

INSIDE:

EXCLUSIVE FIRST LOOK AT THE NECRON RULES

**GAMES
WORKSHOP**

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD383
November 2011

WARHAMMER
40,000

NECRONS

**FIND OUT ALL ABOUT THE
NEW NECRONS CODEx
AND MINIATURES INSIDE.**

WD383 NOVEMBER 2011 £4.50 WWW.GAMES.WORKSHOP.COM

**GAMES
WORKSHOP**

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RISE OF THE NECRONS

The revivication process has been started, the reanimation protocols triggered and the tomb world reawakened. This issue the Necrons are here with a vengeance – we start our extensive look at all the new releases from page 24 onwards.



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NEW RELEASES

WARHAMMER
40,000

NECRONS



After lying dormant for many thousands of years, the Necron Tomb Worlds have slowly begun to reawaken. This month sees the Necrons invade the war-torn battlefields of the 41st Millennium, and in greater numbers than ever before.

ADVANCE ORDER

You can advance order all these products 7 days before their release.

If you order by the Sunday before launch, you can guarantee that they will be delivered to your store on the day of release.

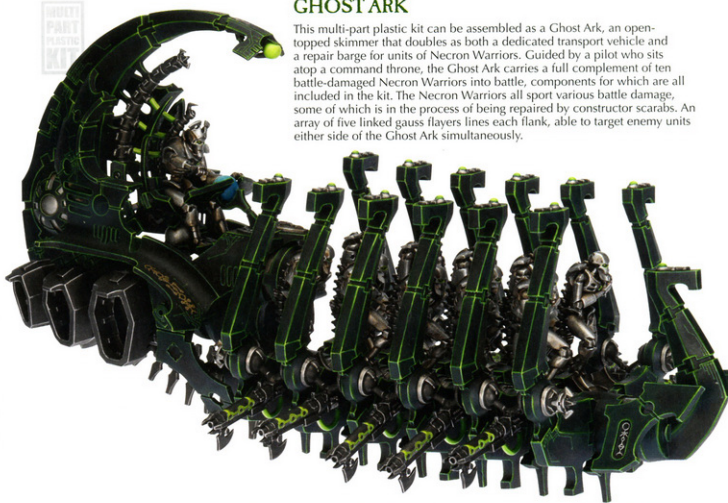


GHOST ARK/DOOMSDAY ARK

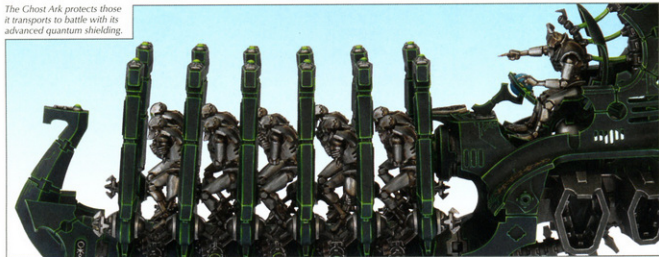
The Necron legions are often accompanied by the eerily silent repair barges known as Ghost Arks, and supported by the terrifying firepower of Doomsday Arks. The Ghost Ark/Doomsday Ark kit makes either of these two new vehicles.

GHOST ARK

This multi-part plastic kit can be assembled as a Ghost Ark, an open-topped skimmer that doubles as both a dedicated transport vehicle and a repair barge for units of Necron Warriors. Guided by a pilot who sits atop a command throne, the Ghost Ark carries a full complement of ten battle-damaged Necron Warriors into battle, components for which are all included in the kit. The Necron Warriors all sport various battle damage, some of which is in the process of being repaired by constructor scarabs, an array of five linked gauss flayers each flank, able to target enemy units either side of the Ghost Ark simultaneously.



The Ghost Ark protects those it transports to battle with its advanced quantum shielding.



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The Ghost Ark's damaged cargo receive battlefield repairs as they are transported back into the tray.



An experienced Necron pilot guides the Ghost Ark into battle and controls its weapon systems.



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DOOMSDAY ARK

The Ghost Ark/Doomsday Ark kit can also be assembled as a Heavy Support skimmer, the Doomsday Ark. The primary feature of this multi-part plastic vehicle is the doomsday cannon around which the protective 'ribcage' chassis is formed. The doomsday cannon is the deadliest weapon in the powerful Necron arsenal. The gun's enormous barrel is fed by huge power cables and spherical energy cells. Gauss flayer arrays defend the vehicle's flanks, and the Doomsday Ark's pilot sits with a commanding view of the battlefield at the cannon's rear. The spare components from the Ghost Ark also provide a number of battle-damaged Necron Warrior parts to use elsewhere in your army.

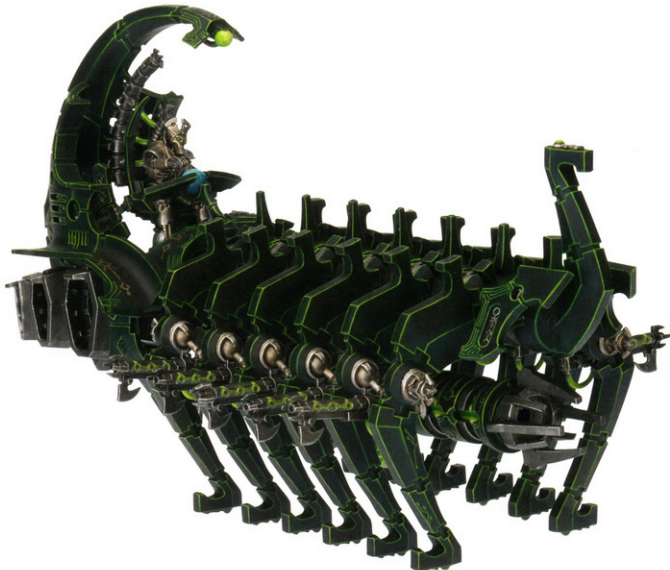


The pilot is plugged directly into a control interface on his command throne.



The Necrons utilise highly advanced systems as implied by this control console.

TURN TO PAGE 43 TO READ THE RULES FOR THIS DEVASTATING VEHICLE.



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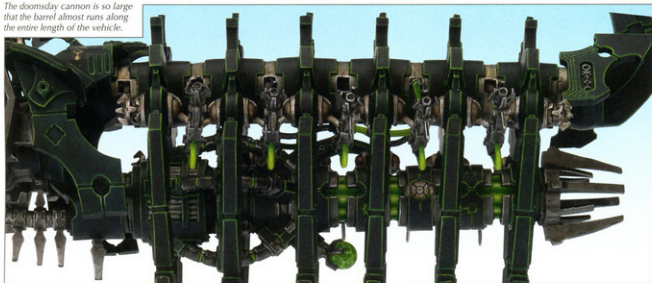


NECRON GHOST ARK /
DOMSDAY ARK £31
Product code: 99120110014
Sculpted by Dave Thomas and
Tom Walton.
€39, 300dks, 380ks/nks, 450omb, 150ut

ON SALE NOVEMBER 5TH



The doomsday cannon is so large
that the barrel almost runs along
the entire length of the vehicle.



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CATACOMB COMMAND BARGE AND ANNIHILATION BARGE

The Necrons utilise crescent-shaped skimmers to act as mobile command or weapon platforms. The Catacomb Command Barge/Annihilation Barge kit can be assembled as either option.

ANNIHILATION BARGE

This new multi-part plastic kit allows you to make one of two different vehicles. The Annihilation Barge is a Heavy Support vehicle, and the fully assembled model is dominated by the enormous twin-linked tesla destructor it bears. The kit also includes both of the underslung weapon options – the tesla cannon and gauss cannon – and two Necron pilots that guide the vehicle and fire its weapon systems. The spare components from the kit even allow you to build a Necron Overlord on foot.



Both the Catacomb Command Barge and the Annihilation Barge have underslung tesla cannons.



An Overlord directs the firepower of the Annihilation Barge from his Catacomb Command Barge.

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CATACOMB COMMAND BARGE

The kit's second vehicle option, the Catacomb Command Barge, is a dedicated transport vehicle for a single independent character. The multi-part plastic kit includes a Necron Overlord, complete with warscythe and optional resurrection orb arm. This model can be assembled on the infantry base supplied in the kit, or mounted on the vehicle itself, standing regally behind an ornate rail. The Catacomb Command Barge also includes both tesla and gauss cannon options.



The kit includes an infantry base, allowing the Necron Overlord to be assembled on foot.

DIY
PART
PLASTIC
KIT

NECRON CATACOMB
COMMAND BARGE /
ANNIHILATION BARGE £20.50
Product code: 99120110013
Scripted by Dale Stringer and
Dave Thomas.
€26, 200dkk, 250dkr/hkr, 300omb, 100zt

ON SALE NOVEMBER 5TH



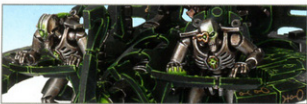
TURN TO PAGE 42 TO LEARN MORE ABOUT THIS NEW VEHICLE'S RULES.



The Necron Overlord looks regal and commanding atop his barge.



Both vehicles can be assembled with an underlung gauss cannon.



The two Necron pilots control the vehicle's movement and weaponry.



The model's chasis is lavishly detailed with examples of Necron iconography.

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IMMORTALS/DEATHMARKS

Elite soldiers of terrifying repute, the Immortals are the backbone of the Necron armies, and the Deathmarks their deadly assassins. The Immortals/Deathmarks kit allows you to assemble five of these powerful warriors.

DEATHMARKS

The Necron Immortals/Deathmarks multi-part plastic kit enables you to build a squad of five Deathmarks. Each of these snipers carries a rapid-firing synaptic disintegrator and there are enough of these weapons included on the frame to equip all five Deathmarks accordingly. The Deathmark models all feature their signature, cyclopean heads. There are five different front and rear torso options to choose from during assembly. The Deathmarks are an Elites choice in the army and the box makes a whole squad.



Deathmarks



IMMORTALS

The kit can also be assembled as five Necron Immortals, powerful Necron infantry that are larger, more heavily-armoured (as each model's solid frame suggests), and better equipped than Necron Warriors. Immortals serve as a Troops choices for the Necron army.

Immortals can be equipped with double-barrelled gauss blasters for punching through enemy armour, or tesla carbines for scything down hordes of enemy infantry. The kit includes five of each weapon on the frame to allow you to equip the squad with either.

The box allows you to make a complete squad of five Immortals, and though all must be armed with the same weapon option, the kit provides all the components you need to do so.



**NECRON IMMORTALS/
DEATHMARKS** £20.50
Product code: 99120110011
Sculpted by Oliver Norman,
Dale Stringer and Dave Thomas.
#26, 200dk, 250sk/ink, 300mb, 100al

ON SALE NOVEMBER 5TH



Immortals with gauss blasters



Immortals with tesla carbines



LYCHGUARD/TRIARCH PRAETORIANS

Royal bodyguards and custodians of the ancient dynasties, the Lychguard and Triarch Praetorians are the finest warriors that Necron martial prowess has to offer. The Lychguard/Triarch Praetorian kit allows you to build five Necrons from either squad.



lychguard with hyperphase swords and dispersion shields

LYCHGUARD

The multi-part plastic Lychguard are armoured in reinforced exoskeletons, and are even larger than Immortals. They bear stylised headpieces to set them apart from the other Necron infantry squads. The Lychguard are an Elites choice and come equipped with a two-handed warscythe as standard. Alternatively, they can opt to exchange these weapons for hyperphase swords and dispersion shields, which can deflect any shooting attacks towards an enemy unit within 6". The kit enables you to build five Lychguard and equip them all with either choice of weapon option.



lychguard with warscythes

The lychguard prepare to cut down anyone foolish enough to oppose their master's will.



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The Triarch Praetorians arrive to smite those who would dare challenge the Necron empire.



TRIARCH PRAETORIANS

The Triarch Praetorians are the second infantry option that can be assembled from the multi-part plastic Lychguard/Triarch Praetorian kit.

Triarch Praetorians are an Elites choice, and their gravity displacement packs allow them to operate as Jump Infantry. The kit contains enough parts to build five of these venerable Necrons. Each Triarch Praetorian can be equipped with either of the two weapon options available to them in the army list: the rightly feared rods of covenant (power weapons that double as AP 2 assault weapons), or the paired weapon combination of particle caster and void blade.

As with the Lychguard, up to ten Triarch Praetorians may form a single squad.



NECRON LYGHGUARD/
TRIARCH PRAETORIANS £20.50
Product code: 99120110012
Sculpted by Dave Thomas,
£26, 2000kt, 250k/intr, 300mb, 100tal

ON SALE NOVEMBER 5TH



Triarch Praetorians with particle casters and void blades



Triarch Praetorians with rods of covenant

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CITADEL FINECAST

Citadel Finecast is our range of highly detailed resin miniatures. The Citadel Finecast range continues to grow each month with a steady flow of new releases, so make sure to regularly visit your Hobby Centre and check the website to find out more.

IMOTEKH THE STORMLORD

Imotekh the Stormlord carries the Staff of the Destroyer and a Gauntlet of Fire. Imotekh has been lavished with ornate details as befits his illustrious status as the ruler of the most powerful Necron Dynasty, the Sautekh Dynasty.



CITADEL FINECAST

IMOTEKH THE STORMLORD £10.50
Product code: 99800110006
Sculpted by Neil Langdown.
£15, 120blk, 140sknkr, 180mb, Staff

ON SALE NOVEMBER 5TH

TRAZYN THE INFINITE

This beautifully rendered miniature of the enigmatic Archeovist, Trazyn the Infinite, proudly bears his trademark staff, the Empathic Obliterator. A segmented metal cloak adorns his resplendent exoskeleton.



CITADEL FINECAST

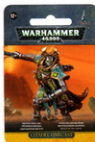
TRAZYN THE INFINITE £10.50
Product code: 99800110009
Sculpted by Neil Langdown.
£15, 120blk, 140sknkr, 180mb, Staff

ON SALE NOVEMBER 5TH



NECRON OVERLORD

The stylised crown and ornate decorations on the Necron Overlord ensure that he looks magisterial. He bears a double-bladed warscythe and can also be equipped with an optional resurrection orb in his left hand.



CITADEL FINECAST

NECRON OVERLORD £10.50
Product code: 99800110007
Sculpted by Dave Thomas.
£15, 120blk, 140sknkr, 180mb, Staff

ON SALE NOVEMBER 5TH



CITADEL FINECAST

NECRON CRYPTEK £9.50
Product code: 99800110008
Sculpted by Dave Thomas.
£12.50, 100blk, 115sknkr, 150mb, Staff

ON SALE NOVEMBER 5TH



PLAYED ONE PACK

The Played One Pack includes five Citadel Finecast miniatures, each displaying grisly trophies and fetishes of those they have killed. These savage machines are of a more slender frame, more akin to the Necron Warriors, but carry no weapons other than a macabre selection of hooked blades, claws, sickles and shears instead of digits. The five heads are all interchangeable between the models.

Played Ones Packs are Elite choices, and can Infiltrate or Deep Strike onto the battlefield. They can be fielded in squads of up to twenty models.



CITADEL FINECAST

NECRON PLAYED ONE PACK £25.50

Product code: 99810110005

Sculpted by Aly Morrison.

€35, 2500kc 316krnik, 380rmb, 125tl

ON SALE NOVEMBER 5TH



TURN TO PAGE 46 TO SEE BOTH IMOTEKH AND TRAZYN IN ACTION!

A pack of macabre Played Ones leap upon the Guardsmen from out of their charnel palace.



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CODEX: NECRONS

Codex: Necrons is the ultimate guide to this ancient race of machines, comprising 96 pages packed with background, artwork, scenery, miniatures and full rules for a plethora of new units and vehicles.

Written by Mat Ward, Codex: Necrons features a background section detailing the history of the Necrons from the ill-fated bargain struck with the C'tan and the War in Heaven against the Old Ones to the Necron Empire's Great Sleep and subsequent reawakening. Mat also reveals the dynastic nature of the Necron hierarchy and presents a timeline of recent Necron activity in the 41st Millennium.

The bestiary section features page after page of rules and background, including seven brand new special characters and a veritable fleet of deadly vehicles. Ever have the Necrons been masters of highly advanced and esoteric technology, and the wargear section introduces many advanced weapon types, from transdimensional beamers to tachyon arrows.

Last but by no means least, the 'Eavy Metal team have produced a fantastic selection of painted miniatures for a superb showcase of the Necron army in all its glory.

CODEX: NECRONS

£20

Product code: #0030110002

Written by Mat Ward.

426, 200x6, 250x4/nz, 300x6, 100x2

ON SALE NOVEMBER 5TH



MAT WARD REVEALS ALL ON THE NECRON BACKGROUND FROM PAGE 24.

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SKULLVANE MANSE, LAIR OF THE ASTROMANCER



Skullvane Manse, Lair of the Astromancer makes for an imposing centrepiece for Warhammer battlefields. Skullvane Manse has the option of being assembled with a telescope or crenellated battlements at its crown, and is covered with all manner of intricate details such as swirling comets sculpted into the roof of the tower.



Wizard not included.

FIND OUT MORE
ABOUT SKULLVANE
MANSE ON PAGE 70.



SKULLVANE MANSE,
LAIR OF THE ASTROMANCER £46
Product code: 99120299024
Sculpted by Dave Andrews.
£36.30, 43000, 36000/mk, 60000, 2250

ON SALE NOVEMBER 10TH

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CITADEL MEGA PAINT SET

The Citadel Mega Paint Set includes the full range of 73 Citadel paints and washes, all in a handy case with which to transport them. The set contains all 47 Citadel Colour paints, 18 Citadel Foundation paints, 8 Citadel Washes and a complete set of 10 Citadel brushes, from the Citadel Fine Detail brush to the Citadel Large Drybrush. A bottle of PVA Glue, a tub of Modelling Sand, and a tub each of Static, Glade and Scorched Grass are also included to base your painted miniatures.

The Citadel Mega Paint Set comes in a silver-grey Citadel Figure Case with custom foam inserts designed to neatly and safely transport all of the kit's contents.



WHILE STOCKS LAST



CITADEL MEGA PAINT SET 2011 £155

Product code: 9917999014
€195, 1500dk, 1880sk/nzk, 2250mb, 750pl

ON SALE OCTOBER 29TH

CITADEL PAINT STATION +



The Citadel Paint Station + not only contains a Citadel Paint Station, but two Citadel Water Pots and two custom, rippled Citadel Palettes that are designed to fit snugly either side of the set's Citadel Cutting Mat.



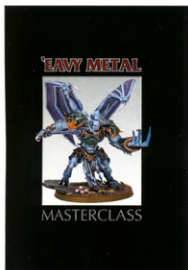
CITADEL PAINT STATION + £32

Product code: 9923999059

€40, 320dk, 390sk/nzk, 470mb, 155pl

ON SALE NOVEMBER 19TH

'EAVY METAL' MASTERCLASS



This 96-page, full-colour book is a compilation of the very best 'Eavy Metal Masterclass' articles showcased in White Dwarf. Featuring Darren Latham's Ork Warboss, Joe Tomaszewski's Sicarius, and Kornel Kozak's Daemon Prince, this book also includes an exclusive Masterclass for Urien Rakarth by Anja Wettergren, and demonstrates expert techniques such as non-metallic metal and object-source lighting.

WHILE STOCKS LAST



'EAVY METAL' MASTERCLASS

£18

Product code: 60049999104
€23.50, 1800kr, 2300kr/nkr, 2700mb, 90kr

ON SALE NOVEMBER 10TH

'EAVY METAL' BRUSH SET

The 'Eavy Metal Brush Set includes one large and one standard brush, both of which are handmade and of the very highest quality, using the finest Kolinsky Sable brush hair. A brush tin, embossed with the 'Eavy Metal' logo, is included to protect your brushes, and is able to hold up to six additional brushes. The set also features two pots of 'Eavy Metal Medium, a clear matt wash that can be used instead of water to thin paints for glazing. An 8-page booklet completes the set, full of useful painting hints and tips, courtesy of the world class 'Eavy Metal team.

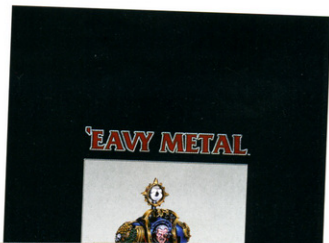
'EAVY METAL' BRUSH SET

£31

Product code: 602399999003
€79, 1050kr, 1800kr/nkr, 4500mb, 150kr

ON SALE NOVEMBER 10TH

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CUSTOM ARMY CASES



Available in a desert brown colour for Warhammer 40,000 and a pastel green colour for Warhammer, the new Custom Army Cases are embossed with the appropriate game logo and are perfect for transporting your armies to the battlefield. One half consists of Tank Foam, which contains removable, rectangular foam sections designed for transporting tanks and large monsters. The other foam half can safely carry up to 120 miniatures.

WARHAMMER 40,000 'BROWN'
CUSTOM ARMY CASE £61.50
 Product code: 99230199004
 €95, 750dk, 850dk/ink, 900mb, 300af

WARHAMMER 'GREEN'
CUSTOM ARMY CASE £61.50
 Product code: 99230299004
 €95, 750dk, 850dk/ink, 900mb, 300af

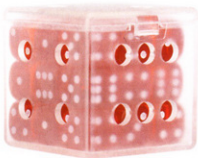
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SPECIAL EDITION DICE CUBE



Available only while stocks last, the Special Edition Dice Cube comes in a clear plastic dice box, and carries 27 gem dice. Each Dice Cube features a scatter dice, artillery dice, and 25 standard D6, and is available in a variety of different colours.

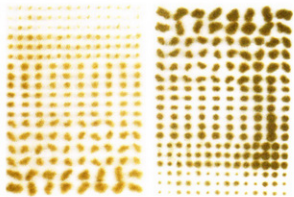
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SPECIAL EDITION
DICE CUBE £4.10
 Product code: 99229999118
 €6.25, 45dk, 50dk/ink, 60mb, 20af

ON SALE NOVEMBER 19TH

GRASS TUFTS



The tubs of Mordheim Turf and Middenland Tufts contain A5 sheets with 200 tufts of pallid or green grass for basing. The tufts come in many different shapes and sizes and the grass has been specifically designed to stand upright.

MORDHEIM TURF £8
 Product code: 99229999120
 €10.50, 80dk, 100dk/ink, 120mb, 40af

MIDDENLAND TUFTS £8
 Product code: 99229999121
 €10.50, 80dk, 100dk/ink, 120mb, 40af

ON SALE NOVEMBER 19TH

BURIED TREASURE!

'Avast there me heartees' and other such pirate clichés. Why so nautical? Because Grombrindal is back, and this time he's donned a pirate costume in his latest appearance for the White Dwarf Sub-in-a-Box.

Over the last year, the White Dwarf has been masquerading as famed fighter pilot 'Ancestor One' – but no more! After twelve months he's hanging up his goggles and changing costumes once again. And if you haven't got round to getting the model, then tough, you're too late! That version of the miniature and the moulds to make him have already walked the plank.

