

**The Shrine of Hell's Edge**  
6 Incubi, mounted in a Raider.  
192 points

### TROOPS

**The Cursed**  
9 Kabalite Warriors with blaster and Sybarite with blast pistol and power weapon, mounted in a Raider with disintegrator cannon and grisly trophies.  
196 points

**The Darkwreath Brethren**  
10 Kabalite Warriors with dark lance, shredder and Sybarite with agoniser.  
150 points

**Daughters of the Blade Unseen**  
10 Wyches with haywire grenades, shardnet & impaler, hydra gauntlets and Hekatrix with power weapon.  
160 points

**The Plunging Knife**  
10 Wyches with raxorflails and Hekatrix with agoniser and blast pistol.  
155 points

### FAST ATTACK

**The Ripskins**  
9 Hellions with Helliarch with agoniser.  
169 points

**The Jaded Strike**  
6 Reavers with heat lance and blaster.  
159 points

**HEAVY SUPPORT**  
 **Stardeath**  
Ravager with 3 dark lances.  
105 points

**Deluge of Pain**  
Ravager with 3 disintegrator cannons.  
105 points

**TOTAL** 1746 points

# DEPLOYMENT

## MISSION: ANNIHILATION

Matt and Phil rolled Annihilation, a brutal fight to the death, with victory going to the player who eliminates the most enemy units.

Each enemy unit that you destroy is worth a single kill point – the player with the most kill points at the end of the battle is the winner.

Full details of this scenario can be found on page 90 of the Warhammer 40,000 rulebook.

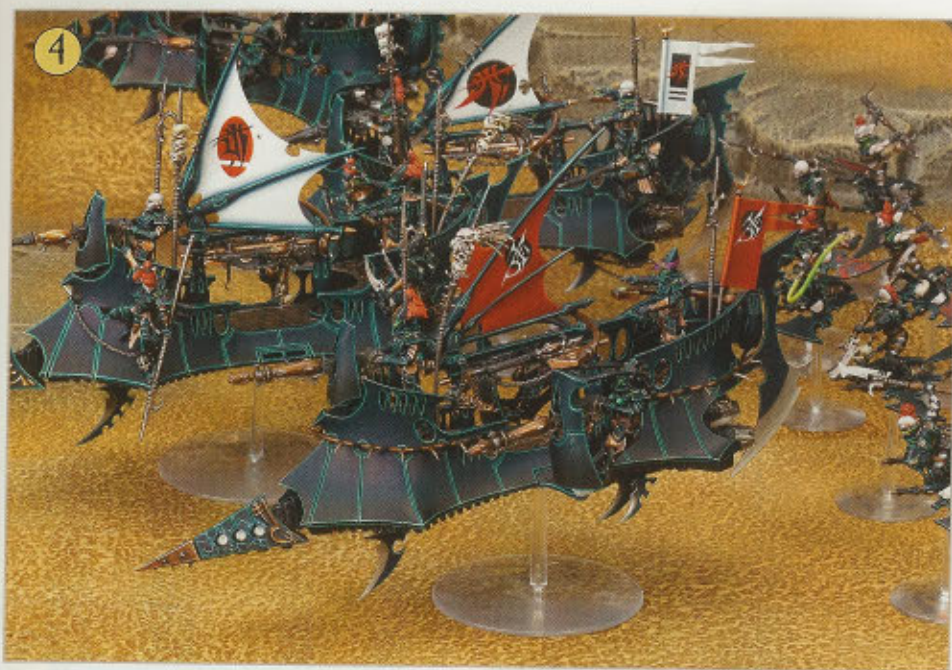
### Deployment

The players rolled the Pitched Battle set-up, giving them a very traditional 'long table edges' style deployment.



### ADRENALIGHT

Roughly half of the warriors in Phil's army benefit from the Combat Drugs special rule – before deployment Phil rolled to see what the effect of this lethal cocktail of stimulants would have on his warriors. The result was Adrenalight, giving all affected models +1 Attack throughout the battle – a result he was very pleased about.



## Annotation

- 1 The Stormraven, *Fury of Baal*, deploys behind the bunker, partially concealed by the dead trees in front of it. The Stormraven is also carrying both the Death Company and Brother Enosh, the Death Company Dreadnought.
- 2 Astorath the Grim and Squad Adorno deploy in cover, sheltered behind the service grate. Matt's plan is to leap forwards and contest the landing pad in the centre as quickly as possible.
- 3 The Darkwreath Brethren take up firing positions amidst the ruins of a battered Rhino tank and the shattered trees.
- 4 With Archon Sythrac leading from the front, the Dark Eldar Ravagers and Raiders form a flight of fast-moving attack craft. The Hellions are ready to advance onto the table in their wake.



# FURY OF ANGELS

TURN 1





The Dark Eldar Raiders ghosted through the dusty-skies, sweeping into striking range of the Blood Angels task force without fanfare or announcement. Dark, dagger-like attack craft carrying grim-faced warriors led the way, powerful xenos weapons tracking the bold red armour of the Blood Angels. At the head of the host, Archon Sythrac rode within a sleek Raider, his posture conveying the contempt he felt as he laid his eyes upon the crude Adeptus Astartes. At his command the Dark Eldar fanned out into the planned attack formation, a Ravager and Raider each circling to the left and right while the ultra-fast Reavers of the Jaded Strike cruised in the centre.

Behind the main advance the Darkwreath Brethren stalked through the smoldering remains of a lumpen Imperial tank, Sybarite Vorlas ordering his dark lance gunner to target the closest of the Blood Angel vehicles. With a blinding flash of dark matter, the weapon hammered into the hull of a gloss-red Furioso Dreadnought, the impact leaving a smoking dent and stunning the ancient pilot entombed within.

With the opening shot made, the Dark Eldar unleashed a withering fusillade, the searing beams of dark lances and sun-bright pulses of the disintegrator cannons leaving flash-scars burned onto the retina of all who beheld them. The Ravager *Deluge of Pain* poured disintegrator fire into Squad Adorno, slaughtering two of the Blood Angels even as its opposite number, *Stardeath* fired ineffectually at the robust form of *Ironheart*, Squad Nero's Rhino.

Sythrac, outraged at the resilience of the Blood Angels had his own Raider fire at the approaching Stormraven, however the shot missed the speeding target.

In retaliation the crew of *Fury of Baal* led the counter-attack, the multi-meltas mounted on its nose super-heating the air around them as they targeted Sythrac's Raider. The elegant prow of the Raider exploded as the melta weapon blasted apart its molecules and evaporated the gunner, the wreckage ploughing into the soil near the landing pad. Archon Sythrac and his squad of Warriors spilled out, their natural agility saving all but one of their number who lay broken amidst the wreckage. With a high-pitched whine the Stormraven's twin-linked assault cannon came up to speed, the vehicle's machine spirit tracking its next target, *Stardeath*. The Ravager was powerless as hundreds of high-velocity rounds shredded its aethersails and tore its fragile hull apart. Crew slaughtered and armour destroyed, it dropped broken from the sky.

Spurred on by the carnage unleashed by the Stormraven, the Blood Angels surged toward the foe. Led by the fearsome Astorath the Grim, Squad Adorno used their jetpacks to bound forwards, their advance covered by the considerable bulk of *Ironheart* and Squad Nero. Meanwhile, Furioso Librarian Abrael crashed through the dead trees in his path, wood splintering against his armoured hull. Levelling his storm bolter he fired at Sythrac's Dark Eldar Warriors who sought cover in the wreckage of their Raider, the bolt rounds pulping two in gory explosions.

### Astorath the Grim

With the presence of Astorath the Grim in the Blood Angels force, your army is subjected to the Shadow of the Primarch rule. This means that any unit will be affected by the Red Thirst on a roll of 1-3 before the battle instead of just a 1.



### Battle Tracker

# 2-0



### Blood Angels Turn 1



### Map annotations:

- 1 *Fury of Baal* uses the Power of the Machine Spirit to destroy two Dark Eldar skimmers in a single phase, downing both a Raider and Ravager.
- 2 The Ravager *Deluge of Pain* pours disintegrator fire into Squad Adorno, who advance unphased by their losses.
- 3 Despite a withering volley of dark lances, the Blood Angels advance largely unscathed. Only Brother Baon is damaged, receiving a stunned result.

# RAGE UNLEASHED

TURN 2

## Black Rage

This turn the Death Company disembarked to assail the Wyches. Thanks to the Relentless special rule they can rapid fire with their bolters before making their assault. All Matt had to worry about was the difficult terrain role he needed to reach the Wyches...



The smouldering wreckage of two Dark Eldar craft became the scene of a frantic firefight as the Cursed pressed forwards, firing on the Furioso Librarian and Archon Sythrac scrambled atop the dominating landing pad. The Dark Eldar Warriors hammered the ancient psyker, disabling the servo motors in its legs and reducing its force weapon to molten slag.

His reflexes enhanced by the combat drugs coursing through his veins, Sythrac quickly gained the top of the platform. In moments he was joined by the Incubi warriors, who silently disembarked from their Raider to stand atop the Imperial Eagle adorning the Skyshield.

*Deluge of Pain* continued to hound Squad Adorno, hammering them with its disintegrators. Streaks of unstable matter, blazing like the sun, cut down Space Marines and wounded Astorath, in spite of his formidable artificer armour.

As the Darkwreath Brethren again opened fire on the looming Stormraven, they were joined by the athletic figures of the Daughters of the Blade Unseen. The *Fury of Baal* emerged unscathed as Dark Eldar fired upon it. The Dark Eldar Warriors were undaunted by their failure, however. Any concern they might have felt was offset by the presence of the newly arrived Wyches, who readied themselves to counter-attack against whatever might disembark from the ominous form of the approaching Stormraven.

Determined to destroy the *Fury of Baal* before it could wreak further havoc upon his forces, Archon Sythrac gave a series of curt orders to the Jaded Strike, who zoomed onto the landing platform with dazzling speed. With customary accuracy, the jetbikers opened fire. Pulses of energy struck the Stormraven, causing superficial damage. The thickly armoured hull was blackened and dented, but no more.



The Death Company disembark from the *Fury of Baal* directly into the face of the Dark Eldar.

## Blood Angels Turn 2



## Map annotations:

- 1 The Cursed use their blaster to immobilise Brother Librarian Abrael and destroy his weapon arm.
- 2 The Jaded Strike and Darkwreath Brethren pour fire into the Stormraven, which shrugs off their efforts.
- 3 Astorath and Squad Adorno assault the Reavers, easily cutting the Dark Eldar jetbikes to ribbons.
- 4 The Death Company and Brother Enosh unleash slaughter on the left flank.

Frustrated, Sythrac reached into the pouches at his waist, drawing forth a glossy black orb which he tossed at his feet with a snarl. In an instant the device expanded into a globe twice the height of a man that flickered eerily and crackled with corpusant. Within the hazy surface of the globe, the spires of some blighted city flickered in and out of view. As the battle whirled about him, Sythrac whispered into the communicator within his helm. Reinforcements would shortly follow.

While Sythrac activated his webway portal, the *Fury of Baal* powered through the cloud of incoming fire. In a roar of ramjets and a cloud of dust and smoke it descended upon the position held by the Darkwreath Brethren and Wych cultists of the Blade Unseen.

For a moment *Fury of Baal* hung, suspended above the ground, before the large assault ramp in its prow swung open like the mouth of some terrible beast. From within charged a throng of black and red armoured warriors. The Death Company unleashed battlecries and shouts of rage that were audible even above the downwash of their craft, the bark of their bolters spelling doom for several Wyches, who were torn apart. From the rear of the Stormraven emerged the lumbering form of Brother Enosh, a towering Death Company Dreadnought. With a roar that was amplified to deafening levels he charged towards the Darkwreath Brethren. One of the Kabalite Warriors had his head punched clean from his shoulders by the mighty magna-grapple mounted on Enosh's shoulders and then the Dreadnought was amongst his foe. Bellowing litanies of hate the towering war machine slaughtered the Dark Eldar with his blood talons, cleaving flesh and tearing bone. In moments every

member of the Darkwreath Brethren was slain, their bodies hacked apart by the raging Death Company Dreadnought.

On the landing pad at the centre of the battlefield the Jaded Strike, who had been firing upon the *Fury of Baal*, found themselves caught unawares by Squad Adorno and High Chaplain Astorath who locked them into a furious mid-air duel. Expert warriors accustomed to the balletic fury in the arenas of Commorragh, the Jaded Strike were no match for Astorath and his Blood Angels who tore into them. Astorath's fabled Executioner's Axe glittered as it clove through the prow of a jetbike, severing the legs of the rider and catapulting him high into the air. In a stroke the macabre Chaplain beheaded a second Dark Eldar before his warriors joined the fray. Sergeant Adorno and his Assault Marines made short work of the remnants of the Jaded Strike, chainswords rending through exposed flesh and bolter shells destroying nimble jetbikes. For their part the Reavers fought with skill, but the armour of the Assault Marines protected them from the worst of the harm.

Victorious, Squad Adorno landed atop the corpse-strewn landing pad, ceramite clad feet crunching chunks of bone and the debris of shattered jetbikes with equal contempt. With a withering glare, Astorath made eye contact with Archon Sythrac, before raising his axe in an unspoken challenge to the leader of the Dark Eldar.

## Brother Enosh

The Blood Angels Death Company Dreadnought was a utter horror once uncaged from the transport. Able to assault in the turn it disembarked from the Stormraven, it smashed into the Darkwreath Brethren, killing one with its magna-grapple and wiping the rest out in a bloody assault – blood talons enable the Dreadnought to re-roll failed wounds. Moreover, for each wound it causes, you may make an additional Attack!



## Battle Tracker

4-0



# THE DARK HARVEST

TURN 3

Archon Sythrac accepted the ominous challenge by smoothly drawing the huskblade from its sheath at his side and advancing on the bulky figure of the Space Marine hero. Wisps of smoke gathered in unnatural tendrils around Sythrac's mysterious weapon as he and the grim-masked Chaplain regarded one another, each looking for some sign of weakness. As if at some unspoken command the Incubi warriors joined Sythrac's side, the pact he had made with the Shrine of Hell's Edge ensuring that the formidable warriors would fight to protect him. In response Squad Adorno closed ranks with their Chaplain, their loyalty beyond question or doubt. With a snarl and the revving of chainblades both sides leapt into combat.

As the brawl erupted atop the landing pad, the remaining Dark Eldar vehicles targeted Squad Nero, who were disembarking their Rhino. *Deluge of Pain* poured sun-bright shots into their midst, toppling several while the nearby Raider killed another. Swooping in low the Hellion gang known as the Ripskins felled another pair before sweeping in with their hellglaves to finish the job. In a frenzy of whirling blades and razor-sharp splinters the Hellions felled the last of Squad Nero, the noble sergeant himself falling last, a hellglave taking him in the back of the neck as he tried to fight his way clear.

The Cursed emerged from beneath the landing pad to fire their blasters into the engines of *Fury of Baal*. Their shots were true this time and the mighty vehicle crashed to the ground, engines wrecked but weapons still very much functional.

