

THE GAMES WORKSHOP® MONTHLY HOBBY MAGAZINE

WHITE DWARF



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TURN 1

News & New Releases from the Games Workshop World of Hobby Games

Summer's here, and the convention season is upon us. After finishing up the Los Angeles and the Baltimore Games Days, we're now preparing for our next stops, Chicago and Mississauga, Canada. Having four Games Days a year is a ton of work for everyone here but well worth it, as it gives our fans (that's you!) ample opportunity to participate in all of the fun. So, take some time off and stop by for more Games Day events, guests, fun, and of course the ever popular Golden Demon Competition!

If you can't make it to any of our Games Days, why not register for the Eye of Terror, Games Workshop's worldwide campaign? All you need to do is register on the Eye of Terror web site (www.eyeofterror.com). You're not too late, because this month, the battle for the galaxy begins!

If the world of Warhammer is more to your liking, check out the fantastic *Warhammer Armies: Beasts of Chaos* preview in this

very issue. The new Beastmen are incredibly cool, not to mention the Dragon Ogre Shaggoth and new Centaurs (though you'll have to wait to see them)! Plus, *Warhammer: The General's Compendium* is previewed this month. This great new Warhammer supplement contains everything you need to run challenging Warhammer campaigns, handfuls of new scenarios for you to try, tactical advice, and great terrain modeling step-by-step to help bring your world to life.

As if all that wasn't enough, there's also *The Lord of The Rings: Shadow & Flame* released this month. This 48-page, full-color expansion explores the realm of Moria through new scenarios and characters not featured in *The Lord of The Rings* movies.

Well, that's all for now. Enjoy the summer and have fun!

Drew Will

Publishing Manager, US Studio

FREE Inserts With This Issue

With this issue, you'll find *Black Crusade*, a free Eye of Terror mini-novel produced by the folks at the Black Library. This novella contains excerpts from *Shadow Point*, *Storm of Iron*, and *Daemon World* as well as details on the whole Black Library range. Also included with this issue is a flyer that lists all of the stores hosting Battle Tour Events for the Eye of Terror, GW's largest worldwide campaign to date! Stop by and take part in the special events and games!

GW Is Coming to GenCon

GW will be at GenCon in Indianapolis on July 24-28! Join us for an entire weekend of exciting action with Rogue Trader Tournaments for Warhammer, 40K, Warmaster, Battlefleet Gothic, and Blood Bowl. Also, take part in the War of Saruman for The Lord of The Rings, Archaon's Invasion for Warhammer, and the worldwide summer campaign Eye of Terror for 40K. As always, we'll have a ton of great products, blitz for sale, demo games, and even a special edition Dark Angel's Sergeant miniature available only at this summer's conventions! Don't miss out on this exciting weekend!

Grand Tournament Winners

The results are in from this year's Canadian (Jan 25-26) and Seattle Grand Tournaments (April 5-6). A lot of fun was had by all at these fantastic weekend-long events. Games Workshop thanks everyone who participated in the GTs and made them great successes. Congratulations also to all the winners!

Summer Is for Gamers and New Games Workshop Stuff!

Games Workshop products are available all over North America at **Games Workshop Hobby Centers** and **Rogue Trader Independent Retailers**. To find the store nearest you, take a peek at the Rogue Trader List inserted into each issue of *White Dwarf*.

If there are no stores stocking Games Workshop products near you, then our speedy and efficient **Mail Order Service** will be more than happy to help you get what you need. Just call 1-800-394-GAME in the United States or 1-888-GW-TROLL in Canada for up-to-the-minute product information and current release dates.

Also, don't forget to check out the Games Workshop web site. Along with all the latest releases, news updates, and upcoming event information, you'll also find our **Mail Order Online Store** where you can browse, purchase games, miniatures, and individual blitz, and find a whole lot more!

If you find any problems with your products, please e-mail us at: custserv@games-workshop.com. Or, if you have a rules question, please e-mail us at: toolzboyz@games-workshop.com.

Vancouver - Warhammer 40,000

Overall Winner	Jason Saunders, Khorne Berzerkers
Best Painted	Patrick Ng, Ultramarines
Best Sportsman	Trent W. LeClair, Last Chancers
Best General	Helge Seetzen, Eldar

Vancouver - Warhammer

Overall Winner	Marc Robson, Wood Elves
Best Painted	Shawn Wagner, High Elves
Best Sportsman	Eric Nimmo, Empire
Best General	Sean McCarthy, Dwarfs

Seattle - Warhammer 40,000

Overall Winner	Patrick Vetter, Chaos
Best Appearance	Kelly Kim, Sisters of Battle
Best Sportsman	Sean Zern, Imperial Guard
Players' Choice	Aaron Tosch, Imperial Guard
Best Tactician	Eric Kovarik, Orks
Best Army	Brendon Hutchinson, Chaos

Seattle - Warhammer

Overall Winner	Austin Blery, Chaos
Best Appearance	Scott Goldstein, Dark Elves
Best Sportsman	Logan Rook, Lizardmen
Players' Choice	Scott Goldstein, Dark Elves
Best Tactician	Bill Edwards, Chaos
Best Army	Emi Hendricks, Dark Elves

What's New on the Web?

<http://www.games-workshop.com/news/n>

THIS MONTH ON THE WEB...

In the near future, we'll be revising our web site. Point your browser to www.games-workshop.com to check out the new features as they're implemented. We'll be organizing our content in a more logical way and providing even more news, articles, scenarios, and other information to you. Also, check out www.eyeofterror.com for more fun in the 41st millennium!

Internet zone

2003 Canadian GRAND TOURNAMENT

Calgary



Saturday & Sunday, October 25-26

Radisson Hotel Calgary Airport, 2120 16th Avenue NE, Calgary, Alberta, T2E 1L4

Meet and play against new people on some really cool terrain! A vast quantity of Forge World products, bitz, plastic sprues, and more will be on sale at the GT Store.

Tickets go on sale Monday, August 4. Call Mail Order at
1-888-GW-TROLL or ask your local retail staff for more details.

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WARHAMMER®

GAMES DAY 2003

CHICAGO

SATURDAY, AUGUST 2

Donald E. Stephens Convention Center

The final US Games Day of the season is right around the corner with all its Games Day goodness! There will be registered gaming, open gaming, Eye of Terror gaming, tournament gaming, people sitting in the 'hells' gaming, and well...you get the idea. The Chicago special guests include: Jes Goodwin, Brian Nelson, and Graham McNeil. Chicago Games Day is the only place you can find the first annual Blood Bowl Chaos Cup National Championship Tournament! Coaches from all over the world will be competing in fierce combat for the ultimate prize - immortality in the annals of Blood Bowl History! Javis Johnson himself will even be there to oversee this historic event, so make sure to join in the fun! Details can be found at www.games-workshop.com in the events section.



CANADA

SATURDAY, AUGUST 16

The International Centre
Markham, Ontario

Games Day Canada approaches quickly with tons of gaming, hobby workshops, special events, and more! The Eye of Terror mega-game, The Attack on Khar Vasan, has a massive 576-square-foot gaming table! Like to sketch Chaos Spawn? Then stop by the completely new event, Nuala's Drawing Contest! There will be prizes, and the winners will have their works of art posted on the GW web site! The guests for this year's Canadian Games Day will be Gary Morley, Colin Grayson, Nuala Kennedy, Tony Cottrell, Jervis Johnson, Robin Dews, and Dan Abnett. You don't want to miss this Games Day!

For more info on all of these and other Black Library publications, be sure to visit www.blacklibrary.co.uk.



Crusade for Armageddon

Novel –

The Black Templars battle on the fiery shores of Armageddon in a desperate attempt to win back their honor against the green tide of Orks.