We're now ready to reveal the latest incarnation of everyone's favourite Dwarf Ancestor – Grombrindal as a pirate! Yes, no doubt influenced by Dreadfleet, the White Dwarf has gone all piratical.

Designed by Giorgio Bassani and available for the first time in Citadel Finecast, the brilliant White Dwarf Sub-in-a-box model will only be on shelves for the next year, but the best bit is, he comes with twelve issues of this very magazine. If you're an existing subscriber and want the White Dwarf miniature, fear not, contact customer services who'll be able to help.

You can buy the boxed subscription from our website or any Games Workshop Hobby Centre. All you need do is take the box to the counter and our helpful staff will do the rest, leaving you with this exclusive miniature and to await the delivery of the next issue of White Dwarf.

But what inspired Giorgio to sculpt Grombrindal in pirates' garb? 'Recently we had him in space, and as a pilot, so a pirate seemed obvious,' says the sculptor. 'What's key is he's not really a pirate, but Grombrindal in fancy dress. When you're designing the model from that angle there's plenty of opportunity to put in lots of gags, such as the cork gun and the parrot with matching tricorne.'

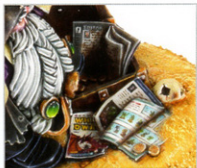
If you like this model then you'd best present your rum rations in prompt fashion, as he'll only be about for the next twelve months. But don't forget he's only available with a White Dwarf subscription or to those who are already subscribers.



The White Dwarf in detail



Grombrindal stands triumphantly over his chest of buried booty.



The treasure is, of course, his collection of White Dwarfs, all intricately painted by Joe Tomaszewski (yes, we know – wow!).



The White Dwarf squints down his telescope.



The parrot wears a medal as well as a matching hat.



'Be they scurvy Sea-grobbs I spys through me telescope!'



He won't be killing too many Gobbos with this!

AN AUDIENCE WITH SARAH CAWKWELL

This month, the turbulent tides of the Maelstrom spew forth an army of darkness lead by Huron Blackheart. *The Gildar Rift* is the latest in the Space Marine Battles novel range, by Black Library's newest author, Sarah Cawkwell. We caught up with Sarah, to ask her about her debut novel:

Can you tell us a little of what the novel is about?

The *Gildar Rift* is a Space Marines Battles novel featuring the Silver Skulls getting a bit annoyed at the Red Corsairs trying to take over the Gildar system. There are ship battles, ground battles and politics; there's Huron Blackheart, and he's a bit unpredictable... Chaos (literally) ensues.

“The Silver Skulls are incredibly superstitious and put great stock in their Prognosticators.”

Space Marines are icons of Warhammer 40,000 and many authors have tackled them. How have you made the Silver Skulls different from the other Chapters?

The Silver Skulls are different in the way they put great stock in their Prognosticators, their prized Chaplain-Librarians. They're incredibly superstitious and have been known to refuse to take the field of battle if a Prognosticator says the omens and readings are not favourable. They are a division of the Silver Skulls who wield colossal power and that doesn't necessarily sit well with everyone...

They're different, but not too different. In a world where conformity is critical, displaying too much personality opens you up for all sorts of nastiness. And the Silver Skulls

aren't crazy enough to let that happen, are they? Are they? Well you'll have to read it to find out.

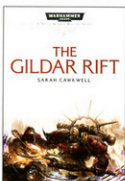
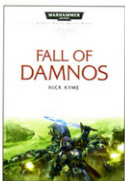
Now that you've finished *Gildar Rift*, what can we look forward to from you in the future?

Accursed Eternity, a novella and eBook that forms part of the Architect of Fate arc, is out next year. It features another couple of largely unexplored Space Marine Chapters, the Blood Swords and the Star Dragons, and tells the tale of what they find when they are called in to investigate a sighting of an alleged Daemon ship. You just know that's not a good start to your day.

Also in the pipeline is a short story for the Age of Legend anthology. This will be my first foray into the Warhammer world with a short story entitled Bloodraven – no relation to the heroes of the Dawn of War series!

Following that, there's another short story on the go and my next novel, which will also be in the Warhammer setting. There are many things in the works... I frequently get the impression that my editor doesn't want me ever to sleep again.

Thanks Sarah! The *Gildar Rift* will be on sale next month from your local Games Workshop Hobby Centre, or you can preorder your copy now from www.blacklibrary.com



SPACE MARINE BATTLES

The Space Marines are fearless champions of humanity. Genetic modification and psycho-conditioning has made them superior to Men in all respects. These Superhuman, weapons of war are mankind's most elite fighting force, and as such, their battles are iconic tales of xenos purges and desperate last-stands. Their deeds have become legendary, and the Space Marine Battle series recounts their most notorious front-line stories of heroism in graphic detail.

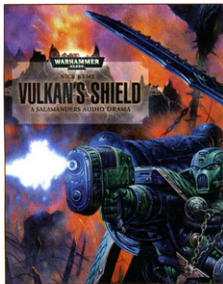


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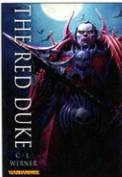
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RISE OF THE NECRONS



Across the galaxy, an ancient and terrible race is stirring. Entombed in stasis-crypts, they have slumbered through the aeons, waiting for the galaxy to heal from the wounds of a long and terrible war. Now, after sixty million years of dormancy, a great purpose begins. On desolate worlds thought long bereft of life, ancient machineries wake into terrible function, commencing the slow processes of revivification that will see those interred within freed to stride across the stars once again. The implacable Necron legions are rising. Let the galaxy beware.

This issue is packed with all manner of informative Necron articles:

- Starting over the page we begin by taking a look at the background and epoch-spanning history of the Necrontyr.
- From page 30 Simon Grant inveigles himself with the design team of the new Necron models and kits.
- 'Eavy Metal showcase the great dynasties of the Necrons on page 36.
- Mat Ward talks about playing with the Necrons from page 40.
- Finally, a fragile alliance between the Ultramarines and Craftworld Alaitoc must halt the Sautekh dynasty in this month's dramatic battle report. See page 46 to see the action.



THE GREAT AWAKENING

The Necrons are amongst the most ancient of all the galaxy's races, awoken from hibernation and driven to reconquer their lost empire. In this article, we take a look at how the soulless living-metal automatons known as the Necrons came to be.



Imotekh the Stormlord is the ruler of the most powerful of the Necron dynasties, the Sautekh Dynasty. Imotekh can draw upon incredible resources, for the armies of four score Tomb Worlds are his to requisition at need. Imotekh is a grand strategist, perhaps the most accomplished the galaxy has ever known, and he would see the Imperium of Man crushed beneath his living-metal feet.

The race that would become the Necrons began their existence under a fearsome, scourging star, billions of years before Mankind evolved on Terra. Known as the Necrontyr, the precarious nature of life on their homeworld led to them becoming obsessed with the rituals of death under the rule of the Triarch – three ruling councillors led by the Silent King.

Such turmoil drove them to the stars, but peace eluded them as bitter wars were fought between rival dynasties. It was only the Old Ones, the first of all sentient life, that united them, the Triarch declaring war upon them – the War in Heaven. Yet victory proved impossible, as the Necrontyr were undone by the webway of their foe.

It was in the face of defeat that the C'tan appeared. The C'tan were enemies of the Old Ones, promising immortality. The Triarch agreed, dooming their race.

Then the C'tan revealed the form immortality would take. Colossal bio-furnaces roared day and night, consuming weak-bodied flesh and replacing it with enduring living metal. The C'tan swarmed all around, consuming life essence and growing ever more powerful. It was as the Silent King himself was reborn that he realised the true price for immortality – their souls. With sorrow he beheld the fate of his people: the Necrontyr were no more, the soulless Necrons reborn in their place.

Yet the Necrons were immortal and united beneath the Silent King's undying rule, command protocols embedded in their minds granting unswerving loyalty. The

Old Ones too were defeated. Throughout the final stages of the War in Heaven, the Silent King bided his time, waiting for the moment that the C'tan were vulnerable. And in their victory, the Silent King led the Necrons in revolt, forging unimaginably powerful weapons against which even the C'tan could not stand. The C'tan could not be slain but the Silent King had planned accordingly, sundering them into thousands of fragments, each of which was bound securely within a tesseract labyrinth as though a genie in a bottle.

The cost of victory had been high; millions of Necrons were slain in the rebellion along with all of the Triarch save the Silent King. The Eldar – a race that had fought alongside the Old Ones and come to hate the Necrons – were rising to dominance but the Silent King knew that, in time, they too would fade. He ordered the remaining Necron cities to be transformed into great tomb complexes and his people to sleep. As the last Tomb World sealed its vaults, the Silent King destroyed his command protocols and took ship into intergalactic space, to find some vestige of penance for failing his people.

Sixty million years passed. Over the millennia countless Tomb Worlds were lost. On countless worlds, billions of Necrons slumber still. Where Tomb Worlds have awakened, it falls to their Overlords to martial the revived Necrons, harvest resources and prepare to fulfil the Silent King's final order: to restore the Necron dynasties to their former glory.

WHAT IS A NECRON?

Although once a race of flesh and blood, the Necrons long ago replaced their fragile bodies with sturdy frames of living-metal by the process of biotransference. Not all Necron bodies were created equally, however. Higher-ranking nobles were transferred into mighty shells adorned with intricate detailing and complex engrammic circuitry. The common folk, on the other hand, were transferred – many unwillingly – into comparatively cruder bodies, their wits and reactions dulled by the process.



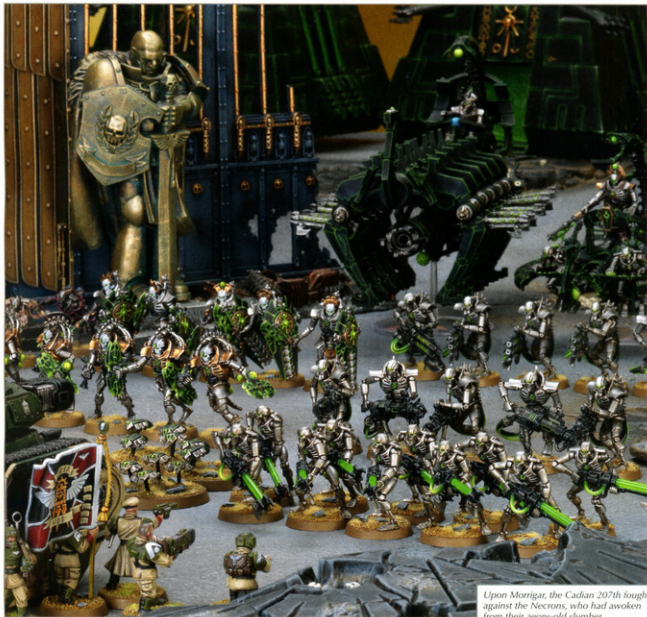
Necron Warriors form the mainstay of a dynasty's army, implacable warriors bound to their lord's undying will.



Flayed Ones are insane carrion creatures, cursed by one of the C'tan to crave the blood and flesh of the fallen.



The shock troops of the Necrons are known as Immortals, armed with formidable heavy weaponry.



Upon Morigat, the Cadian 207th fought against the Necrons, who had awoken from their aeons-old slumber.



Agents of ambush, the Deathmarks are the snipers of the army, waiting indefinitely for their targets.



Programmed with unswerving loyalty to their lord, the lychguard are armed with deadly melee weapons.



The Triarch Praetorians never slumbered, instead standing guard over the legacy and traditions of the dynasties.



Necron Overlords are the rulers of the Tomb Worlds, and clad in the raiments of war they are mighty foes.



Icon of the Charnovokh Dynasty



Icon of the Nihilakh Dynasty



Icon of the Nekthyst Dynasty

THE CHARNOVOKH DYNASTY

Much of the territory once ruled by the Charnovokh Dynasty lies far to the galactic south-east. Many of its dormant Tomb Worlds were devoured by Hive Fleet Behemoth, and countless others have been ravaged during the Imperium's counter-attacks against the Tyranids. As a result, the remaining systems of the Charnovokh Dynasty are many, but small and scattered. Ironically, this has led the Charnovokh to throw much effort into restoring the ancient dolmen gates that connect their realms to the wider galaxy. If the Tyranids come again, the Charnovokh will need such escape routes if their dynasty is to survive.



Lychguard of the Charnovokh Dynasty

THE NIHILAKH DYNASTY

The territories of the Nihilakh Dynasty are parochial in the extreme, venturing little outside their domains. Whilst this isolationism is perhaps a boon to those alien races that dwell near to awakened worlds, it also carries significant peril. Undepleted by the grind of military expansion, the armies of Nihilakh stand ready to take vengeance on any interloper. If attacked, they do not rest until the aggressor has been utterly destroyed. Rumour has it that Phaeron Krispekh met with a terrible accident shortly after awakening. Now his severed head rules over a hundred worlds from an intricate web of life-sustaining circuitry, issuing decrees to the lords who scurry in his shadow.



Warrior of the Nihilakh Dynasty

THE NEKTHYST DYNASTY

During the Wars of Secession, the nobles of the Nekthyst Dynasty earned themselves a reputation as turncoats and betrayers, for many of them held to pacts and alliances only so long as it served their interests. Though these events were long ago, the taint of dishonour still hangs heavy over the Nekthyst Dynasty, and few Phaerons of other lineages will stoop even to treat with them, let alone trust them. Unusually for a major dynasty, Nekthyst lords are much given to mercenary acts, often bartering their martial service for other, less tangible gains over other dynasties. They are seldom short of offers, for this is the one type of contract that even the Nekthyst will not break.



Immortal of the Nekthyst Dynasty

TOMB WORLDS OF THE NECRONS

There is no such thing as a typical Tomb World. Each answers only to the will of its ruler, and thus his proclivities define everything. Nevertheless, there is one common cause that binds all: the rebuilding of the Necron dynasties and the return of the Necrons to their rightful supremacy.

THE BONE KINGDOM OF DRAZAK

In the north-east of the galaxy lie the Ghoul Stars. Here, on worlds lit by the cold rays of dying suns, tread creatures of nightmare. Yet even here, one horror outpaces all others – the Bone Kingdom of Drazak. Drazak is a haunt of Flayed Ones, who stalk through desolate streets, fighting over goblets of rotting meat and shards of bone. Only one amongst Drazak's population is proof from its madness – Valgûl, the Fallen Lord. Every few solar months, when no more meat remains, Valgûl announces a new Time of Bounty, and despatches the fleets of Drazak to raid nearby worlds. These reavers seek no riches – only tithes of gore.

THE STASIS DOCKS OF SEIDON

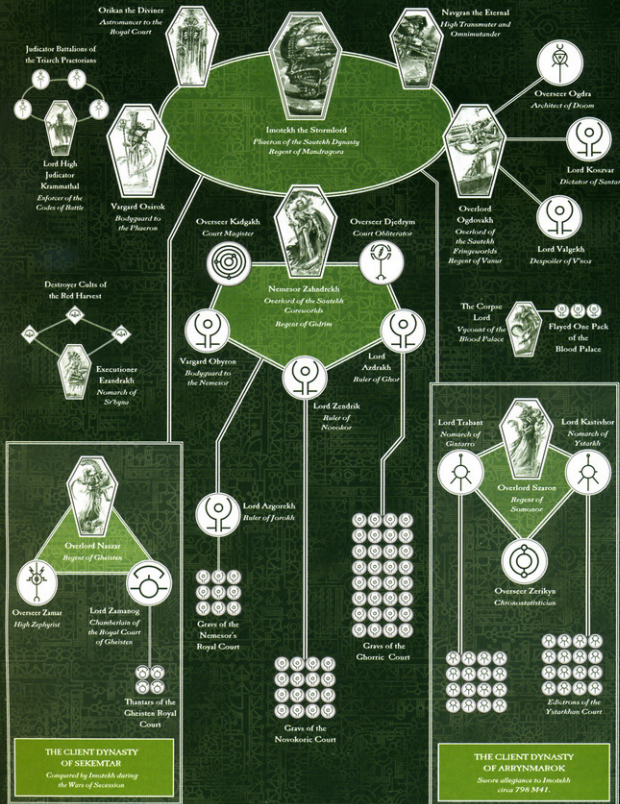
In ancient times, Seidon lay at the heart of Necrontyr expansion. Every thirty-three weeks, a vast ship would launch, carrying a legion to a distant world. When Seidon woke, its rulers continued their mission of conquest. Unbeknownst to the Overlord, Seidon's master program was corrupted. No longer are ships set forth on courses that intersect with planets. Instead, each vessel is launched on a random heading, as likely to plunge into the heart of a star as it is to result in safe planetfall. Thus, every thirty-three weeks, another legion departs into the unknown...

THANATOS AND THE CELESTIAL ORRERY

Hidden within the heart of Thanatos is one of the galaxy's greatest treasures – the Celestial Orrery. The orrery's tiny pinpricks of glowing light record the positions of every star in the galaxy. Snuff out one of these lights and its physical counterpart will go supernova long millennia before its destined time, bringing fiery oblivion to all nearby worlds.

THE SAUTEKH DYNASTY

In the times before biotransference, the Sautekh Dynasty was ranked third most powerful of all the royal dynasties. Through chance or design, many of the Sautekh coreworlds survived the oceans better than those of other dynasties. Now this dynasty is more powerful than any other, and its nobility (shown here), under the leadership of Imotekh the Stormlord, are the most aggressive in attempting a new wave of expansion.



BUILDING THE MACHINES

This month sees the reemerging Necron legions inundated with phalanxes of elite infantry and four new vehicles. Simon Grant spoke with miniatures designers Dave Thomas, Dale Stringer and Tom Walton about their latest creations.



The enigmatic character that is Tazyn the Infinite has amassed an enormous collection of priceless artefacts of alien origin.

The implacable legions of the Necrons march forth in serried ranks. The Great Awakening has begun, and sees many brand new units of soulless machines arising from their slumber, and in greater numbers than ever before. Loyally obeying the Silent King's final order, Citadel designers Dave Thomas, Dale Stringer, and Tom Walton have summoned forth the greatest Necrons from the revivification chambers. The reanimation protocols of the elite upper echelons of Necron military hierarchy are now complete and the galaxy will soon learn to fear their names. We sent in a Deathwatch kill team to infiltrate their Tomb World and bring the Xenos collaborators back for interrogation.

With our captive designers in place, we asked them what inspired the design of the Necron units and vehicles. 'The Necrons display a surprisingly formal military hierarchy,' begins Dave. 'We wanted to

make sure the army really captured this martial infrastructure, with squads of snipers, mobile gunships, and a command structure there on the tabletop.'

Indeed, this month sees the release of three powerful new infantry squads as multi-part plastic kits – Deathmarks, lychguard and Triarch Praetorians; four vehicles – the Annihilation Barge, Catacomb Command Barge, Doomsday Ark and Ghost Ark – two special characters and two new HQ units. And if that's not enough for you, a brand-new Flayed One Pack has been released in Citadel Finecast and Immortals are also available as a multi-part plastic kit.

Along with phalanxes of Necron Warriors, these infantry units form the core of the Necron army. The mighty lychguard are the loyal guardians of the Necron Overlords and Phaerons, armed with the finest weapons and armour; the



Triarch Praetorians are an ancient and revered order that seek to unify the Necron dynasties; and the fearsome Deathmarks are assassins that are relentless in the pursuit of their quarry. With two multi-part plastic kits catering for all four of these infantry units, we asked Dave how he ensured each squad retained its own distinctive personality.

That was one of the most challenging aspects of their design. Each unit type had to be instantly recognisable with its own unique silhouette, but still needed to be part of the same cohesive army. For example the Deathmarks have cyclopean eyes as a sinister twist ideally suited to their intimidating character. On the other hand, the Lychguard are royal bodyguards, and feature extravagant headgear and ornate details. Each kit also contains alternative head, torso and several new weapon options. We've really given them all the special treatment they deserved.'

Another obvious difference between these more powerful units is their increase in size, especially when compared to the Necron Warriors themselves. 'That was very intentional,' says Dave. 'The further up the hierarchy you go, the more opulent and superior the Necron exoskeletons become. In this way, the tougher, heavier shells of the more specialised squads such as Immortals and Lychguard justifies their 3+ armour save and complements their status as part of the Necron elite. Conversely, the smaller frames of the Necron Warriors and Flayed Ones explains their lower 4+ armour save.' This concept is further evidenced by the ornate grandeur of the army commanders, the Necron Overlords towering over their underlings and the two mighty special characters even more so.

But what about the ghoulish Flayed Ones, who really stand apart from the overall uniformity of the army? 'The Flayed



The Triarch Praetorians are an ancient order that seek to reunite the Necron dynasties once more, no matter how long it may take.



The Flayed Ones were cursed by the C'tan they destroyed, devolving into ghoulish machines who thirst for blood they are unable to savour.

Ones are something of an aberration,' explains Dave. 'They are barely trusted or accepted by their own society, and we wanted to emphasise their wretched, rejected nature. Aly Morrison therefore designed them with scythes, sickles and blades instead of fingers and grisly trophies on display, giving them a macabre look that really sets them apart from the other infantry units in the army.'

The fantastic new plastic kits have also given rise to a whole new wave of Necron technology, with the Immortal, Lychguard and Triarch Praetorian squads all having a choice of two weapon options. 'The Necrontyr had long mastered highly advanced technology even before their biotransference into machines,' explains Dave, 'so it makes sense that they'd have a range of equally high-tech weapons to play with. Necrons don't utilise projectile weapons, but there are plenty of other energy-based weapons that they use instead, such as particle and

electromagnetic beams. In fact, the idea for their tesla weaponry came from an original sketch I drew for the synaptic disintegrator of the Deathmarks. The design evolution of the new miniatures is particularly evident in the weapons. The Gauss flayers of the Necron Warriors look fairly rudimentary by the standard of their incredibly advanced technology, whilst the barrels of more advanced guns such as the synaptic disintegrators of the Deathmarks (see below) are fully enclosed and armoured.'

But it is far from just the Necron firepower that has been augmented by the new weapon options. The Lychguard and Triarch Praetorians can wield dedicated close combat equipment such as the hyperphase swords, dispersion shields and voidblades; not to mention the warscythes that have long been an integral piece of Necron wargear. 'The Triarch Praetorians and Lychguard are the super-elite of the Necron army,' says Dave, 'so it made sense that they would have access to a wide



DEATHMARKS

For countless millennia, Deathmark Squads have served the Necron nobility as snipers and assassins. Even when they were beings of flesh and blood, Deathmarks had a reputation for cold-hearted precision and patience. Now, housed in tireless metal bodies, Deathmarks are more deadly than they ever were in life.

Deathmarks seldom take position with the rest of the army at the battle's start, but appear silently from a hyperspace oubliette upon a ridge or ruin that affords unobstructed view of their quarry. The target will be lucky to survive more than a few seconds before being cut down by fire from the Deathmark's synaptic disintegrators.