Spurred on by the death of the Darkwreath Brethren, and fearing a similar fate, the Daughters of the Blade Unseen assaulted Brother Enosh, hurling haywire grenades as they did so. The arcane technology of their grenades caused the ancient war machine's systems to overheat, boiling the venerable warrior to death within the amniotic fluids of his own armoured sarcophagus.

Screaming their outrage, the Death Company led by Chaplain Caeston slaughtered the Wyches, burning them with gouts of flame before gunning the remnant down with a volley from their bolters.

Although badly damaged, Brother-Librarian Abrael sent a lance of psychic energy hammering into the remaining Dark Eldar Raider, tearing its aethersails apart and the crippled *Fury of Baal* mowed down another of the Cursed. The last of the Cursed met their fate when Brother Baon's frag cannon showered them in a gout of shrapnel, shredding them apart.

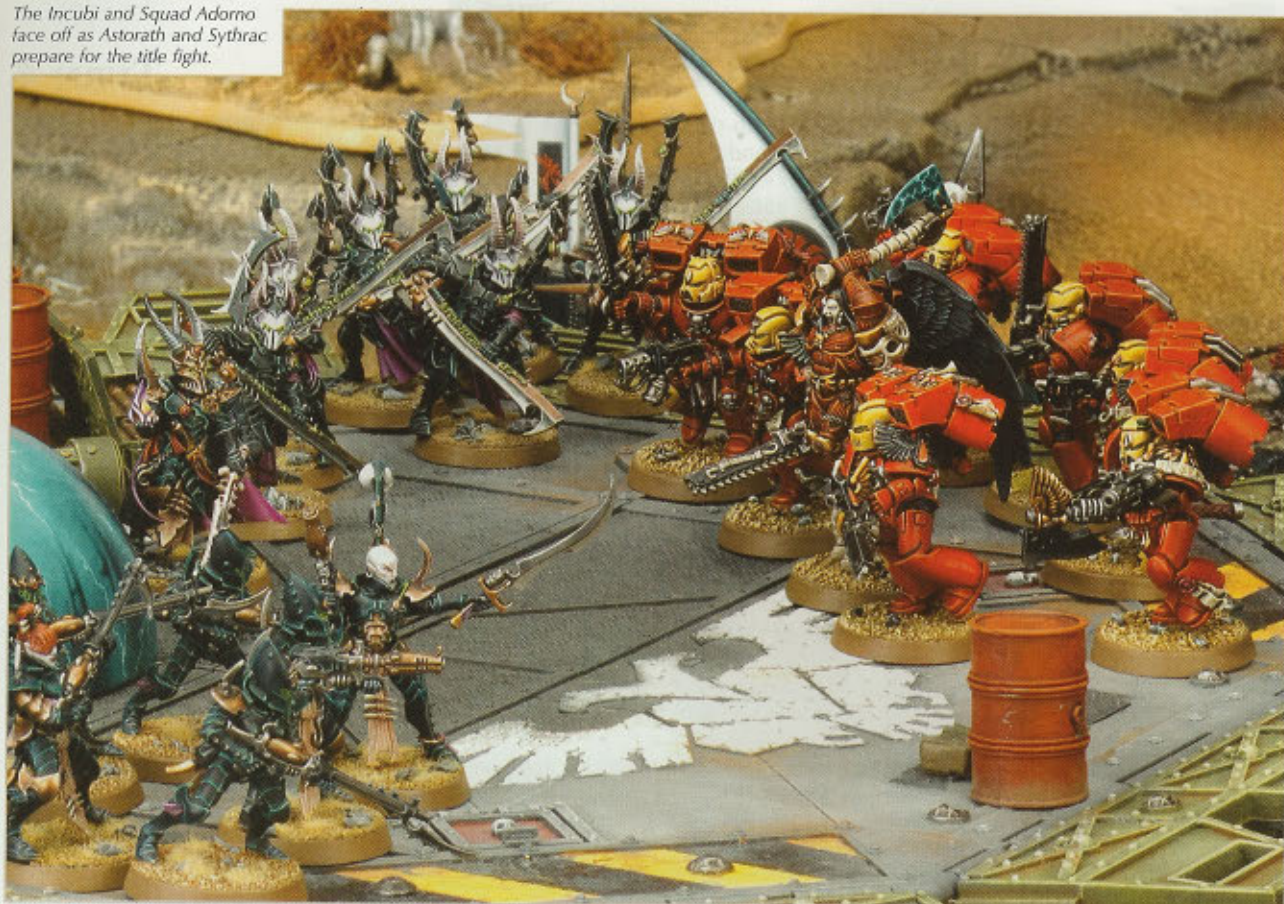
Atop the landing pad, Sythrac and Astorath clashed. A living legend, Astorath wielded the Executioner's Axe with sublime skill. Faster than the eye could follow, the pair hacked and parried, but for all the skill that Astorath possessed, Sythrac outclassed him. While the Incubi cut down the warriors of Squad Adorno with practiced ease, Astorath brought his axe slicing down towards the Archon's neck. With a twist of his wrist Sythrac turned aside the High Chaplain's blow and then followed with a lunge as he rammed his blade into the chest of the Blood Angel. Transfixed by the blade, Astorath stumbled back, a smoking wound in his chest. Leering, the Archon drew the ornate soul trap ready to claim the spirit essence of the famed Chaplain. But as Astorath's life force coalesced, the Archon was buffeted by the desperate form of Sergeant Adorno, who barrelled into him. With a snarl, Sythrac pushed the Sergeant into the waiting blades of his Incubi, but when he turned back to Astorath, the Chaplain had vanished. With a shriek of frustration, Sythrac cast his gaze around for fresh victims.

## The Shrine of Hell's Edge

While Sythrac was able to overcome Astorath (narrowly, it must be admitted), the Assault Marines would have been a different matter. The Incubi, however, were able to cut Squad Adorno to ribbons – Phil made sure they were in the right place at the right time!



The Incubi and Squad Adorno face off as Astorath and Sythrac prepare for the title fight.



#### Map annotations:

- ① The firepower of the Hellions, Ravager and Raider shatters Squad Nero. The Hellions easily overwhelm the two survivors.
- ② The Cursed use their blast weapons to finally immobilise the Fury of Baal.
- ③ Sythrac and the Incubi join forces to slaughter Squad Adorno and cut down Astorath the Grim.
- ④ The Wyches kill Brother Enosh, only to be assaulted and slaughtered by the Death Company.

Battle Tracker  
**6-4**



# THE TIDE TURNS

TURN 4

## A Fighting Retreat?

At the start of Turn 4, Phil's force was 2 kill points down and running out of resources. He badly needed reinforcements.

That's where the cunning of his movements is revealed. For three turns in a row Lelith Hesperax and the Plunging Knife had failed to arrive. On Turn 5 there was a stone-cold guarantee that Lelith and her Wyches would be moving on to the battlefield, either through the webway portal or from his home board edge, tantalisingly close to the Death Company.

With Astorath cut down, Archon Sythrac and the Incubi controlled the landing pad. Ankle-deep in a thick pool of blood, they surveyed the carnage around them coldly, drawing in the power from so much suffering inflicted. A blissful feeling of strength suffused the twisted Archon as he led his warriors away from the carnage to shelter for a moment in the lee of the blood-soaked landing pad.

By some unseen signal the remainder of the Dark Eldar army likewise sought to evade their enemy. The Ripskins joined Sythrac and the Incubi in their temporary cover. All three units gathered around the badly damaged Raider and all three were engorged by the soul-feast they had been indulging in.

While most of the Dark Eldar fell back from the fighting for a moment, *Deluge of Pain* continued to harry the Blood Angels. Ghosting across the dusty ground in silence

it loosed another blistering salvo, this time into the side armour of *Ironheart*. The Rhino was rocked by the multiple impacts, its armour scorched and damaged and its targeting sensors baffled. Rather than killing the tank, however, *Deluge of Pain* had merely angered its crew.

As the Dark Eldar withdrew and reorganised their force, the Blood Angels sought to strengthen their position. The Death Company, pausing only to deliver kill shots to any Wyches or Warriors still alive in the gore-spattered craters around them, advanced towards the landing pad, Chaplain Caeston directing the fury of the blood-mad warriors.

Brother Baon, the auto-loader on his massive frag cannon chambering fresh ammunition, advanced towards the landing pad determined to drive the Dark Eldar out from their hiding place. All the while *Fury of Baal's* assault cannon continued to pound the damaged Dark Eldar Raider.



Having despatched Tactical Squad Nero, the Hellions race into cover from the Blood Angels' guns.

## Battle Tracker

6-6



Brother Baon levels his frag cannon against the appropriately named Kabalites, the Cursed.

## Blood Angels Turn 4



## Map annotations:

- 1 Battered and bruised, the Dark Eldar make a strategic withdrawal around the Skyshield landing pad.
- 2 *Deluge of Pain* and the Incubi's Raider continue to pour fire into the remaining Blood Angels vehicles.
- 3 The Death Company take up positions amidst the corpses of the Dark Eldar, awaiting the coming counter-attack.
- 4 *Fury of Baal* shoots the remaining Raider, stunning it.

# HESPERAX ARRIVES

TURN 5



## Death's Champion

Lelith receives +1 Attack for each point that her Weapon Skill exceeds her target's. In this instance she unleashed a phenomenal 9 Attacks!



With a keening wail the Wyches of the Plunging Knife Cult erupted through the swirling darkness of the webway portal. Lithe and lethal killers one-and-all, the Wyches were supernally athletic, and yet each paled in comparison to the sublime grace of the warrior goddess who advanced in their wake.

Lelith Hesperax, answering the call to arms from Archon Sythrac, erupted onto the battlefield. With a dazzling somersault she leapt down from the landing pad to confront the Death Company, her sisters from the Cult of The Plunging Knife gathering around her like a pack of ravenous predators.

At the arrival of these new, deadly reinforcements, the rest of the Dark Eldar force was galvanised into action. Archon Sythrac sprinted out from cover, followed by the Incubi warriors. With the howling of their skyboards the Hellions soared

skywards to bring their weapons to bear on the Death Company, the Ripskins eager for a share in the imminent orgy of pain and destruction. In a shower of splinter shots the charging Dark Eldar unleashed a torrent of fire. Against this withering hail of poisoned shards lesser warriors would have been cut to ribbons but the Death Company, driven on by their visions of the death of Sanguinius, shrugged off the attacks, with only a single Battle-Brother succumbing to the virulent toxins that bombarded them.

The storm of splinters was a mere precursor to the main attack, which was led by Lelith as she pirouetted into the ranks of the Death Company followed by the Plunging Knife and Archon Sythrac.

With quicksilver speed Lelith struck out, her deft handling of the simple Wych blades that she held slashing throats and piercing joints with every motion.



In barely more time than it took the first Death Company warrior to raise his chainsword against the controlled fury of Hesperax, he had been decapitated and three more of his brothers had suffered mortal wounds.

A heartbeat slower than the beautiful death mistress beside him, Sythrac attacked Chaplain Caeston with his huskblade, lashing out with the smoking sword. Faster than lightning, Caeston parried two blows with his gleaming crozius, but Sythrac would not be denied as he rammed the bone-coloured blade under the Chaplain's guard. In a flash of brilliant light the thrust was deflected, the righteous power of the rosarius protecting the Blood Angels hero from the fate Sythrac had intended.

Caeston's hopes this might save him were dashed as Lelith's Wyches danced round about him, jabbing their blades into the armoured flexible bonding at his throat and waist. Slashed and impaled in a dozen places, in a moment he was dead.

Outraged at the losses, the crew of *Fury of Baal* vengefully prepared their weapons, training the assault cannon onto the beautiful form of Lelith. The cannon wailed as it hammered her with several hundred rounds. In an explosion of trees, rocks and broken armour, Lelith vanished.

Brother Baon advanced on the Incubi, determined to avenge his brethren on the nearest foe. His frag cannon engulfed the heavily armoured xenos warriors in a storm of shrapnel, sending one spinning to his death and disembowling a second. With a cry Baon crashed into the sole survivor of the Incubi squad, smashing the Dark Eldar to the ground where the xenos warrior was powerless to defend himself against the Dreadnought's crushing foot.



## Battle Tracker

# 8-6



### SIMPLY FURIOUS

For much of the game, Matt's Furioso Dreadnought had been denied a chance to get to grips with the foe, but in Turn 5 the angry red form of Brother Baon slammed into the Incubi, shredding two with his frag cannon before stomping the remaining one to death with his Strength 6 Attacks. Never let it be said that a Dreadnought without its close combat weapon isn't still a potent threat.



### Blood Angels Turn 5



### Map annotations:

- 1 Lelith and the Wyches of the Plunging Knife finally arrive, leaping into battle through the webway portal.
- 2 Charged by Sythrac, Lelith and the Wyches, the Death Company are overwhelmed.
- 3 *Fury of Baal* avenges the Death Company, cutting down Lelith and nearly killing Archon Sythrac.
- 4 Squad Nero's Rhino rams *Deluge of Pain*.
- 5 Furioso Dreadnought Brother Baon kills the remaining Incubi.

# DESCENT OF ANGELS

TURN 6



## Map annotations:

- 1 The remainder of the Plunging Knife Wyches advance on *Fury of Baal* and destroy it with their blast pistol and haywire grenades.
- 2 *Deluge of Pain* finally manages to finish off Brother-Librarian Abrael with its disintegrator cannons.
- 3 To prevent the Furioso Dreadnought from hunting down and shooting the Hellions, Phil charged them into combat, where only a couple would die each round.

Time was clearly running out for the Dark Eldar as their force scrambled to disengage from the fighting. At a barked order from their Hekatrix the Plunging Knife leapt towards the Stormraven. The Hekatrix slid gracefully to a stop and levelled her blast pistol directly at the Blood Angels Techmarine behind his armoured canopy. With the power of a dying sun the shot tore through the canopy and blasted his head off. A secondary detonation within the cabin caused the entire vehicle to explode.

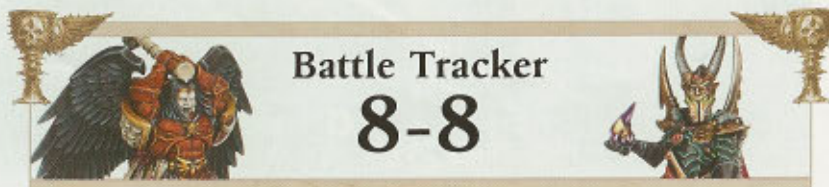
Crippled, unable to protect his Battle-Brothers, Librarian Dreadnought Abrael was powerless to stop *Deluge of Pain* from hovering behind him to deliver a killing blow. Disintegrator fire cut through the ancient Librarian's armour plating to kill him once again, this time forever.

Bellowing defiance, Brother Baon realised he was the last chance for the shattered Blood Angels task-force. Already the crew of *Ironheart* were reporting that they were low on ammunition and must withdraw. Snarling his hatred of the xenos breed, Baon flailed wildly at the Hellions who circled him, taunting the Baon's slow reactions. No sooner had they had arrived, than they were gone, the Dark Eldar flitting back into the webway. Turning slowly, Baon realised why. More Stormravens approached, screaming engines announcing the Chapter's fury. With a heavy heart Baon watched the xenos flee. His only hope was that some of his Battle-Brothers had survived, that some wounds were not fatal and the Blood Angels could yet have revenge.