Crusade for
ARMAGEDDON
John French

JULY RELEASES

	SCDN	\$US
Crusade for Armageddon (BL577)	\$10.00	\$6.99
Daemonslayer (new edition) (BL529)	\$10.00	\$6.99
Dragonslayer (new edition) (BL538)	\$10.00	\$6.99
Warhammer Monthly #70 (not pictured) (BL070)	\$4.25	\$3.50
Way of the Dead (BL578)	\$10.00	\$6.99

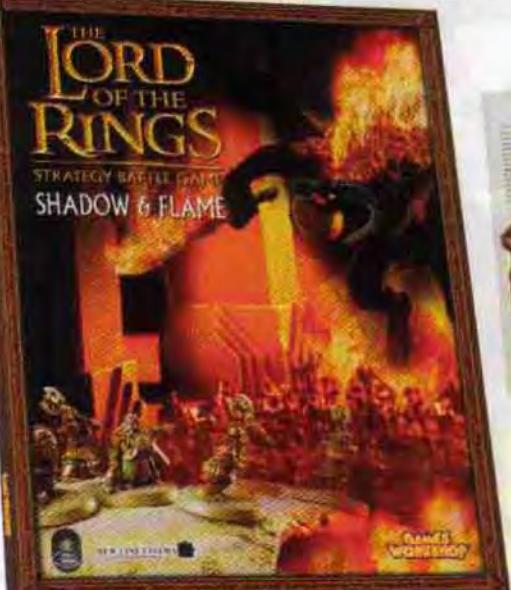


Way of the Dead

Anthology –

Storming tales of honor, treachery, and sweeping battles from the dark and dangerous battlefields of the Old World.

THE LORD OF THE RINGS STRATEGY BATTLE GAME



JULY RELEASES

	SCDN	\$US
06-06 Balin's Guard (Boxed set containing Balin and 8 Guards)	\$55.00	\$40.00
06-38 Goblin King of Moria (Blister containing a complete Goblin King)	\$12.00	\$8.00
06-01-60 Shadow & Flame Rulebook	\$20.00	\$15.00

The mighty Goblin King Durbürz



Shadow & Flame. This 48-page rulebook is divided into two main sections. The first focuses on the expedition mounted by the Dwarves under the command of Balin to reclaim their ancestral realm of Khazad-Dûm, known as Moria in the Elven tongue. These revered subterranean halls had been lost many centuries ago and, at the time of Balin's expedition, were infested by Goblins. Initially Balin's attempt was successful, but there are older and fouler things than Orcs in the deep places of the world.

The second section of the book follows the steps of the Fellowship and introduces a few of the book's characters that were left out of the movie and that fans have been eagerly awaiting. You will now be able to field great characters such as Glorfindel, Tom Bombadil, and Radagast the Brown.

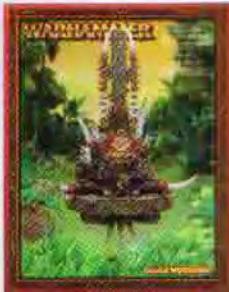


The stalwart King Balin and his Khazad Guard

WARHAMMER



Venerable Lord Kroak is the oldest and most revered of all the Relic-Priests. He is said to have been the first Slann that was spawned in the world and the most powerful of the First Spawning of Mage-Priests. An integral part of the Old One's Great Plan, his spirit refuses to diminish and continually inhabits his mummified remains.



In times of need, howdahs are attached to the backs of giant Stegadons and crewed by a group of Skinks. Stegadons are terrifying and lethal in battle, can crush anything beneath their massive bulk, and scatter the enemies of the Lizardmen with their Implacable advance.



JULY RELEASES

		SCDN	\$US
54-11	Chaos Ruined Tower Scenery Piece	\$55.00	\$40.00
58-12	Lizardmen Lord Kroak (Boxed set containing the complete Lord Kroak)	\$50.00	\$35.00
88-09	Lizardmen Stegadon (Boxed set containing a complete Stegadon)	\$65.00	\$45.00
88-43	Lizardmen Terradon Rider (Blister containing a Terradon and Skink rider)	\$14.00	\$10.00



A few resourceful Skinks have mastered the art of riding Terradons. These Terradon riders are exceptionally useful in battle. They fly ahead of the main force, scout the position of the enemy and strike suddenly and deadly.



The Chaos ruined tower has arrived to grace your gaming table. This ready-to-play scenery piece comes fully painted and makes a quick and easy addition to your scenery collection!



SPECIALIST GAMES RANGE



JULY RELEASES

		SCDN	\$US
B508	Blood Bowl Magazine 8 (not pictured)	\$6.00	\$3.95
B009	Elven Blood Bowl Team	\$55.00	\$40.00
B056	Elven Blood Bowl Team Booster	\$18.00	\$15.00
(Available only through Games Workshop Mail Order)			
B057	Elven Blood Bowl Cheerleaders	\$13.00	\$9.00
(Available only through Games Workshop Mail Order)			
IN36	Inquisitor Navigator or Navis Nabilis	\$45.00	\$30.00
(Available only through Games Workshop Mail Order)			
IN37	Inquisitor Bodyguard Boatswain	\$32.00	\$25.00
(Available only through Games Workshop Mail Order)			
IN38	Inquisitor Bolt Weapon Booster	\$10.00	\$7.00
(Available only through Games Workshop Mail Order)			
MO48	Mordheim Highwayman	\$18.00	\$13.00
(Available only through Games Workshop Mail Order)			
MO49	Mordheim Road Warden (not pictured)	\$18.00	\$13.00
(Available only through Games Workshop Mail Order)			
MO47	Mordheim Stagecoach Set	\$65.00	\$45.00
(Available only through Games Workshop Mail Order)			
N514	Necromunda Magazine 14 (not pictured)	\$6.00	\$3.95
M526	Town Cryer 26 (not pictured)	\$6.00	\$3.95

The Imperial Navigator Teodor Minodoya and the Naval Boatswain Aberg Brawden are two new additions to the ever-growing Inquisitor range. These diversified personalities are sure to add a bit of depth and intrigue to your games set in the 41st millennium.

Arguably the team with the best passing game in Blood Bowl, the Elves tend to rack up the points with their aggressive style of play. The new Elven Blood Bowl team boxed set comes with the 12 players shown below. If these models aren't enough for your game plan, your roster can be expanded by purchasing a booster pack of 4 additional players. And what team would be complete without a little support from the sidelines? The Elven Cheerleader booster will give you the support you need in the form of three lovely ladies to bolster your cheering section (example shown on the far right).



Hit the streets of Mordheim in style with this new Stagecoach or hold one up by picking up the Highwayman blister (which also comes with a mounted version of the model – not pictured). Also, the Road Warden is patrolling the streets of the City of the Damned (picture not available at press time). Check out the web site for details on all these hot new releases and more at www.games-workshop.com/fanatic/



WARHAMMER® 40,000



JULY RELEASES

		SCON	SUS
46-17	Eldar Storm Guardians (Boxed set containing 8 Storm Guardians)	\$32.00	\$25.00
53-50	Space Wolf Priest (Blister containing a complete Wolf Priest)	\$12.00	\$8.00
53-12	Space Wolf Grey Slayers (Plastic boxed set containing 10 Grey Slayers)	\$38.00	\$30.00
53-13	Space Wolf Storm Claws (Plastic boxed set containing 10 Storm Claws)	\$38.00	\$30.00
53-11	Sternhammer's Wulffen Guard (Boxed set containing 5 Wulffen Guard)	\$45.00	\$30.00
47-48	Ursarkar Creed & Jarran Kell (Blister containing Ursarkar and Jarran)	\$28.00	\$20.00

At the core of the 13th Company are the Grey Slayers, men who have served for millennia and are as dependable and experienced on the field of battle as any mortal could aspire to be. These men have borne the Curse of the Wulffen and survived the very worst the Eye of Terror can throw at them.



Though all members of the 13th Company have reached levels of skill in warcraft equivalent to those of the Wolf Guard, the Storm Claws are equipped to fully utilize these skills in hand-to-hand combat. They are savage and unrelenting yet noble and stoic in pursuit of their mission.





A Wolf Priest is often seen in the company of the Wulfen, those brothers of the 13th Company who have succumbed utterly to the curse of the Canis Helix. The Wolf Priest is thought to act as a warden of the lost, the only one who can control them in battle and temper their rage once victory is won.



Master strategist Ursarkar Creed is a silent and calculating leader of the highest caliber. Often fighting from the front lines, Creed and his bodyguard and standard bearer Jarran Kell inspire the Cadian lines to stand fast against the overwhelming tide of Abaddon's Black Crusade.

Those brothers of the 13th Company in whom the curse of the Wulfen is fully manifest are banded together into packs of snarling, feral beasts. With matted pelts and voracious eyes, the Wulfen stalk their prey like wild creatures and use only their claws to tear and rend their foes asunder.