ANNIHILATION BARGE AND IMMORTALS

Annihilation Barges are the Necrons' favoured anti-infantry support platforms. Each is armed with a linked pair of tesla destructors – enormous energy cannons that fire ferocious arcs of eldritch lightning. Many Overlords also task a squad of Immortals as guards, as such a partnership can prove advantageous for both parties – the Annihilation Barge has a screen of allies to drive back incoming assaults, whilst its bodyguard of Immortals benefit from the craft's massive firepower.

variety of powerful equipment, specifically assault and close-combat weapon combinations. These guys are the army's real heavy-hitters, so we really played that up with their impressive choice of wargear. The dispersion shield in particular also allowed us to include both the dynastic iconography and coffin-shaped imagery.'

'Stemming from the Necrontyr's obsession with death, images of death and resurrection are prevalent in much of the Necron iconography, with their skull-shaped visages and coffin shapes,' adds Tom Walton, designer of the Ghost Ark kit. 'By its very nature as a repair barge, the Ghost Ark is the embodiment of this, with coffin shapes at the tip of each 'rib' and on the exhausts of its engine. Ghost Arks predate the time of biotransference, where they were once sombre carriages that conveyed the dead to places of interment. We used the theme of morbidity to maintain a sense of cohesion between the vehicles throughout the army. There are other subtle connections as well. For example, if you look at the Ghost Ark from

the front, you can make out the shape of a Monolith, the profile of which itself forms an inverted coffin shape.'

'Symmetry and solid geometric shapes are very much a part of the Necron character,' explains Dale Stringer, who designed the Annihilation Barge, 'but crescent shapes and prow figureheads also became iconic to the Necron design.'

'As did the spherical power sources,' adds Tom. 'This applied to the weapons, both hand-held and vehicle-mounted, and indeed the Necrons themselves. The vehicles have been designed so that each power source clearly feeds a weapon or engine – the larger the weapon, the larger the power source. On the Doomsday Ark, for example, there is an enormous energy source mounted beneath the main barrel to power the primary weapon. In fact, when Mat first saw the sheer size of the doomsday cannon I was designing, he decided to make its rules even more powerful! If you really want to frighten the life out of your opponent, you can even make a double-length Doomsday Ark with



In their own way, Destroyers are as insane as Flayed Ones, consumed with a need to annihilate all other life forms that they encounter.

GHOST ARKS AND NECRON WARRIORS

Ghost Arks are tasked with trawling the battlefields for remnants of Necrons no longer able to reconstruct themselves. Recovered components are then set upon by swarms of constructor scarabs. Working with near-silent efficiency, they return fallen Necrons to function if repairs are possible, or dissolve them into reusable energy if they are not. Repaired Necrons are then locked in stasis until the Ghost Ark is at capacity, at which point it will either return its salvaged cargo to their Tomb World or else deploy them directly to the battlefield.

In times of war, Ghost Arks are often pressed into service as conventional transport vehicles, conveying reinforcements to some vital area of the battlefield, or allowing Necron forces to attack from an unexpected quarter. The enemy's predicament is made all the worse by the fact that Necron Warriors deployed in this fashion are, to all intents and purposes, accompanied by their own mobile repair station. Only by destroying the Ghost Ark can the foe have any hope of victory – no easy feat with its quantum shielding.



two kits, as the chassis is easy to extend in this way. This may not have an in-game effect, but it will look utterly terrifying!

'We've provided as much cross-compatibility as possible across the range, both for the infantry and the vehicles,' says Dale. 'This is especially true in the case of the Catacomb Command Barge, as the kit provides a number of useful options for a Necron Overlord, including a resurrection orb. In fact, you effectively get a plastic Overlord on foot if you decide to build an Annihilation Barge instead, but this can also be useful if your Overlord needs to disembark from his Catacomb Command Barge during a game.'

In a parody of Imperial vehicle and Titan crew, the barge's two Necron crew are actually plugged in to an interface with the machine itself for optimal efficiency. One of them even features a cyclopean eye in a similar style to the Deathmarks. 'The Annihilation Barge comes with a twin-linked tesla destructor, the most powerful of the tesla weapons,' says Dale. 'We also included both secondary weapon options.

But whereas the Annihilation Barge is a weapons platform more akin to a hovering gunship, the Catacomb Command Barge acts as a chariot for a mighty Necron commander, allowing him to survey the battlefield and command his legions from his mobile command platform. There is no doubt that the Overlord in the kit looks suitably imperious atop his Catacomb Command Barge 'We intentionally didn't go overboard on the vehicle's design, keeping it relatively simple and with practicality in mind,' explains Dale. 'By and large, the Necrons favour function over design, so a simple podium and stylised hand rail was all that was needed. We also didn't want to steer any attention away from the focus of the model, namely the Necron Overlord himself, as he is what the Command Barge is all about.'

To learn more about how the Catacomb Command Barge and other wonderful new miniatures operate on the battlefield, turn to page 40, where Andy Hall will be spilling the beans on their devastating firepower and special rules.



Necron Lords form part of an Overlord's Royal Court, and are sent forth to enact their master's will and lead his troops in battle.

LYCHGUARD

Each lychguard is programmed with unswerving loyalty to a particular noble, or sometimes a whole dynasty. Physically, they are incredibly imposing, housed in the same heavily armoured forms more commonly reserved for Necron royalty, and are equipped with the finest weapons drawn from their patron's personal armoury. The lychguard can inevitably be found at the heart of any battle, either because their master's army has rallied around them, or the enemy has chosen to make the destruction of their charge, and therefore the destruction of the lychguard, a priority.



'EAVY METAL

NECRONS

The rise of the Necrons has given the 'Eavy Metal team the opportunity to test their mettle against the fantastically detailed new miniatures, and embody the army's dynastic heritage with a huge variety of different colour schemes.

That the Necrons are no longer a race of flesh and blood, but of machines, is an inescapable fact. But the talented painters of the 'Eavy Metal team didn't let that limit their colour palettes when it came to painting the Studio's Necron collection, as Joe Tomaszewski explains:

Joe: The Necrons are not just mindless robots, but have infinitely varied personalities in their own right, just as we do. We were determined from the start that we would do this justice, giving them their own identity with our

choice of colours. All Necrons of every dynasty have metal exoskeletons, but many of them still bear additional ornamentation or plating in other materials, such as marble or ceramics. Of course, there is also nothing to stop the Necrons from painting their metal bodies in the same way as the Space Marines do with the ceramite of their power armour. This led us to try a large number of different colour schemes, as we wanted to remind all the hobbyists out there that they shouldn't feel restricted to just painting their Necrons metal.



Overlord
Mark Holmes: *The Necron Overlord commands a pre-eminent position in the army's military hierarchy, so it was important for him to display as much obvious power and pomposity as possible. His metal exoskeleton was painted to match the rest of the Studio army, but I mixed in plenty of gold details and trimmings to help him further stand out from his less worthy minions. I painted his shoulder panels with an extravagant green marble effect, matched by the segmented links hanging from his belt. As a powerful Necron leader, the Overlord displays a number of spherical power sources, and I drew attention to these by painting their subtle reflection on the nearby surfaces.*

Cryptek

Anja Wettergren: *The Cryptek uses technology and weaponry that is rare and powerful even amongst the Necrons. I wanted the model to display some of this mystery, so I gave him a lapis effect on his armoured carapace and loincloth. However, I painted the artefact in his right hand in a neon green to tie it in with the energy sources utilised by the other Necrons.*



Trazyn the Infinite

Kornél Kozak: *I painted Trazyn to stand out from the other Necrons in the army. In addition to applying plenty of gold details to his staff and segmented scale loincloth, I applied a striking blue colour to his chest plate. I also drew attention to the collection of alien trinkets on his belt with bright, bold colours.*




Destroyer Lord
Dave Heathfield: *As a Destroyer Lord commands a high-ranking position in the Necron legions, I made sure to include plenty of gold to represent his importance – in fact, his entire faceplate is gold, as are his shoulder guards to emphasise this. I painted the Lord's Destroyer body in a deep green to match the colour used on the Necron vehicles. We wanted to make sure that we clearly defined what was Necron exoskeletal metal and what was the living metal of their vehicles, and this proved to be a good way to do just that.*

The Sautekh Dynasty

Dave: As the Necrons of the Sautekh Dynasty avoided the worst effects of lying dormant for millennia, I used a bright steel colour to show the good condition of this Necron Warrior's exoskeleton.



The Charnovokh Dynasty

Kornel: I painted the Necrons of this dynasty in a deep, sinister shade. Beginning with a dark blend of metal, I washed it to be darker still, before applying a light edge highlight – quick painting techniques can still look effective.



The Mephritt Dynasty

Anja: I decided to paint this Necron Warrior and the one below to demonstrate different ways of representing a weapon's energy source. I painted this barrel with a crackling magma effect.



The Neprekh Dynasty

Anja: The Necron Warrior below was painted to demonstrate an alternative way of applying a rust effect. I began with a basecoat of dark metal before layering it with shades of warm brown and applying a metal edge highlight.



The Agdagath Dynasty

Mark: I painted this Necron Warrior in response to a reader who wrote to us asking how to apply a quick and easy rust effect. Having painted the metal, I used layers of washes in stages.



The Thokt Dynasty

Anja: This Necron Warrior's gun barrel has been painted to look like it is powering up with waves of energy in preparation to fire. I also used the same blue as a spot colour on the chest symbol to match its dynastic emblem.



The Novokh Dynasty

Anja: These Necrons are each from the same dynasty, but represent three different levels of their military hierarchy. The Necron Warrior on the left has red armour on its head and shoulder guards, as does the Immortal. The Lychguard, however, not only has large areas of ornate red armour, but I added circuitry details to much of the model to represent its elite status.



Warrior



Immortal



Lychguard

Triarch Praetorian

Kornel: Whilst the Necrons slept for over 60 million years, the Triarch Praetorians were still awake and travelling the stars. I wanted this model to look age-worn, hence the weathered ceramics, whilst still maintaining an air of power and authority.



Flayed One

Dave: Flayed Ones are really macabre, and I painted this model's bronze armour in a dark brass, rusted by years of being covered in the blood and gore of his victims.



Flayed One

Joe: This Flayed One is from the main Studio army and shares the same shade of armour. But to differentiate it from the rest of the army, I spent a lot of time painting the strips of recently flayed skin and raw, glistening muscle.



Flayed One

Joe: The bloodied corpse carried by this Flayed One has had its skull smashed open, so I felt duty-bound to paint the exposed brain within just to make it look really gross!



Lychguard of the Charnovokh Dynasty

Kornel: I painted these two Lychguard models in a similar manner as they're from the same dynasty, but with a few subtle differences to represent the fact that they are from separate squads. As with their dynastic emblem shown with the Necron Warrior earlier, I

used a deep blue spot colour, either as marble or as panelled armour plating. As Lychguard are royal bodyguards, I sparingly applied gold detailing to help them stand out. On the model below, I painted a glowing, internal energy core beneath its chest.



Immortal

Neil Green: I painted this model with ceramic plating all over its exoskeleton, but with chips of metal exposed underneath by battle damage.



Triarch Praetorian

Kornel: Keeping this model's armour silver allowed me to offset the metal with a deep red on the chest and weapon and paint its head white to stand out.



Immortal

Neil: This Necron Immortal was one I painted to try out some alternative markings. I also extended the white stripe on its head to include the whole faceplate.



Deathmark

Mark: This Deathmark was painted with weathered ceramic shoulderpads and blue energy channelling through its gun and glowing eye.



Immortal

Joe: This model is one of the Immortals that I painted as part of the Studio Necron army. The white stripe down its forehead eventually became an identifying theme of the Immortals throughout the army. I painted the tesla carbine and eyes as though glowing with inner energy.



Triarch Praetorian

Kornel: I painted this Triarch Praetorian as if made of gold to denote its senior rank.



Deathmark

Mark: I wanted to give this Deathmark a really sinister feel, so I painted the model's armour plating in a deep shade of red over the metal exoskeleton beneath.



Lychguard

Kornel: Similarly to the model above-right, I wanted these elite models to really stand out. I painted this lychguard with a bronze exoskeleton and both his hyperphase sword and dispersion shield to be rippling with powerful energies – I wanted the shield to look as much like a weapon as the blade!

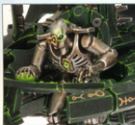


Catacomb Command Barge

Dave: I used this model as another way to clearly define the metallic Necron and vehicular green material. The deep green also contrasts well with the light metallic tones of the Necron crew.

As with the other Necron characters in the army, I made sure that the Overlord displayed plenty of opulent gold details and a deadly, energised blade on his warscythe.

Both the Overlord and the vehicle feature lots of glowing power sources, and I wanted to make it look like the power was actually flowing through the whole craft, and used stark edge highlights to show off the segmented sections.



THE RULERS OF WAR

In this article, Andy Hall and Mat Ward discuss how the Necrons play on the tabletop as well as previewing the rules for two of their new destructive vehicles – the Doomsday Ark and Catacomb Command Barge.



CRYPTEKS

A Cryptek will favour one of the techno-sorcery disciplines that defines his wargear. For example, Harbingers of Despair employ weapons of terror, while Harbingers of Destruction have more devastating devices.

The Necrons are tough, have a habit of returning to the battlefield, even after their opponents have killed them, and that's just the basic Troop choices, the Necron Warriors. When you add the array of Elite, HQ and Fast Attack options to the mix, then any foe should think twice about engaging them in battle,' says Mat as we sit down to chat about the new Codex. 'As a whole, a Necron force can easily slug it out with Space Marines.'

Necrons, then, are not only more numerous than other elite armies but can certainly 'take it' with their high Toughness, robust armour saves and the ability to self-repair (see the box out below). But can they dish it out as well? 'The answer to that is a big yes,' says an emphatic Mat. 'The Shooting phase is where the Necrons will inflict the majority of their damage. On top of all the cool and crazy wargear, Necrons have three main branches of ranged weaponry. Gauss weapons, such as the gauss flyer wielded by Necron Warriors,

can match bolters in Strength and AP but have the added benefit of always causing a glancing hit to a vehicle with an armour penetration roll of a 6. Tesla weapons also use a 6 to initiate an extra ability – in this case when rolling to hit, a 6 causes two extra automatic hits on the same target and these are a minimum of Strength 5. Then there are particle weapons, which, while relatively short ranged, all have high Strength and – with the exception of the particle caster – blast effects.'

This gives Necron players an impressive array of ranged armaments, but the death-dealing options are even further expanded by an army list packed with all manner of terrifying troop types and vehicles. 'You'll find Immortals and Necron Warriors in the Troops section. While in Elites, for instance, you have the Deathmarks, who can shadow an enemy by two different means; the Necron player chooses a target when the Deathmarks deploy and that squad will always be wounded on a 2+ by any Deathmarks on the tabletop. They can also arrive via Deep Strike immediately after

REANIMATION PROTOCOLS

You can never keep a good Necron down. And if you need proof then look no further than their Reanimation Protocols special rule, which all Necron infantry have. Whenever a Necron is removed as a casualty, the unit

accrues a counter. At the end of a phase, you roll a D6 for every counter accrued that phase. On a 5+ you can return a model back to the squad as the android's sophisticated self-repair systems take effect.





Flayed Ones can slip between dimensions, suddenly appearing amidst battle.

an enemy unit has deployed from reserve, even if in the enemy's turn,' explains Mat.

While Deathmarks are accomplished stalkers and snipers, the Lychguard and Triarch Praetorians are martial beings who will defiantly face their foe head on. 'These two troop types are defined more by their profile and wargear than special rules,' says Mat. 'With a WS of 4 and a Strength and Toughness of 5, both can easily handle themselves in an assault, especially when armed with warscythes for a +2 Strength bonus or voidblades, which reduce armour saves, should the opposing model survive the initial strike. My favourite wargear, though, is the Lychguard's dispersion shields, which give the wielder a 4+ invulnerable save. The sneaky bit is that if the save is made, the shield deflects the enemy's shot onto the nearest foe within 6" – it's always satisfying to see your opponent remove his own models in his turn.

The Necron army list has grown in other ways as well. Necrons now have three dedicated transports, of which two are released this issue. 'The Catacomb Command Barge gives your HQ another option, and also plays with the noble, arrogant aspect the Necrons possess. The Overlord doesn't need to travel with the common soldiery but can speed across the battlefield on his personal craft, diving on enemy units and decapitating foes with his outstretched warscythe. This is reflected in the rules and so you're incorporating this

grand imagery directly into the game, in the way your models act on the tabletop as well as look,' says Mat.

The rules for the Ghost Ark also directly reference the kit's design – you can see Necron Warriors in various states of repair through the ominous ribs of the vehicle, reinforcing the notion that Necrons are nigh-on impossible to permanently put out of action. It also gives your Troops choice a highly flexible transport option. 'Ghost Arks are more than just the Necron version of a Rhino,' continues Mat, 'they are mobile repair centres, and have the ability to repopulate Necron squads that have taken losses. Once per turn, D3 models can be reanimated in a Necron Warrior squad within 6". The Ghost Ark's armaments are also something special as well. A Ghost Ark can fire at a different unit on each side, effectively giving it a broadside attack. This way the Ghost Ark can act as a linebreaker, heading straight into enemy defences, firing from its flanks while delivering Necron Warriors into the heart of the firefight, as well as bolstering squads already there.'

These things just represent a few of the curiosities found in the Necron Codex, a race that was using super-advanced technology 60 million years ago, aeons before Mankind was even using the simplest of tools. No wonder the Necrons see all other races as interlopers and trespassers, and Mat has just given them the means to inherit the galaxy once more.

NECRON WARGEAR

The Necrons have ever been masters of advanced technology, and their weapons harness this to deadly effect in battle.



Range Str. AP Type

Gauss Flayer 24" 4 5 Rapid Fire, Gauss



Range Str. AP Type

Gauss Blaster 24" 5 4 Rapid Fire, Gauss



Range Str. AP Type

Synaptic Disintegrator 24" X 5 Rapid Fire, Sniper



Range Str. AP Type

Tesla Carbine 24" 5 - Assault 1, Tesla

CATACOMB COMMAND BARGE



The Catacomb Command Barge is nothing less than a giant carrier wave generator that allows an Overlord to instantaneously issue commands to nearby troops and better divine the enemy's intended strategy before it unfolds.

With his barge's systems attended to by his minions, the Overlord is free to wield his warscythe against the foe. Sometimes he will disembark before doing so, preferring to face his chosen foe with feet braced firmly on solid ground. At others, however, the Overlord will remain upon his Catacomb Command Barge, choosing instead to strike at the foe with great sweeps of his blade as his barge screams past. The last sight of many an enemy has been that of a Catacomb Command Barge swooping out of the sky with the Overlord's blade gleaming as it swings.

		┌ Armour ┐			
		BS	F	S	R
Catacomb Command Barge	Fast, Open-topped, Skimmer	4	11	11	11

UNIT TYPE: Vehicle.

TRANSPORT: The Catacomb Command Barge can carry one independent character.

WARGEAR: Quantum shielding, tesla cannon.

SPECIAL RULES: Living Metal.

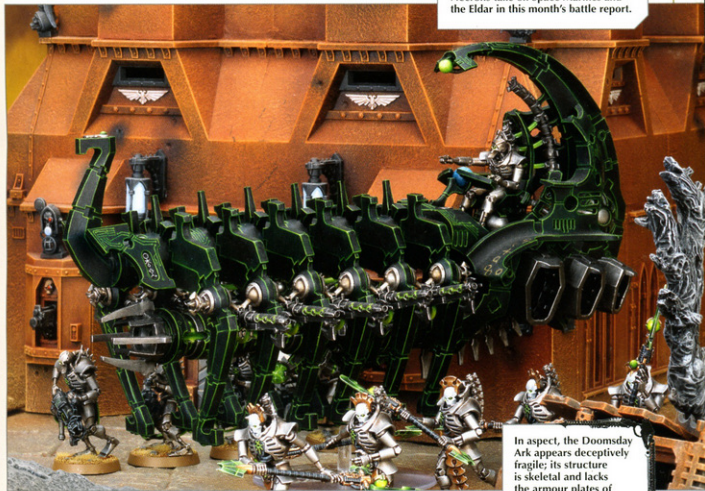
Sweep Attack: Whilst a character remains embarked on a Catacomb Command Barge, he can make three special 'sweep' attacks each turn. These attacks can be made in the Movement phase against one enemy unit that the Catacomb Command Barge moves over. All attacks must be resolved on the same unit. Roll To Hit and To Wound separately for each Sweep Attack. If the Catacomb Command Barge moved at

combat speed this turn, a Sweep Attack hits on a 3+, otherwise it hits on a 4+. For each success, the unit suffers a hit at the character's Strength, plus any Strength bonuses and special abilities from his close combat weapon. Hits against vehicles are resolved against rear armour. On a Sweep Attack where the To Hit dice roll is a 6, you can choose which model the resulting Wound (if there is one) is allocated against. Cover saves are not permitted against Wounds caused by Sweep Attacks.

Symbiotic Repair: If the Catacomb Command Barge suffers an immobilised or weapon destroyed result, the embarked character can reduce his remaining Wounds by 1 to negate the result. This cannot be done if it would cause the character to be removed as a casualty.

DOOMSDAY ARK

On page 46 you can see these devastating vehicles in action as the Necrons take on Space Marines and the Eldar in this month's battle report.



In aspect, the Doomsday Ark appears deceptively fragile; its structure is skeletal and lacks the armour plates of more conventional battle vehicles. But to obsess on this apparent fragility is to overlook the Doomsday Ark's true purpose and potential. It is not a battle tank, intended to sit in the midst of a battlefield, to give and receive punishing blows. Rather, the Doomsday Ark is nothing less than an enormous self-propelled doomsday cannon – a weapon that can win a battle with but a single shot. The cannon itself is a wonder of super-technology, easily eclipsing the primitive energy weapons of the Imperium. Even fired at low power the doomsday cannon is a fearsome weapon; when firing at full effect, its searing energy beams burn brighter than any kind of plasma weapon.

	Type	BS	Armour			
			F	S	R	
Doomsday Ark	Open-topped, Skimmer	4	11	11	11	

UNIT TYPE: Vehicle.

WARGEAR: Quantum shielding.

Two gauss flayer arrays: The Doomsday Ark has two separate arrays of five gauss flayers – one located along each flank – enabling it to 'broadside' enemy units. The two arrays can shoot at different targets to each other and the doomsday cannon, although all guns in the same array must shoot at the same target.

QUANTUM SHIELDING

Until a vehicle suffers a penetrating hit, it counts all Armour Values on its front and side facings as being 2 points higher. Once a penetrating hit has been scored it can no longer use the quantum shielding.

Doomsday cannon: For the doomsday cannon to be fired at full effect, the Doomsday Ark must remain stationary. The faster the Doomsday Ark moves across the battlefield, the more energy is directed away from the doomsday cannon.

Accordingly, the doomsday cannon has two profiles: one for if the Doomsday Ark remained stationary in the previous Movement phase and one for if it moved.