## DISINTEGRATION

Throughout the battle Phil had been forced to slog on without the benefit of any dark lances (Matt killed them all in Turn 1). However, Phil proved why disintegrator cannons are not to be overlooked as they accounted for Tactical Marines, a Dreadnought and more.



Battle Tracker

8-8



# DEATH FROM THE SKIES

**Matt:** You can't get much closer than that, can you? Having made a brilliant start in Turn 1, blasting two of Phil's skimmers apart with my Stormraven, I was confident. My lead then consolidated in Turn 2 when my Death Company Dreadnought shredded the Warrior Squad on Phil's baseline and Squad Adorno (led by Astorath) disemboweled the Reavers. Things were looking really good. Not only had I moved straight into the lead with kill points, but I had also eliminated all of Phil's dark lances which made it very difficult to kill my vehicles for the rest of the battle.

Turn 3 saw the start of my decline as Phil sprung his trap and killed off Astorath (I like to think he escaped, wounded), and Squad Adorno. Not only that but the first of my Dreadnoughts fell.

Brother Enosh, my Death Company Dreadnought, had laid waste to an entire squad of Kabalite Warriors in a single round, proving the awesome power of an angry Space Marine locked in a sacrophagus with nothing but a pair of blood talons to call his own. Sadly, Phil got lucky in the following turn and used his

haywire grenades to dramatic effect – against a streak of 6s like he had in Turn 3, not even the Black Rage could protect me.

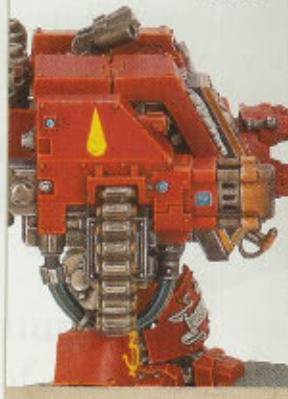
My other Dreadnoughts were good too. Despite being rudely immobilised after his inaugural flight, Furioso Librarian Abrael was able to harry the Dark Eldar with his *Blood Lance* psychic power. The Dark Eldar were none-too-happy about having a lance weapon fired back at them!

I'm singularly impressed with the performance of the Stormraven in this game. It's such a shame it was immobilised, because it robbed me (and you, the reader) of some high-flying antics. The Space Marines really benefit from a vehicle that can tear around the battlefield with all guns blazing. Even so, it delivered two critical units into the heart of the battle and, once damaged, was still able to tear chunks out of Phil's army. My own Battle Company of Blood Angels will certainly be getting a pair of these gunships added to it.

The battle made for a great contest that swung wildly towards the end. I must hand it to Phil for not giving up, even when things looked really bad – the result was a fantastically close game.

## Mean Machine

As the last remaining fighter in the Blood Angels army Brother Baon is a worthy man of the match. He didn't kill as many enemies as the Stormraven, but his steadfast persistence and the power of his frag cannon makes him my nomination for this battle.



# BLOOD, FIRE, DEATH!

**Phil:** Well, that was predictably violent! I got off to a pretty terrible start, with the Stormraven and its Death Company passenger units smashing straight through my right flank like a fist through a stained glass window (that Death Company Dreadnought, what a monster!). My centre line was left to pick up the pieces, and the fact that Lelith and the girls didn't turn up till the very last eventuality put paid to my chances of keeping the pressure on, instead forcing me to play a reactive game (gasp!). This is pretty unusual for the Dark Eldar; it was a true testament to the uncanny speed of the Blood Angels that they were able to get the drop on my super-fast strike force. Matt came forwards like a raging bull and forced me to flow around his attack, taking some pretty desperate gambits to try and get myself back into the game. I only just made it too; I think if it wasn't for the sacrifice of the Reavers bringing the Assault Marines into range of my Incubi and Archon, the centre of the table could have gone pear-shaped as well.

Lelith always seems to turn up only when she pleases, thinking about it – we reckon she likes to wait in the webway

putting the finishing touches to her hair, then arrive fashionably late, somersaulting into the fray to claim all the glory! Still, Ms Hesperax killed four Death Company in one round before meeting her comeuppance at the end of the Stormraven's fearsome twin assault cannon. Her diva-like antics never fail to raise a smile, and she's a regular in my personal army, but I must remember to put her in a Wych unit next time.

Sythrac, on the other hand, was an absolute monster. I've never seen an Archon outclass his opposite number quite so easily (once Sythrac stopped skulking in the shadows, of course – because of lousy difficult terrain tests, he always seems to wait for the right moment before attacking). The Archon made Astorath the Grim look like a novice; laying him low in a single round, efficiently killing his bodyguard, and then plunging into the fray against the Death Company in the endgame. I was very pleased with Sythrac's efforts – even if he was unable to add Astorath's soul to his trophy collection. Still, it's back to Commorragh with one more of humanity's saviours suitably defeated. Who's next?

## Villain of the Piece

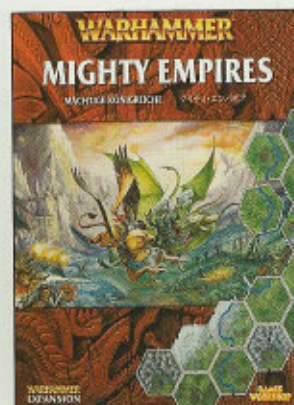
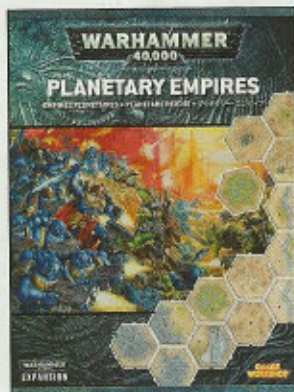
It almost seems a shame to nominate a character model, after all you expect them to do better, but Sythrac was stupendous in this game. He's shaping up to be a worthy adversary for the heroes of the Imperium.



# STANDARD BEARER



**What's better than a game of Warhammer? Lots of games of Warhammer! This month Jervis waxes lyrical on one of his favourite topics: playing campaigns.**



*Planetary Empires and Mighty Empires contain all you need to get started with your own campaign.*

I don't think it's any secret that I enjoy playing campaign games. I love the way that campaigns bring an extra level of story to games, how they inspire painting and modelling projects, how they allow you to fight unbalanced games that are still fun to play, and how they make the results of every battle really matter. For these reasons and many others, I thought I'd use this month's Standard Bearer to talk about campaigns and how best to go about setting one up for your local games group. I'm not planning to tell you exactly how to run a campaign, as there is plenty of advice about this in our rulebooks. Instead I want to encourage you to have a go at a campaign, and give you some very broad suggestions as to how you might best go about it, and how you can avoid one of the biggest pitfalls of campaign play.

So, what do I mean by the word 'campaign'? What I'm referring to is a series of games that are linked together in some way so that they have an ongoing narrative, and where the result of one battle usually has an effect on the battles that follow it. At its simplest level, a campaign can simply be two or three battles fought one after the other, with the winner of each battle receiving an advantage in later battles, such as extra troops or a bonus magic item. At its most complex, a campaign can have detailed maps, and complex rules covering things like supplies, raising troops, spies, or anything else the players can think of. Campaigns can last for months or even years, and at other times they'll be finished after a session or two, and they can range in size from small campaigns with a handful of players, to big sprawling affairs that include dozens of players.

As you can see, there are lots of different ways to run campaigns, and over the years I've tried just about all of them. The thing this has taught me is that, above and beyond anything else, there is no *one* right way to run a campaign. All of the different methods have their own strengths and weaknesses, and each give a campaign that has its own unique flavour. No, what makes the difference between an enjoyable campaign and a lack-luster one, in my experience, is that a successful campaign will have been created *specifically* for the group that will play it, so that the rules for the campaign are carefully tailored to suit the needs of the gaming group. For example, a campaign intended for a tight-knit group that meets once or twice a week is likely to be rather different to a campaign intended for a large gaming club, and both of these will be different again to the 'campaign weekends' run over the course of 2-3 days at places like Warhammer World.

So, if you decide you want to organise a campaign for your local gaming group (and I hope you do decide to do just that!), then the first thing I recommend you do is to think about what sort of campaign will best fit the needs of your players. I should explain at this point that I'm not advocating 'design by committee'. Quite the reverse, in my experience a campaign needs to be run in a fairly dictatorial manner by one person. However, this person needs to keep in mind that the campaign will be played by the other members of his local game group, and if he wants it to be a success, he needs to keep their needs and desires in mind. It needs to push the buttons of the person that runs it, of course – there's no point setting up a campaign you don't want to take part in yourself – but it also needs to be designed to fit the needs of the group, as otherwise no one will want to play in it.

Once you have a clear idea of what these needs are, you can go about deciding what format the campaign will take. You can find plenty of examples of how to run a campaign in our rulebooks, our website, and in *White Dwarf*, and a quick search will help you track lots more on the Internet. Over the years I've cheerfully stolen all kinds of ideas from these sources and many others, which I've then incorporated into the campaigns I've run. However, and this is a really important point, I've never used the rules exactly as written, and have always modified them to suit my own tastes and those of my fellow players. The larger and more complex the campaign, the more work needs to be done to make it suitable for the group. As an aside, this is why *Mighty Empires* and *Planetary Empires* are so rules light; I deliberately designed them this way, to give you enough to get you started, but with the aim that *you* will take things on from there. These Expansions can, of course, be used exactly as written, but they will work even better if you modify them and add extra elements to them to suit your own group.

An example of how this all works in practice is the Warhammer campaign I've been running in the Studio. Although we used the *Mighty Empires* tile set, I devised a completely new set of rules for the campaign. There were a number of reasons for this. First of all, I was interested in running a campaign that had a strong narrative background; I wanted there to be a map of the area where the campaign took place, and for it to include several 'non-player characters' who were powerful rulers in the region, and for there to be special locations with associated scenarios, and so on. All in all my aim was to create an environment that felt 'real', and which could be used as a backdrop for the

The map used for *War in the North* was painted to represent the Chaos Wastes. The campaign can be found on our website.



Warhammer battles we were fighting. In addition to these things, I was aware that many people in the Studio, inspired by the release of Warhammer, were keen to start a new army. So I decided to make sure that the campaign rules allowed players to start off small, and build up the size of their army over the course of the campaign as they collected and painted more models. As it happened, there were no 'off the peg' campaign systems that were going to do all of this for me, so instead I made up my own rules from scratch. The benefit of doing this was a) it was fun, and b) it was perfectly suited to the type of campaign I wanted to run. Unfortunately there's not space here to go into detail about the rules I developed, so suffice to say that they worked well, and hopefully one day I'll be able to write them up and get them put up on our website. In any case, the important thing isn't the detail of the rules, but that they were developed specifically for our Studio campaign.

By now some of you will be saying 'but what if I don't want to invent my own campaign system?' I quite understand this point of view, and I know that not everyone likes writing rules like I do. However, don't despair, because I'm pretty certain that in your gaming group there will be someone who *loves* writing and tinkering with game rules – usually the person who reads the rulebooks and explains to everyone else how they work. Go on, I know you know who I mean! Trust me, a little bit of buttering up and brainstorming will soon get your resident rules lawyer dying to have the chance to devise and run a campaign. After all, you

“I love the way that campaigns bring an extra level of story and narrative to games.”

only need one person to write the rules, whilst everyone else can concentrate on having a good time by fighting lots of campaign battles!

If, on the other hand, you do want to create your own campaign system, then my advice is to just go ahead and have a go. It's not nearly as hard as it seems at first – blush. Just have a good long hard think about what you want the campaign to be like, talk to your players and find out what they want, and don't be afraid to steal other peoples great ideas. Look on our website, search for 'wargames campaigns' on the Internet, check out issues of *White Dwarf* magazine, and note down any good ideas you can find. The trick then is to match these things up, while adding a few new ideas of your own. Before you know it, you will have a campaign that is perfectly suited for your own gaming group. Trust me, no one else will be able to do this quite as well as you can.

And with that rallying call I will sign off for another month. As ever, if you have any comments on this month's *Standard Bearer*, or indeed on the hobby in general, then you can write to me at the address on the right. I can't always reply to the letters I receive, but I do read and enjoy them all, so please don't hesitate to get in touch.



Phil Kelly wrote special rules for various map markers for his *War in the North* campaign.

**Write to Jervis at:**

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# ARMAGEDDON

The White Dwarf team has gone Armageddon crazy this month as they kick off their new Studio campaign. Intent on recreating the blood-soaked mayhem of the Third War for Armageddon the White Dwarfers have been rounding up greenskin and Imperial generals ready for war. Commissar Yarrick's number one fan Adam Troke tells all.



## The Third War

Alongside our own Planetary Empires campaign we'll be loading up a plethora of Armageddon-related articles online – expect background articles detailing the forces of Armageddon, scenarios recreating some of the key events from Armageddon's history and a feature explaining how we made our Planetary Empires map.

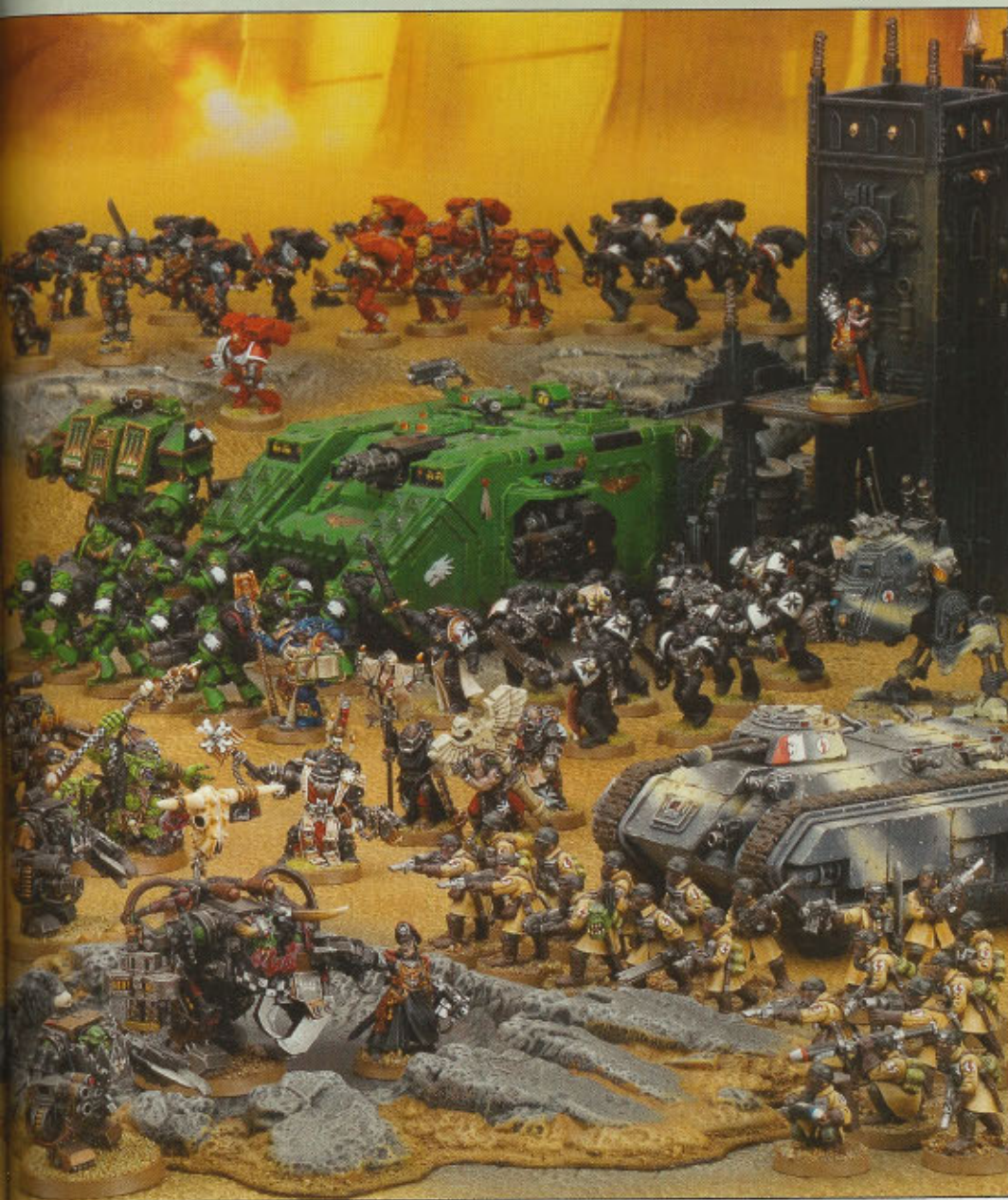
games-workshop.com

One of the most common discussions here in the White Dwarf team is what our next hobby escapade should be. Inevitably the ideas start to fly around thick and fast.