As they are a standing army rather than a militia, the Black Guardians have extra training in their chosen battle skills and are known throughout the region around the Eye of Terror both as saviors and dreaded foes. Black Guardian Storm Squads have abandoned the conventional shuriken catapult in lieu of an array of close combat weaponry. By utilizing webway portals, these skilled warriors strike hard and fast and with blinding speed and precision deep within the enemy ranks.





Andy Hoare normally deals with his opponents with boltguns and tanks, but with the release of the new Lizardmen range, he decided to start his first Warhammer army in years.

Andy: From the first time I read about the Lizardmen in the Second Edition of Warhammer, they have always been my favorite army. Back in those days, Lizardmen were essentially jungle-dwelling Aztec Daemons from space – such a cool concept for a fantasy race! Of course, the race has developed a lot since then, and with its latest incarnation, I've finally taken the plunge and decided to collect a Lizardmen army. Working within the Warhammer 40,000 Games Development team, my focus is naturally on that system. The Lizardmen will be the first Warhammer army I've collected for quite some time. I'm going back to basics with the Lizardmen, and I hope my thoughts will be of interest to other players doing the same thing.

NEW SPAWNINGS

With the release of the range of new miniatures for the army, I first considered what I would focus on when it came to collecting the force. With so many choices in

SACRED SPAWNINGS

Assembling a New Lizardmen Army

the list, I'm obviously going to want to include pretty much everything at some point. However, I still wanted a simple theme to concentrate on in the early stages.

At the core of the Lizardmen army list are the Saurus Warriors, and I decided these hulking reptilian brutes should provide my focus. With units such as the Temple Guard and Cold One cavalry led in battle by a Saurus Oldblood, I'd have a very strong theme indeed. Don't get me wrong though, I'll still need the Saurus's faithful friends, the Skinks, in attendance to fulfill *Skirmishing* duties. Plus, I'd definitely need a Skink Priest, since I'm not taking a Slann Mage-Priest. The Saurus, however will provide the bulk of the army.

MARSHALING THE HOST

I set about planning a 2,000-point army. I bore in mind the fact that, to be effective as well as characterful, the force should contain a large number of Saurus.

I want an Oldblood leading my army. There was no way I could resist putting him on a Carnosaurus, mainly because it's such an impressive model. Also, looking at the combined profile of the Oldblood and the Carnosaurus convinced me that this pair is a must. Reasoning that this guy will attract an unhealthy amount of interest from enemy missile units as well as uber-characters, I have kitted him out with the *Aura of Quetzl* for a 4+ ward save against attacks of S5 or

more. I reckon he'll be relying on this save often. I have also given him a Maiming Shield for +1 to his armor save as well as an additional magical attack. When things get up close and personal, the Oldblood will attack with the *Blade of Realities*, which negates all ward saves and does 2 Wounds against daemonic foes in the bargain. This little lot has cost me 450 points – almost a quarter of the army's total – but the model should look so good leading the army that I really can't resist!

As my army is led by an Oldblood, rather than a Slann Mage-Priest, it's somewhat lacking in the magic department. With this problem in mind, I have decided to include a Skink Priest with two *Dispel Scrolls*, purely for protection against enemy magical chicanery.

Next up is the Battle Standard Bearer in the form of a Saurus Scar-Veteran mounted on a Cold One. Looking at the magical banners, I was tempted by a couple but settled on the *Sun Standard of Chotec*, which causes enemy missile fire to suffer a -1 penalty to hit. I plan to attach the Standard Bearer to a unit of Cold One cavalry. Such a unit can definitely use the additional protection as they're likely to attract a lot of fire.

As I mentioned earlier, I want the army to have a large number of Saurus. Thus, I chose two regiments of 20, along with a Champion, Standard Bearer, and Musician for each. These units will provide a solid block of infantry around which the rest of the army can operate and should be able to bear the brunt of whatever the enemy throws at them.

With a good core of Saurus providing the bulk of the army, I figured some Skink Skirmishers would be in order to harass the enemy as they attempt to bring the Saurus to battle. The Skinks will also act to screen the Saurus from incoming missile fire. I know that Skink Skirmishers can really get on your opponent's nerves, and that's a good enough reason for me to take them!

I want a Saurus-heavy army, and there aren't many Saurus units heavier than Cold One cavalry. A regiment of seven, including Champion, Standard Bearer, and Musician will prove very hard-hitting indeed. Along with the Oldblood on his Carnosaur, the army has a mobile and very offensive edge, which I intend to exploit when it comes to formulating nasty attack plans. This regiment comes to 330 points – a fairly high amount for seven warriors – but the Sun Standard of Chotec carried by the Battle Standard Bearer who'll be accompanying them should help get them into combat relatively unscathed, where I'm pretty certain they'll make a mess of most warmbloods they come across.

With the last few hundred points to spend, I looked through the list and cast an eye to what cheap and interesting units I could include. The Chameleon Skinks looked very useful for harassing enemy flank regiments, and I knew I'd enjoy painting them because I'd already had a go on a couple a while back.

The last unit I chose was a Jungle Swarm, mainly to fill out the last few points, but they are also a very useful troop type in themselves due to the fact that they are **Unbreakable**, which makes them ideal for holding up enemy regiments for a couple of turns while the rest of the army gets stuck in. Jungle Swarms also benefit from the **Poisoned Attacks** rule. Any to hit rolls of 6 will automatically wound; thus, the Swarms should inflict 1 or 2 extra Wounds to lightly armored enemies.

EXPANDING THE HOST

Work has begun on my new Lizardmen army, and my thoughts are drawn to what new units I'd like to add as it grows. I'll put in a few more Core units to bulk out the army. Among these Core choices, I'll include a regiment of Temple Guard, as these guys are hard as nails with their improved profile (compared to Saurus Warriors) and **Sacred Duty** special rule that makes them **Stubborn** when fighting alongside a Mage-Priest.

I'll also make the simple addition of a Slann Mage-Priest. Replacing the Saurus Oldblood with a Mage-Priest will alter the way the army plays radically. This versatility should be a fun way of trying out some new tactics and keeping my opponents on their toes, as they won't know which incarnation of the army to expect – the in-your-face Saurus one or the magic-based Slann-led one.

After that, I intend to collect at least one example of every unit type covered in the army book to have a range of regiments to choose from depending on the enemy I'm facing. A regiment of Kroxigor looks particularly enticing. The big lizards are very hard hitting, and most opponents should find them more than a little intimidating. Terradons are another troop type that will be high on my shopping list. I'm sure I'll be facing all manner of war machines, and these guys will be especially



PAINTING

Before throwing myself into the task of painting the army, I worked out a paint scheme on a single miniature. The scheme

I chose is a relatively simple one, based around various blues for skin tones, with variation provided by painting the scales different colors. For the Saurus, I painted the skin a base of Enchanted Blue, highlighted with Lightning Blue, then Ice Blue, and then Skull White. The scales are Regal Blue highlighted with Ultramarines Blue, and gold and bronze colors are used on the weapons and armor.

I want to get very creative in the basing of the miniatures to make the army really shine. I plan to make use of the extensive range of Lizardmen plaques available from Mail Order, along with various bits of plastic aquarium plants, twigs, and flock. With a bit of luck, the scenic bases will complement the miniatures and create the impression that they are stalking through the lush jungles of Lustria.

The first miniatures I managed to get ahold of were a couple of Chameleon Skinks. Although they would not form the core of my army, I decided to have a little fun painting them before the real work began.

With these figures, I attempted to play up the idea of the Skinks blending into their surroundings and started by painting the base and foliage. I then painted the miniatures to reflect the colors and patterns around them. For example, where one of the Skinks is standing on a stone plaque, I painted his leg Codex Grey blended up to Camo Green where his skin mimics the colors of nearby foliage.



good at neutralizing them with their 20" flying move, **Poisoned Attacks**, and **Hit-and-Run Attack** ability.

CONCLUSION

In my experience, the best way to get to grips with a new army is to jump in at the deep end. I start doing so by collecting whatever looks good (aesthetically and on paper) and then having a few games with my army. I have no doubt that I'll make a

few mistakes and find that some of the combinations of regiments I've chosen don't quite work as I'd expected them to, but that's all part of the hobby. With experience, I'll learn what needs to be added or changed, and next time out, the army will do better. With a bit of luck, Paul will let me catch up on the army in a few months time, and I'll be able to show off some painted regiments and relate some tales of hard-fought derring-do.