Stationary					
Range	Strength	AP	Type		
72"	9	1	Heavy 1, Large Blast		
Combat					
Range	Strength	AP	Type		
24"	7	4	Heavy 1, Blast		

SPECIAL RULES: Living Metal.

WARHAMMER 40,000

IN-STORE THIS MONTH

Having lain dormant for millennia upon countless tomb worlds scattered across the stars, this month the Necrons return to fulfill the Silent King's final command to re-conquer the galaxy, starting with your local Hobby Centre.

Galactic Expansion

This month's brand new releases will make fearsome additions to your existing Necron dynasty. Make sure you have a chat with the staff at your local store about including these new units in your army.

Rise of the Dynasties

If you have ever been drawn by the promise of immortality, commanding legions of implacable, relentless warriors, then this month's Necron releases offers the perfect opportunity to begin your very own dynasty of living machines. With a dizzying array of plastic kits and superbly detailed Citadel Finecast kits to choose from, get down to your local Hobby Centre and find out how you can begin a new Necron army today.

Save Your World, Save the Galaxy

If the thought of immense Monoliths, Doomsday Arks and Catacomb Command Barges looming on the horizon fills you with a sense of dread, panic not! The staff at your local store can give you all the tips and tactical advice you need to help take your army to victory and bring the mechanical menace of the Necrons crashing to their servo-driven knees!

Rise of the Necrons

And, as always, the staff in your local store will be on hand to help you assemble and paint your new Necron miniatures, devise ruthless army lists and lend some tactical advice in the theatre of war amidst a backdrop of enthralling games and exciting scenarios.



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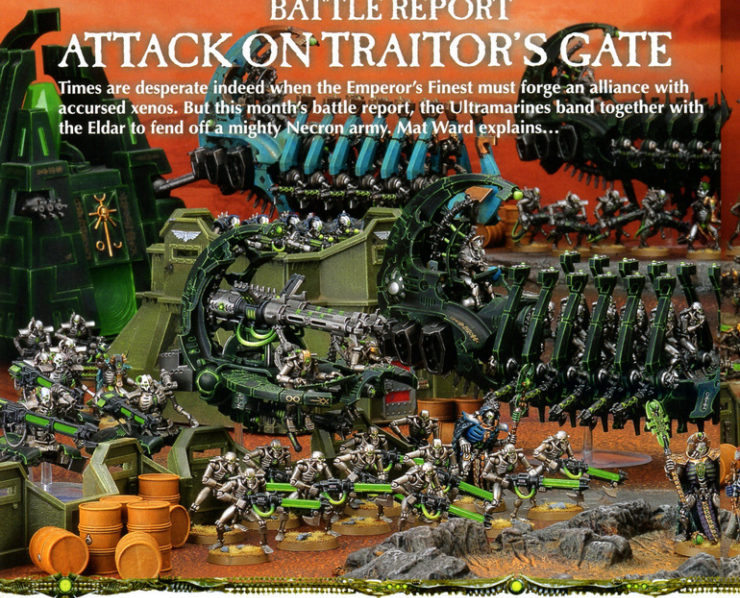


RECLAIM YOUR DESTINY



BATTLE REPORT ATTACK ON TRAITOR'S GATE

Times are desperate indeed when the Emperor's Finest must forge an alliance with accursed xenos. But this month's battle report, the Ultramarines band together with the Eldar to fend off a mighty Necron army. Mat Ward explains...



BATTLE STATS

Game Size – 4000 pts

Scenario – *Special*

Sides – *Necrons Vs. Eldar & Ultramarines Alliance*

Teams – *Mat Ward & Robin Cruddace Vs. Andrew Kenrick & Simon Grant*

Scrivenors – *Andy Hall & Kris Shield*

Mat: With this issue's Necron battle report, we saw an opportunity to awaken old adversaries, as the White Dwarf crew would face off against Games Dev once again. The last time we did this the Dwarfers won, so I, as a game developer, was out for revenge.

We decided early on that it'd be fun to play a narrative battle, rather than a more standard 'pick up' game. The combination of Eldar and Necrons – two ancient, star-spanning, scheming races – opened up all kinds of possibilities. I won't go into the detail of the story that ended up framing the battle – you'll find it laced throughout this article – but getting the narrative straight in my head first was really important.

Half the trick with making a cool scenario is to take an existing mission and

tweak it just enough so that it starts to feel a little different. A nudge to the deployment rules here, an added special rule there, and soon your scenario can start to look and feel like the story it's helping you tell.

In this case, the first port of call was Fort Halstadt itself – created by the simple expedient of laying hands on a handful of Imperial Bastions, a Skyshield Landing Pad and as many Aegis Defence Lines as could be found. The rules for all of these would be taken directly from the Planetstrike book, with one vital exception – we'd be treating the Armour Values of the buildings as being two points lower than normal (so the Bastions were AV12). There were two very good reasons for this. First of all, Vanyamor is a fairly isolated and backward part of the Imperium. Second, Fort Halstadt



had already been on the receiving end of a bit of a kicking. You'd not expect tip-top defences under those conditions.

With Fort Halstadt prepared, it was time to think about the deployment. It seemed entirely sensible for the defenders to set up, with the Necrons deploying second and going first (it's a siege of sorts, and the attackers often get the initial strike in such games). This gave the Necrons a distinct advantage, but one the story had already countered for us – the defenders had fortifications, after all. Speaking of which, we wanted the defenders to have free run of their fortifications, so we gave them a larger deployment zone than normal – roughly 60° x 30°. The Necron invaders, on the other hand, would be allowed to surround the fort, with a 9° deployment zone around

three sides of the board. This, hopefully, would give the Necrons sufficient advantage to offset all those lovely bastion-mounted heavy bolters that the defenders would be sure to take advantage off.

Last but not least, we needed some objectives, and settled on five points from which the battlefield could be controlled. Victory would go to the side that had claimed the most objectives at the end of the game. As a final tweak to the victory conditions, we decided that if the Eldar could slay Imotekh the Stormlord in assault, they'd count as having an extra objective at the end of the game. This doubtless wouldn't be easy, but Starbane has a bitter history with the mighty Phaeron, it seemed entirely fitting, and in keeping with creating a narratively-led mission.

War came to Vanyamor by chance. Trazyn the Infinite, ever a collector of the galaxy's discarded curios, learnt that the sparsely garrisoned Imperial world held an ancient secret. Buried far beneath its chief defencework, Fort Halstadt, known locally as Traitor's Gate for some past transgression, lay a centuries old wraithbone vault. Therein, so Trazyn had learned, could be found the Stars of Khaine. Though seemingly little more than intricately wrought gemstones, the Stars of Khaine were in fact terrifyingly powerful Eldar weapons first forged during the War in Heaven. So it was that Trazyn made common cause with Imotekh the Stormlord and Ibron the Merciless, promising each one of the fabled stars if they would aid in their recovery. For his part, Trazyn cared little for the destructive potential of the Stars of Khaine, only their rarity. Indeed, he fully intended to steal those granted to his allies should they prove so crass as to actually use them as weapons.

The Necrons set out for Vanyamor and its unsuspecting Imperial garrison, aiming to execute a precision raid that would see the Stars of Khaine in their hands. However, their plans did not reckon on the interference of the Eldar. Far away, amongst the crystal domes of Alaitoc Craftworld, Farseer Eldorath Starbane consulted the runes of seeing. Thus did he learn of the Necrons' plans before they were even composed, and learned too of the lost location of the Stars of Khaine. The presence of the Mon-keigh on Vanyamor was of little consequence to Starbane. In fact, with the right motivation, the Farseer was confident he could rouse the aid of the Ultramarines. The pieces were falling into place, they needed but the slightest of nudges.

ARMY OF MANDRAGORA

- 1** Imotekh the Stormlord 225 points
- Imotekh's Royal Court
- 2** Vargard Drakonek 45 points
Necron Lord.
- 3** Malek the Thunderer 35 points
Harbinger of the Storm.
- 4** Dulask the Chooser 35 points
Harbinger of Destruction.
- 5** Trazyn the Infinite 175 points
5 Flayed Ones.
- 6** The Undying Legion 225 points
5 Lychguard.
- 7** Carrion Feasters 65 points
5 Flayed Ones.
- 8** Assassin Sect IX 95 points
5 Deathmarks.
- 9** Unit 01XD 85 points
5 Immortals.
- 10** Unit 01XDa 85 points
5 Immortals.
- 11** Unit 01P 219 points
10 Necron Warriors in Ghost Ark.
- 12** The Sect of Oblivion 180 points
3 Heavy Destroyers.
- 13** The Swarm 45 points
3 Canoptek Scarab Bases.
- 14** Mandragora Eclipse 200 points
Monolith.
- 15** The Darktide Voyager 175 points
Doomsday Ark.
- 16** Ebon Cyclops 90 points
Annihilation Barge.
- Total:** 1999 points

THE ARMY OF ZEDERON

- 1** Lord Iron the Merciless 210 points
Necron Overlord in Catacomb Command Barge.
- 2** Assassin Sect XIII 190 points
10 Deathmarks.
- 3** Guardians of the Code 200 points
5 Triarch Praetorians.
- 4** The Lightkillers 240 points
6 Lychguard.
- 5** Unit 03Za 170 points
10 Immortals.
- 6** Unit 05VC 170 points
10 Immortals.
- 7** Unit 01P 245 points
10 Necron Warriors in Ghost Ark.
- 8** Unit 03d 245 points
10 Necron Warriors in Ghost Ark.
- 9** The Sect of Nihil 120 points
3 Necron Destroyers.
- 10** The Destructor 200 points
Monolith.
- Total:** 1990 points



Mat: Well, I could claim that the story dictated I use both Imotekh and Trazyn, but that would be an utter lie – I wanted to bring them both into the battle. Imotekh's one of those rare

things in 40K – a special character who kills you from a distance. Don't get me wrong, he's relatively choppy up close, but I really wanted him for his lightning bolts. Trazyn, on the other hand, is probably the most resilient of scoring units (albeit one who can end up teleporting randomly about the table). The rest of the army was all about firepower – mostly big war engines with satisfyingly large guns. I don't really want to get into protracted assaults with Space Marines or Eldar, because I'm sure to lose if I do. Hopefully I can quickly silence the bastions on my half of the board, then turn the glory of my Doomsday Ark onto the hapless defenders.

So, nothing complicated – I'll implacably advance on the fortress blasting apart bastions, Space Marines and Eldar as I see fit. Cue evil laugh!



Robin: Ancient robot soldiers, floating space tanks, doomsday lightning guns and insane military commanders – where do I sign up? There's a wealth of new Necron goodies

to choose from, but first on my list is Lord Iron the Merciless on a Catacomb Command Barge. Beside him will be two Ghost Arks filled with Necron Warriors, and two units of Immortals. These guys will secure any objectives and, with a little help from a Monolith, unleash a world of hurt in each Shooting phase. Unfortunately, my troops' combat prowess (Lychguard and Triarch Praetorians excepted) are not quite the equal of their shooting skills, and I've yet to face an Eldar army that doesn't contain either a Wraithlord or an Avatar, or both! If either gets amongst my ranks, it could spell disaster. As such, I'm taking some Deathmarks to counter any monstrous creature-shaped threats. Some might say that ten Deathmarks are a touch overkill for the job, but I reckon if something's worth killing, it's worth killing right.

'Hail, Imotekh, greatest of all the Phaerons!' The greeting echoed through the darkness of Imotekh's private sanctuary. Hearing himself so addressed, Imotekh turned to face the figure stood before the swirling entrance portal – a portal that should have been sealed to all but himself and the Vargard who stood in attendance.

'Trazyn the Thief.' Imotekh intoned, his grip tightening on the Staff of the Destroyer that his rival once long ago attempted to steal. 'I took you for a more rational being, but you are a foolish thief indeed to return so brazenly to the scene of the crime.' He motioned the Vargard, who strode to flank Trazyn his wargsythe raised high. Trazyn looked first at Imotekh, then to the Vargard and the raised wargsythe, and finally at Imotekh once more.

'This is hardly necessary. I am here for mutual benefit. Will you not hear me?'

'No.' Imotekh nodded almost imperceptibly and the Vargard brought his wargsythe down, the glowing blade cleaving Trazyn from stem to stern in a shower of sparks. Trazyn's tortured body fell upon the polished metal tiles of the chamber's floor, exploding in a shower of green light. A moment later, his staff also hit the ground, clattering as it came to rest.

Imotekh snorted in contempt, and turned away from his fallen opponent. As he did so, a change swept over the Vargard. Emerald energy spilled forth from his chestplate and rippled across his form, reshaping and remoulding exoskeleton and armour as it went – in moments the Vargard was no more, and Trazyn the Infinite stood hale and whole once more.

'Predictable as ever, my brother. Must we go through this every time?'

'Eyes blazing, Imotekh span on his heels, jerking with discomfort as the motion strained the faulty servomotors in his left leg, and locked gazes with Trazyn once more. Or tried to – the other was paying him no heed, but made great play of sweeping imaginary motes of dust from his limbs, the tapping of metal upon metal echoing clearly in the vault. Refusing to grant the satisfaction of an angry outburst, Imotekh stood in silence and stared balefully as Trazyn concluded his charade, retrieved his staff and spoke once more.

'I'd greatly appreciate it if, just this once, we could have something amounting to a civilised conversation. I have not come here merely to prove how many of your vassals are in my thrall – though I'm quite prepared to do so if you continue with this foolishness.'

Imotekh laughed derisively. 'A bold claim. I'm minded to put it to the test.'

'Please don't put us both to more trouble than you already have,' Trazyn replied. 'Your wrath is perhaps understandable, given our past dealings. However, when I spoke earlier of mutual opportunity, I meant every word. Will you hear me, or shall we return to testing my claim?' Imotekh stood silent for several long moments, his apparent calm belied by the angry witchfires of his eyes.

'Very well. But speak swiftly, for you've already spent much of my patience.'

'I shall be brevity itself,' said Trazyn, with only the faintest trace of mockery. 'Tell me, have you ever heard of the Stars of Khaine?'

ARMIES OF THE STORMLORD



AN UNEASY ALLIANCE



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Andrew: I've just finished reading *Fall of Damnos*, so when it was suggested that we pitch Space Marines against Necrons in this month's battle report, I knew what had to be

done: pitch Captain Sicarius and half of the 2nd Company into battle. There was vengeance to be had, after all. So with that decided, picking an army list was pretty straightforward: Sicarius and his Command Squad, three Tactical Squads, an Assault Squad and a Devastator Squad. That's a very infantry heavy army, but if a job can't be done with Space Marines, it can't be done, is what I say. Amazingly, after picking half a company of Ultramarines, I still had some points left over. So in with an Ironclad, as there's no vehicle a seismic hammer won't punch through, living metal or no; a squad of Sternguard Veterans, as their special ammunition can make a mockery of Necron armor; and a Librarian, as using the *Machine Curse* seemed appropriate.



Simon: So, it's my first Warhammer 40,000 battle report, and I'm using a notoriously fragile army against an incredibly shooie one. No pressure, then! Thankfully, I'll be backed up

by the formidable presence of over fifty Space Marines – they can certainly take a beating or two, so I'll leave any objective holding to them if possible. No army of Alaitoc is complete without a squad of Pathfinders, but the Guardians and Dire Avengers will also bolster our front line and, in the case of the Guardians, provide me with some expendable troops with which to distract the Necrons. Two squads of Fire Dragons, one aboard a Falcon Grav Tank in reserve, will help to counter any Monoliths we face. Finally, I've included the cheapest Wraithlord possible in an attempt to draw out any deep striking Deathmarks, and an Avatar to give me the best chance of bagging the bonus objective for killing the Stormlord in assault.

The Eldar came at dawn, less than an hour after Sicarius had satisfied himself that Traitor's Gate held no survivors. A ghosthelmed Farseer, his blue robes already stained dull red by the merciless sands, crested the rise before the main gates.

'Awfully sure of himself, isn't he?' Sergeant Ixion said softly to Sicarius.

'They always are,' Sicarius replied. 'It might be simple arrogance, but more likely it just means that there are more of them out there than we can see. Warn our Brothers to remain alert.' Ixion nodded briefly and withdrew, leaving Sicarius to speak with the aliens alone. Twice as Ixion passed amongst the rest of the strike force did he glance down at the gateway. Both times he saw Sicarius and the Farseer deep in conversation.

By the time the Sergeant had finished his rounds, the conference was over. With a deep bow, the Farseer turned and walked away. Sicarius watched until the Eldar was out of sight, then crossed back through the main gates, pausing briefly to speak to Brothers Gaius and Varon. 'Keep a keen watch – let me know the moment he returns.'

'Aye, sir,' Gaius affirmed. 'Can we trust them?'

'Not even for a moment.' With that, Sicarius turned away and marched back into the fort.

Ixion strode up to his captain. 'Our Brothers remain vigilant – they know their duties. What did the alien have to say?'

'He claims that this was the work of Necrons, and that they'll return again before high sun,' Ixion spat in disgust.

'Emperor's teeth!' cursed Ixion. 'And here I was hoping for an honest fight. What do those robot abominations want here?'

'On that point, our friend' was less than forthcoming. It might be that he doesn't know, but I doubt it. I've never yet had a conversation with an Eldar that I haven't come to regret.' Ixion granted in empathy. 'Wherever the truth lies,' Sicarius continued, 'He has promised to assist us when the Necrons do return – it was less an offer and more a statement of fact,' he said dryly. 'What have you to say about that?'

Ixion looked thoughtful for a moment. 'I'll take any help I can get – Necrons often need killing two or three times before they realise they've lost.' He paused. 'On the other hand, I've had a proper look around whilst you were in conference, and there's something about this that doesn't feel quite right. For one thing, the blast scoring on the defences doesn't look how I remember it from Damnos. For another, I know that Necrons tend to pick over the scraps of a battlefield with a thoroughness that rivals that of the Hive Fleets, but there's normally something left; a power pack, a helmet – we saw it often enough on Damnos. Here, there's nothing.'

Sicarius nodded, and reminded himself that Fort Halstadt was also known as Traitor's Gate. 'I'm not sure it changes a very great deal. The Eldar want the Necrons stopped, that's clear enough. It may well be that they engineered this slaughter to lure us in. For the moment it changes nothing. I don't care what it is that the Necrons want – they're not going to get it. Until they're defeated we'll play along, but the Eldar sum will pay if this work is theirs.' A moment later, a shouted warning sent Sicarius and Ixion running to the gate. The Eldar had arrived.

THE SECOND COMPANY

	Captain Sicarius	200 points
	'Lions of Macragge' Command Squad	165 points
	Codicier Vartus	130 points
	Sternguard Squad Idraxus 10 Sternguard Veterans	200 points
	Ironclad Victor	170 points
	Tactical Squad Solimus 10 Space Marines	175 points
	Tactical Squad Vorolanus 10 Space Marines	170 points
	Tactical Squad Vandar 10 Space Marines	185 points
	Assault Squad Ixion 10 Space Marines	235 points
	Devastator Squad Atavian 10 Space Marines	290 points
	Total:	2000 points

ALAITOC STRIKE FORCE

	Farseer Eldorath Starbane	133 points
	The Avatar of Khaine	155 points
	Asuryan's Flame 5 Fire Dragons	100 points
	The Firedrakes 6 Fire Dragons	121 points
	The Scorpion's Kiss 5 Striking Scorpions	132 points
	Alaitoc's Avengers 10 Dire Avengers	162 points
	The Sons of Assurmen 10 Dire Avengers	152 points
	The Vengeful Kin 6 Dire Avengers	72 points
	The Sentinels 10 Guardians	80 points
	The Silent Guard 10 Guardians	80 points
	The Eyes of Alaitoc 3 Pathfinders	120 points
	Striking Serpent Vyper	70 points
	Coiled Serpent Vyper	60 points
	Dashing Serpent Vyper	60 points
	The Reapers of Khaine 5 Dark Reapers	227 points
	The Spear of Kurnous Wraithlord	100 points
	Phoenix Claw Falcon	175 points
	Total:	1999 points

BEFORE THE STORM

DEPLOYMENT

The Space Marine and Eldar Alliance, despite an inherent mistrust of each other, worked together to make sure every bastion and defence line of Traitor's Gate was manned. In the far north on the main landing pad the Devastator Squad took up position flanked by three Vypers. All had good fields of fire and readied their weapons in anticipation of the Necron's arrival. Further south, Sicarius had split his Tactical Squads to man the Aegis lines; he and his Command Squad took the north-west sector. Only Squad Ixion, the Assault Squad, was held back in reserve. The Eldar had also held some of their forces back; a small squad of Dire Avengers, a squad of Fire Dragons in a Falcon an outflanking unit of Striking Scorpions.

The Necrons appeared on the battlefield from the south, keeping to their dynasties – those of the Imotekh arrived in the west and Ibron the Merciless came on from the east. And with the Phaerons came the roiling storm...



This bastion housed Stormguard Squad Idraxus, whose array of bolter ammo would prove useful against the Necrons.

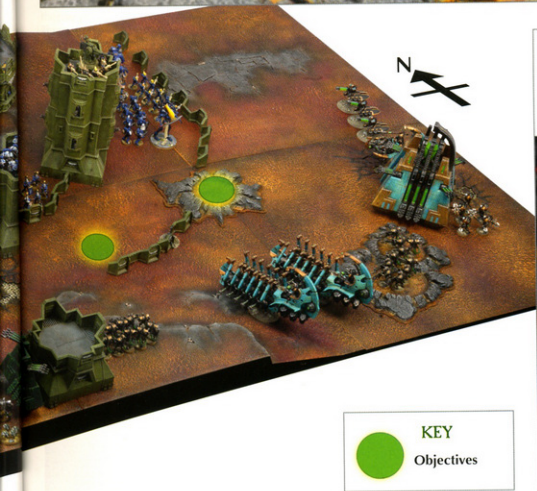
THE SCENARIO

- Game to last 5 turns.
- Both sides must claim objectives to win.
- If the Eldar can slay the Stormlord in assault, this will count as a bonus objective.
- The Eldar and Space Marines deploy first, up to 30° in from the northern board edge.
- Necrons may deploy 9° from the remaining board sides.
- Necrons get the first turn unless Sicarius can seize the initiative.

DEPLOYMENT



Trazyn accompanied his loyal bodyguard of Necron Warriors on the Ghost Ark.



Captain Sicarius would command from the west flank. Before the first turn, he attempted to seize the initiative but failed to wrest it away from the Necrons.



 KEY
Objectives

LIGHTNING STRIKES

TURN 1



THE STORMLORD

Imotekh's honorific is more than just a title. Where the Stormlord strides, a tempest follows. When Imotekh is present, the battlefield is covered in a pervasive gloom forcing both sides to use the Night Fighting rules. And at the start of each Necron turn every enemy unit is struck by D6 Strength 8 lightning bolts on a roll of 6. Imotekh can choose to end the storm at any time, lifting the pall of darkness so his long-ranged weaponry can take effect.