Of these ideas, probably the most commonly proposed is that we use Matt Hutson's Armageddon map to unleash our forces in a full scale Planetary Empires campaign. This of course evolves into two things. Firstly, it becomes a mass-remembrance as we all look back misty-eyed to the summer of 2000, when we all fought in the sprawling Warhammer 40,000 global campaign: The Third War for Armageddon. For all of us this was a fantastically exciting summer of mayhem (except Christian, who was in Australia and so had a winter of mayhem instead) as we fought to determine the fate of one of the

galaxy's most hotly contested worlds. The second effect of this conversation is the digression into myriad proposals as to the special rules and ideas we could use to make the campaign 'just right'.

Armageddon is a war-torn corner of the Warhammer 40,000 galaxy that is deeply ingrained in the minds of many Warhammer 40,000 fans. Some of the most iconic accounts of battles fought in the 41st Millennium find their origins here. It is where the legendary clash between the Grey Knights, Space Wolves and Daemon Primarch Angron took place. Centuries later it witnessed the Second War for Armageddon. This famous Waaagh! was immortalised in the extremely popular Battle for Armageddon board game and then added upon by the Armageddon campaign that came inside the 2nd edition



## Armageddon - A Brief History

In its long and bitter history, the hive world known as Armageddon has been subjected to some of the fiercest and most vicious fighting in the Imperium's long history. Armageddon lies in the Segmentum Solar, 10,000 light years to the galactic north-east of Holy Terra – it is a world with a vast population and even greater volume of industrial output.

Armageddon has known its share of suffering but the 41st Millennium has been especially cruel – three times Armageddon has been subject to terrible, world-altering invasions.

In the mid 41st Millennium the forces of Chaos, led by the Daemon Prince Angron, attacked the planet with unbridled ferocity. Only the timely intervention of the noble Space Wolves Chapter and a whole company of the legendary Grey Knights turned the tide of death in the favour of the Imperium. Angron's bodyguard of Bloodthirsters was defeated and the Daemon Prince himself was banished to the Warp – although the cost to the Imperium was almost unbearable. In time, Armageddon was repopulated and its industry slowly restored.

Hundreds of years later, in 941.M41 the second War for Armageddon took place. The mighty Ork Warlord, Ghazghkull Thraka led his Waaagh! against Armageddon in a move that threatened to overwhelm the world.

Only the heroism of the Imperial Guard, rallied by the courageous Commissar Yarrick, and supported by the might of the Adeptus Astartes won the victory. Again, the cost was grievous for the Imperium to bear, but Armageddon is a precious world, rich in resource and mighty in industry. Once again the populace rebuilt, little knowing that Ghazghkull would return.

Warhammer 40,000 boxed game – anyone who ever bought the nostalgically remembered 'second ed' will recall the small black and white campaign booklet that came inside it. That was the key to happy hours of gaming as you fought against the unstoppable Waaagh! of Warlord Ghazghkull Thraka.

Fast forward a few years and Armageddon exploded into the limelight once again as the Third War was the focus of a tremendous global campaign. Stories abounded in the pages of White Dwarf and on the special website set up for the duration of the campaign. The struggle between Commissar Yarrick and the forces of the Imperium fighting against the relentless greenskins was made more real and vivid than ever before – a chunk of background we could all get involved in.

And that is why we love to return to that doomed battlezone again and again. It holds the weight of history, a name laden with gravitas. On Armageddon some of the galaxy's best-loved heroes were first introduced to us and their stories were expanded. Commissar Yarrick, Chapter Master Tu'shan, Captain Tycho, Commander Dante, Grand Marshal Helbrecht, Ghazghkull Thraka, Orkmedes... the list rolls on and on.

So, what you'll find over the next few pages is everything you need to keep abreast of our Armageddon campaign or (more importantly) fight your own. We've included the history of Armageddon and the background to the forces fighting there and our own house rules for fighting the the Armageddon war and details of how our first campaign turn went.

# ARMAGEDDON SECUNDUS



## The Blood Angels

When Armageddon was first assailed by the Orks 57 years ago, the Blood Angels were amongst the Space Marine Chapters to rush to its aid. Commander Dante personally led the strike force and, by unanimous assent amongst the Space Marine Captains and Chapter Masters, was nominated as overall commander of the Adeptus Astartes on the planet. During the fighting the Blood Angels distinguished themselves as warrior heroes one and all, a thin red line against the rampaging hordes of Ghazghkull's mighty Waaagh!



**G**hazghkull Thraka was slain when the Blood Angels led their heroic counter attack during the Second War for Armageddon and the war for Armageddon was won at a stroke.

Perhaps that is how the history books would like to show it, but the truth is darker and reveals a catalogue of failures that leads straight to the calamitous Third War. With his defeat, Ghazghkull withdrew to his stronghold deep in the Golgotha System where he continued to plot and scheme. While most Ork Warlords who taste defeat are overthrown by their own Boyz, Ghazghkull instead rose in power. Greenskins everywhere heard of this legendary prophet of Gork and Mork. They were not concerned with failure, rather the greenskins clamoured to join his burgeoning Waaagh!

For their part, Gork and Mork told Ghazghkull that to defeat an enemy you must know it. His first great Waaagh! had failed, but now he knew how the Imperium would react. He had seen the power of the Imperial war machine brought to bear and almost defeated it. There could be no doubt that, better prepared, Ghazghkull would triumph. In the decades that followed, Ghazghkull and his trusted Warbosses practiced the tactics that would defeat the Imperium and grant him dominion of Armageddon. Small raids destroyed Imperial outposts. Fortresses were razed, moonbases demolished – all bearing the hallmarks of Ghazghkull's distinctive brutality. By 962.M41 the attacks were gaining pace; Buca III, the site of a

formidable Imperial military base, was pulverised by an unexpected missile attack. The garrison of Chigon 17 was defeated in a swift and decisive guerrilla campaign. Battlecruisers went missing, Imperial shipping was disrupted. Ghazghkull even participated in the assault on Piscina IV, where the devious Ork Warlord Nazdreg pioneered the use of his mysterious 'tellyporta'. The Imperium argued that the timely arrival of the Dark Angels Chapter saved the planet from annihilation. Ghazghkull, on the other hand, learned how the Adeptus Astartes would counter-attack against a force that had the advantage of teleporter technology.

For fifty years since his defeat on the ashwastes of Armageddon, Thraka had honed his tactics, until he was finally ready to return and do the job properly.

## The Gathering Storm

Upon the world of Armageddon, the Imperium had not rested easy. The task of rebuilding and repairing the damage caused in the Second War for Armageddon had been energetically pursued and the defences of the planet enhanced under the watchful eye of General Kurov. When Ghazghkull returned, Armageddon was stronger and better defended than ever. Still, no degree of preparation would have been enough to halt the approaching Orks.

Interstellar shipping to and from Armageddon was ravaged by Ork pirates, which quickly grew into open raids against starports and sector bases. Soon whole planets in the Armageddon sub-sector were



under attack. In a single day a score of worlds were assailed. The beast had returned in incredible force.

The preparations and fortifications of General Kurov were soon to be tested to the limit, but he did not wait idly. While bureaucrats panicked and the administratum balked, Kurov sent out the call to aid. With the entire sub-sector set to be engulfed by a gargantuan Ork Waaagh!, his request was simple: mobilise everything. All Imperial Guard regiments and Space Marine Chapters close enough to heed the call should immediately muster in defence of Armageddon.

### The Beast Returns

As Ghazghkull approached, the Imperial Navy fought a relentless series of space battles against the innumerable Ork attack ships in the days before the invasion. The talented Admiral Parol engaged the initial Ork Fleet, blunting its attack – although he took grievous casualties in the action. Even a hollow victory such as this was short-lived as long-range auspexes detected three further Ork fleets entering the system. Parol and the remnant of his battle group were forced to disengage in the face of overwhelming odds.

Twelve space hulks crammed with Ork warriors and more than two thousand other ships were poised to launch the planetary invasion.

On the surface of the planet the final preparations were made. Imperial Guard regiments disembarked their bulk landers in their dozens and Adeptus Astartes from more than twenty Chapters took positions ready to strike out at the enemy. Even the legendary Titan Legions stationed on the planet fired up their ancient plasma reactors in preparation of the invasion.

Perhaps more important than any of these things was the arrival of the last Imperial transport to arrive. A wizened old warrior clomped down the boarding ramp. Commissar Yarrick had returned to Armageddon once again.

### Hell Unleashed

The defence platforms and space stations positioned around Armageddon were obliterated over the course of three days, the skies at night illuminated by the explosions and devastation of a titanic space battle. The end of the struggle above the planet's surface was heralded by thousands upon thousands of vapour trails as the Ork invaders made

### Commissar Yarrick

Few living men in the Imperium have earned the universal acclaim and celebrity of Commissar Yarrick, the Hero of Hades Hive, the Old Man of Armageddon. During the Second War this lauded hero of the Imperium thwarted Ghazghkull's plans over and over again. Fifty seven years later he returns to save Armageddon once more.



### WAAAGH! GHAZGHKULL

If Commissar Yarrick is the best loved Imperial hero, the Warlord known as Ghazghkull Thraka must be considered amongst its most hated foes. A Warlord of incalculable cunning and stunning brutality, Ghazghkull has butchered his way across two score worlds in preparation for the Third War for Armageddon. While his first attempt to conquer the valuable planet of Armageddon might have been thwarted once, Ghazghkull is an ingenious tactician and is set to unleash an onslaught against the beleaguered planet that will smash all in its path.



## The Salamanders

The Space Marines of the Salamanders Chapter distinguished themselves with honour in the Second War for Armageddon, heralded as heroes by millions for ensuring that supply convoys reached the beleaguered hives. In the Third War they have returned with a full six companies, ready to do their duty once again.



planetfall. The defenders looked skyward in horror at the numbers that opposed them.

At Hive Hades, none could have known what was to come as the ruined city was obliterated by an orbital bombardment of incredible proportions. In the Second War, Hades Hive had proven a stumbling block that had thwarted Ghazghkull's best efforts for too long. This time, he sent an indisputable message – there would be no repeats, no failure. Only death awaited the defenders.

Imperial fighter squadrons fought aerial battles against Ork Fighta-Bommerz and anti-air defences sprayed ordnance skywards to destroy Orks by the thousand, but the greenskins would not be denied. Around Volcanus and Acheron Hives the Orks attacked the Imperial defenders.

Suddenly the Orks who still infested the Pallidus Mountains and Equatorial Jungles from the Second War swarmed forth, surprising the defenders, who had believed the greenskins culled by the numerous xenocidal purges.

In the skies the air battle between the Imperial Navy fighter squadrons and the relentless deluge of invaders raged, but as the

greenskins gained more ground, they became better able to support their own fighter wings. Soon the Thunderbolts and Lightnings were forced into a harassment role, their home advantage lost to the overwhelming numbers of the Orks.

If things weren't already bleak enough, Acheron Hive fell to the Orks after only five days of siege. The renegade governor Herman von Strab had seized the hive from within and (foolishly) threw open the gates, declaring for the Orks, forever marking himself a traitor to his race. In one stroke a bastion of resistance was lost and the populace enslaved by the brutal Orks, who cared very little about the promises of fair treatment the humans had expected.

That same day, Volcanus Hive found itself all but overrun as jubilant Orks stormed through twenty miles of defensive networks. Tens of thousands of hive militia abandoned weapons and vehicles in their haste to escape the rampage – the resultant slaughter left Volcanus woefully undermanned and utterly encircled.

## WARLORD MORFANG'S GARGANT BIG MOB

The power and notoriety of Warlord Ghazghkull and his all-consuming Waaagh! has drawn to it scores of Ork Warlords from light years in every direction. In the fifty-seven years since the Second Armageddon War, he has gathered together warbands, tribes and entire clans to do his bidding. Ghazghkull chose only the best, most vicious and loyal Warlords to fight alongside his own War Horde, such as the villainous Warlord Morfang and his powerful Gargant Big Mob, a force that boasts more than 3000 Ork Boyz, seven Gargants and at least a dozen Stompas.



## IMPERIAL GUARD REGIMENTS OF THE THIRD WAR FOR ARMAGEDDON

The vast majority of the Imperial warriors fighting to protect Armageddon were the brave soldiers of the Imperial Guard. Scores of regiments from dozens of worlds fought and died against the greenskin menace. Many cemented their reputations during the fierce fighting against Ghazghkull, earning a place in the honour rolls of the Imperium for their stalwart service. Found here is a collection of some of those better-known regiments.



*Krourk Ogryn Auxilia. A number of Ogryn regiments were involved in the fighting on Armageddon, their brute strength a boon against the greenskins.*



*Armageddon Steel Legion. 25 full regiments of Steel Legion fought in the war.*



*The jungle-fighting skill of three Catachan regiments proved invaluable.*



*The Mordian Iron Guard – a regiment with a proud history of stoic discipline.*



*14 regiments of Elysian Drop Troops conducted daring raids upon the Orks.*



*The grim and unforgiving Death Korps of Krieg provided 3 regiments.*



*Cadian Shock Troopers. 15 regiments of Shock Troops were present.*

## Total War

With his beachhead secure Ghazghkull began to bring down his Rokhs, the next stage in his master plan. Vast asteroid fortresses, these Rokhs were lowered to the planet's surface by gravitic motors to form rally points and ready-made fortresses. Each teemed with Orks and bristled with heavy ordnance. Worse still, they contained the teleporter technology Ghazghkull had been experimenting with – through them a steady flow of Ork reinforcements could effect landfall.