ANDY'S ARMY LIST THUS FAR

LORDS

Saurus Oldblood, Aura of Quetzl, Blade of Realities, Maiming Shield, Carnosaur **450 pts**

HEROES

Skink Priest, two Dispel Scrolls **115 pts**

Saurus Scar-Veteran, Battle Standard Bearer, Sun Standard of Chotec, Cold One **173 pts**

CORE

20 Saurus Warriors: hand weapon, shield, Champion, Standard Bearer, Musician **270 pts**

20 Saurus Warriors: hand weapon, shield, Champion, Standard Bearer, Musician. **270 pts**

12 Skink Skirmishers, Scouts **84 pts**

12 Skink Skirmishers, Scouts **84 pts**

2 Jungle Swarms **120 pts**

SPECIAL

7 Saurus Cavalry: Champion, Standard Bearer, Musician. **330 pts**

7 Chameleon Skinks **105 pts**

TOTAL

2,001 pts



For the release of *Warhammer Armies: Lizardmen*, Easy Metals Mark Jones created some terrain to complement the new Lizardmen models. Here, we take a closer look at a spawning pool, as Mark takes us through step-by-step instructions on how to create your own.

SCENERY WORKSHOP

BUILDING A LIZARDMEN SPAWNING POOL

In this article, we detail how to make a piece of terrain similar to the Studio piece that was featured in *Warhammer Armies: Lizardmen*. The spawning pool is one of the terrain pieces we made for our Lizardmen army, and we talked to terrain builder Mark Jones about how he made it. Not only did Mark supply instructions, he has also created templates for the pieces so that anyone can have a go at building a spawning pool.

After the dimensions of the building were carefully calculated, a set of templates for all of the wall and roof sections were drawn on a piece of paper. A copy of the templates can be downloaded at: www.games-workshop.com/lizardmen

OUTER WALL

Begin your pool by assembling the outer wall that contains the water. Rather than starting with a large rectangle and then cutting out the center, it's more economical to cut out four separate wall sections and then assemble them into a single perimeter wall.

There are two templates you need to make the outer walls of the pool, one long and one short.

Each one makes two walls. Trace around each template onto the foamcore. Cut along your outlines with a sharp knife; use a metal ruler as a guide for your cut. You should end up with two short and two long walls.



Materials List

- 10-mm thick foamcore
- Thick card
- Sand/gravel/flock
- Ready-mixed Polyfilla
- Toothpicks
- Textured paint
- Plastic aquarium plants

Tools List

- Modeling knife
- Steel ruler
- White glue
- Templates



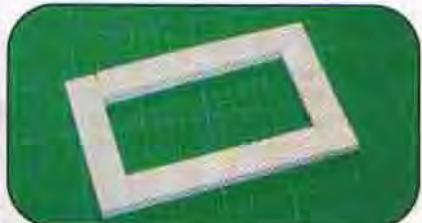
Before assembling the four wall pieces to form a rectangle, apply white glue to the ends of the connecting sections. Insert toothpicks into the ends of the long sections and push them into the short walls. This step strengthens the outer walls and holds them in place until they are dry.



FLAGSTONES

Now that the outer wall is complete, you can add a layer of flagstones to the top. Rather than cutting out and overlaying individual stones, it's much easier to model them as a single piece of card. Use the flagstone template for this step. Draw around the template onto thick card, then cut out both the outside and the inside of the rectangle.

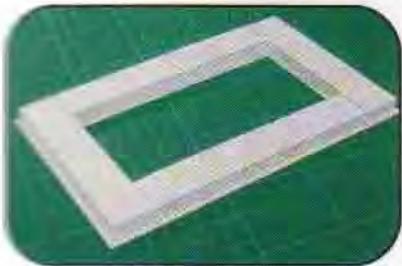
Drawn onto the flagstone template are dotted lines that indicate the individual stones. Copy these lines onto the card with a ruler and then score along these lines with the back of your modeling knife. This process gives the appearance of flagstones, and you won't have to cut out each one individually.



ASSEMBLING THE OUTER WALL

Before gluing the layer of flagstones onto the outer wall, place the flagstones face down, and then place the completed outer wall on top. Notice how the wall is narrower than the flagstones, which create a lip both inside and outside of the walls. Glue the outer

wall to the flagstones and make sure the lip is roughly equal all the way round. Put aside the outer wall of your spawning pool to dry.



FINISHING TOUCHES

Before moving on to make the base, there is one finishing touch to add to the edge of the walls. Carve vertical grooves into the foam and card along the edges of the walls. Next, use a pencil to press into the foam along your cut to help define a block effect. Cut small slices of card out of the edges of the flagstones to yield a chipped and worn effect.



MAKING THE BASE

The base of the model is made out of foamcore. Trace around the completed outer wall onto the board.



Measure 10 mm around this outline and use your ruler to draw a rectangle. This shape is the outline of the base. Cut out



your base. If you make your cut without a ruler, your base will appear less regular and more natural.

Cut along the outline of the walls that you traced onto the base and peel away the top layer of card from the edge of the foam.



Form a rough, natural angle by cutting away thin slivers of foam with your modeling knife.



Finally, glue the complete outer wall section onto the base. The basic construction of the pool is now complete. Next, we move onto decorating the pool.



SNAKE STATUES

The snake statues around the edge of the pool are a characterful decoration. Cut out the statue template and trace four outlines on foamcore. Next, cut around each shape. The statues will have an unnatural, regular shape at this stage. Peel away the card from the foam and use your modeling knife to shape the statues so that they appear more natural and weathered.



To attach your statues to the outer walls, use toothpicks for strength. Press a hole into the floor of the spawning pool with a toothpick and make one hole at each corner. Insert the



toothpick into the base of the snake statue and, after applying some white glue, press it into the hole in the floor. Apply a mix of Polyfilla and white glue over the snake statues for strength.

EYES

There is an extra level of detail that you can add to your Snake Statues: eyes. Use a cocktail stick to press holes into the foam. Make sure you make the holes



deep enough and wide enough so that when you apply the textured paint, they don't fill in.

FILLING THE GAPS

Now that the model is complete, any gaps should be filled with Polyfilla.



THE BASE

Use white glue to add sand or fine gravel to the edge of the base.



TEXTURING THE MODEL

Once the texture on the edge of the base has set, paint the rest of the model with textured paint. You can buy textured paint from hardware stores or make your own by mixing emulsion paint with sand.





PAINTING THE MODEL

Paint the stones with a basecoat of Codex Grey and drybrush with Fortress Grey and then Bleached Bone. Paint the base with Bestial Brown and then drybrush with Vomit Brown.



To create the water effect, paint the pool a basecoat of Scaly Green and then drybrush with Hawk Turquoise. Apply several coats of Gloss Varnish to create the watery sheen.



To create an ancient and weathered appearance, paint small touches of Dark Angels Green and Bestial Brown into the cracks and recesses of the model.



BATTLES IN LUSTRIA

Once you've finished painting the terrain, you'll have a fantastic addition to your battlefield deep in the heart of Lustria, but it doesn't have to stop there. Now that you've made a spawning pool, how about having a go at something larger? All the ideas and techniques that Mark used to make the spawning pool were also applied to the superb Temple model that you can see in this photograph. Now that's a challenge!