In the east, Robin's forces advanced. He cleverly placed his Triarch Praetorians behind the Monolith as it moved towards the fortress, a tactical tip he had picked up when he faced the Necrons in the last White Dwarf versus Games Dev battle report (*Way back in December last year – Ed*). The west flank saw the Stormlord stride confidently forward and with him the skies blackened and lightning danced around Fort Halstadt. The Dire Avengers accompanying Farseer Starbane were struck by the bolts and three were instantly killed. The Wraithlord was also struck by the Stormlord's lightning, but the wraithbone construct made its saves.

While Mat was pleased with the lightning strikes – especially the way it seemed to be targeting the Eldar – the downside of having the storm was that the Annihilation Barge and Doomsday Ark could not see any targets in range. However, they were far from his only shooting options. Unit 01XDa, the Immortals with tesla carbines, targeted Squad Vorolanus, their five hits becoming nine as Mat rolled two 6s with his tesla weaponry, slaughtering three Ultramarines instantly. Mat's Monolith, *Mandragoran Eclipse*, slew another two Dire Avengers

and the Ghost Ark killed two Dark Reapers, with its broadside.

In the east Robin's two Ghost Arks presented their flanks and let loose a mass fusillade that cut down two more Dire Avengers, this time from the Alaitoc's Avengers. Still in the east, the Necron Destroyers targeted the Wraithlord and scored a wound. The most spectacular event of the Necron Shooting phase, though, was when the Harbinger of Destruction – the red Cryptek – unleashed his Eldritch Lance and brought the inner-west bastion tumbling to the ground in a dramatic explosion that killed a further three Dire Avengers, a Tactical Marine and scattered the occupying Dark Reapers. Considering that Mat and Robin couldn't bring every weapon to bear due to the Stormlord's maelstrom, the Necrons had done an astonishing amount of damage to the allies and left the Dwarfers reeling.

Never one for hanging back in defence, Simon sent his Guardians over the barrier so they could target the Destroyers in the west. This didn't go down well with Andrew, whose tutting over the manoeuvre was already strutting human-xenos relations. The Vypers on the landing pad swooped down, ready to engage the enemy.

REBOUNDED

The Dark Reapers targeted the Stormlord and his Lychguard with their missile launchers. Although Imotekh was wounded in the blast, the majority of the hits

were deflected onto Simon's Guardians who were less than 6" away. Three Guardians were slain by the redirected missile strikes.



The Avatar gave a molten roar and then strode forwards, its wailing doom poised to strike down an enemy even more ancient than himself. And, after the Necrons shook his bastion, Andrew decided to move the Sternguard out of the central keep – a risky move, but one that allowed them to rapid fire all of their boltguns. The only other movement was that Ironclad walking southwards, its targeting sensors firmly locked on the Destroyers.

In the Shooting phase, Simon's Guardians started proceedings by firing on the Heavy Destroyers, wounding three

phase though; the Sternguard chose to use vengeance rounds against Robin's encroaching Immortals. Unfortunately, Andrew rolled poorly and two of his own Battle-Brothers died to overheating ammunition. The surviving Sternguard did manage to down three Immortals though, of which one returned to life at the end of the Shooting phase.

But before we reached that point, a bout of concentrated fire mainly from the Space Marines facing west but also supplemented by Vyper fire and even the Wailing Doom of the Avatar, gradually



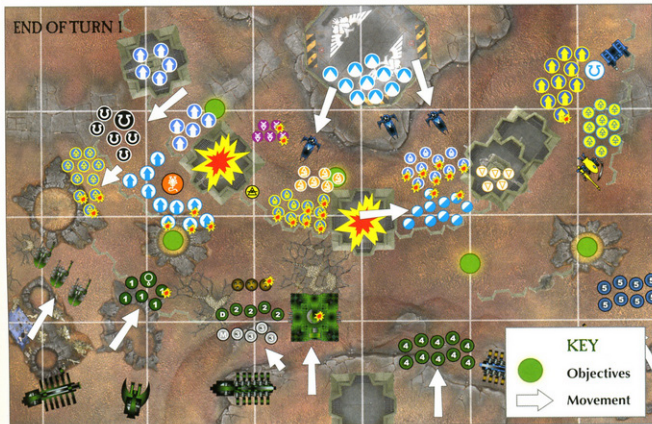
FARSEER STARBANE

Farseer Starbane and his retinue of Dire Avengers were not only the unlucky target of a lightning bolt this turn but also the recipient of Imotekh's bloodswarm nanoscabs. This allowed Flayed Ones to accurately Deep Strike on his location, when they finally enter play.

“And so it was the Stormlord rose from the ashes minus his Lychguard but ready to continue the fight.”

times, but Mat made all his saves. The Dark Reapers, having picked themselves out of the bastion debris, targeted the Stormlord and his Lychguard. The shots struck home, and even wounded the Necron Phaeron once, but the majority of the fusillade was deflected onto the Guardians – weren't they meant to be busy claiming objectives? These were far from the only losses the Alliance would take in their own Shooting

rid the battlefield of the Lychguard and even the Stormlord. But you don't kill the Phaeron of the Sautekh Dynasty that easily. Like all Necron characters, Imotekh has the Ever-living special rule, allowing him to self-repair even when the rest of his unit has been utterly destroyed. And so it was that the Stormlord rose from the ashes, minus his attendant Lychguard but ready to continue the fight.



ANNOTATIONS

- A** 3 Strength 8 lightning bolts destroy the Avatar in one go!
- B** The Heavy Destroyers take out the far north bastion with their heavy gauss cannons
- C** The Monolith, in revenge for being attacked by the Firedrakes in previous turn, uses its portal in an offensive capacity to teleport the last of the Fire Dragons out of existence.
- D** The Deathmarks Deep Strike in close to the Wraithlord and obliterate it with deadly accurate fire from their highly advanced weaponry.
- E** Deprived of their cover by the exploding Monolith, the Triarch Praetorians are targeted by the Guardians. They are hit 17 times, all of which fail to get past their Toughness of 5 and 3+ armour save.
- F** The Heavy Destroyers are wiped out by the combined fire of Captain Sicarius, the Guardians and Vypers.
- G** The lone Sternguard veteran runs up to the Ghost Ark and hits it from short range with his combi-melta. The Ghost Ark explodes, engulfing two Necron Warriors and three Immortals in the blast.
- H** Mass assaults in the east included the Striking Scorpions slaying the Deathmarks – due to a terrible Morale roll of 12 by Robin – and the Assault Marines engaging the Triarch Praetorians, which ended with the two Elites squads still locked in combat.
- I** At the end of the Shooting phase Robin gains one Warrior, two Immortals and one Deathmark back from the Reanimation Protocol process.

ENTER THE ETERNAL

TURN 2

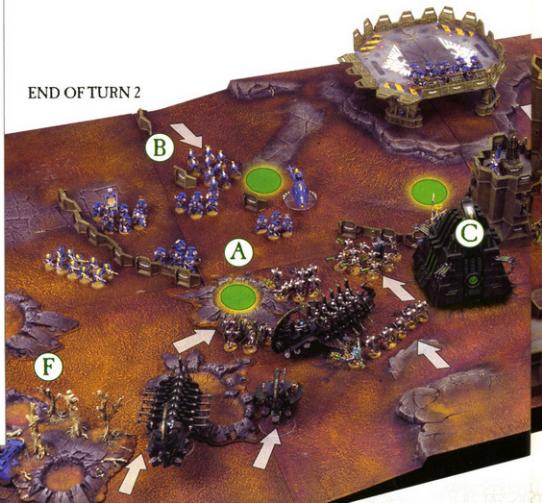
So far the Stormlord had dominated proceedings, but his rival Phaeron, Trazyn, was not about to let Imotekh take all the credit. Trazyn's Ghost Ark forged northwards, allowing him to disembark in the centre of the battlefield. In the south, Robin's Ghost Arks also advanced and off-loaded their Necron Warrior passengers directly in front of the Aegis lines – the Necrons were at the fortress gates.

In the Shooting phase, Imotekh's lightning struck again, drawn to the conductive metal body of the Avatar, and reducing the Eldar God to molten slag! The Dire Avengers accompanying the Farseer – who must be cursed – were also hit again and lost another of their comrades. The Necron Shooting phase was as devastating as the last, especially around the centre of the battlefield where the action was most concentrated. This time Andrew's Sternguard were the victims of concentrated fire as the rapid-firing gauss flayers of Robin's Necron Warrior phalanxes reduced the Space Marine Veterans to a single man. Even then, Mat wasn't finished as he flew his Scarab Swarms into assault with the Flame Drakes, to prevent them firing on the Monolith again. The tactic

worked as the assault ended in a stalemate, and kept the Aspect Warriors locked in combat for another turn.

The Dwarfers looked over their forces with palpable anxiety – they were severely depleted and this was only the second turn. The Eldar's fragile nature had not helped, but even the Space Marines had taken some substantial casualties. And the Necron's really big guns, the doomsday cannon and tesla destructor, hadn't even fired yet. The Alliance needed help and promptly got it as reserves from both armies arrived. Andrew was crafty and had his Assault Squad come on from the northern board edge so they not only arrived exactly where he wanted them, without the worry of Deep Strike scatter, but could also assault with them this turn as well. Also in the north, another squad of Dire Avengers, the Vengeful Kin, turned up, allowing Sicarius' main forces to advance without leaving open ground. And in the east, the greater part of Si's reinforcements came. The Fire Dragons of Asuryan's Flame zoomed onto the board inside a Falcon and ending up behind Robin's Necron lines, closely followed by a large squad of Striking Scorpions arriving from the flank. It was not over yet.

END OF TURN 2





TANK STALKERS

In the east, the *Destroyer*, Lord Ibron's Monolith, thrummed loudly as it approached the rapidly-decaying walls of Traitor's Gate. However, from the eastern flank came the Falcon Grav-Tank *Phoenix Claw*, which swiftly deployed its Fire Dragon passengers. The Aspect Warriors

immediately targeted the Armour 14 Monolith with their fusion guns and firepike. The strange pyramid-like tank was blown up with ease. The resulting explosion destroyed a Deathmark and unfortunately killed a Striking Scorpion.



KEY

-  Objectives
-  Movement
-  Charge



THE DESTRUCTOR SPEAKS TURN 3



TRAZYN

As his title suggests, Trazyn the Infinite is not easy to slay, even for a Necron. Sicarius charged and in a single stroke drew his tempest blade and struck the head off Trazyn in one fluid motion with his Coup de Grâce attack. However, Trazyn always has a proxy ready to receive his conscious, replacing a random lychguard, Cryptek, Lord or Overlord. And so he reappeared in the lychguard in the centre of the battle, ready to continue the fight.

The arrival of Eldar and Ultramarine reinforcements had temporarily put the Necrons on the back foot, but this is a race famous for their implacable advance and so it was that the ancient beings set about their destructive task once more. Mat's first action was to end the maelstrom raging overhead. The lightning had been more than effective but now it was time to clear the sky so his longer-ranged and more destructive weaponry could fire on the fragile alliance.

The Ghost Arks in the centre of the battle started by repairing destroyed Necron Warriors. This brought one of Mat's squads back to full starting strength and gained Robin an extra Warrior. Then the Flayed Ones teleported in, drawn to the nanoscarabs hosted inside Si's Farseer so they didn't scatter. Even the ancient Eldar must have gasped in fear as a stooped, mechanical monstrosity draped in a fleshy coat phased through a pocket dimension right in front of him!

In the west the Necrons continued to close with their quarry, which was more difficult for Robin's forces as they had been surrounded by Simon's reserve units last turn. The Ghost Ark, however, was adequately equipped to deal with this and so positioned itself to catch multiple targets in a broadside. The Necron Shooting phase then, had Mat rubbing his hands together in glee. The Doomsday Ark targeted a sweet

spot in the west to catch no less than four of Andrew's Space Marine squads in the ensuing large blast. The shot was on target and ten Space Marines of the 2nd Company died in an instant. As the Ultramarines reeled from the attack, Mat followed up with the tesla destructor on the Annihilation Barge and hit the Battle-Brothers of Squad Vandar ten times, eight were wounded, but only two died thanks to some good saving throws and thus prevented an all-out catastrophe in the Space Marine ranks. Even then the tesla blast arced out to strike the Vengeful Kin, killing one, and even slew four Immortals!

Mat's Ghost Ark fired another broadside, slaying two more Space Marines from Squad Vorolanus and immobilising a Vyper on the other side.

With the opposing armies so close together the Assault phase was far more eventful than previous turns. Imotekh strode into Squad Vorolanus and set about the Tactical Marines, but could only bring the fight to a draw. Trazyn and his Necron Warriors attacked the remnants of Squad Vandar and wiped them out contemptuously, before consolidating onto the objective close by. Meanwhile, the Farseer and remaining Sons of Asurmen finished off the last of the Scarabs and attempted to gain as much distance from the Flayed Ones as possible. In the east, the Assault Marines overcame the Triarch





STRAFE AND STRIKE

The Catacomb Command Barge flew over the Striking Scorpions in a deadly, swooping arc. Ibron the Merciless, with his blade lowered at head height, decapitated three – leaving just the Exarch left. Rather than returning to

finish off the Exarch, the Overlord had already moved onto the next target – the Ultramarine's Librarian was in his sights and would be the next to feel his energy-wreathed blade.

Praetorians, leaving just one left but it continued to fight on, unaffected by the loss of its metal brethren.

With Robin's Monolith destroyed, the Fire Dragons embarked back onto the Falcon and sped off westwards, to bolster the centre of the defence and hopefully aid the Farseer. The Librarian left his accompanying Tactical Squad, and in the north the Vengeful Kin successfully occupied the objective.

The Shooting phase was next and the allies agreed on another round of concentrated fire, this time on Trazyn's squad to force them off the objective. The Devastators slew two, Sicarius' Command Squad killed another with their bolt pistols and the Vypers damaged another two, destroying five in total.

The Dire Avengers pointed their shuriken catapults at the Flayed Ones and brought one of the macabre creatures down, but it was not enough for Simon, who was all too aware of their proximity to his army commander. Also in the centre, the Pathfinders continued to fire on Robin's phalanx of Necron Warriors, and were doing a fair trade in knocking them down

even if Robin had a habit of bringing a few back to life at the end of every Shooting phase with the Reanimation Protocols.

The Ironclad's hunter-killer missile struck the Catacomb Command Barge, but was deflected by its quantum shielding. Codicier Vartus also targeted the barge, with his Machine Curse, which caused an automatic glancing hit and destroyed the underslung tesla cannon.

In the Assault phase, Sicarius and his remaining Command Squad charged into Trazyn the Infinite's coterie to truly test the Phaeron's claim of immortality. But while this body was lacking, as the Ultramarine hero carved him in twain, Trazyn simply popped up elsewhere. Andrew was particularly keen to get rid of the Phaeron as he could claim an objective even though he was not a Troops choice. At the centre of the board Dire Avengers clashed with Necron Warriors and to the east the Scorpion Exarch ripped apart four Necron Immortals before their processors could even register their destruction. Once again, Squad Ixion could not rid themselves of the lone Triarch Praetorian as it continued to confound their blows.





HEROES SHALL FALL

TURN 4



CAPTAIN SICARIUS

Sicarius was last seen engaged in a desperate fight with the lichguard of Zederon. Unfortunately for Macragge, the stoic Necron elite overpowered the Ultramarine hero. He was found wounded but still alive after the battle.

The fourth turn started with Robin targeting the accursed Librarian.

He sent the Catacomb Command Barge flying directly at Codicier Vartus. The Overlord lowered his wargscythe and wounded the Psyker twice, but Andrew rolled an impressive double-6 and so made both his invulnerable saves. However, the Overlord was not finished yet. It disembarked from the barge, and prepared to assault the Eldar Guardians on the objective. However, Mat fired the doomsday cannon at the Tactical Squad hoarding the objective in the south. The powerful energy bolt missed its original target and scattered into the Guardians slaying three and wounding Ibron.

The Annihilation Barge was next to fire; it aimed at the Lions of Macragge but only caused a single wound, due to some good cover saves by Andrew (whose dice rolling had been on form for a change). The secondary arcing blast was more successful and wiped out the Guardians standing close by. The Immortals also added to the enfilade, slaying the Apothecary and wounding Sicarius.

Across the battlefield to the east, the Ghost Ark – having restored three more Necron Warriors, much to the frustration of the Pathfinders – opened a broadside on the Tactical Squad, who all made their saves.

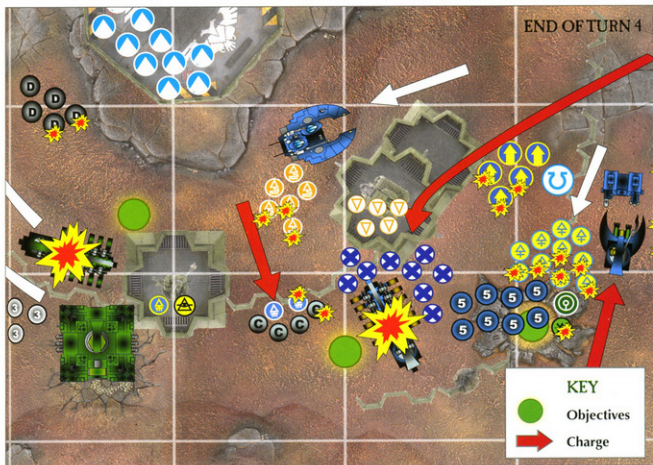
On the other side of the transport, it fired on the Dire Avengers, who were not so lucky and so three were slain.

In the Assault phase, Ibron swept through the same squad with his wargscythe spinning, forcing the Space Marines to fall back. The Flayed Ones, joined by the reincarnated Trazyn, made short work of the Dire Avengers in the north, and the Stormlord destroyed the Tactical Squad in the same area before taking cover in the bastion ruins. The Lightkillers faced Sicarius and bested him due to their numbers. The west side of the board was now firmly in Necron hands.

The Eldar struck back by moving the Fire Dragons in the Falcon up to Robin's Ghost Ark; the Aspect Warriors utterly destroyed the Necron construct but three of their own were killed in the resulting explosion. The majority of allied fire was aimed at Trazyn, as he could claim objectives as well as Troops and so was a very real threat to Simon and Andrew's hopes of victory.

In the Assault phase, Squad Ixion, after having finally felled the last Triarch Praetorian, charged the nearest Ghost Ark and wrecked it. The Librarian clashed with the Overlord and ripped the android noble in half – Sicarius might be down but the Ultramarines were not out!

The doomsday cannon fired a great arcing bolt of energy across the battlefield to land amidst the Eldar, scattering their lithe bodies but catching the Necron Overlord in its blast.



THE FINAL FIGHT

TURN 5



NECRON WARRIOR

Necron Warriors make up the rank and file of any Necron force. At only 13 points each they are comparatively cheap, allowing you bulk out your force with lots of tough Troops who excel at taking hold of objectives, and have a BS of 4 and a potent gauss flayer to boot. Throughout the battle the Necron Warriors had been a reliable and robust element of the Necron army, constantly frustrating Si and Andrew with their ability to get back up again, or be replenished by a nearby Ghost Ark.

With the enemy sufficiently pummelled, or so the Game Dev team hoped, the Necrons moved onto the objectives. In the most cunning ploy yet, Mat used the surviving Monolith to teleport the recently rallied Necron Warriors from the rear of the battlefield and onto the objective in the centre of the table.

The surviving Immortals captured the objective furthest west to claim it for the Sautekh Dynasty. Trazyn strode confidently across to the objective in the far north, where he met with the Stormlord to bicker over who was actually claiming it. This gave the Necrons three of the five objectives at the end of the Movement phase.

The Shooting phase saw the Necrons secure their position even further, first by shooting the Ultramarines in the far north – then the big guns powered up. Si's Falcon held a few Fire Dragons that could easily be a threat and there was still a Dire Avenger or two hanging around the centre of the battlefield. The Annihilation Barge fired upon the lead bastion, in which the Farseer was skulking. The bastion rocked from the impact of the tesla destructor but the pas-crete walls remained firm, although the building's defence systems could no longer fire. Mat's Deathmarks rounded on the Fire Dragons and slew two from their position.

The Doomsday Ark targeted its massive cannon at the Falcon Grav-Tank, the shot was on target, but Simon claimed a cover save from the bastion and made it. However, the remaining Fire Dragons were not so lucky and were obliterated. The Stormlord continued to wipe out the Ultramarine presence in the west, his

gauntlet of fire charring all Space Marines within range.

The Assault phase was relatively quiet and saw Alaitoc's Avengers finally overcome the last few Necron Warriors allowing them to consolidate onto the southern most objective.

The Dwarfers started their last turn with only one objective; they needed to claim two more, including wresting away at least one from the Necrons to win. With Robin's Overlord dead, the eastern flank of the battlefield was firmly in Alliance hands, allowing them to take the eastern objective undisputed. In the south the remnants of Dire Avengers had already claimed this objective thanks to winning against the Necron Warriors in the previous Assault phase. However, the west was lost and so too was any chance of defeating the Stormlord in battle.

The only chance of victory, then, was taking the central objective from the Necron Warriors with Simon's Dire Avenger Exarch. The Alliance tried shooting the Necron Warriors first and knocked down one, but much to their frustration, it got back up again at the end of the phase – those Reanimation Protocols again! This forced Simon to assault with his Dire Avenger Exarch and Farseer. The Eldar were outnumbered, but managed to wound twice, the Necron's low Initiative meant they struggled to strike back. Simon won the combat, and to the shock of all, Mat failed his Morale check! The Necron Warriors fell back, leaving the Exarch to claim the objective and victory for the allies. The Stormlord would be furious.



The Necrons ended their assault on Traitor's Gate without warning, silently teleporting away as natural darkness started to sweep over the fort. The Eldar stayed upon the battlefield scarcely longer than the defeated Necrons, but silently filed out of the gate and back the way they had come – or at least it had so appeared. It wasn't until much later that Ixion discovered proof of the treachery he had expected. An unintelligible spark of comms chatter from Brother Varon, cut off almost as soon as it began, sent Ixion charging into Fort Haldstadt's command centre. There he found the fallen body of Varon – dead, shuriken embedded deep in the armour about his neck and torso – and the corpses of a half-dozen Eldar, their spirit stones gone. Ixion managed a brief smile in the knowledge that it took more than six of the treacherous Xenos to fell just one Ultramarine. Looking on, Ixion saw a gaping hole in the ceramite floor that led first into a crude plasma-wrought tunnel, and thence to a wraithbone chamber below. In the centre of the chamber stood an intricate cradle, chased in gold and set with glimmering gemstones. The cradle itself lay empty – whatever had rested there was gone, taken by the Eldar.

His growling anger exploding into a bellow of frustrated rage, Ixion shattered the cradle into a dozen twisted pieces before stalking out of the chamber to bring this last news to his captain – if he was still alive.