While Yarrick and the Imperial Guard, bolstered by Astartes warriors and the Titan Legions, battled to destroy the Rokh fortresses, a new terror emerged. Ork landfalls in the uninhabited Fire Wastes and Dead Lands had gone uncontested, the value of those regions considered negligible. Now the true cunning of Ghazghkull was revealed as Ork-made submersibles of preposterous size crossed the tumultuous seas to disgorge warbands into the lightly defended dockyards of Helsreach Hive and Tempestora Hive.

As the fighting raged over the passing days, weeks and months, the casualties on both sides were catastrophic. Amidst the carnage, acts of incredible bravery and cunning, heroism and cruelty were played out. Commissar Yarrick was a bulwark against the green tide, fighting in the trenches of

Infernus beside the Steel Legion, crossing Phlegethon Bridge with the Mordians. Where he strode hearts were lifted and the Imperium fought harder. The Astartes for their part staunchly the worst of the Ork offensive, but even they were not immune to losses – noble Captain Tycho was slain in the breach of Hive Tempestora, leading the forlorn hope of the Blood Angels Death Company.

For every tale of glory, such as the Cadian Shock Troopers storming the Rokhs, supported by the Titan Legions, there is one of infamy, such as the Ork Speed Freaks butchering the Chem Dogs column during the breakout from Infernus Hive.

The glories and defeats of Armageddon are unlimited – even now it is a contested world, a lodestone for the greenskins who yet flock to make war upon its surface. No matter the losses, the Imperium cannot surrender the planet. The High Lords have long feared the uniting of the Ork clans, and to allow victory on Armageddon would enable the Orks to threaten holy Terra. The War on Armageddon now continues – more regiments and Chapters from around the Imperium are constantly diverted to fight there.

## The Black Templars

The fiery and headstrong Black Templars answered the call to fight on Armageddon with a full three Crusades of Battle-Brothers – a massive deployment made even more significant by the presence of their Chapter Master, High Marshal Helbrecht. While his warriors fought on the surface, Helbrecht led operations against the Ork space hulks in the Armageddon system.



# THE RULES OF ENGAGEMENT

## Going on Campaign

Planetary Empires and Mighty Empires are the campaign building tools for Warhammer and Warhammer 40,000. Designed to help gamers get more from their games of Warhammer 40,000 by connecting battles together, both sets are fantastic starting points for map-based campaigns. Both sets also contain a wealth of snap-fit map tiles and a set of campaign rules. When he built our campaign map, Matt combined tiles from both map-making sets to recreate the map of Armageddon as faithfully as possible.

The Planetary Empires Expansion comes complete with a set of rules to enable gaming groups to get their own map-based campaigns up and running straight away, but even the book recommends experimenting with your own house rules. Here in the White Dwarf team we've all played in at least one campaign each using the Planetary Empires rules, so we're quite accustomed to what they entail. Our plans this time around are to 'tweak' them a little to enable us to recreate the excitement of the Third War for Armageddon.

In the history of the Third War, there are a couple of distinct phases to the events that take place. Firstly, the Orks launched their massive orbital assault, commenced by the 'tellyporta' beaming entire warbands onto the surface of the planet and culminating in Ghazghkull's masterplan where all the massive Roks come crashing down. Secondly there is the period of counter-attack as the Adeptus Astartes

brought hope to the beleaguered Imperial defenders. Then, there is the long, punishing war for control of the planet – a bitter meatgrinder offensive that will surely be the crucible of war in which the victor of the campaign is determined.

Our plan for the campaign is simple, a modified version of the rules in the Planetary Empires booklet. Here are the basics that we all agreed on:

- The campaign will last for five turns. Each player should try to fight in two games each turn. The team with the most victory points at the end of Turn 5 wins.
- Individual players don't control territories. Instead there are two teams (Imperium and Orks). At the start of the campaign the Imperium controls all tiles, except for those noted on the page opposite.



Our map of Armageddon Secundus, based faithfully on the board that came in the original Battle for Armageddon board game.

- You may only attempt to conquer tiles that are adjacent to tiles your force controls at the start of the Campaign turn. The exception to this is that each team can attempt to conquer one non-adjacent tile for every spaceport that they control. Imperial Hive tiles can be subject to two conquest attempts – other tiles may only be subject to one conquest attempt each turn. Teams take it in turn to roll for conquests, starting with the team that has won the most games.
- At the start of each turn each team must place their character markers on tiles that they control. You may only place a single character marker on any tile. Each character provides a special rule (see overleaf). Should that tile be lost, there is a chance the hero is dead. Roll a D6 for that hero. On a 5 or 6 the hero escapes, otherwise he is lost in action and may not return for the rest of the campaign.
- Because you are part of a team, the cumulative modifier for capturing multiple tiles is waived.

## THE CAMPAIGN TURNS

**Turn 1: The Invasion.** At the start of this turn the invasion begins. The Ork players place their flags in the assigned territories. Additionally they may 'drop' two Roks. Do this by dropping two pieces of paper above the map. Wherever they land, place a Rok marker, and an Ork banner on every adjacent tile except for hive cities.

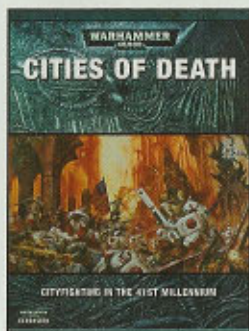
**Turn 2: The Counter-Attack.** The Adeptus Astartes launch a blistering counter offensive to seize lost ground. In this round, Imperial players receive +1 to their conquest rolls if they have won a Planetstrike game this turn.

**Turns 3-4: The Battle Rages.** The bitter fighting for the future of Armageddon rages throughout the hives and ash wastes. Games won using the Cities of Death or Spearhead Expansions receive +1 on their conquest rolls throughout these turns.

**Turn 5: The Great Struggle.** Both Orks and Imperial forces muster for a final push. This turn all players are involved in an extra Apocalypse game – the winners may conquer a single tile of their choice after all other conquests have been made.

## Death in the Streets

Cities of Death is the Warhammer 40,000 Expansion that enables you to take your battles right into the corpse-strewn streets of the 41st Millennium and contains rules for cityfighting, including scenarios and an impressive selection of tactics, upgrades and items of wargear. Many of the great battles of the third Armageddon war are fought within its sprawling Hive cities.

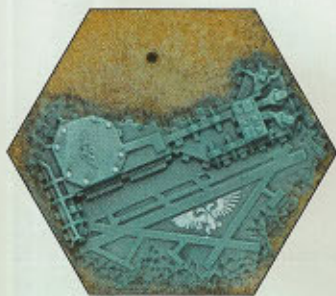
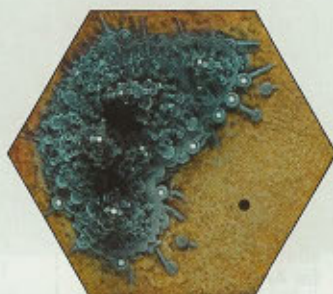


### RUINS OF HADES

*(3 victory point)*  
Ghazghkull has smashed Hive Hades, the fabled point of Imperial resistance in the Second War. This ruined hive now offers little resistance and the ruins lie under the control of the Orks. Games played here will be fought using the Cities of Death Expansion.

### IMPERIAL HIVES

*(2 victory point)*  
The hives of Infernus, Helsreach and Tartarus are all currently under Imperial control, although with Orks constantly besieging them for how long they will remain, nobody can say. Games played here will be fought using the Cities of Death Expansion.

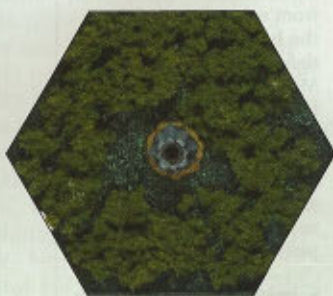


### SPACEPORTS

*(1 victory point)*  
Controlling the spaceports is essential for the flow of reinforcements onto the surface. The spaceports all begin the campaign under Imperial control. Each side can declare one Planetstrike game against any non-hive location for each spaceport they control.

### CERBERA BASE

*(1 victory point)*  
The training site of the legendary Amageddon Ork Hunters, Cerbera Base is a bastion of resistance amidst the greenskin-infested equatorial jungles. While Cerbera Base remains in Imperial Control Imperial players can invade any tile that has jungle foliage on it.



### MOUNTAINS

*(0 victory points)*  
The Diablo and Pallidus mountains are infested with a large concentration of Ork warbands who have cunningly remained on Armageddon since the Second War. At the start of the campaign these locations are all controlled by the Ork players.

### ORK ROKS

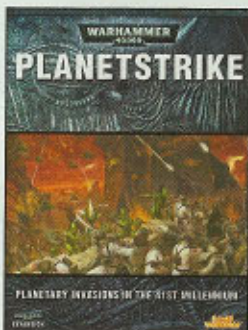
*(1 victory point)*  
Dropped from orbit to give the Orks ready-made bases of operations, these Roks contain huge stores of weapons and munitions as well as powerful long-range cannons and teleportas. While they remain in Ork hands they are a constant and deadly threat.





### Death from Above!

Ghazghkull's major strategy during the Battle for Armageddon was to utilise massive Roks, which were dropped from orbit directly into the heart of the Imperial defences. The Space Marines responded with Drop Pod assaults. Planetstrike is an Expansion that enables you to use orbital assaults in your games, something we plan to do plenty of!



## HEROES & VILLAINS OF ARMAGEDDON

### Commissar Yarrick

The Old Man of Armageddon is a symbol of resistance and defiance, and unwavering bulwark against the Orkish tide. Any attempt to capture the tile with Yarrick placed upon it suffers a -5 modifier. However, the Orks may attempt to capture the tile containing Yarrick as many times in a single turn as they wish.

### Chapter Master Tu'Shan

The Salamanders used their expertise to launch deep strike attacks into the heart of the enemy with devastating effect. Such is his skill that if Tu'Shan is placed on a spaceport tile, the first conquest attempt each turn may be re-rolled.

### Captain Tycho

The heroic Blood Angels Captain Tycho led his 3rd Company into the fires of Armageddon, but ultimately succumbed to the Black Rage. When Tycho is present on a tile that is conquered by the Orks, roll a D6; on a 4+ immediately roll to conquer an adjacent Ork tile.

### Ghazghkull Thraka

The 'Orkestrator' of the entire invasion, Ghazghkull is a peerless greenskin strategist. When attempting to conquer a tile adjacent to Ghazghkull, roll 3D6 and choose the two highest dice.

### Boss Snikrot

Arguably the finest Ork Kommando of all time, Snikrot has mastered stealth tactics and can infiltrate any stronghold. Tiles adjacent to Boss Snikrot do not receive defensive bonuses for shield generators.

### Orkimedes

The technical genius known only as Orkimedes has masterminded much of the technology utilised by Ghazghkull. Each turn place the *Red Orktober* on a sea tile – this counts as an Ork-held tile and can be attacked from.



# ROUND 1: FIGHT!

The battle for Armageddon began one lunchtime as ten players gathered around the 'meeting' table in the White Dwarf bunker to see how the campaign would begin. Matt Hutson was very particular about who could take part – only armies that were present in the background could play.

Matt Holland and Alex Boyd eagerly took up 'Rok duty', dropping small pieces of paper onto the map. One Rok fell just east of Helsreach Hive while the other actually bounced on Hades before rolling to a stop slightly to the south. Alex looked very pleased with Ork pin-point accuracy.

The next order of business was for each team to decide where their heroes would be fighting and place the counters, before embarking on a couple of frenzied weeks of gaming.

The first game of the campaign turned out to be a close-fought contest as Alex Boyd and Andrew Kenrick fought for dominance of the manufactoria surrounding Hive Helsreach. What had looked like a one-sided bloodbath quickly turned into a grinding fight to the finish as Andrew's Salamanders Space Marines fought back with flamers and heavy flamers to claw their way into the contest. In the end, it was the Space Marines that proved victorious. At close fought battle that left the greenskins licking their wounds.

Keen to press the advantage over the Orks, I wheeled out my freshly painted Imperial Guard Steel Legion force for their first ever game. Jim Sowter put up stiff



**Left:** Nick Bayton's Imperial Guard sets up a staunch defence against Christian's rearmoured Speed Freeks. Disciplined ranks of fire slowly whittle down the Ork hordes. At the climax of the battle Christian's Ork Warboss is the last greenskin standing, until the massed volleys of lasguns bring him down.

**Right:** Salamanders Space Marines and Ork Speed Freeks clash as Alex Boyd and Andrew Kenrick do battle amidst the fuel tanks and industrial detritus of a on the outskirts of Helsreach Hive. Undaunted, Andrew claimed the first victory of the campaign.



resistance, but then *Kil Counter*, my Leman Russ Vanquisher punched a hole through Nebrekka's prized Battlewagon *Manmasher* and forced the disgruntled Warlord and his ever-loyal Nobz to take cover. Critics have pointed out that my victory was tainted by outrageous luck and the fact Jim really wasn't very well that day. Apparently there are calls for a rematch – something Commissar Yarrick is more than happy to grant.

Even as I write Matt Hutson and Matt Holland are locked in mortal struggle as Matt Holland's heavily converted Speed Freeks clash with Matt Hutson's Black Templar Crusade. Both of these players are reputed to be the best generals on their respective sides – this is definitely the battle to watch!

Still yet to be blooded in the campaign are Phil Kelly (Orks) and Wade Pryce (Blood Angels). Phil is eager to utilise Orkimeses' special ability to spring an attack on a coastal tile and is plotting to seize Hive Helsreach in a recreation of the history... Only time will tell.



As Phil looks longingly at Helsreach, Matt points to where the Blood Angels intend to strike first.

# FORCES OF ARMAGEDDON

With the campaign under way, our players have been gathering their forces ready for battle. Here we look at a few of the armies that have been brought to do battle once again upon the warzone of Armageddon.



## Task Force Amalrich

While High Marshal Helbrecht used the Black Templars battlefleet to harry the Ork space hulks in the Armageddon system, three Crusades of warriors deployed to the planet. Divided between experienced Black Templars officers into smaller task forces, the Black Templars were always at the forefront of the action, their righteous zeal and unrelenting hate of the xenos invaders spurring them ever onward.

Matt Hutson used Black Templars in the global campaign ten years ago. Now, with a newer army, he takes up the fight once again. His force is tailored for close combat firefights, intended to eradicate the Orks with weight of fire.

## Battlegroup Bale

Thousands of Imperial Guard regiments have been rushed to the Armageddon sub-sector to bolster the defenders there. The martial world of Cadia, known as the gatehouse of the Imperium, has preferred no less than 15 regiments of Shock Troops – elite infantry whose reputation for dedication and skill at arms has spread across the galaxy.

This is Nick Bayton's own Imperial Guard army: Battlegroup Bale. Most of the force is equipped to fight the foe at arm's length with a mix of small arms and heavy weapons, while the Chimera's two heavy flammers enable it to burn greenskins out of cover as the squad within rush to seize objectives.