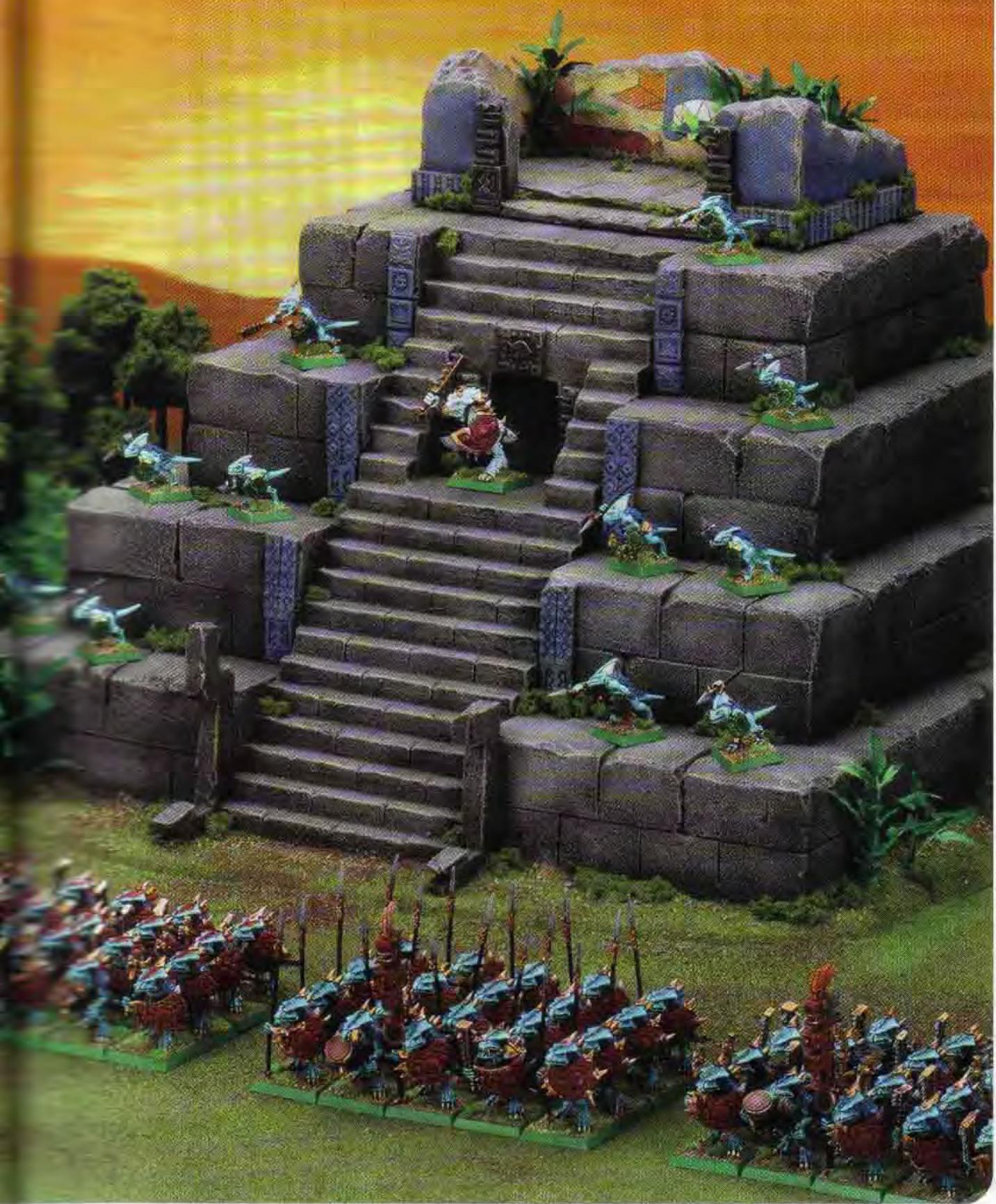


WATER LILIES

One nice touch that you can add to your spawning pool is the addition of water lilies. After drybrushing the pool but before adding varnish, glue leaves cut from plastic aquarium plants to the bottom. Use white glue and let it set thoroughly before applying the varnish (sometimes glue that hasn't set properly can mar or "mist up" your varnish). You can also add more leaves and stems from aquarium plants to the base of the model.



Mads Ahrenst from our Telesales department created this fun scenic base for his Lizardmen army.





Riding on top of a ferocious Carnosaur is one of Lustria's most revered leaders, Lord Kroq-Gar. We couldn't resist getting 'Eavy Metal's Neil Green to take us through how he painted this great new miniature from the new Lizardmen line.

ANCIENT SCAR-LEADER LORD KROQ-GAR ON GRYMLOQ



Designed by Irish Marshall and Colin Grayson

ASSEMBLING THE MODEL

The arms and tail of the Carnosaur were pinned, and any gaps were filled with green stuff. Ancient Scar-Leader Kroq-Gar was assembled separately and glued to a flying stand for easier access when painting. Both models were then undercoated with Chaos Black.

PAINTING THE MODEL

To paint the skin of the Carnosaur, a basecoat of Vermin Brown was used.



Increasing amounts of Bleached Bone were added to the basecoat for three successive highlight stages. Bleached Bone on its own was then applied, followed by a final highlight of an equal

'EAVY METAL MASTERCLASS



before being re-highlighted with the final mix.



The Scar-Leader's flesh was painted with a basecoat of four parts Hawk Turquoise to one part Chaos Black and then highlighted with Hawk Turquoise on its own. A small amount of Skull White was added for the final highlight stage.



Kroq-Gar's scales were painted with a basecoat of Regal Blue. Enchanted Blue was added in equal parts for the first highlight stage, and then a small amount of Skull White was added to the mix for the final highlight. The entire area was then given a wash with Blue Ink.



Grymloq's scales were painted with a basecoat of Scab Red to which a small amount of Chaos Black had been added. The scales were first highlighted with Scab Red, followed by an equal parts mix of Scab Red and Dwarf Flesh. The scales were finally given a wash with Purple Ink.



**FINE DETAIL**

The gold sections were painted with a basecoat of Brazen Brass and highlighted with Shining Gold and then a mix of three parts Shining Gold to one part Mithril Silver. The gold was given a wash of Brown Ink that had been thinned with an equal amount of water.



Bestial Brown was used as the basecoat on the bone sections, which were

highlighted with Snakebite Leather, then Bronzed Flesh, then Bleached Bone, and finally Skull White. Brown Ink that had been thinned with water was applied to the recesses.