END OF TURN 5



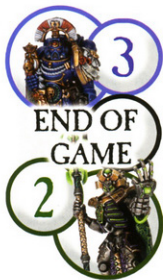
EXARCH

By the final turn all that remained of the Sons of Asurmen was the Exarch and his Farseer charge. But with nothing to lose, Simon committed the Exarch into combat for the central objective. Chances were he'd be slain but Asurmen favoured his champion, as the Exarch cut down two androids which was enough to send the mechanical horrors falling back, gifting victory to the Eldar.



The Annihilation Barge had been a pervasive threat throughout the battle, slaying Ultramarines and Eldar in equal measure.

THE GALAXY WILL BE MINE!



Mat: Close. Very, very close. A couple of armour saves here, a couple of passed Leadership tests there, and victory would have been mine (and Robin's, of course). As it was, once Andrew and Simon stopped

covering behind their defences and went in with chainsword, power fist and combat blade, the balance of power began to tilt rapidly in their favour. Nevertheless, as the turn-by-turn objective tally shows, victory was an elusive thing, ranging from solid control of the battlefield in one moment to a draw the next. The final victory really could have gone to either side, and I know it's often been said, but the game really did go to the final fall of the dice. Whoever won that last assault was going to take the game. Besides, we got Captain Sicarius – that's a moral victory, at least, if not an actual victory. Before I sign off, I should really say a word of praise about the Annihilation Barge – its tesla destructor easily racked up the most kills of any individual unit in the Necron armies. Next time, I'll take two. At least two.



Robin: Curses. Victory was almost within our grasp. During the first two turns, the Necrons utterly dominated the Shooting phases, reaping a tally of dead so high that I was pretty confident

that Mat and I had the game in the bag even at that early stage. The Immortals and Deathmarks were particularly impressive, the combination of tesla carbines and synaptic disintegrators proving entertainingly deadly against the closely packed defenders, bastions or no. Then the Eldar and Space Marine reserves turned up on my flank and things became decidedly edgier. Actually, from that point on, the game was balanced on a keen knife-edge, and had it not been for the Exarch's heroics at the end of the game (which were pretty cool, despite my jeers suggesting that he was a big wimp cowering within a bastion to find his spine) we'd have clinched victory. All credit to both Andrew and Simon; they played a really clever game, using the right tools for the right job. In true villainous style, we'll get you next time!



CODICIER VARTUS

The heroes of Traitor's Gate were certainly the psychic duo of Eldorath Starbane and Codicier Vartus, whose valour in assault turned the tide in the centre and on the flanks. The Librarian in particular played a pivotal role in holding the left flank, not only surviving the Overlord's decapitating blow but then proceeding to slay the Necron in meleé.

TRAITOR'S GATE HOLDS



Andrew: Victory may be ours, delivered by the hand of our fey allies no less (who'd have thought that a Farseer and a Dire Avenger would have the spirit to take the fight to the enemy?), and as the postscript

to the story shows, you should never trust an Eldar. The game also showed me that you should never engage a Necron in a long-ranged firefight either – as a Space Marine player with a predilection for Devastators, I'm used to being in command of the Shooting phase, so it came as something of a shock when the Necron's first turn nearly wiped us out... and that was with half their units unable to see us due to the darkness. Our plan to field a sturdy gunline quickly looked foolhardy to the extreme and I rather regretted not bringing more Assault Marines and Vanguard Veterans. Luckily Space Marines are nothing if not adaptable, so were able to unholster their bolt pistols and take the fight to the Necrons, and that was where the battle really began to turn in our favour. Next time I'll get stuck in from the start.



Simon: Phew! I'd love to say that we won as a result of a masterful battle plan that was executed to perfection, but that would be hubris even beyond that of the Eldar. After the devastation wrought

upon our armies in the first few turns, me and Andrew genuinely thought that it was game over – particularly when my Avatar was slain outright by a stray lightning bolt, courtesy of the aptly named Stormlord! As much as we had a few tricks up our sleeves in reserve, we couldn't have predicted quite how much damage they would cause – the Striking Scorpion Exarch was simply unstoppable. I think that Robin and I traded luck after we stopped for lunch, as he seemed to inherit my dreadful dice rolls from that point on, whilst mine improved dramatically. The Farseer was my man of the match. He survived against the odds, cursed enemy squads to annihilation with *Doom* and helped to rout Matt's Necron Warriors to claim the central objective in the last turn. But of course, he knew that he would all along.

MOST MEMORABLE KILLS...

In a game marked by its outrageous Shooting phases, the high point of the game had to be the final shot by the Annihilation Barge. In previous turns its tesla destructors

had proved deadly, but its final shot against Sicarius and his Command Squad not only slew Space Marines, but the arcing discharge finished off the Guardians too.



Dusk fell over Fort Halstadt. Sicarius stood in the ruins of Estion Alpha, watching the Apothecaries move amongst his fallen Battle-Brothers to reclaim their precious gene-seed. It had only been the narrowest of margins that had spared Sicarius from a similar fate. In the very moment that the Necrons had teleported away, Sergeant Ixion had led his Assault Squad at breakneck speed to the fallen captain's side.

As the last of the reclamations was completed, Sergeant Ixion entered the ruins. 'It was a diversion, all of it. Whilst we fought and died out here, a small group of filthy Eldar stole something from beneath the command centre. Brother Varon fell trying to stop them.'

'He did his duty, but we've paid a high price for our proof. The Eldar have gone, I assume?'

'The battlefield is ours, sir. They have taken whatever it was they came for and left – there's no trace of them to be found.'

'What of the androids? Any remains we can recover for our Technomines to study?' Sicarius enquired.

'None, sir – it's as if they were never here.'

Scarcely had Ixion finished speaking when a column of swirling darkness sprang into being between him and Sicarius. For a moment the darkness billowed and writhed, then dispersed like smoke upon the breeze to leave two figures standing amidst the knot of Ultramarines. The Space Marines reacted at once. Scarcely had the shroud of darkness cleared before the intruders found themselves under the unflinching sights of a half-dozen bolt pistols.

Chief target of the Ultramarines' aim was a hooded Necron who, despite his stoop, stood a good head taller than any of the assembled Space Marines. Dangling from the Necron's grasp was none other than Eldorath Starbane, unmistakably alive, though unconscious. Taking advantage of the momentary silence, the Necron addressed Sicarius.

'Greetings once more, scion of Guilliman and of Terra. Stay your sword if you would – I fancy that I have quite the crook in the neck from when you last introduced me to it.' He paused, as if remembering why he had come. 'I, Trazyn, currently have the inestimable honour to act as herald to his glorious eminence, Phaeron Imotekh of Mandragora – may his rule never cease! This last was spoken sardonically. I bring you his greetings, if you will hear them?'

'I will,' Sicarius then gestured to the levelled bolt pistols. 'Though my reply will most likely not be spoken.'

'Hah! Well put – for such a primitive creature you really are quite entertaining. In recognition, I shall spare you from the precise text of the Phaeron's message, which is pompous in the extreme. I shall instead skip to the heart of the matter.' With that, Trazyn threw the unconscious Starbane to the ground. 'You must know by now how this wretch deceived you.' Sicarius nodded acknowledgement, and Trazyn continued. 'Sadly, although his army made good their escape, his personal retreat was something of a failure. Imotekh wishes you to consider him a gift, from one warrior to another.'

'Most generous, I am sure,' replied Sicarius evenly, 'but you must know that this changes nothing. Your master is a threat to Ultramar. I'll stop at nothing to see him slain.'

'Sadly, and though I wish it were otherwise, I think his regal magnificence Imotekh is a foe beyond even you, Scion of Guilliman. I certainly am, but don't concern yourself; we'll meet again before long. You see, I have a mind to visit Macragge. Your frozen godling is an old friend, and I rather think he'd be better served in my company than yours.' With that, Trazyn threw back his silver head and laughed, a grating mechanical sound laden with mockery.

His patience exhausted, Sicarius spat a vicious oath and took a long step forward. He drew his plasma pistol with a flourish and fired point blank into the android's rictus face. Trazyn collapsed at once, yet this did not immediately silence his laughter, which echoed around the ruins for some considerable time thereafter.

His flash of anger and reserves of energy both spent, Sicarius sank wearily to one knee. He holstered his pistol and turned to Sergeant Ixion. 'It would seem that our account with the Necrons will have to be settled another time. I want to be off this rock by nightfall. We've wasted enough time here.'

'Yes, captain.' Ixion glanced briefly at Starbane, helpless in the grip of Brother Crusaius, and hefted his bolt pistol. 'And our account with the other alien. Do we settle it before we leave?'

Sicarius's gaze turned upon Starbane. 'No. I am sorely tempted to, but no. We'll take him aboard the Valin's Revenge – Codicier Vartus will ensure that he makes no trouble.' Ixion nodded, and gestured to Crusaius, who bodily hauled Starbane away. 'Might I ask why?' Ixion enquired.

Sicarius smiled grimly. 'That creature is mean-spirited and self-serving, but highly intelligent nonetheless. I'm sure he can think of some way to settle his debt to the Imperium.'

WARHAMMER
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NECRONS



The Necrons are amongst the most ancient of the galaxy's races, crossing the stars and mastering technology unfathomably advanced before Mankind had even evolved. Millions of years ago they left their weak flesh-forms behind, cladding themselves instead in undying living-metal shells. They have long been in hibernation, ready to emerge to reclaim their rightful place in dominion of the galaxy.

These pages show just a selection of Necron miniatures. The full range can be found online:

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£20.50, €30, 225dkk, 270kr/nkr, 300mb, 100f

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Immortals/Deathmarks

99120110011

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In life Immortals were the elite soldiery of the Necrontyr – a race they continue in their metal-clad form. Armed with highly advanced weaponry, the Immortals lay down withering fire. Immortals are a Troops choice. This box allows you to make live of either Immortals or Deathmarks snipers.



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Destroyers are deranged agents of annihilation, seeking the destruction of all other life forms. They are heavily armed jump infantry, offering much-needed manoeuvrability to a Necron Lord, as they slaughter and slay all within their reach. Destroyers are a Fast Attack choice. This box contains one Destroyer.



STANDARD BEARER



Could it be? Is it true? Are the odds correct that Jervis might, against all the odds, have actually won a battle? Well, that would be telling (not to mention extremely unlikely).

I fought a Warhammer battle recently, pitting my Vampire Counts against my regular opponent Mark Farr's Empire army. I normally field my Vampire Lord on foot and have him lead one of the infantry units in my army, but this time, just for a change, I took him riding a Zombie Dragon. Unfortunately for me, Mark had taken plenty of cannons in his army, and on the first turn they killed my General and the Dragon he rode in on. As other Vampire Counts players will know, losing your Army General means that the rest of the army starts to 'crumble', and this combined with the fact I had lost my most powerful unit on the first turn made it look like it was 'game over man!'

Well, that's certainly how I felt at the time, so imagine my surprise when the game turned out to be one of the most exciting and closely fought battles Mark

“Commanders don't always get their own way; they have to struggle against the odds to win.”

and I have ever fought. I came within a whisker of snatching a win, and, even though in the end I lost, it was easily one of the most enjoyable Warhammer battles I've ever played. As I walked home after the game, pondering on what had just happened, I ended up realising that the game had taught me a couple of really valuable lessons, which I thought I would explore in this month's Standard Bearer.

The first of these lessons was about my attitude towards misfortune in the games I play. I talked in a Standard Bearer recently about 'the face' – the way that sometimes we act badly when we start to lose a game, spoiling our opponent's fun. I'm as prone to this as anyone I know, and one of the ways it manifests itself is in a tendency to give up too easily. I'll say things like 'I don't stand

a chance now' and I'll concede the game. Or I'll get sulky and let my opponent know I'm depressed and not having fun 'because I can't win.' I've been trying to stop doing this, because it shows a complete lack of respect for the person I'm playing my game with. Our games are designed to be played in a spirit of *friendly* competition, and so a top priority has to be that you treat your opponent in a friendly manner – and that doesn't include making them feel bad because you've suffered a bit of bad luck, or to end a battle prematurely just because you think you can't win.

So, in this battle I didn't give up, even though my army was crumbling and I'd lost several hundred points' worth of troops to a single cannon shot. Instead I did my best to laugh it off and to carry on with the rest of the game. And I was rewarded by a truly memorable battle. I lost, but only just, and

fighting against the odds – and the fact I could have won – made the game even more memorable. Perhaps this was karma, but I think the more likely explanation is that if you simply say to yourself, 'I'll try to make sure that my opponent and I have a good time', not only they, but you too, are much more likely to have a good time.

My journey home may well have ended in this mood of self-congratulatory back-slapping, had I not got side-tracked by another chain of thought. As many long-time readers will know, I love creating and playing games which have different scenarios, and I'll often base the scenarios I play on things I have read about, for example in a Black Library novel or a book on military history. The thing is, though, when one reads of fictional and real-life battles, they are very rarely 'fair and even'; usually one side or the other has an advantage. Because of this quite a few of the scenarios I've played are deliberately uneven, with one side terribly outnumbered and trying to achieve victory against the odds (the Heroic Last Stand scenario in the Warhammer rulebook is a perfect example of such a game). Importantly, I've always enjoyed playing scenarios like this, even when I know from the start the odds are stacked against me. In fact, I'd be perfectly happy to play a scenario that took as its premise that your commander-in-chief had just had his head taken off by a cannonball, and that you had to fight the rest of the battle without him. Why then did losing

In some games your artillery will slay the enemy General on Turn 1, in some they misfire!



my General on Turn 1 in the game I played with Mark worry me? I should have been pleased because it gave me an interesting and challenging scenario to play!

This was a paradigm-shifting moment for me, and I realised that I'll never look at the games I played in quite the same way again. You see, one of the great things about our games is that they are, by their nature, very chaotic. By this I don't mean that our games have Daemons and Chaos Warriors or Chaos Space Marines in them (though, of course, they do) but that they include so many random factors it is impossible to predict how any one game will play out. You can have a good idea, but you'll never know for sure. What's more, no two games will play out the same way – there's always something that will play out slightly differently each time, even if you use exactly the same army lists and scenery.

This 'chaos' means that sometimes you will find yourself right up against from the start. Perhaps your Army General will be killed, or maybe a powerful combat unit will be wiped out by a spell, or a lucky shot will blow up the Reaver Titan you're using in a game of Apocalypse on the first turn, and then it's exploding plasma reactor takes out half of the rest of your army. Things like this can (and almost certainly will) happen to you at some point or another when you play our games. And that's a good thing, because it means that every game you play will be different and tell a different story. More than that, it emulates what happens in a real battle – commanders don't always get things all their own way, and they have to struggle against desperate odds in order to win. The greatest generals hang on in there and don't give up. They do their best no matter what the odds.

None of which changes the fact that when things

wrong it can feel depressing and can make you want to throw in the towel, or to rail against the unfairness of the arbitrary nature of it all. However, what I realised as I walked home was that I don't have to think about things in that way any longer if I don't want to. Instead I will relish the chance to fight a really challenging battle, where should I win I will have scored a really famous victory against all the odds, one that I will remember fondly when the easy wins I've achieved have long been forgotten. And, much more importantly, I'll be a nicer person to game against... well, as long as I don't crow too much if I pull off a comeback win!

And with that I shall leave you until next month. As ever, please feel free to write to me if you have any comments on this month's Standard Bearer, or indeed anything to do with the hobby. I read all of the letters I receive, and while I can't usually reply, I really value the feedback you give me. So let me know about your famous 'against the odds' victories, and what mental tricks you have developed that help you deal with the brickbats that the fickle hand of fate throws at you.

Write to Jervis at:

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

Displaying his typically bad luck, Jervis managed to get his mighty Vampire Lord slain on Turn 1.



WARHAMMER

SKULLVANE MANSE

The lair of an enigmatic Astromancer whose name has long since been forgotten, Skullvane Manse is the latest in the range of Citadel Warhammer terrain, courtesy of the architectural wizardry of Dave Andrews. Simon Grant takes a closer look.



CELESTIAL MUSINGS

Empire architecture has a very distinctive look and feel to it, with detailed skull, shield and twin-tailed comet iconography playing a big part in its identity. Having been involved in designing terrain for many years now, this is something that Dave Andrews knows only too well.

'Nothing is mundane in the Warhammer world,' says Dave. 'Every landscape should help to define Warhammer's fantastical nature, and represent the war-torn world that the armies are fighting over. This is particularly important when it comes to architecture, as it can provide a great insight into the culture of its people.'

Though Skullvane Manse is undoubtedly of Empire design, it has evidently fallen into a state of disrepair. 'The building displays an eclectic mix of different architectural styles,' says Dave. 'It has likely been built up and added to over hundreds of years, patched up and repaired by many different artisans at the behest of its owner at the time.'

Indeed, with rickety wooden buttresses supporting the tower extension, the recent repairs must have been cheap!

Skullvane Manse can be assembled with some fortified, crenellated battlements at its crown for a more military feel, or with an observatory, complete with large telescope to survey the astrological constellations in the night sky.



Skullvane Manse has a derelict, somewhat ramshackle appearance, from the ruined viaduct to the rickety supports holding up the tower. It is still occupied, however, as the pint of milk left on the doorstep testifies.



Giant skulls, carved to seemingly leer out from rock faces, have ever been a defining feature of Warhammer terrain and architecture, and Skullvane Manse is certainly no exception.



Defensive Bastion

If magic really isn't your thing, or you simply have a penchant for defensive fortifications, Skullvane Manse can be assembled as a watchtower, complete with spiked ramparts and a beautifully detailed floor.



Stargazing

For those of you who find the idea of your favourite Wizard blasting your enemies to oblivion from atop his magical fastness appealing, then assemble your Skullvane Manse with an observatory at its summit.



Mannfred von Carstein seeks to drive a pair of Chaos Sorcerers from their magical sanctuary.

USING SKULLVANE MANSE

Skullvane Manse is something of a wildcard when it comes to battlefield terrain in that it can be used to represent a number of different pieces of Arcane Architecture. Of course, you don't always need to assign every terrain piece its own special rules – buildings such as this will always look great on the tabletop whether they have a direct impact on the game or not.

One aspect of Skullvane Manse that is immediately obvious is that the building features two separate sections – the main building and the tower annex – both of which are connected by a narrow, exposed walkway. Whether you decide to use Skullvane Manse as a piece of Arcane Architecture or not, we suggest using the rules for Multipart Buildings described on page 129 of Warhammer.



Choosing your Battleground

First and foremost, Skullvane Manse is a building, and will follow all of the usual rules for being such. But with such an atmospheric scenery piece, it seems a shame not to take it a little bit further.

Here are some of our suggestions:

Multipart Building

When it comes to occupying Skullvane Manse, treat the building as comprising two sections, as mentioned earlier. Follow the normal rules for garrisoning a building as described on page 126 of Warhammer, but unless the unit has the Fly special rule, it cannot move up to the tower section without first occupying the main building section.

Storming the Tower

The tower is incredibly hard to assault and to do so is not without its dangers. Unless the unit has the Fly special rule, only a unit garrisoning the main building can assault the tower section. Follow the normal rules for assaulting a building, but the assault party of each unit can only consist of a single model. If a unit defending the tower loses the combat and breaks, they are wiped out as there is nowhere to run to and they are mercilessly butchered by the victorious assault party.

Arcane Architecture

There are two examples of Arcane Architecture in the rulebook that lend themselves particularly well to Skullvane Manse: the Haunted Mansion and the Wizard's Tower. Failing that, why not try coming up with your own set of rules? Who knows, we might even do so ourselves in a future issue...



The Storm's Aftermath

In the wake of the Storm of Magic Expansion, Skullvane Manse can have even greater impact in the game. During these volatile magical storms, stray sorcerous energy is drawn to magical structures like a moth to a flame, and the dwelling of an Astromancer, whether still occupied or long since abandoned, would be just such a locus.

For Storm of Magic games, consider the following options for Skullvane Manse:

Arcane Fulcrum

Buildings such as those used by Wizards and Sorcerers are often located at converging points of magical leylines, that they may command the Winds of Magic more easily. It seems entirely reasonable that during a Storm of Magic, a place already steeped in magic could be used to help sway control of the sorcerous tempest.

To use Skullvane Manse in this way, we suggest using the rules for Multipart Buildings and Storming the Tower shown on the left, but count the tower section as an Arcane Fulcrum. For example, a model on foot can only assault the Arcane Fulcrum by first garrisoning the main building section.

Terribly Mysterious

If you wish to simply use Skullvane Manse to represent a Wizard's Tower, make sure that you spice things up a little by using the Terribly Mysterious rules mentioned on page 76 of Storm of Magic. As above, keep the rules for the tower separate from the main building and let the random game effects do their thing!

THE COMET OF KELLHOFER

Annotations

- A** The Pistoliers lead the Yhetees and a lumbering Giant away from the main fight, where they are shot to pieces by the Outriders' deadly repeater handguns.
- B** A Bright Wizard sets the Stonehorn aflame but, far from felling the great beast, only manages to anger it further. It proceeds to trample and gore nearly thirty brave soldiers to death before finally succumbing to their blades.
- C** The Empire Mortars and Helstorm Rocket Battery, normally so devastating against the greenskin hordes they had been trained to fight, are nonetheless ill equipped to counter the Ogres they face.
- D** The Mourning Cavalry annihilate an entire contingent of Knights of the Blazing Sun, but are subsequently crushed in turn by the clanking Steam Tank nearby.
- E** A Warrior Priest, attending to his duty in the cemetery when the Ogres arrived, is beset by a ravenous Gorgor. Fighting on such holy ground, the Priest emerges victorious, only to be incinerated by the Ogre Firebelly.
- F** At the foot of the tower, the Empire forces finally emerge victorious from the brutal mele, but only after the two Wizards stop shouting at each other and begin to unleash their magic!

Heinrich Schweinkopf was angry. Very angry. Ever since graduating from the Celestial College, he had been steward of the ancient observatory in the Eerie Downs, east of Bechafen. He was a powerful Astromancer, a diviner of the past, present and future. But he hadn't seen this coming... His past, it seemed, had caught up with him.

Steffrik von Kellhofer was a Wizard of the Amethyst College and the two of them were bitter rivals. Six months earlier, Heinrich had been rudely awoken by Dwarfen craftsmen laying foundations for a huge tower, not ten paces from his observatory. Von Kellhofer, it seemed, had hired the Dwarfs to build a tower of his own right next door. Von Kellhofer had then

held a grand, pompous opening ceremony whilst Heinrich sat brooding in his tower.

But whilst von Kellhofer fancied that he'd had the last laugh, Heinrich had been plotting his revenge, which was currently plummeting through the heavens on a collision course with his rival's tower. The 'Comet of Kellhofer', as Heinrich had named it, was on its way, though his rash actions had inadvertent consequences...

Deeming it a sign from the Great Maw, a migrating tribe of Ogres followed the comet and came upon the Astromancer's tower. But Heinrich had foreseen their approach and summoned aid from an army from Talabheim garrisoned nearby, who arrived in time to do battle with the marauding Ogre tribe.