### Zoomgob's Big Red Speed Freeks

The vast ash wastes of Armageddon are the battleground for the velocity obsessed Ork Speed Freeks. Having taken the belief that 'red wunz go fasta' to a clearly insane degree, the Speed Freeks prefer to wage war from the back of back of buggies, bikes, Trukks, and super-charged Battlewagons.

Christian Byrne has been working on his new Ork army for some time now, going so far as to paint in every spare minute he can, including at at his desk before work and in his lunch.

The force is a highly mobile army, boasting mobz of Boyz riding in Trukks and Battlewagons. Christian's plan with his army is to snatch objectives with the Trukk Boyz while the Burna Boyz and Nobz in the Battlewagons slaughter the enemy.



### Nekbrekka's Goffs

Ghazghkull Thraka is a Goff Warlord, the mightiest that ever lived. When he began his Waaagh! Orks flocked to join him by the millions many of which were also Goffs, and thus admired his brutality. This army belongs to Fil Dunn (readers may recall it from our Warhammer 40,000 Tale of Four Gamers series a couple of years back), but he has lent it to Jim Sowter for the duration of the campaign. Nekbrekka's horde is massive and features the kustom-built Stompa you can see here, as well as an Ork Fighta and a Gargantuan Squiggoth. Jim's hoping he gets to play a game of Apocalypse or two.

### Next month

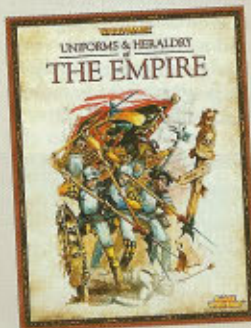
The campaign concludes. Find out if Ghazghkull finally conquers Armageddon!



This month we turn inwards to the White Dwarf team and collar another of the Four Gamers from our web series. Christian Byrne spills the beans about his newly completed and beautifully painted Empire army of Ostermark.

#### Uniforms & Heraldry of the Empire

Christian drew heavily on this book for the colours of his Empire army and copied the banners of Ostermark and the Reiksguard from it. This handy book was Christian's guide from start to finish.



**H**eralding from the province of Ostermark in the north of the Empire (or Christian's painting station, at any rate), this army is a labour of love. Completed in six months as part of our A Tale of Four Gamers web series, it now numbers nearly 130 models, each one painted to the same exacting standard as the next. We decided it was time to pin Christian down and find out what inspired his latest hobby odyssey.

'When presented with the prospect of joining the Tale of Four Gamers series, I knew that it was time to do something I've wanted to for a long time: collect an Empire army,' Christian says. 'The Empire army has some beautiful models and they are primarily plastic, so assembly and kit-bashing proved to be nice and easy. All I had to do then was pick a province and work out a way to paint them.'

So, why choose Ostermark, we asked. 'I was going through a yellow phase! Not really; I chose them because I liked the colour scheme, heraldry and history.'

'Ostermark is the location of some infamous battles such as Hel Fen, it's the province that was home to Mordheim, it lies close to the border of the haunted lands of Sylvania and is south of Kislev. So while they may dress loudly, their bloody history has left them battle hardened.'

Starting with a battalion, Christian built the army up over the months, each time displaying it alongside his fellow Four Gamers. 'The colour scheme was tricky at first as I couldn't do what I normally do when painting, which is to keep things dark and dirty. Empire soldiers are boldly and brightly attired. Once I had settled on the scheme, I needed to maintain that standard throughout the army. In addition to the high standard of painting I had set myself, I also wanted coherency, so the state colours are repeated across the force. I usually spread my painting out, paint two armies simultaneously over a couple of years, so six months was intense for me, but I look at them on the table and know the result was worth every minute.'

## Adding Character

Christian named all of the characters as well as naming most of the command models and units in his army.

The models in the Empire range have a lot of character, so why not name them? The only thing left to do then was to research Ostermark and find the names of the various towns and cities that would become the namesakes for the various units. I found many of the individual names by using a German name generator (so apologies to our German readers if the names seem daft to them). Doing this evokes a sense of character for the army. When one of my Heroes is slain I can loudly proclaim that my opponent has killed Lamprecht Bartholomäus of the Light Order! Instead of "my Level 2 Light Wizard." Sounds much better to me.'

## LORDS AND HEROES

Empire armies have a diverse range of characters of all levels of power and utility. Christian's army is no different, Kurt Helborg and Marshal Sigmund Hahn (Christian's General of the Empire) fill out the Lord allowances, while the Heroes are a mixture of Battle Wizards, a Warrior Priest and an Engineer. Last but not least there is an Empire Captain bearing the army's battle standard.



The comet of Sigmar on Marshal Hahn's cloak was an early experiment for Christian with painting non-metallic metal painting techniques.



Helfried Ekkard, Warrior Priest of Sigmar, joins the Swords of Bechafen. His special rules make sure they hit hard on the first turn of combat.

Armin von Hauser  
Celestial Wizard

Lamprecht Bartholomäus  
Light Wizard

Helfried Ekkard,  
Warrior Priest of Sigmar

Marshal Sigmund Hahn,  
General of the Empire

## STATE TROOPS

The backbone of any Empire armies are its regiments of State Troops, Christian's army boasts no less than seventy state troops across various regiments. 'The core of the army is the Swordsman horde, the Swords of Bechafen.' Christian says. 'Swordsmen are the elite among the State Troops, being slightly more skilled and faster than Halberdiers and Spearmen (Weapon Skill and Initiative 4 as opposed to 3),

this unit as proven itself in battle every time when backed up by my characters! In its debut game they overran no less than three Orc & Goblin units.'

The other 30 models are two units of Handgunners both equipped with Hochland longrifles (brilliant for sniping unit champions) and a detachment of Archers to accompany the Greatswords.

### Swordsmen

The Swords of Bechafen, the bulwark of the Ostermark army, commanded by the grizzled veteran Sergeant Hildebrand Lehmann. A signature of this unit is the variety of freehand designs on the shields.



### Handgunners and Archers

Ranged troops are invaluable to most Empire battle plans, so Christian chose two units of Handgunners and a unit of Archers for his force. Each Handgunner unit is identical in game terms, with both Marksmen being armed with the deadly Hochland longrifle.



*Bechafen's Sharpshooters, Handgunners in the service of Ostermark and the Empire.*



*The Brunfahre Rifles, Bechafen's Sharpshooters and the Gryphon Wood Wardens expertly whittle down the enemies of Ostermark.*

## Free Company

The Swords of Bechafen are also accompanied by the Ruggenbottle Irregulars, a motley assortment of militia from the town bearing that name, which lies to the east of Bechhafen. To make the unit look even more irregular, Christian added some of the Empire Citizens to the Ruggenbottle Irregulars and gave them quirky names to boot!

*The Irregulars includes such personalities as Antonello Bravo of Remas, Bruno the Bretonnian and his stolen bear Fernando, and Major Johan von Hartle (retired).*



## THE REIKSGUARD

Led by their commander Kurt Helborg and Dietrich Huber, the Reiksguard spearhead Christian's Ostermark counter-attack. In game terms adding Reiksguard Knights opens up the option of taking the Reiksmarshal, who is arguably the Empire's finest warrior. The Knights act as the delivery system for this fantastic hero of the Empire.

The Reiksguard colours of red and white have been applied across the unit, including Kurt Helborg, making them distinct from the provincial colours of Ostermark.



## Banners of Ostermark

Christian spent time painstakingly copying the banners from the Ostermark and Reiksguard sections of the Uniforms & Heraldry book. It was a weighty undertaking but the results are worth it.



The Reiksguard



Wolfram's Guard



The Swords of Bechafen

## ELITE STATE TROOPS

Wolfram's Guard, a unit of twenty Greatswords is the heavy hitter amongst the infantry. To make them stand apart from the Swords of Bechhafen they use the yellow purple colours rather than yellow and white. Likewise Bissendorf's Best, a rowdy unit of young, noble Pistoliers, also uses this variation. Both units fulfil necessary roles in the army; Greatswords are stubborn fighters who are unlikely to flee from the enemy, while Pistoliers can unleash a withering volley of fire before cantering to safety in preparation for another attack.



Christian describes the finely crafted Greatswords as 'a painter's delight.' Each one is elaborately detailed and characterful, yet the unit remains cohesive.

Christian used the *Painting Horses* article from the *Games Workshop* website when tackling his Pistoliers' steeds.



## WAR MACHINES

The Empire has the potential to field plenty of war machines. Christian decided to try out as many as possible, painting a Helblaster Volley Gun, a Mortar, a Great Cannon and finally *Sigmar's Hammer*, a mighty Steam Tank! When painting the crew Christian utilised the same colours as the state troops, either yellow and purple or white and purple. *Sigmar's Hammer* is primarily metallic, using shades of Chainmail, Shining Gold and Dwarf Bronze.

The war machines are all painted Dwarf Bronze washed with Badab Black. Verdigris washes (Hawk Turquoise, Skull White and a dash of Thraka Green) are then washed into the recesses to give them a slightly aged look.



*The mighty Steam Tank is primarily adorned with bronze fittings, but it is also inlaid with gold, which was washed with verdigris.*



*Christian hand painted the words on the scrolling of the Steam Tank.*



*Werther Ottomar is the Engineer from Christian's Steam Tank.*

*A battery of artillery arrayed for battle – a fearsome sight for any adversary!*



### See more online

You can follow the exploits of the Four Gamers on the Games Workshop website, which includes, among other things, an Ostermark painting guide as well as the painting horses article mentioned above.

[games-workshop.com](http://games-workshop.com)

# ARMY WORKSHOP

# BLOOD ANGELS



### The Culprits

These two reprobates are members of the Studio's hobby team; they're easy to spot as they always have a paintbrush tucked behind their ear and paint-covered hands.

This month Nick Bayton and Duncan Rhodes grabbed pots of red and black paint to show us two different ways of assembling and painting a Blood Angels Battleforce.

Two Blood Angels Battleforces, two Space Marine Captains and two enthusiastic painters – wet your brushes, get set, go! That's the basis for this Army Workshop. Our two volunteers, Duncan Rhodes and Nick Bayton, were tasked to paint up the contents of a Blood Angels Battleforce and a Space Marine Captain, to give us two complete Blood Angels forces. Other than that the brief was open, we wanted them to be creative and hopefully come up with two quite different forces of Blood Angels.

And that's exactly what they've done. On first impressions the differences may not be immediately obvious, as they are both lovingly painted Blood Angels armies. But if you look a little deeper – as we will be doing over the coming pages – you can see the different approaches our hobby experts have taken. Not only have they painted their armies in two different ways, but they have assembled their Blood Angels in different ways too, to have a very dynamic impact on how the forces look.

The fact that our hobbyists have created two different armies using the same components is testament to the versatility and variety of parts available to Space Marine players and, in this case, Blood Angels commanders in particular. Everything from shoulder pads, backpacks, helmets, heads and icons are all interchangeable, helping you to personalise your army – and that's before you've added paint to your models.

While we confined our two hobbyists to just the contents of the Battleforce and a Space Marine Captain for the purposes of this Army Workshop, you of course will have no restrictions and so the whole gamut of the Space Marine range will be available. One of the great features of the Space Marine kit design and something we continue to build on is the interchangeability of all Space Marine components, giving you countless opportunities for modelling.

But back to the Blood Angels. Let's start by taking a look at Duncan's force.



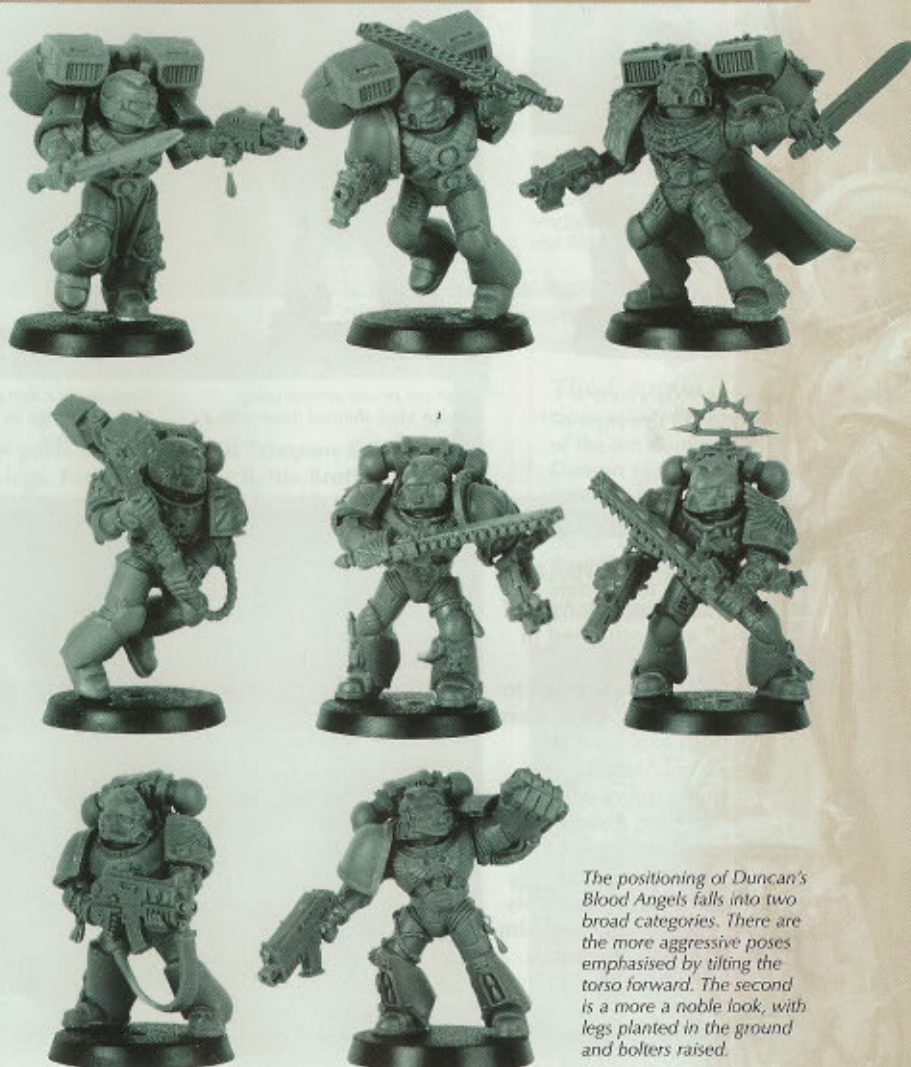
## DUNCAN'S STRIKE FORCE



**Duncan:** I've never been one for using the same spot colour throughout my army; I like the variety of adding different contrasts to squads within the same force. I also wanted to highlight that Chapters do not always deploy in whole companies but will often make up a Strike Force bolstered with squads drawn from different parts of the Chapter. In my force, I have a Tactical Squad from the 2nd Company joined by the Captain of the 8th Company and one of his Assault Squads.

The Reserve Companies such as the 8th are there to fill gaps in the Battle Companies lost from attrition so I liked the idea of painting the models in a very clean style to suggest they've only just arrived on scene. This force has yet to see action in their current campaign as they're en route to their first engagement. To represent this I went for a bright, sharp red with gleaming armour, trim, icons and equipment. The Battle-Brothers look their best, but don't mistake this for inexperience; they know how to fight and are hungry for battle!