FINISHING TOUCHES

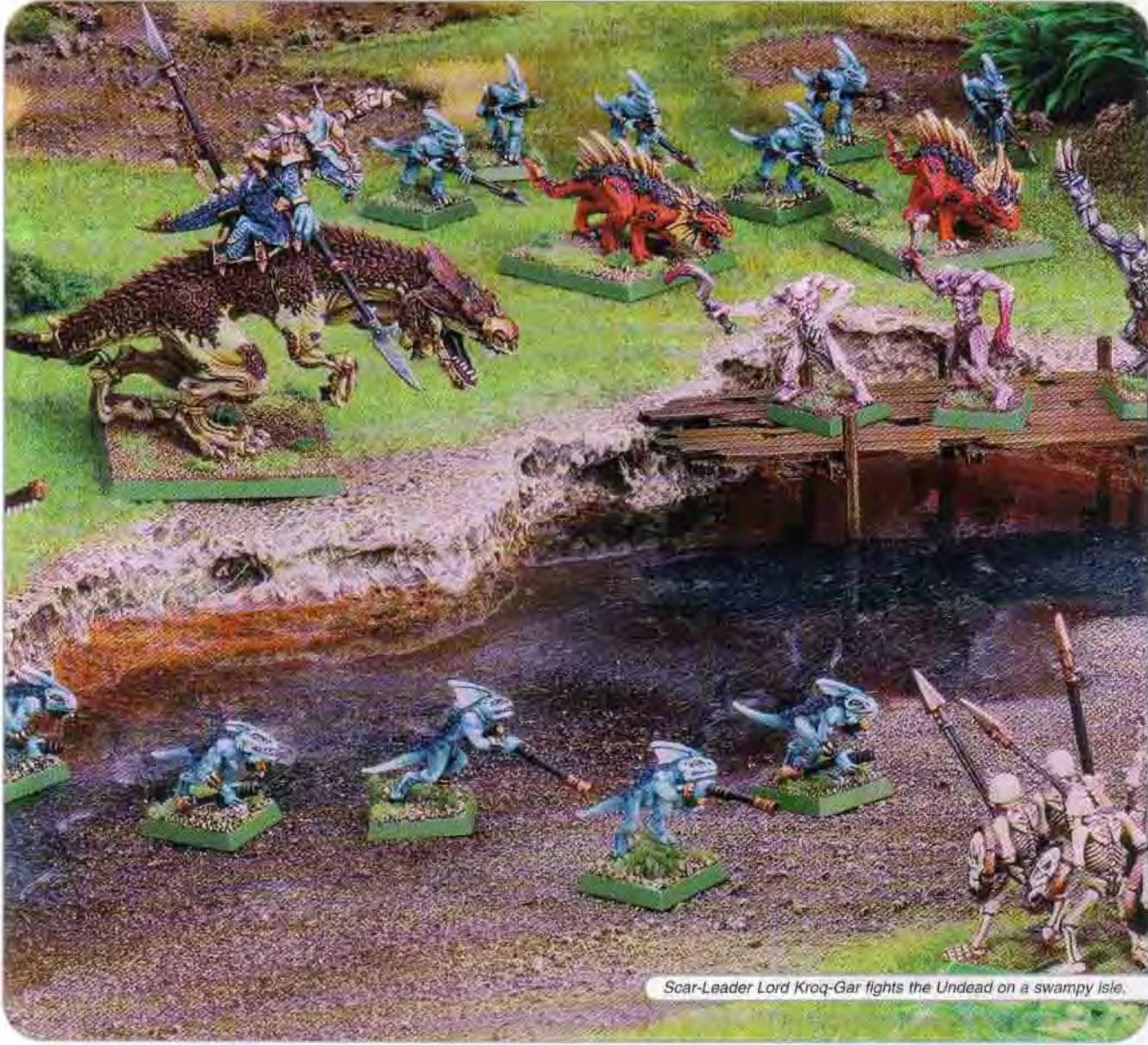
The mouth of the Carnosaur



was painted with a basecoat of Liche Purple. Increasing amounts of Skull White were added to the Liche Purple for three separate highlight stages. The whole area was then given a wash with a thinned mix of Purple and Blue Inks.



A basecoat mix of equal parts Hawk Turquoise and Chaos Black was applied to the stone tip of the spear. Increasing amounts of Fortress Grey were then added to this mix for successive highlight stages.



Scar-Leader Lord Kroq-Gar fights the Undead on a swampy Isle.



This month, veteran modeler and Discovery Mills GW Store Manager Shawn Chavis tells us how he built two fantastic new pieces for his store's Lustrian-themed gaming table.

SCENERY WORKSHOP

BUILDING LIZARDMEN-THEMED SCENERY PART 2

Throughout the release of the new Lizardmen army, we have presented a wide variety of scenery projects to make your gaming table look and feel more like the steaming jungles of Lustria. Last month, Rob Hawkins, Steve Stiefel, and Chris Walton brought us a fine selection of modular scenery pieces, and this month, Shawn Chavis brings us two more projects for the land of Lustria. Hopefully, these pieces will provide inspiration for your own scenery projects. With a bit of research, a couple of reference photos, and a bit of dedication, we're confident that you'll be pleased with the results.

LUSTRIAN WATERFALL CONSTRUCTION

I constructed this waterfall for the the release of the new Lizardmen army. Waterfalls have always been a favorite scenery feature of mine, as they are fairly easy to construct and can really add a creative touch to a table. This particular waterfall is the beginning of a series of river sections I'm designing for my own table. Extra sections will join to the waterfall and create a whole water landscape for my games. I made the waterfall with a right angle in the back so that it will fit nicely in the corner of a gaming table. This positioning will suggest that there's something beyond the edge of the playing surface. Besides, no jungle would be complete without the roar of whitewater in the distance.

Materials List

- 1" insulation foam (available in 4' x 8' sheets at hardware stores)
- Foamboard, Masonite, or thick plasticard (available at craft, hobby, and hardware stores)
- A variety of plastic plants (available in the floral department of craft shops or in aquarium shops)
- Modeling sand, flock, static grass, etc.
- Warhammer 40,000 jungle trees
- Lightweight spackling compound
- Epoxy Resin
- Retractable knife with breakaway blade
- Super glue
- Wood glue
- Hot knife foam cutter
- Steel ruler
- Pin vise
- Large brushes
- A variety of paints (mostly blues, browns, and greens)
- Hot glue gun



STEP 1

I began by laying out the pink foam and drawing a large irregular shape near the corner of the sheet. I then used this shape to sketch out the next layer of pink foam and drew out all the subsequent layers, working my way up.



STEP 2

Using a hot knife (you could use a retractable knife as well), I began cutting into the edges of the shapes to make them appear more weathered. While doing so, I made sure to hold them down tightly with one hand so they wouldn't slip (ouch!).



STEP 3

I then glued the pink foam together with small dabs of hot glue. Once the sheets were glued together, I applied pieces of pine bark to the hill. It is very important that you paint the pieces of pine bark completely with black house paint and let them dry BEFORE you glue them to the hill. Believe me, you'll regret it if you don't!

**STEP 4**

Next, I spread wood glue across the pink foam that showed around the pine bark and took care not to get any glue on the sections that would be water. I then sprinkled fine sand on the glue and let it dry.

STEP 5

I then painted the entire piece black. Once dry, I drybrushed the pine bark and sand areas with Scorched Brown, Snakebite Leather, and then Bleached Bone. I then used spackle and air-hardening clay to make the water (later, the water would be covered with epoxy resin). I painted the water areas Regal Blue and then drybrushed them with Ultramarines Blue and Skull White. I used more Skull White on the rapids areas.

STEP 6

Using superglue, I applied small patches of static grass and plastic plants. The plants are great and are available at almost any aquarium shop. I applied flock to the tops of some of the pine bark with wood glue. Finally, the water was covered with epoxy resin to give it a shine once the rest of the piece was finished.

LUSTRIAN WATERFALL

And here is the final result! Believe it or not, I built this piece in only 1 day. These waterfalls are fun and quick. The trick to making waterfalls is to find a photo of one you like and use it as a guide. This particular waterfall is based on one in Mexico.

The soldier was a good way for me to add some personality to the piece. I used some bitz from the ol' bitz box and made an appropriate fallen Empire soldier who lost his leg to some mysterious jungle rot.

"Watch that first step!"



SOTEK SHRINE CONSTRUCTION



STEP 1

I began by cutting out a piece of thin Masonite with a jigsaw. If you can't get your hands on Masonite or some other hardboard, foamboard works well too. Just be sure to bevel the edges with a razor before adding items to the top of it.



STEP 2

Next, using a ruler, I cut and glued four identical shapes and glued them together to make the beginnings of the temple. This step was done by drawing a pyramid and cutting it in half horizontally.



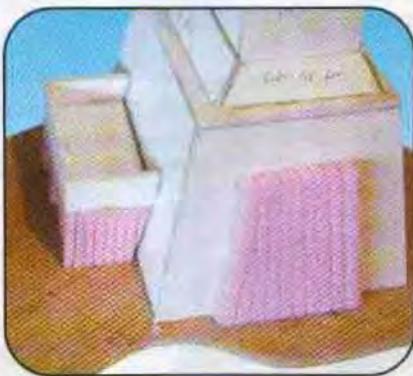
STEP 3

Next, I cut more foamboard into squares and attached them to the roof of the first shape. Continuing in the same manner, I then added some extra foamboard pieces and pink foam pieces to add detail.



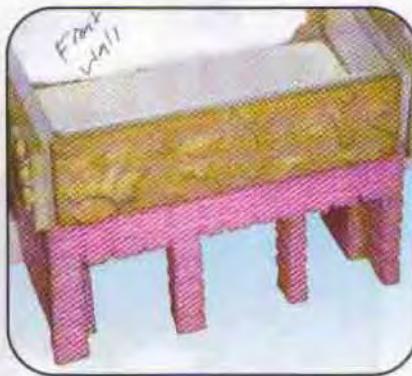
STEP 4

I then added a small entrance made from pink foam and a foamboard roof. Remember, the more time you spend on the details, the better your buildings will look in the end.



STEP 5

Using a hot knife, I then added "bricks" to the pink foam by carving out a grid pattern. The same thing could be done with a retractable hobby knife.



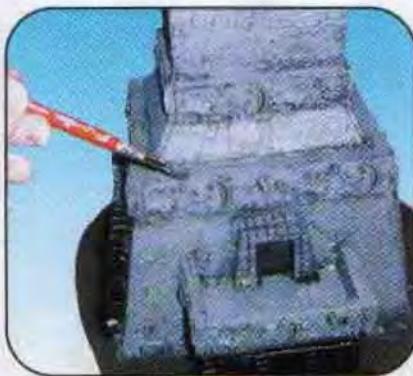
STEP 6

To make the glyphs for the building, I took a piece of rectangular foam board and sculpted simple diagrams from clay onto it. I then repeated the process and made several of these plates to adorn the building.



STEP 7

Here, you can see the plates on the building. I have also added sand to the surface of the base just like I did on the waterfall piece.