Fantastic Foresight

Despite being the Wizard responsible for calling down the Comet of Kellhofer – and accidentally luring the migrating Ogre horde to ravage the surrounding area – Heinrich Schweinkopf spent much of the battle aiding the Empire soldiers doing battle at the foot of his tower. As much as it pained him to be fighting on the same side as von Kellhofer, Schweinkopf wanted to be alive and well when the comet hit.



Von Kellhofer's Doom

Despite saving the day almost single-handedly with a succession of devastating spells, von Kellhofer failed to notice his doom approaching until it was too late. The comet struck home, felling his tower and burying the poor Wizard beneath the rubble.



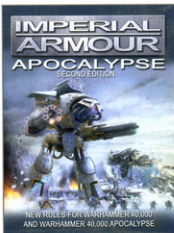
BATTLE SCENES

A SNAPSHOT OF A BATTLE IN PROGRESS

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INFANTRY



Nothing quite stirs the heart like the sight of an infantry battleline marching bravely forward to engage the foe in combat. Learning to use infantry effectively is an essential skill for every general, and Simon Grant endeavours to show us how.

Last but not Least

This article is the third and final part in Simon's treatise on using the three different unit types in The Lord of the Rings Strategy Battle game. If you missed out on the first two parts of this Tactica series, remember to check out White Dwarf issues 380 and 381, and learn how to master the art of fielding cavalry and monsters in your armies. By studying these fundamental tactics, you too can become a hero of Middle-earth.

The backbone of every army from the Shire to Far Harad is formed of rank upon rank of infantry. Whether consisting of a vast horde of Goblins or an elite cadre of High Elves, the actions of an army's infantry can decide the outcome of any battle. Some armies can only ever field infantry, whilst other armies generally eschew them for cavalry, but even the Men of Rohan at Helm's Deep could not have hoped to defend the gates of the Hornburg from horseback. Indeed, infantry may not always be the hardest hitting or most powerful warriors in the game, but learning the art of using your army's humble footsloggers is essential to your chances of success on the battlefield. With this in mind, I shall share the knowledge I have accrued over countless games in order to help you get the most from your infantry.

Arms and Archery

There are two types of infantry model, as defined by the equipment they carry, which I prefer to term **Fighters** and **Archers**. Fighters, such as Morannon Orcs or Men-at-Arms of Dol Amroth, need to be in base contact with the enemy to fight, or at least supporting other Fighters with their spears or pikes. Whether lightly or heavily armoured, they have no ranged weapons.

On the other hand, Archers, such as Rangers of Gondor or Orc Trackers can assail the enemy from afar with arrows or other projectiles. There are a few exceptions to these rules, such as Hobbits, with their Throw Stones special rule, and more unusual infantry units such as Moria Goblin Drummers, but I will discuss these examples later. For now, here are the general principles for using infantry.

INFANTRY TRAINING

Whether your infantry models are Fighters, Archers or perhaps even a bit of both, there are some elemental guidelines you should adhere to on the battlefield. First of all, remember to include a suitable Hero or two to lead your infantry, preferably on foot themselves. This is a fundamental principle, as the actions of Heroes are always crucial to the success of any strategy you seek to employ. However, with infantry armies, the quality of these Heroes is less important than their ability to bolster the battleline with their Might points, Courage and/or Defence values. For example, the Gondor Captain, Cirion or a standard Ringwraith can make an enormous difference to the battle around them, and for the bargain cost of 55 points each. Similarly, a Shaman with the *Fury* spell is another useful, inexpensive Hero, and the small base size of infantry will ensure that there are plenty of friendly models that can benefit from the spell's area of effect.

Don't get Surrounded

If an infantry formation gets encircled and trapped, they will be in serious trouble. This can lead to spear or pike-armed models being forced to fight their own battles instead of supporting their frontline Fighters and, in a worst-case scenario, all of your models being trapped. Avoid this at all costs

by covering your flanks with Archers to deter the enemy, using terrain as a natural defensive bulwark, or using shield-armed or high-Defence models to protect your flanks. This is such an integral part to keeping your battleline intact that I will expand on each of these points shortly. For now, suffice it to say that it's really, really important to avoid being surrounded, as you will lose the battle in almost every situation should you allow this to happen.

Organise your Rear Ranks

In my experience, many players take great care over the positioning of their front line and any supporting models in the second rank, but then proceed to rush or not fully consider the proper movement of any models further behind. This is a terrible waste, as careless manoeuvring in this way can delay them from achieving something useful for another turn or two, such as outflanking the enemy or ganging up on enemy models. Another potential side effect of such negligence is that you can inadvertently cause your front line models to be trapped should they lose the fight – remember that a model can only make way for a friendly model that has been defeated in combat, so if another model further behind prevents this, then the defeated model will still be trapped.



Prince Imrahil of
Dol Amroth

Leading by Example

If you really want to give your infantry a boost, expensive Heroes such as Boromir, Captain of the White Tower, or Prince Imrahil, can hugely influence any part of the battlefield, even if they are not directly involved. Not only can they devastate enemy formations, but they can augment friendly models nearby with the Banner of Minas Tirith or the Dol Amroth for Gondor! rule. Ringwraiths such as the Shadowlord, the Betrayer and the Dark Marshal are also highly effective.



BRACE FOR IMPACT

Infantry have a distinct advantage over cavalry and monsters in that their base size is much smaller, so you can get many more models into contact with a larger base. Take advantage of this, using superior numbers and spear support if possible.

In the example to the left, the Knights of Minas Tirith have won priority and charged the Easterlings. The Evil player now uses the smaller base size of his models to attack each Knight with a second infantry model, before supporting them with another friendly model equipped with a spear. Even with his bonus Attack for charging infantry, the Good player will be rolling two dice against the Easterling player's four to win combat.

LIFE ON THE FRONT LINE

You Shall Not Pass!

Protecting the flanks of your battleline is essential to avoid you having to break formation in order to react to any threat. By positioning models equipped with shields at each end of your battleline, you can use the shielding rule to hold up multiple enemies, freeing your formation in the centre to fight on. If these models also have high Fight and Defence values, then even better.



Black Guard of Barad-dûr

An inescapable fact of fielding Fighters in your army is that they will have to engage the enemy directly in order to inflict any damage. To do so safely, Fighters will need to fight in such a way as to avoid being easily overwhelmed by an enemy that may be superior in either number or fighting skill. Another potential risk is that of being shot to pieces by enemy archery. As much as *The Lord of the Rings Strategy Battle Game* is a skirmish game in which each model moves individually, there are still some strong formations that infantry can adopt, the better to fight their enemy, whoever the foe may be.

The Shieldwall

This is the formation most commonly seen on the battlefield, indeed one that has been used throughout real-world military history. This is of little surprise as it is an effective formation to fight in, but there is more to forming a shieldwall than meets the eye. Firstly, your formation's front line should consist of the toughest Fighters that you have available, whether equipped with a shield or simply with a naturally high Defence value. The magic number here for your Defence value is 6, as this will

mean that all enemy attacks of Strength 3 or lower, whether from bowfire or combat, will require a 6 to kill them. If you have access to Defence 7 warriors then even better, as the same will apply to incoming Strength 4 attacks as well, making them far more resistant to elite enemies and Heroes. High Fight and Strength values on your front line Fighters are other useful commodities, enabling them to hit harder themselves and further benefit from friendly support. It is for this reason that Uruk-hai and Dwarf shieldwalls are so rightly feared.

But forming a shieldwall doesn't just end there. As mentioned earlier, protecting the flanks of your battleline is crucial to your chance of success, and never is this more important than when fielding a shieldwall as your main battleline. There are two ways to do this effectively: by using the terrain to your advantage (see below), and by selecting your supporting models carefully before the game.

The Supporting Cast

The most obvious way to ensure that your Fighters on the front line stand the best chance not only of survival, but of defeating the enemy, is to select some supporting warriors armed with spears or pikes to



USING THE TERRAIN

Before you deploy your army, it is good practice to plan a turn or two ahead. If you can take up a strong defensive position within a few turn's movement, then you should aim to set up your formation accordingly, as you can gain a significant advantage. In this example,

the Dol Amroth army has advanced into a gap between some woods and rocks, neither of which will be easy for the enemy Wargs to bypass. The Evil player has the unenviable choice of a near-suicidal frontal attack or to retreat whilst under fire from any enemy archers.

WARRIOR BLOCKS

These are small, reliable formations designed to work independently, freeing up the remaining points to be spent on cavalry, monsters or even another warrior block. In this photo, the warrior block is led by an Uruk-hai Captain flanked by some Uruk-hai Warriors

to either side. These solid Fighters are each backed up by two pikes, and are also within range of the banner behind them. As the Dwarves move to engage them, the Uruk-hai Warriors from the rear charge into combat, breaking them off from the formation's flanks.



assist them. This will provide your tough, dependable Fighters with additional attacks to help them win their fights and ultimately kill their enemies. Indeed, I have been known to equip all of my Fighters with spears so that they can lend support as required and maintain maximum flexibility when the fighting begins in earnest. This method should allow you to gradually grind your way through any but the toughest enemy army. Models equipped with banners or Moria Goblin drums should be kept safely behind your supporting infantry line to help your battline win their fights.

This is not always the solution, however, as by spending so many points on supporting models, particularly too many armed with pikes, you risk not having enough front line Fighters to replace casualties and guard your flanks. Forming warrior blocks (see above) instead of a large shieldwall is a way to strike a good balance between front line and support models, whilst maintaining a number of solid fighting formations across your battline.

Lapping Round

This method can be quite risky as it leaves your shieldwall unsupported and slightly weakened, but solves the problem of being outflanked by your opponent by outflanking them first! This tactic requires a large number of Fighters, preferably with high Defence values as explained earlier, and with as many as possible equipped

with shields. Spears and pikes are irrelevant here, and it is for this reason that lapping round is highly suited to Dwarf armies.

As your shieldwall clashes with your enemy's battline, your spare Fighters should immediately move to lap around their flanks, preferably led by a Hero each side to keep the momentum going. Your warriors on the front line are looking to hold up the enemy for as long as possible whilst your other models get into position, so use the shielding rule if you need to – your enemy will be crushed completely and utterly if you pull this off, so killing them now isn't as important. Remember to leave a handful of warriors behind to fill in any gaps and replace inevitable casualties. Keep pouring around their flanks, as by not having any supporting models, you should have enough numbers to encircle them. As soon as you're in position, start smashing them to pieces! At this point, you should be able to engage their more fragile supporting models, whilst trapping the majority of their battline as you encircle them.

A final point to consider is that many Evil armies such as those from Moria and Mordor will likely be able to field armies that are large enough to perform both of these shieldwall tactics simultaneously as a result of their lower average points costs. Orc Drummers are particularly effective at lapping round manoeuvres, as your Orcs will be able to move and therefore outflank the enemy even faster!

Wrecking Balls

Fighters such as Uruk-hai Berserkers and the Iron Guard of the Dwarves are each capable of slaying two or more enemies in a single turn, and are naturally suited to taking up flanking positions on your battline. Not only can they help to crush enemy outflanking manoeuvres before your enemy can gain momentum, but they can also help you to turn the enemy flank, especially if supported by a Hero, where they can benefit from Heroic Combats and cause utter carnage.



Uruk-hai Berserker

STRIKING FROM AFAR

Archery is most commonly associated with infantry, and with good reason. A combination of the 33% bow limit and the cheaper cost of models on foot invariably means that you must rely on infantry in order to field bows in any significant number. Archers tend to be more fragile than Fighters, so consider their deployment carefully. Never leave them exposed to enemy cavalry (unless you're confident that you can shoot them dead before they reach you!), and take advantage of hills or other elevated positions to help give them clear lines of sight. Some Archers such as Uruk-hai Crossbowmen can even benefit from a 'human shield' formed of Uruk-hai Warriors to protect them from enemy archery whilst they shoot from behind. If you don't have the resources to protect your Archers in this way, then cheap, bow-armed Heroes such as Madril and Vras-kû are not only useful shots, but can form up with your other Archers and call a Heroic Shoot to ensure you get edge and kill a few of their archers first.

Give Them a Volley!

Actually... don't. It is better to avoid volley fire unless you can't otherwise target any enemy models, as it's highly inaccurate. Remember that your odds of hitting are drastically reduced when compared with shooting normally, so don't rely on it or you'll be lucky to kill more than a few models during the game. Instead of volley firing, get your Archers into a position where they can see and start shooting – even if there is an obstacle in the way, an Archer with a Shoot value of 4+ has a 1/4 chance of hitting, which is still much better than the 1/6 chance when volley firing.

Target Priority

When selecting your prospective arrow fodder, remember to choose your targets carefully. For example, if you are firing a Strength 3 bow, always target models with a maximum Defence of 5, as you will only require a 5+ To Wound, effectively doubling your chances to make the kill. Conversely, if your arrows strike at Strength 2, target models with Defence 6 or higher, as you will need 6s to harm them anyway, so you may as well try to rob your enemy of his tougher models.

Sticks and Stones

There are other ranged weapons besides bows, such as the blowpipes of Woses and Mahûd Warriors or stones hurled by Hobbits, Trolls or Ents. As much as these ranged attacks can be incredibly useful in certain situations, throwing a stone with a Mordor Troll is never going to be as

Keep them Safe!

Many models can have an enormous impact on the tabletop without ever fighting or shooting at the enemy directly. Models carrying a banner, Moria Goblin Drummers and Shades are prime examples here. Try to keep these models out of harm's way where possible, behind your main battleline but still within range of their abilities. Often their mere presence has the added benefit of enormously distracting your opponent, so be ready to take advantage accordingly.



Shade



MULTI-TASKING

Never forget that a warrior with a bow is still a warrior. Archers may not be equipped specifically for combat, but this does not mean they can't fight. Every model carries a hand weapon as standard and is more than capable of getting their hands dirty in combat if needs be. In the example here, the Uruk-hai Crossbowmen actually have a higher Fight value than the Warriors of Rohan and should feel justifiably confident of victory.



BREAKING THE LINE

When two infantry lines clash, it is imperative that you know how to react to each situation, or it will end up a bloodbath on both sides. In the example above, the Dwarf player is lapping round the Orc shieldwall. His front line will use the shielding rule, and with their

superior Fight value, should be able to do a good job of holding up the Orc battleline, even though they are supported by spears from behind. The Orcs must either break formation to guard their flanks or be surrounded, but either outcome enormously favours the Dwarves.

effective as crushing a handful of enemies in combat, so choose your moments wisely and don't rely on these weapons to win you the game because they won't! Throwing weapons, on the other hand, can be used as your models charge into combat with the enemy, and can prove to be a real thorn in their side (or, depending on your equipment, a dagger or spear in their side). It is rarely worth calling a Heroic Move just for the sake of using your throwing weapons, but there is certainly nothing wrong with a free attempt at killing an enemy model every now and then.

The End of All Things

If you can master the tactics I have discussed during this Tactics series and, more importantly, learn the right time to use them, then you should be able to defeat anything you are ever likely to face. Having said that, there is no substitute for experience, so start getting some games in and see if you can pick up a few sneaky tricks of your own. And if we meet at a Heroes of Middle-earth gaming weekend, maybe you can teach me a thing or two! Until then, may the grace of the Valar protect you and keep you rolling 6s!



LESSONS FROM HISTORY

Adam Troke often replicates the tactics Hannibal used at the ancient Battle of Cannae to defeat a vastly superior army of Romans. In this case, rather than standing line abreast, the tougher High Elf Spearmen are standing further forwards, using their shields to fend off two Corsairs apiece. However, the Evil player can only commit a single model against the more fragile Elf blade-wielding models in the centre, and they are vastly outmatched by the skill of the High Elves.



CITADEL® HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves.

TYRANID CARNIFEX

NOMINATED BY COLIN GRAYSON



The addition of crushing claws, changes the miniature's vast silhouette, making it less 'spiky' but no less deadly!



Keith Robertson painted the acid-covered tongue on this Carnifex head to make the monstrous creature as disgusting as possible.



Colin Grayson is a veteran figure designer with many great miniatures under his belt, two of which have already been inducted into the Hall of Fame. With the *Grail Reliquae* and the *Corpse Cart* resting on grand plinths within the vaulted hall, it was well past time for Colin to nominate his own favourite model.

Colin: I've had to give this a lot of thought. My first inclination was to go with a Skaven model as I have quite an army of them, but for the Hall of Fame it had to be more than just a figure I liked. For me, it had to be something more pivotal to my hobby life.

To that end I have chosen the Tyrannid Carnifex. However, I don't just want to nominate the current plastic kit; I think the Tyrannid Carnifex as a 'concept' should be placed in the Hall of Fame.

Upon seeing the original 'Screamer-Killer' Carnifex many years ago, I knew I had to get one, turning me into a full-on Warhammer and 40K collector. It was the revelation that you could have monsters, and space monsters at that, in your games that really enamoured me. It brought to mind very mythical images, such as dragons, that needed slaying. For whenever you have a beast stalking the land, you need a hero, or heroes, to slay it.

Within a week of working as a mould maker at the Citadel factory I had bought the Carnifex and then started an Imperial Guard regiment to fight it. Space Marines soon followed, vehicles and scenery came next. My imagination could roam free over the scenarios and battles spawned by my first glimpse of the Carnifex. It seeded an interest that has lasted for years and has kept me in a job I enjoy.

Now, years later, I can see how our models have developed – from the metal Screamer-Killer I would cut moulds for, into the truly monstrous and alien plastic kit we have today. The Carnifex was always an imposing beast, and the latest incarnation is even larger and more threatening. It's a model that demands your attention – a visceral creature that would be at home in any monster movie. My Imperial Guard regiment will need to grow a lot bigger if they're going to have a chance at slaying it.

CARNIFEX SHOWCASE

The Carnifex has been part of the Tyranid range for as long as we've been producing Tyranids. Below you can see the first incarnation by Jes Goodwin, known at the time as the Screamer-Killer and the chief inspiration for Colin's nomination. To the right, you can see the 'Screamer-Killer' variation of the plastic kit, also designed by Jes.

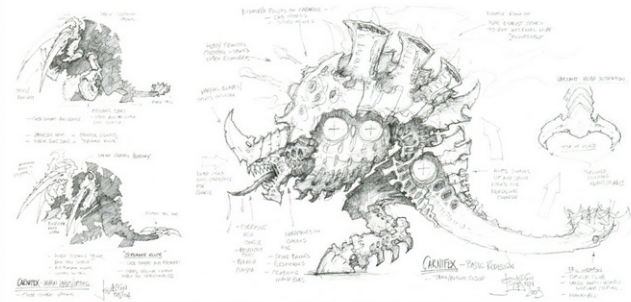


DESIGNER'S RESPONSE

Jes Goodwin: Despite the two models being years apart, you can see the provenance of the current Carnifex in the original Screamer-Killer. They share the same body morphology in that both creatures have six limbs, can be armed with scything talons, and have plates running down their heads. The models also come from the same design aim in that I wanted them to be large and extremely alien creatures. At the time of the Screamer-Killer's release it was about as big as we could make

a model, being limited by weight of the metal parts. But as plastic moulding technology has developed we've been able to produce much larger monsters, with far more options. To keep with Colin's dragon analogy, while our creatures have been getting bigger our protagonists have stayed roughly the same size. So that image Colin is evoking of the brave hero facing the dragon is even more powerful now as the beasts become larger and increasingly immense.

Jes starts a project by sketching it out. This helps him visualise what the three dimensional sculpt will eventually look like, which is especially important when working on a model with lots of options.



WARHAMMER

TACTICA:

OGRE KINGDOMS

Jeremy Vetock prepares a smorgasbord of tactics, combos and game-winning strategies to help you turn your Ogre army into an unstoppable avalanche of destruction.



Ogres are big, tough and look at enemy armies the way you and I might look over a restaurant menu (mmm... that looks tasty). However, formidable stat lines and a horrible disposition alone won't allow you to automatically romp over your opponents on the battlefield. Whether you are playing tournament-style games or your own specially created scenarios, winning a game of Warhammer against a worthy opponent takes tactics – the art of selecting and deploying your units for battle and manoeuvring them to your advantage. For longstanding Tyrants and newcomers alike, this article is about getting the most out of your Ogres on the tabletop.

Starters

To whet your appetites, we'll start with the basics – knowing the strengths and weaknesses of your army is a great place to start. Ogres are big and violent, experts at hitting things really hard. In close combat a basic Ogre has three potential ways to put a wallop onto an enemy: the Ogre Charge rule gives him Impact Hits (1); a standard Ogre warrior has 3 Attacks; and, as monstrous infantry, each Ogre can perform a Stomp attack. As Impact Hits and Stomps hit automatically, even someone who rolls dice poorly will cause some casualties (as proven by Jervis Johnson, a man who has offended the dice gods mightily). It stands to reason that if basic Ogres can smack the foe hard, just think what the even harder-

hitting Ogre elites and characters can do! Finally, the Ogre Kingdoms army also has access to BIG STUFF – that is, really potent monsters and war machines. Not surprisingly, these things continue the Ogre tradition of hitting really hard.

The biggest weakness in an Ogre army is readily apparent to anyone who has built an army list of the big fellas – they are points heavy. It is hard to field many Ogre models, meaning foes typically have greater rank bonuses and have more units with which to attempt outflanking attacks. Also, despite their few numbers, Ogres make for a large footprint (meaning their 40x40mm bases, not the fact that some Ogres are so hefty that they leave impressions when walking on granite). This boils down to Ogre units that can be unwieldy, whilst allowing multiple foes to swing back at them in close combat.

The best way to lead any army to victory is to maximise your army's strengths, while minimising their weaknesses. Following are a slew of Ogre-minded army-building tips, magic item combos, tactics and more that aim to keep even the biggest bellies triumphant and well filled.

Becfy Formations

How you field and deploy your main blocks of Ogres or Ironguts can be critical to success. In many cases, too large a unit can be unwieldy and ineffective, as they may be unable to manoeuvre between friendly units or navigate through terrain in



Did You Know?

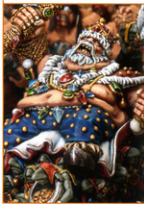
Jeremy Vetock once beat the Ogre Tyrant Fatty Bogluts in a pie-eating contest, a Stonehorn in a head-butting competition and survived being sat on by a Giant.



The Ogre army marches to war full of big bruises and even bigger monsters.

Did You Know?

Greasus Goldtooth, the Ogre Overtyrant, is so large and so unscrupulous that while on campaign in the blazing hot Land of the Dead he sold the shade produced by his voluminous body to his own Gnoblar servants. In this way he recouped some small portion of the money that the thiefin' gits took from him in the first place.



any advantageous manner, all while paying lots of points for models that might never get an opportunity to strike a blow. On the flip side, too small a unit of Ogres won't make a big enough dent in the opposition and can be too easily beaten and broken by enemy units with full rank bonuses.

The general consensus amongst many formidable Ogre players is to deploy Ogres or Ironguts into units of six (three wide, two deep) or eight (either three or four wide). Either formation gains a rank, adds a bonus to the Strength of its Impact Hits, and takes full advantage of the rules for monstrous infantry – they can strike from the back rank with up to 3 Attacks per model and only need three models to count as a rank.