I wanted the Assault Squad and Captain to have jump packs, so I've assembled the Death Company with backpacks. I plan on deploying them in the Rhino, so have painted it black to denote its role. I can imagine speeding the Death Company to the target whilst the Captain and Assault Squad Deep Strike onto another part of the battlefield. The Tactical Squad will be fielded in a supporting role, laying down fire or holding objectives once the Death Company have wiped out any enemy defenders, and I've posed the models as such.



*The positioning of Duncan's Blood Angels falls into two broad categories. There are the more aggressive poses emphasised by tilting the torso forward. The second is a more a noble look, with legs planted in the ground and bolters raised.*

### TACTICAL SQUAD

Duncan's Tactical Squad has used a few Death Company parts but on the whole looks and works like a normal unit of its type. In contrast to the fast-moving Assault Squad and Death Company, he wanted the squad to look as if it is holding ground or defending an objective. Weapons are raised, held in both hands as if ready to fire.



### PAINTING BLOOD ANGELS TACTICAL MARINES – DUNCAN'S METHOD

When painting his Blood Angels, Duncan's prime aim was to get them ready for the battlefield as quickly as he could. To that end he has used a fast but effective method for the red power armour with a single shade and highlight. It works well and gets your force ready in no time at all.

1



Using the Spray Gun, apply a basecoat of Mechrite Red and then Blood Red.

2



Wash the power armour using Devlan Mud, thinned down with a little water.

3



Next, apply a thin edge highlight of Blazing Orange to the raised edges of the armour.

4



Finally, use Mithril Silver in between the joints and to paint any exposed hosing.

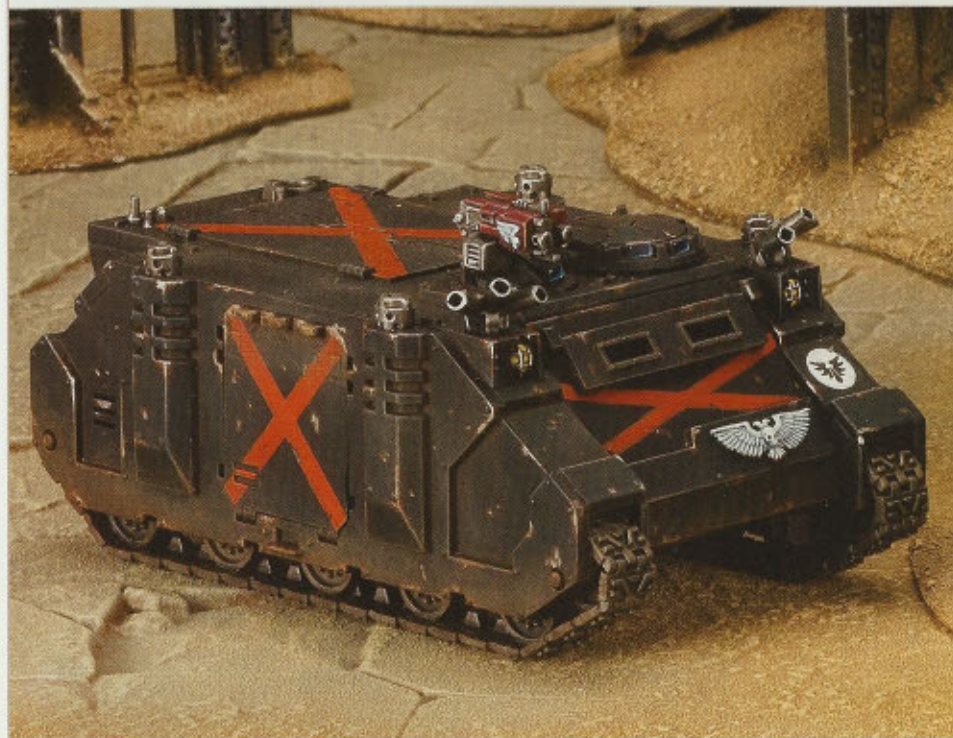
### ASSAULT SQUAD

The 8th Company Assault Squad are positioned in extremely aggressive poses. Duncan wanted to get across that these were Blood Angels from the dedicated Assault Company doing what they do best. Pistols and chainswords are held up, and to get the exact angles he cut the models at the wrist, allowing him to reposition the hands for the desired hold.



## DEATH COMPANY RHINO

Duncan decided early on that his Death Company should be transported in the Rhino, rather than letting his warriors tear about the battlefield unguided. Other than painting the model black, the most striking elements are the freehand crosses. He painted these by sticking a strip of masking tape corner-to-corner across the door. He then placed a second piece of masking tape alongside this to create one half of the line. Next, he moved the original strip slightly away from the second piece of tape to widen the band. Once the tape was in place, he painted the unmasked area red.



To get the perfect circle, Duncan actually used a Crimson Fist transfer and then painted it Skull White, before adding a Blood Angels symbol.



The bands of the cross were first painted with Mechrite Red, followed by a 1:1 mix of Mechrite Red and Blood Red, and finally pure Blood Red.

## DEATH COMPANY

The Death Company squad is made up of parts from the Death Company frame, with a few exceptions, most notably the legs. For example, the Battle-Brother wielding the thunder hammer has a pair of Assault Marine legs. As with the Assault Squad, Duncan has tilted the torsos to give the models momentum, as if piling out of the Rhino and barrelling into the enemy.



## The Captain

To represent the Captain of the 8th Company, Duncan gave his commander a jump pack from the Death Company frame. He posed the Captain in a very noble and refined pose as though issuing an order.



# NICK'S THIRD COMPANY



**Nick:** I wanted to paint a campaigning army, one that hasn't been back to Baal for many years. That's why I choose to represent troops from the 3rd Company, 'the Ironhelms'; they are an active force, always in some theatre of war.

To represent this, I've painted them with an extremely weathered look. There is heavy chipping on the armour, the colours are muted and any icons are seriously scuffed. I've added some extreme battle damage and paint effects to the Rhino, so you can't mistake that this vehicle has participated in numerous heavy assaults. I like that it's still running and very much part of the force. It keeps on going no matter what has been thrown at it, showing that its machine spirit is particularly strong.

The Captain and Assault Squad ride in the Rhino, as I like the idea of the Lucifer-pattern engines of the company's old warhorse tearing along the battlefield, to deploy this squad in prime position for an assault. This also meant that I could give the Death Company jump packs.

For the actual assembly of the models, I was inspired by Jes' advice for posing Dark Eldar from November's White Dwarf. I built my Blood Angels in three sub-assemblies – the legs, torso with arms and weapons, and the head. Placing the torso on the legs at an angle, and then the head gives you a dynamic pose.

I've created scenic bases using parts from the Basing Kit. Because I wanted to basecoat the models using the Spray Gun, but didn't want to paint the bases red, I decided to keep the model separate from the base until I'd painted both.

## ASSEMBLY



*Nick built the torso first and then temporarily stuck the legs on to a base.*



*The torso was stuck on the legs and angled to reflect the movement at the waist.*



*In this case, the head was positioned to follow the barrel of the bolter.*



*As well as the posing, the use of spare parts from the Death Company frame really helped to distinguish the look and feel of Nick's Blood Angels Battleforce.*



Here are a few more examples of Nick's Blood Angels before painting. The Death Company model on the far left is actually his favourite, as it looks like the figure is about to punch an unlucky foe in the head!

## PAINTING BLOOD ANGELS TACTICAL MARINES – NICK'S METHOD

Nick wanted to create a very specific look for his force with lots of battle damage ingrained on the armour. This gives the army an instant narrative. To paint lots of models at once, Nick employed the use of the Citadel Spray Gun. Over a Chaos Black undercoat he sprayed the whole model Mechrite Red, followed by a coat of Blood Red once dry.

1



Once sprayed red, pick out the non-armoured parts of the model with Chaos Black.

2



Then apply a 1:1 mix of Dark Flesh and Scab Red into the recesses of the armour.

3



Once the shade has dried, apply a highlight of pure Blazing Orange onto the raised areas.

4



The armour is then ready to have the chip effects applied, and glued to a decorative base.

## APPLYING BATTLE DAMAGE

1



To start with, paint the armour and other areas of the model as above.

2



Then paint on patches of Blazing Orange, thinking carefully about where such chips and noticeable wear and tear will appear.

3



Finally, apply a 1:1 mix of Codex Grey and Chaos Black, within the Blazing Orange patches, keeping the orange outline visible.

## BLOOD DROP MARKING

1



Using Dheneb Stone, carefully paint a simple cross with a low horizontal line.

2



A blood drop outline is traced around the cross, using its points as a guide.

3



The blood drop is then filled in with Dheneb Stone. Neaten the edge with Blood Red.

4



To weather the symbol, lightly stipple Blood Red over the edge of the icon.

### TACTICAL SQUAD

A great feature of Nick's force are the bases. He built and painted his bases separately, using parts from the Warhammer 40,000 Basing Kit and Razor Wire pack. He then transplanted his models from the temporary base he had painted the model on, gluing them to the new ones.



### ASSAULT SQUAD

The Assault Squad is on foot as this gives Nick the option of purchasing the Rhino for a 35-point discount when using it as their dedicated transport. On the painting side, in keeping with the rest of the force, the colours of the Assault Squad are very muted. The yellow helmets in particular, which are usually painted in a very vibrant tone, are much more dulled as this works well with the rest of Nick's force.



### DEATH COMPANY

In contrast to Duncan's more cautious approach to using his Death Company, Nick has embraced their unpredictability and given them jump packs so they can roam at will, causing untold mayhem and destroying whatever foes they encounter. For such an aggressive role the posing was key with lots of running positions and really leaning the models forward.



## RHINO

It's on the Rhino where Nick really went to town with his battle damage and weathering techniques. There are bullet holes, soot stains and scratches galore, and the bottom half of the vehicle is covered in a thick layer of mud. As well as the chipping techniques already described, he also painted on Chainmail to show where raw metal has been exposed. The Hobby Drill was used to create the line of bullet holes, and for areas of soot and dried-on mud Nick used Forge World's range of Weathering Powders (see [forgeworld.co.uk](http://forgeworld.co.uk) for more information on these).



This blood drop symbol is actually a transfer off the Space Marine transfer sheet. Once applied, Nick has weathered it in keeping with the vehicle.



This large blood drop icon on the hatch doors uses the same method as explained earlier in the article but scaled up to fit the larger area.

## BLOOD ANGELS CAPTAIN

Nick's Captain rides with the Assault Squad in the Rhino. It's not the only thing he shares with that squad, as Nick swapped a pair of legs with one member so the Captain is now in full sprint. The shoulder pad, head and thunder hammer all come from the Death Company frame and help make a unique leader for Nick's force.



Here's the Captain before he was painted and placed on the decorated base. You can see clearly what parts the model has been assembled with.



## More Online

Head to the Games Workshop website for more Blood Angels army building and painting advice. There are sample army lists to give you ideas on what to collect and even a comprehensive painting guide for Blood Angels vehicles.

[games-workshop.com](http://games-workshop.com)

**WARHAMMER**  
40,000

# BLOOD ANGELS

The Blood Angels first fought at the Emperor's side as he forged the Imperium. Ten thousand years later, the Sons of Sanguinius still battle to protect Mankind.

On this page you can see a selection of the multi-part plastic kits available from the Blood Angels and Space Marines ranges.

Head online to see the entire selection of Blood Angels miniatures and plastic kits at the Games Workshop website:

[games-workshop.com](http://games-workshop.com)





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Places on this workshop are extremely limited, so please book early to avoid disappointment.

GAMES WORKSHOP

# DIRECTORY

A directory of everything you need to get involved in the Games Workshop hobby community, from events and activities in your local gaming club to what's going on at Warhammer World and in your GW Hobby Centre.

## Events and Community 106-111

### ● Club Profile

This year the School League sees some exciting changes, so we visit a local school gaming club to see how they are preparing for the new season.

### ● Club Information

Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

### ● Events Calendar

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

## Store Information 112-117

### ● Games Workshop Hobby Centres

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

### ● Store Listings

All the Games Workshop stockists in your territory listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

## Available to Order 118-119

### ● Games Workshop Direct

The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

### ● Available to Order

The Blood Angels have a long and illustrious history and many heroes have followed in the footsteps of Sanguinius himself – champions such as Captain Tycho, Brother Corbulo and the mysterious Sanguinor, all of whom are Available to Order.



# School Club Profile: Chilwell School



**CHILWELL SCHOOL GAMING CLUB**

**Contact:**  
Phil Harris

This year the School League sees some exciting changes, so we decided to visit a local school gaming club in Chilwell to see how they are preparing for the new season.

Phil Harris is a teacher at Chilwell School in Nottinghamshire where, for the past six years he has also run the school's hugely successful Games Workshop gaming club.

The members of the Chilwell gaming club are no strangers to the School League, as Phil (or Mr Harris to his students) has taken the school club to compete in each of the last four seasons where they have consistently performed and improved. Indeed, 2010 was their most successful year to date, narrowly missing out on becoming the overall Warhammer Champions by the merest of margins. Both Phil and his club members all hope that 2011 will be the year that they can finally claim victory for themselves and their school.

The club has a brilliant atmosphere, meeting each week in one of the school's classrooms where twenty or more members from across all year groups come to paint their miniatures, write their army lists and play games against one another.

Although Phil is himself a hobbyist and collects armies for the Empire and Eldar, he always encourages his students to learn the rules for themselves. Indeed, in their own time many members have attended the free Beginners' Courses available at their local Games Workshop Hobby Centre.

Of course, the level of skill and ability varies greatly across the different age groups of the club, from those just beginning new armies to old hands with many years under their belt. However, Phil always tries to ensure that each student gets the most from their hobby and pushes themselves to be even better, learning a new rule or taking that paint scheme further with one more highlight.

In fact, to show what the club can do and to impress prospective parents, the students often put on big games which are frequently commented upon by visitors as being a high point of the school tour – for many new students the prospect of a great club to attend is a reason to look forward to starting their new school.

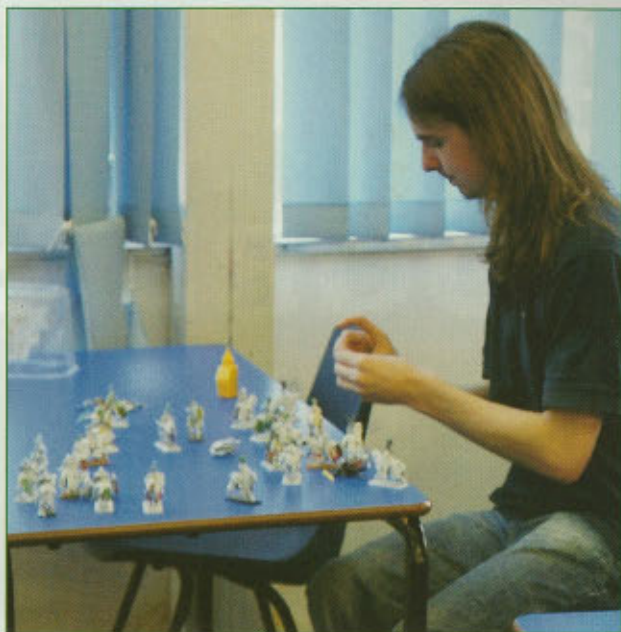
## What the students think

We spoke to some of the members to hear what they had to say about the club.