STEP 8

After painting the entire base black, I drybrushed the ruins Codex Grey, Fortress Grey, and then lightly with Skull White. The ground was drybrushed Scorched Brown, Snakebite Leather, and Bleached Bone.



STEP 9

For the final touches, I added more of my favorite: those aquarium plants! Remember, the success of scenery is in the little details!

THE FINISHED SOTEK SHRINE

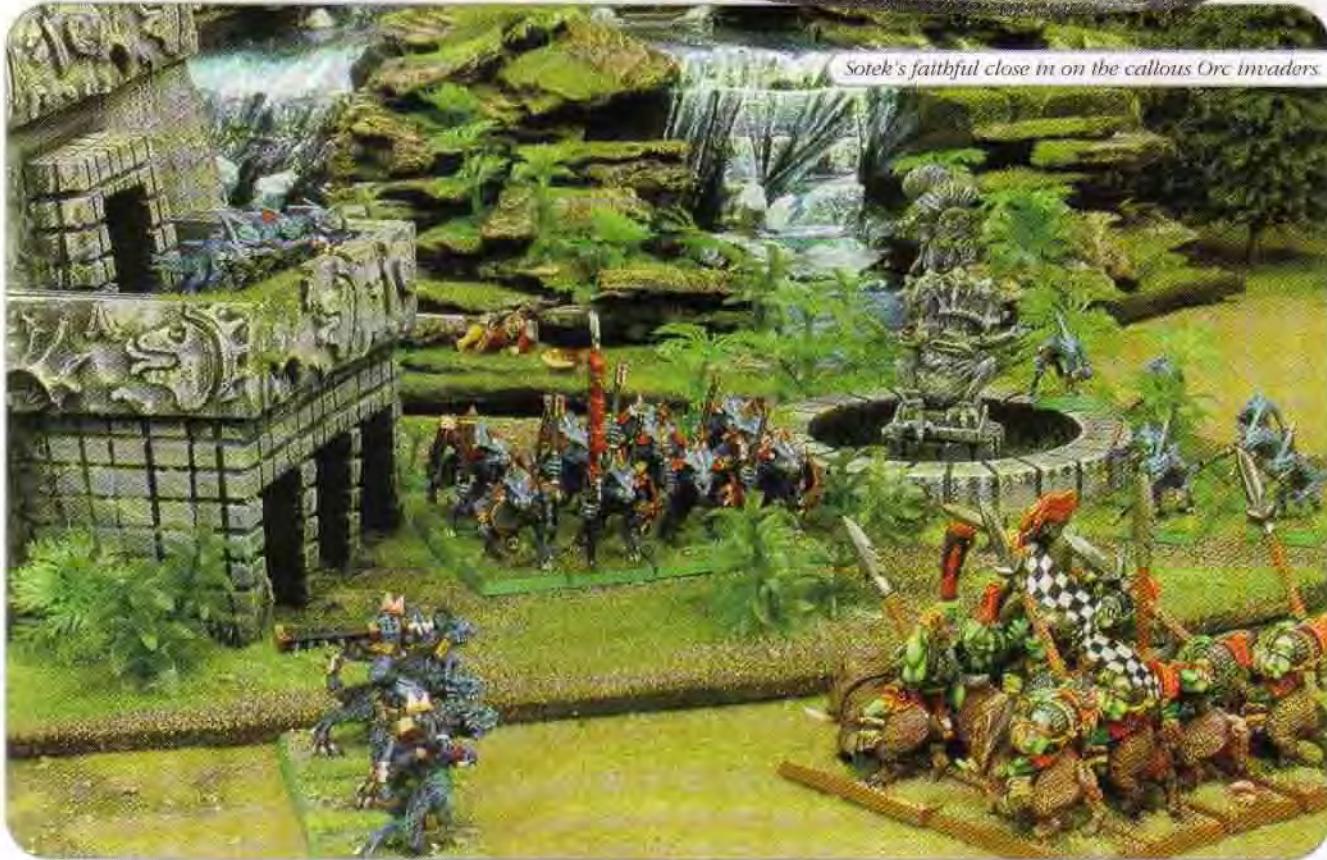
▼ The relief sculptures set this piece apart from any old ruin. To ensure that these reliefs would be associated with the Lizardmen, I did some research on Aztec and Mayan glyphs. They were actually very easy to make. Give them a try!



► With all the discussion of temples to different gods and celestial bodies in *Warhammer Armies: Lizardmen*, a temple of your own is a must. With just a little planning, you can create a unique jungle temple for your Lizardmen to fight beside.



▼ The fountain was made from an older Slann Mage-Priest (perhaps one from the First Spawning?), a pink foam circle, and a little epoxy resin in the middle to make it appear as though the fountain is filled with water.





Olde Weirde's INCUNABULUM

Being an Essay on the Runelord Kadrin Redmane

After some desultory and fairly tedious research within the Imperial Library and Museum of Curious Antiquities concerning the nature of the greenskin foe, I came across a singular reference that peaked my interest. A battle not often recorded in the annals of Men took place some three and a half thousand years ago between a host of Dwarfs and an Orc horde upon the shores of the great lake Blackwater.

To remove myself from the contagious confines of my home (my wife currently suffers from an outbreak of weevil cough, which seems to have had no effect on her incessant chatter), I sought further information on the Battle of Black Mound. My earlier suspicions were proven true, for it is a most entertaining and historically

interesting battle, with no short measure of greed, evil, heroism, and legendary acts. There also exist accounts of bloodletting and dismemberment that are unsuitable for publication here but can be purchased for the highly desirous price of 3 shillings in the tome Redmane and Gorgrim - Battle to the Death! A great tale it makes, and I hope you shall enjoy my telling of it. I must thank my stalwart companion Guzlok Redmane who is descended from participants of the actual event and who also contacted his distant relative Durgrim Redmane for confirmation of certain facts, and mention must also go to Bookmaster Halle at the Imperial Library for his help. Gratitude also to the keen eye and steady hand of Felix Stuerh for the woodcuts and

illustrations that accompany my text, which are collected in a separate bound edition entitled Friends and Fiends of the World, available from the same trader where you located the parchment you now hold.

Eleven hundred and eighty-five years before the Great Sigmar founded our fine nation, the venerable Dwarf Runelord Kadrin Redmane (founder of the great tradition of the Hammerers, for those who study Dwarf lore) traveled to the creature-infested ruins of the stronghold of Karak Varn. He drove out the verminous beasts that had settled in the once mighty Dwarf hold, and mining operations began anew, digging at a rich vein of the legendary gromril ore. Under official seal from the High King of Karaz-a-Karak, Redmane began to rebuild the hold, and many Dwarfs, the majority of them miners and prospectors, flocked to settle the reclaimed stronghold.

For nearly fifty years, they dug at the gromril seam, and rich were the mule trains that traveled the shores of Blackwater southward to Karaz-a-Karak. The summer of -II361C was particularly prosperous, and a rich vein of gromril gave up over five years' worth of ore in a single season. By tradition, one-fifth of this ore was due to be sent as tithe to the High King. Kadrin Redmane himself accompanied the mule train. He wished not only to protect such a precious convoy personally but also to see the High King, who was a close friend.

Setting out at the start of autumn - his departure was delayed to allow time to mine as much ore as possible - Redmane decided to make his journey via Zhufbar to see his cousin Hodrik before taking the more circuitous eastern road around



Dwarf Clansmen carried the valuable gromril in specially constructed chests made from iron-bound 500-year-old heartwood.

Blackwater. This decision was to prove a costly mistake. Wolf-riding Goblin scouts from the greenskin lair of Mount Gunbad spied Redmane's wagon train as it set out, and the scouts hurried back toward their cruel master, the Warlord known as Gorblak the Spike (after his fondness for impaling captives along the Silver Road, which passes south of Mount Gunbad). History may have taken a different course - for Mount Gunbad lies some seventy-five leagues east of Blackwater and Gorblak was not known as an adventurous leader - had not the wolf scouts run foul of the nomadic Orc tribe who called themselves the Bad Skulls.

Learning of the ore train from the Goblins, the Bad Skulls Warlord Kruk Gorgrim immediately roused his warriors and set about laying an ambush. In a display of patience and cunning rare in a greenskin leader, Gorgrim traveled southward for several days until he located an area that was perfect for his plan. He had the wolf riders shadow the mule train from a distance and send messengers back to report on its progress. Why the wolf riders remained with the Bad Skulls tribe is unclear, though fear and greed were most likely the dominant factors.