Big Clubbers

So now we're getting to the meat of the matter – how an Ogre player can increase his chances of hitting the enemy and hitting them hard. First off, there are some easy army list selections to increase your damage causing potential. I never skimp on selecting an Ogre champion – not only will a Crusher add another Attack to your front rank, but the big mauler comes in handy during a challenge. I've often had my champion win fights against an opponent's magic item-laden heroes – few other armies can say the same!

You can equip an Ogre unit with additional hand weapons or an ironfist and I've had success with both. I tend to be more offensive minded, so typically favour the additional Attack for my front rank models, but I'd strongly consider taking the parry save supplied by the ironfist against strong close combat foes like Warriors of Chaos or Lizardmen.

When it comes to the club scene, I have to say it is hard to beat Ironguts. Although they add a hefty 25% points cost on top of an average Ogre, an Irongut has heavy armour, an extra point of Leadership and a great weapon. The first time I took them it was just because of the models. I mean what's not to like about great, two-handed meat tenderisers? But with a second rank supplying even more Strength 6 Attacks as well I have made them a staple in my army.

Even Bigger Clubbers

Ogre characters deserve special mention as they can single-handedly gouge great holes out of enemy formations. I beef up my two main units (an Ogre unit of 7 and a 6-strong Irongut formation) with a Bruiser and a Tyrant. They are so big and hefty that they don't need magic items to become killing machines, although a few carefully chosen items (or a Big Name on a Tyrant) can put them over the top.

OGRE'S GONNA EAT YOU!

Jervis: If you ask me, one of the most effective troops types in an Ogre Kingdoms army is the humble Ogre. It's easy to underestimate the effect that a unit or two of Ogres can have on the enemy. I usually take mine in units of 6, deployed in two ranks of 3. Very few units can

stand up to 18 or more attacks from a unit of Ogres. For even more fun, in large battles take a horde of 18 Ogres, in three ranks of 6 each, and watch the look of dismay on your opponent's face when you deploy them on the battlefield!



ROCK-SOLID NUGGET OF WISDOM

Jervis: Although Stonehorns and Thundertusks are both big scary monsters ridden by Ogres, they need to be used quite differently if you want to get the most from them. Stonehorns should be used to lead your attack, forging ahead of your army and getting stuck in as quickly as possible. I like using them to work on the enemy's flanks, crushing any flank guard the enemy may

have, and then swinging in to attack the enemy centre from the side or rear. Thundertusks, on the other hand, are best used at the heart of your army. They should advance shoulder to shoulder with your main battleline and fight alongside it, supporting your other troops with ranged attacks, and allowing them to benefit from its Numbing Chill special rule.



Roast Victuals

I find a Butcher and/or a Firebelly to be an essential ingredient to a winning Ogre army. A Butcher can use the Lore of the Great Maw – the potent, if short-ranged Ogre lore which is just dripping with great augment spells that can turn the tide of any close combat for your army. And unlike the squishy Wizards of other races, the Butcher is himself a strapping 3 Wound, Toughness 5, blood-splattered killing machine. Although you won't want him in combat with a top-level enemy character, he can more than hold his own against just about anything else, especially with the addition of a great weapon!

The strange followers of the Fire Mouth are known as Firebellies, and are great additions to any Ogre army. The Lore of Fire provides some longer-ranged attack spells for an Ogre army (always useful, especially against Regenerating creatures) but to my mind what makes the Firebelly a must-have buff to add to your hardest hitting unit is his ability to breathe fire. The devastation wrought by an Ogre unit with a Firebelly charging in (Impact Hits, tons of Attacks, Breath Weapon, followed by a Stomp) is impressive, cutting hordes in half or wiping out smaller formations altogether.

Really Big Stuff

There are few things that can make an opponent forget, even momentarily, about a large unit of Ogres led by a Tyrant bearing down on him. A unit of Mourmfang Cavalry is one of those things. Monstrous cavalry with Impact Hits (D3), Ogres on their backs and a formidable 4 Strength 5 Attacks of their own, followed by a Stomp provide an Ogre army with serious shock cavalry – fast, hard-hitting, and with their Thick-skinned rule and multiple Wounds, very tough to shoot down. Just remember, when you place a unit of Mourmfang Cavalry they are probably going to draw the attention of all your opponent's war machine fire and/or nasty spells. I use the word probably because, there can be even harder-hitting things in your army list...

Stonehorns and Thundertusks are both ferocious monsters that pack a devastating punch. On the rare occasions these mammoth monsters don't inflict their weight in bloodshed, it is because they have absorbed the wickedest firepower or spells that your foe could muster. Even when they do act as cannonball magnets these beasts, particularly the Stonehorn with its Stone Skeleton, have a way of shrugging off most of the damage.

Did You Know?

When the Rocketeer tribe invaded the Empire, their tyrant, Lugflag Gorgeguts, ate an entire village of Halflings in the Moot. He grew so large from his excesses that the small people of that land said that he had more rolls than a Halfling Pastry Shoppe.

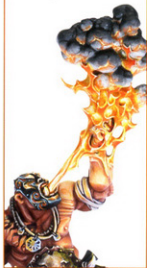


Did You Know?

It was said that Thug the Fist, the first Ogre Overtyrant, was so large and fat (which is power to an Ogre) that when his thick blubbery skin was cut he oozed not blood, but gravy.

Did You Know?

Once during an Ogre raid a Firebelly ignited a battery of Dwarf Flame Cannons, sending a fireball skyrocketing over the Worlds Edge Mountains and causing many in the eastern portions of the Empire to think the twin-tailed comet of Sigmar was returning once more.



Ogre-sized War Machines

Naturally Ogres wield Ogre-sized war machines but this is only more bad news for the opposition. The Gnoblar Scraplauncher combines a chariot with a stone thrower (with Killing Blow, no less) while the Ironblaster is a chariot and an enormous cannon of the Sky-titans in one.

Sating your Appetite for Destruction

Ogre Kingdoms armies are overstaffed with formidable units that will make any sensible opposition commander quake. You can count on the sheer intimidation factor of so many large and powerful models striding quickly across the table to unnerve novice foes – they'll foolishly split their fire amongst several large threats, forget their own battleplans and generally panic into a few miscues. Bah! Beating whelpings might feed your troops, but it won't give you bragging rights. To dismantle a more experienced general will take more coordination on your attack plan.

A classic overload tactic gives the enemy too many targets so that one of your large threats – a monster, large unit of Ogres, or Mournfang Cavalry for instance – will be able to break through. However, as stated earlier, Ogre armies are often outnumbered and a cunning foe will have ample opportunity to block your hard-hitting (and points-expensive) units, possibly whittling away at your best

formations with his spells or missiles. This is where an Ogre Tyrant must use all the elements of his tribe to achieve victory.

Your own small units – Yhettees, Gnoblars, and Sabretusks – can engage, hold up, or even defeat small enemy flankers. With the Unbreakable rule, Toughness 5 and 4 Wounds, Gorgers are ideal at tying up enemy units for a turn or two while your larger units move into position. Woe to any enemy that stray within range of a unit of Leadbelchers, for their devastating firepower can blast small units to smithereens. Maneaters, with their Been There, Done That special rule can adopt any number of different roles within the army – from hard-hitting centre unit, to swift flankers, Stubborn get-in-the-way flank holders or whatever is needed.

Fielding a well-manoeuvred Ogre army on the tabletop is like a game of deadly roulette. Which of the hard-hitting units has been beefed up yet further with heroes or magic? Can the raging monsters be stopped before they break the battleline? Can the smaller sized Ogre units be neutralised? Will the Ogres eat me for breakfast, lunch or dinner?

Win or lose, an Ogre army makes for an enjoyable and fantasy-filled Warhammer battle. Be it glorious victory (and a large banquet) or ignoble defeat (and a growling, rumbling stomach) – there will be bloodshed and stories to tell afterwards.

LET THEM EAT GRAPESHOT

Jervis: I always advance any Ironblasters I have in my army as quickly as I can. Their Move & Fire rule allows them to advance and still shoot their cannon. Then, once they get close to the enemy, they can either use the

cannon's Strength 10 grapeshot attacks, or charge into close combat. Both forms of attack can be devastating, but they can't be used if the Ironblaster is left to guard the rear like other artillery pieces, so get stuck in!



RECIPES FOR DESTRUCTION

Matthew Hobday: Whilst playtesting the Ogre Kingdoms, I've found a few combos and match-ups that work particularly well. Here are a few of my top tips:

- Swiftstriding Maneaters have a much better chance of getting the additional Impact Hits when charging compared to other Ogre units, as they roll an extra dice and pick the highest.
- Use large, cheap units of Gnoblar to provide rank and flank bonuses when fighting alongside your Ogres.
- If you have any annoying harassing units with Poisoned Attacks behind your lines (such as Chameleon Skinks), send out a Butcher to deal with them. Their immunity to poison and Toughness 5 will really ruin their day.



Awesome Firepower (Boom, Hur, Hur, Hur)

Phil Kelly: Though a Tyrant-led, magically augmented Ironguts unit cures all ills, I've been toying with the idea of a shooty Ogre Kingdoms army for ages. I gave it a few tries way back when I was working on the last book but in practice it was more of a belly flop than a sumo smash. With the arrival of the new army book, however, I've got a chance to really give this take on the Ogres another go. After charging into the teeth of countless gunlines over the years my plan is to give something similar a try myself – deploy on a hill with two units of Leadbelchers as my Handgunners, two Ironblasters as my cannons and two Scraplaunchers as my mortars (and perhaps a harpoon launcher Hunter on a Stonehorn

for a bolt thrower substitute). Even my Tyrant and Bruiser will have braces of handguns to thicken the fire. I will then shoot everything that isn't infantry like crazy (though my Scraplaunchers will aim for any hordes) until the enemy battleline gets close enough to charge. Then all of my units, shooty ones included, will pile downhill into the enemy's infantry units with a shocking display of gut-related violence. All those monstrous infantry and chariots thundering into an already shot-up army should give me the edge; Ogres eat thinling infantry for breakfast, especially when their cavalry and monsters have been blown apart at range. Brains and brawn, it just might work!

ARMIES ON PARADE

MARK BEDFORD'S ORK WAAAGH!

Mark: I have been a big fan of the Orks for many years – something about their run-forward-and-crush-things approach really suits my preferred playing style! I enjoy painting red, so the Evil Sunz were a natural choice to start with, but it won't be long before I start expanding my Waaagh! further to incorporate the other Ork clans as well.

I have long been championing the cause of using simple, quick and effective painting techniques to get an army ready for battle, as we've all been guilty at some point or other of not finishing what we've started. I put my money where my mouth is with this army, using a simple, neat colour scheme. I shaded down rather than highlighted up, using a combination of Forge World weathering powders and Citadel washes to look suitably dirty and more Orky!

The board I'm using for my Armies on Parade entry was based on a modified Realm of Battle board section. It was designed as a former Imperial outpost that has subsequently been overrun and turned into an Ork shantytown.



To see more Armies on Parade, and find out how you too can enter, visit:

games-workshop.com

My Deffkopta squadron hails from the Assault on Black Reach box set, though I've heavily modified the lead 'Kopta with a scratch-built buzz saw and extended rotor blades made from plasticard. I plan on making a second Deffkopta with its spinning saw churning through the ground and an Imperial Guardsman fleeing from the oncoming blades!



My two Big Meks are the guys that keep the army's fleet of vehicles running. Again, I kept to a simple colour scheme that was painted neatly and shaded down.

The Ork Supa Kannon is actually a vehicle that I designed for Imperial Armour: Volume 8. I knew that I wouldn't be able to resist including it in my army as a centerpiece vehicle, and painted one up the moment I got my hands on a finished kit.



WARHAMMER
40,000

Army Workshop:

Sisters of Battle



With Codex: Sisters of Battle published in WD380-381 and armies of the Ecclesiarchy hitting tables everywhere, it was only a matter of time before one of our resident hobby heroes stepped forward to paint a force of his own.

Duncan: I was really looking forward to setting to on an army of Battle Sisters as the Ecclesiarchy has some of the weirdest and most gothic imagery you will come across in the entire Warhammer 40,000 range. The army would be dominated by the Battle Sisters, but I didn't just want it to be about the women in power armour.

To make sure I included these aspects I wrote an army list first and used that as my painting plan. Normally I work the other way around (painting models and then writing an army list based around my collection), so this was a different approach for me. As the Battle Sisters were Troops choices, I knew I could start with some of the stranger elements first; hence the inclusion of Arch-Confessor Kyrinov, a powerful member of the Ecclesiarchy who I surrounded with a Battle Conclave of Arco-flagellants and Crusaders. A Sisters of Battle army is a short-ranged shooty force, so the Battle-Conclave is a great counter-attacking squad – especially with Kyrinov who allows all those Arco-flagellants to re-roll their many attacks. And then you have the Crusaders whose power weapons will strip the armour saves of the harder foes. More importantly, from a modelling perspective the models are very distinctive and so would be an absolute pleasure to paint.

Of course, the majority of the army is made up of the Battle Sisters themselves. I had a good long think on what colours to paint them, and did a bit of research on the main Orders Militant to see what background and colour schemes inspired me (*Codex* author, *Robin Cruddace*, has written about the *Orders Militant* and provided an organisation chart that can be found at the end of this article – Ed). I didn't want to replicate the Studio army and so chose the Order of the Argent Shroud, which meant painting their armour a bright silver. I liked the idea of this as I could imagine their resplendent armour reflecting in the light, giving them an angelic halo as they stormed into battle.

At the core of the army are the two Battle Sisters squads, each defined by the special weapons they are equipped with. One squad is armed with two flammers and the other is armed with meltaguns. The Fire Maidens will target enemy infantry with their flammers while the Iron Ladies will tend to focus their firepower on enemy vehicles and heavily armed foes.

As you'll see, the rest of the force contains numerous Elites, Fast Attack and Heavy Support choices, but is still not finished. I need at least one Penitent Engine, and that will be my next project.



Duncan Rhodes of the Studio's hobby team is the man blessed by the Emperor himself to paint this holy force of Battle Sisters. Let his name be honoured in the revered annals, and a choir of ten thousand sing his sainted name.

Army of the Argent Shroud

HQ Canoness Sabine Canoness with rosarius.			
Sisters of Sabine Sororitas Command Squad with Blessed Banner and heavy flamer.			
Immolator	90 points	Troops The Fire Maidens 10 Sisters with 2 flammers, Simulacrum Imperialis and Superior with power sword and melta bombs.	170 points
Arch-Confessor Kyrinov	135 points	The Iron Ladies 10 Sisters with 2 meltaguns, Simulacrum Imperialis and Superior with power sword and melta bombs.	180 points
The Congregation Battle Conclave with 6 Arco-flagellants and 2 Crusaders.	65 points	Fast Attack Sisters of the Sky 5 Sisters with 2 hand flammers and Superior with power sword and melta bombs.	140 points
Elites The Savers of Sin 3 Ecclesiarchy Preachers.	90 points	Heavy Support Warriors of the Cleansing Flame 6 Retributors with 4 heavy flammers, Simulacrum Imperialis and Superior with melta bombs.	182 points
	135 points	Immolator	65 points



Sororitas Command Squad

This squad has some of the stranger elements in and I wanted to make a feature of those, such as the Sister Dialogus, with a speaker for a mouth! The banner and banner top came from the Immolator kit – brass rod was

used for the pole, and this was then attached to a Sister Superior with minimal converting. Gold trim was also added to their armour to reflect their higher rank as members of the Command Squad.



Battle Conclave

For the Battle Conclave I kept to a very limited palette of red, white and black. However, I shifted these colours around on each model to keep them distinctive. The large areas of bare flesh on the Arco-flagellants were

simply painted using the method as described for the faces of the Sisters. The exception to the restrained palette was Kyrinov, who I gave some regal purple robes to pick him out as a special character.

Painting Sisters of Battle

The scheme below shows how I painted a Battle Sister. This was then transferred across my army, as it could be easily replicated on all the different Sister troop types, including Superiors, Retributors and Seraphim.

1



Step 1. Using the Citadel Spray Gun, spray the model Boltgun Metal. When dry, pick out the non-armoured parts of the model. Paint the robe lining and bolter Mechrute Red. Paint the outer robes Astronomican Grey, and the gloves and hair Charadon Granite. The face is painted Tallarn Flesh.

2



Step 2. Next apply a liberal wash coat. Brush Badab Black over the entire model except for the skin and gold icon. Apply Ogryn Flesh to the face, while the icon (painted with a 1:1 mix of Shining Gold and Mithril Silver in the previous stage) is covered with Devlan Mud.

3



Step 3. Layer the bolter and inner robes with a 1:1 mix of Mechrute Red and Blood Red. Layer the outer robe with a 1:1 mix of Astronomican Grey and Skull White. Highlight the face with Tallarn Flesh, and, finally, the hair with Codex Grey.

4



Step 4. Give the power armour an edge highlight of Chainmail. Highlight the lining of the robe and bolter with Blood Red. Apply a highlight of pure Skull White to the outer robes. To finish, give the skin a final highlight using a 1:1 mix of Tallarn Flesh and Dwebb Stone.



The Ecclesiarchy Preachers are placed with the Battle Sisters squad to bolster their assault abilities.



Seraphim Squad

As elites, I wanted to make sure my Seraphim were kept especially tidy, as their open stance and extra height lends them to more scrutiny than other models. I painted the flying struts black, as this gives them a

'negative space' where the brain of onlookers will tend to naturally 'edit' them out. The other option is to use a Citadel Basing Kit to disguise and obscure the struts with rock piles and other battlefield detritus.



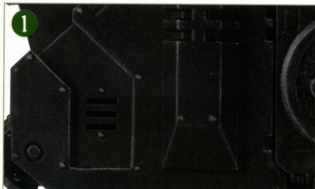
Retributor Squad

The choice of Sister Superior was important as I wanted a good fit with the rest of the squad. I chose the Superior firing her bolter as she was leaning on her back foot, mirroring the Retributor Sisters.

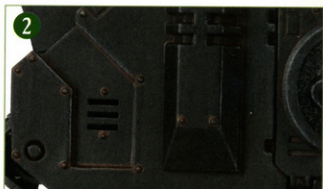
The red spot colour worked especially well on this squad as the cowlings of the heavy weapons form a large expanse on the models and when placed with the rest of the army, they really stand out.

Painting Sisters of Battle Vehicles

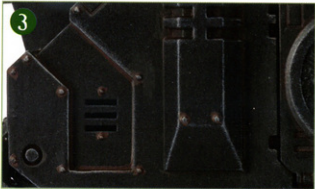
I'm a great believer in using the Large Drybrush for tank hulls instead of individually edge highlighting every panel. This is the technique I used for the Immolators, as shown below.



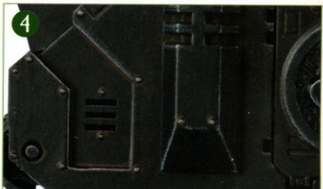
Step 1. From a Chaos Black undercoat, apply a light drybrush of Codex Grey over the whole tank with his Citadel Large Drybrush.



Step 2. To add road dirt, carefully wash thinned Scorched Brown into some of the vehicle's recesses, applying it more heavily towards the tracks.



Step 3. When the previous step is dry, reapply the light drybrush of Codex Grey, going over the same areas.



Step 4. Finally, paint a further drybrush layer over the whole tank, this time using a very light dab of Fortress Grey.



Organisation of the Adepta Sororitas

Before painting his army, Duncan researched the role and organisation of the Battle Sisters. We've printed this information below as well as background of the Orders Militants on the right for when you come to start your own army.



The Orders Militant

Order of the Bloody Rose



The Order of the Bloody Rose was not formally created until two and a half millennia after the founding of the Adepta Sororitas, and by this time its patron saint, Mina, was long dead. Mina was known as a dark and brooding warrior. She was the most aggressive and impetuous of Dominica's comrades and her symbol was accordingly a blood red rose, prominent with thorns. The Battle Sisters of the Bloody Rose, resplendent in their deep-crimson power armour, echo Mina's desire to slay their enemies as quickly as possible, and the Order's Dominion squads are renowned for the ferocity of their assaults.



Order of the Sacred Rose



The Order of the Sacred Rose was also not created in the lifetime of its patron saint, Arabella. In her lifetime Arabella earned the honorific of 'Liberator' and many Battle Sisters, especially Retributors, are known to pray to her spirit for liberation from doubt and rash action when a cool, logical head is required. Of all Dominica's bodyguards, Arabella was known as a disciplined, even-tempered Sister. However, behind her serenity lay the determination of a resolute warrior, and her symbol was thus a white rose, held in a mailed gauntlet. The white armoured Sisters of the Sacred Rose embody these same virtues.



Order of Our Martyred Lady



Katherine was regarded as Dominica's second. Her order was originally entitled the Order of the Fiery Heart, in reference to Katherine's fierce persona, but so deeply did the Battle Sisters mourn her death that they renamed themselves the Order of Our Martyred Lady, and for many centuries thereafter they wore black. Even amongst the devout warriors of the Sororitas, the Sisters of Our Martyred Lady have a reputation for incredible determination, inspired by the desire to avenge the death of their fallen. This inner fire drives them to destroy their enemies utterly, and without mercy.



Order of the Ebon Chalice



The Order of the Ebon Chalice is the oldest of the Orders Militant, founded at the birth of the Adepta Sororitas by Alicia Dominica, the patron saint of the Sisterhood. Dominica led her warriors in countless crusades against the enemies of the Imperium, and she was the first heroine to be proclaimed a Living Saint by the Ecclesiarchy. The uniforms of Dominica's Order are based on the original garments worn by the Daughters of the Emperor and their combat doctrines formed on equal parts religious devotion and training – have remained largely unchanged for four thousand years.



Order of the Valorous Heart



The Sisters of the Order of the Valorous Heart believe they must atone for the unwitting sedition committed by the Daughters of the Emperor during Vandire's Reign of Blood. The Order's founding saint, Lucia, was the most penitent of Dominica's companions, and her Battle Sisters strive to emulate her example – demanding expiation for the slightest perceived sin. As a result, a disproportionate number of its Battle Sisters exile themselves and seek redemption as a Sister Repentia. Lucia is often depicted holding the skull of the executed Lord Vandire – a reminder to never hearken the words of false prophets.



Order of the Argent Shroud



Silvana was the first of Dominica's bodyguard to be martyred – assassinated shortly after the Order of the Ebon Chalice was divided into two Orders Militant. A silvery image of Silvana's skull was left imprinted on her death shroud and the newly formed Order took the Argent Shroud as their image and title. Silvana was renowned for her altruistic spirit and her stoic faith. She seldom spoke, believing that deeds on the battlefield spoke more of a warrior's devotion than any words. The Sisters of the Argent Shroud likewise rarely speak, and they are famed for their selfless acts of heroism.