**Andy Sully:** I've been a member of the club for five years. I love the challenge of the School League because it gives me the chance to play against other people in different parts of the UK. I really enjoyed the tournaments and I'm working on getting my Dark Elves ready to take part in the Regional Heat later this month.

*Below. While two gamers weigh up their strategic options mid-game, others refer to the School League rules pack, trying to decide which army they would like to field at this year's Regional Heats.*





**Benjamin Orgill:** I've been with the school club for three years and I've competed in the last two School Leagues. The club is fantastic because I can easily game with my friends or spend some evenings doing some painting and adding bits to my army. I collect Imperial Guard and I'm hoping I'll be able to lead them to many victories in the Regional Heat this year.

**James Goode-Hamy:** I've been a club member for two years and I have played in two School Leagues with my Warhammer and Warhammer 40,000 Chaos armies. The club is great because I get to meet up with my friends and enjoy the hobby without having to rely on being taken to friends'

houses after school. I love playing in the School League as well because I get to play against loads of different opponents and really hone my skills.

Finally, we asked Phil what he thought the secret behind the success of the Chilwell school gaming club has been over the years.

"A great sense of humour," he smiles. "Engaging with your students is vital in anything you do and being able to connect through the Games Workshop hobby really gives me the opportunity to see the students interact with one another in a different environment, which is immensely gratifying."

*Above Left.* Club members are welcome to spend their time assembling and painting the latest acquisitions for their armies.

*Above.* The students at Chilwell School's gaming club enjoy playing *The Lord of the Rings*, *Warhammer 40,000* and *Warhammer*.

### Phil's Top Tips

When not overseeing the afternoon's games and hobby activities, we asked Phil what advice he would give for getting a school gaming club up and running. It's easier than you might think.

1. **Get both colleagues and leadership teams in the school to buy into what you are doing.**

Encourage them to come along to a session and see what the students get out of it. It is an activity that allows the students to meet with different groups and engage in an educational activity (although, because they're having so much fun they don't see the educational aspects!)

2. **Don't worry about knowing the rules – you don't need to!**

It is possible to run a fantastic club without knowing how to play. Your students can attend their local Games Workshop store's free Beginners' programme and learn all they need to know. If you encourage the students to always bring their rulebooks and Army books/Codexes then you can help them look up anything they are unsure of.

### SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawky, 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 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.

You can read more articles about the School League at

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

# WARHAMMER

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- Tickets cost £87 per two player team.

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WARHAMMER  
WORLD

GAMES  
WORKSHOP

# EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Events are the places to spend your weekends.

## February 2011

### February 5th & 6th



#### MASTERCRAFTED: TANKS

**Date:** 5th & 6th February, 2011

**Venue:** Warhammer World, Nottingham, England

**Age Limit:** 16+

**Details:** Come and spend a day at Warhammer World with Golden Demon winners Mark Bedford and Phil Stutchinskas, and learn a variety of techniques as used by these artisans to paint the extraordinary tanks and vehicles found in your codex, White Dwarf and on the website.

**Tickets:** Available from [www.games-workshop.com](http://www.games-workshop.com), tickets cost £110 each and include the following:

- Entry into a single workshop of your choice.
- **Workshop One:** Saturday 5th February
- **Workshop Two:** Sunday 6th February
- Mark and Phil will teach you seven different techniques they use for painting tanks. You can find more details on the Games Workshop website.
- A fully built and undercoated Hellhound tank will be provided for you to practice the techniques on.
- You will be provided with all the paints and hobby materials required for the sessions.
- Lunch in the legendary Bugman's Bar.
- Access to all of Warhammer World's facilities including our exclusive range of merchandise, the Citadel Miniatures Hall and the Gaming Arena.

**Contact:** Customer Services – 0115 91 40000

**Website:** [www.games-workshop.com](http://www.games-workshop.com)

### From January 17th



#### The Art of Black Library

**17th January–6th March 2011**

Explore 12 years of original artwork, cover art and never before seen concept art from the vaults of Black Library. Join us as we chart the evolution and development of our artwork, and take a look at how our artists interpret and add atmosphere to the Warhammer and Warhammer 40,000 universes.

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

### February 12th



#### THE LORD OF THE RINGS: HEROES OF MIDDLE-EARTH

**Date:** 12th-13th February, 2011

**Venue:** Warhammer World, Nottingham, England

**Age Limit:** 12+

**Details:** Gather your forces and do battle at Warhammer World. Can you reign supreme across the lands of Middle-earth?

Compete in eight games across the many battlefields of Middle-earth to become this year's The Lord of The Rings Champion. You will need two fully painted 700 point armies; one Good and one Evil, following the rulespack and the Legions of Middle-earth supplement.

**Tickets:** Tickets cost £55 per player and include lunch on both days, an evening meal on Saturday and access to all the Warhammer World facilities including our exclusive range of merchandise, the Citadel Miniatures Hall and the Gaming Arena.

**Contact:** Customer Services – 0115 91 40000

**Website:** [www.games-workshop.com](http://www.games-workshop.com)

### February 19th



#### WARHAMMER 40,000 DOUBLES TOURNAMENT

**Date:** Saturday 19th-20th February, 2011

**Venue:** Warhammer World, Nottingham, England

**Age Limit:** 12+

**Details:** If you fancy teaming up with a friend to take part in a fun and slightly chaotic weekend of gaming, then our Warhammer 40,000 Doubles Tournament is for you. Players take control of a combined force of allied armies in each game to form the best team.

**Tickets:** Tickets cost £55 per player and include lunch on both days, an evening meal on Saturday and access to all the Warhammer World facilities including our exclusive range of merchandise, the Citadel Miniatures Hall and the Gaming Arena.

**Contact:** Customer Services – 0115 91 40000

**Website:** [www.games-workshop.com](http://www.games-workshop.com)

**Sold Out**

Find all of these as well as our many in-store events at:  
[www.games-workshop.com](http://www.games-workshop.com)

# FORTIFIED MANOR W O R K S H O P



**30th April–1st May 2011, Warhammer World, Nottingham**

**Come and spend two days with our Warhammer World scenery team expert, building and painting a fantastic centrepiece to take home for your gaming table.**

**WHAT DOES THE TICKET COVER?**

- Entry into the Fortified Manor Workshop.
- A Warhammer Fortified Manor boxed set together with all the paints and materials you will need to paint your scenery piece. (over £100 worth of resources)
- Your choice of designs and finishes for your Fortified Manor (see right).
- Lunch in the legendary Bugman's Bar.
- Access to all the Warhammer World facilities including our exclusive range of merchandise, the Citadel Miniatures & Exhibition Hall and the Gaming Arena.
- Tickets cost £150 per person.

**Choose from a selection of possible designs including:**

- Wizard's Tower
- Undead Mausoleum
- Orc Stronghold
- Empire Grand Manor (above)

A gallery of all four designs can be found at [www.games-workshop.com](http://www.games-workshop.com)

**Tickets on sale now, available from [www.games-workshop.com](http://www.games-workshop.com)**

Places on this workshop are extremely limited, so please book early to avoid disappointment.



# STORE FINDER



## OPENING TIMES

Games Workshop stores can be found up and down the land, in cities and towns, on high streets and in shopping centres. Consequently, the opening hours of individual stores may vary greatly.

We therefore recommend you contact the relevant store for individual opening times before visiting.

You can find your local store's details online with our Store Finder:

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

**Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists!**

## Full range of products

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

## In-store order point

All our stores have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, if you have your order sent to the store, we'll send it POST FREE!

## Free painting & modelling advice

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

## Free gaming & tactics advice

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

## Free Beginners programme

Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. All you need to do is come along!

## Gaming Rooms

Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.

# STORE LISTING

## February 2011

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE  
 (\*) These Hobby Centres are closed on Mondays and Tuesdays.

PREMIUM STORE  
 Stocks most of the product range.\*

NEW STORE OPENING  
 Indicates new stockists

\* To be sure they have what you want in stock, we recommend calling the store first.

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**GW BRISTOL:**  
 87 The Horsell, BS1 1JR  
 Tel: 0117 925 4533  
**GW BRISTOL (CRIBBS CAUSEWAY):**  
 Unit 129, The Mall, BS14 3LP  
 Tel: 0117 959 2520  
**BRISTOL, Area 51:**  
 Tel: 0117 9244455  
**BRISTOL, Cut and Thrust Wargaming:**  
 Tel: 0117 938 025  
**BRISTOL, HobbyCraft:**  
 Tel: 0117 959 7100

**BEDFORDSHIRE**

**GW BEDFORD:**  
 10 Croftways, MK40 1HP  
 Tel: 01234 427 3665  
**CRANFIELD, Wargames Workshop:**  
 Tel: 01234 731 570  
**LUTON, Fantasy Wargames:**  
 Tel: 01582 729 981  
**LUTON, Ottakors:**  
 Tel: 01582 489599

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**GW MAIDENHEAD:**  
 1 Kewgway Chambers, King Street, SL6 1FE  
 Tel: 01628 865 1747  
**GW NEWBURY:**  
 114 Banburyers Street, RG14 5DT  
 Tel: 01628 240 340  
**GW READING:**  
 29 Oxford Road, RG1 7QA  
 Tel: 0118 959 8693  
**GW WINDSOR:**  
 Unit 5, 6 George V Place, SL4 1QP  
 Tel: 01753 361887  
**HINLEY ON THAMES, Hinky Model Miniatures:**  
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 Tel: 01635 38077  
**READING, HobbyCraft:**  
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 Tel: 01753 862106

**BIRMINGHAM AREA**

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 36 Priory Quadrant, B4 7LA  
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**GW DUDLEY:**  
 Unit 36, Merry Hill Centre, DV5 1SP  
 Tel: 0121 388 1818  
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 699 Warwick Road, B91 3DX  
 Tel: 0121 705 7997  
**GW SUTTON COLDFIELD:**  
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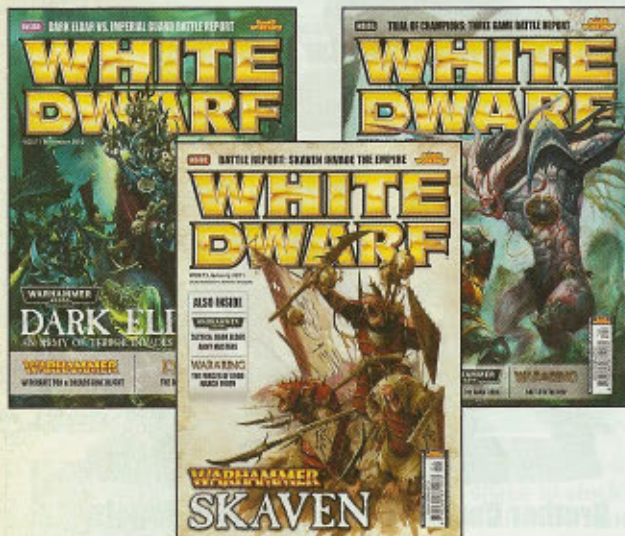




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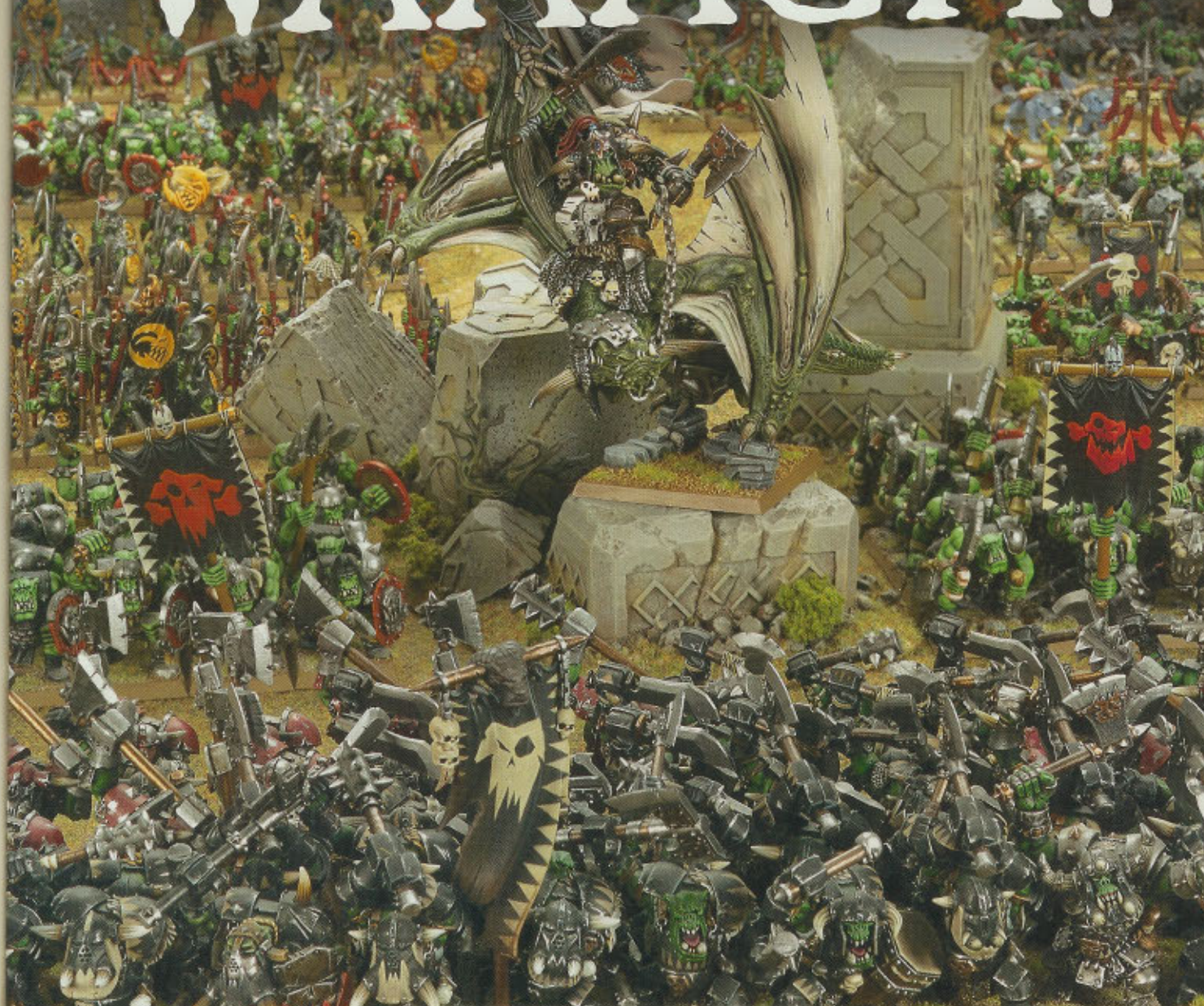
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