Gorgrim had picked a spot some seventy miles south of Zhufbar and waited for over a week for the mule train. The promise of loot obviously quelled the normally unruly and impatient nature of the greenskin mob, backed by Gorgrim's fearsome reputation (it is said that he was the same warlord who was later to venture westwards and ravage the lands of the Bretonni and Thuringians). Informed by the wolf riders, Gorgrim launched his attack just as the Dwarfs were setting out on the tenth day of their journey from Karak Varn.

The battleground he had picked was near where the road wound close to the shores of the Blackwater and passed between a blasted outcrop known as Black Mound and a range of hills and defiles. This location allowed the Orc Warlord to conceal his warriors until his attack was ready. It is widely believed that Gorgrim had fought against Dwarfs on several previous occasions, one

presumes victoriously, because he showed an unnatural insight into the Dwarven nature and the way they would react to the attack. Using this knowledge, he deployed his forces in such a way that he was able to direct the Dwarfs in the same manner a shepherd steers his flock.

Gorgrim first sent forth the wolf riders, who charged out from a narrow gully to the east of the road, attacked the rear of the mule train, and then fled. Fearing further attack, Redmane ordered his host to take up defensive positions on the Black Mound, whose summit was dominated by the scorched and toppled stones of an ancient Dwarf outpost (hence the name). The Runelord divided his forces into four parts: one to protect the northern approaches to Black Mound, two to take up position in the ruins themselves on the southern summit and the fourth to fill the gap between these forces and act as a reserve if necessary.

The first sign of the true attack was the return of the wolf riders from the north. The riders advanced along the road, but the Dwarfs to the north set up a shield wall as the wolf riders galloped back and forth and unleashed their arrows. The Goblin attack had little effect, and Redmane ordered the contingent to advance north and force the Goblins back off Black Mound. This response was probably better than Gorgrim hoped and showed uncharacteristic impatience on the part of the Dwarf commander, although most accounts of Redmane that I could find implied that he was of an impatient temperament for a Dwarf.

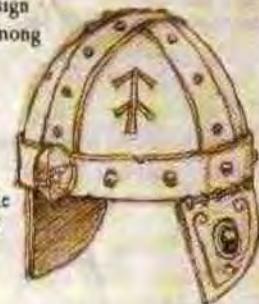
With Redmane's attention drawn to the north, Gorgrim sent forth his burly Orc boar riders and a handful of crude boar-pulled chariots to attack from the south. Thundering across the road, the boar riders and chariots were met with a hail of crossbow bolts and jeering shouts, and the attack faltered as it encountered the steep slopes of Black Mound. Pressing on, the Orcs failed to break through the defensive cordon of warriors, while the chariots, unable to close with the Dwarfs, rode ineffectually around the ruined walls. It seemed as though the Dwarfs would be able to hold out.

Yet the cunning of Gorgrim was more

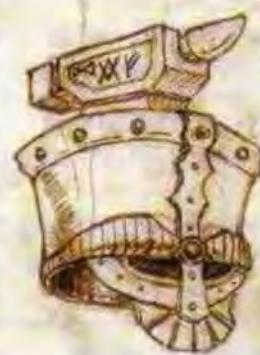
A collection of ornate Dwarf battle helms



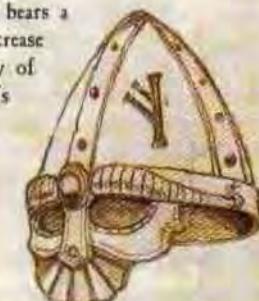
Helmet typical of Dwarf clan warrior



Helmet design common among crossbow-armed warriors - note the rune that increases the accuracy of the wearer.



Ironbreaker helm belonging to Thodric Strongfist



This helm bears a rune to increase the potency of the helmet's protection.

devious than Redmane realized. The chariot and cavalry attacks were just another diversionary tactic that allowed Gorgrim to muster the largest part of his force just beneath the crest of a high hill northeast of the Dwarf position. Blinded by the early morning sun, the Dwarf lookouts did not spy the gathering warband that came together from their hiding places among the hillocks of Blackwater pass.

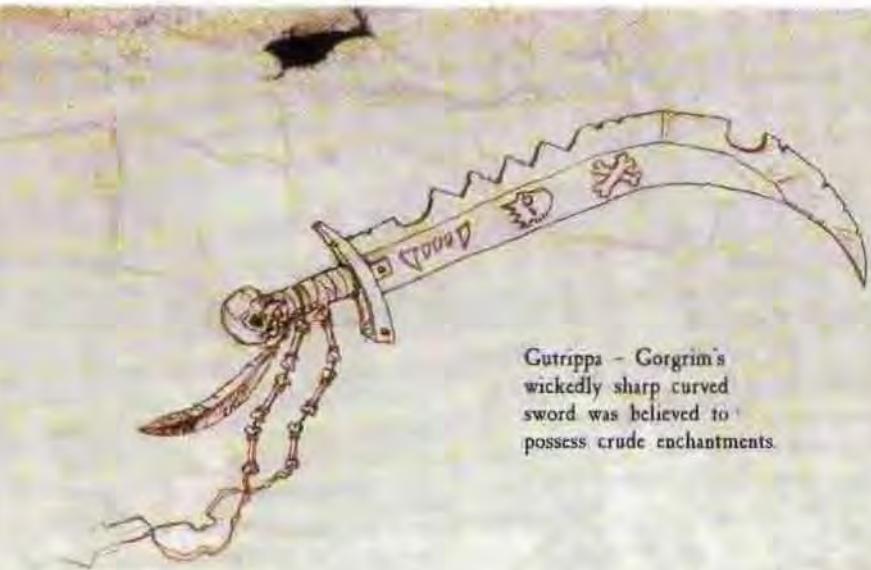
Having occupied the walls to defend against the boar riders, the Dwarfs were



vulnerable to attack from the ramshackle stone throwers and bolt throwers that the Bad Skulls had constructed over the last few days at the edge of the tree line to the east and south of Black Mound. Boulders and sharpened stakes crashed into the decrepit ruins and sent shards and splinters into the Dwarf ranks. A few of the doughty warriors fell to the barrage. The artillery volley also fell upon the Orc warriors on the boars and in their chariots, though Gorgrim was obviously unconcerned about their fate. The greenskins seemed to be entirely confident of victory and pressed their attack harder against the increasingly pressured Dwarf line.

Now came Gorgrim's killer stroke. His main force marched quickly over the hill and attacked from the northeast. The northern contingent that was returning from pursuit of the wolf riders now found themselves between the harrying light cavalry and the right flank of Gorgrim's Orc line. This in turn had isolated the central part of the Dwarf army situated outside of the ruined outpost between the two peaks of Black Mound. Gorgrim's true cunning showed through. The boar chariots broke off their attack against the main Dwarf host and circled the ruins, attacking between the crests of the hill from the west.

Retreating from the main body of Orcs, the Dwarf center attacked the chariots and suffered severe casualties but finally



Gutrippa - Gorgrim's wickedly sharp curved sword was believed to possess crude enchantments.

drove through the ramshackle machines to link up with Redmane. The northern contingent was driven further north and was almost wiped out by the wolf riders and Orc infantry some two miles from Black Mound. The accounts of the survivors of this contingent who struggled back to Zhusbar have made up the bulk of my research. Meanwhile, Gorgrim led the main attack on the ruined fort. Redmane stood at the center of the Dwarf line while bellowing orders and directing the defense. He wielded the Hammer of Ages, the ancient rune weapon gifted to Kadrin by the High King for his part in the defense of Gunbad (though the hold was retaken by Goblins a few years later). Gorgrim carried a wickedly sharp curved sword, which was imbued with magical power. In the Bretonni legends, this weapon was supposedly called Gutrippa by the Bad Skulls tribe and was their emblem of leadership. That fateful day, the foul enchantments of the weapon took a heavy toll as it cleaved through the finely wrought Dwarf armor with ease, while the Hammer of Ages wielded by Redmane also did bloody work, accounting for at least three dozen Orcs at the battle for the north wall of Black Mound.

The fighting was bloody and bitter, and the Dwarfs held a dominating position making it difficult for the Orcs to gain any foothold. Surrounded on three of four sides, their mules at the heart of the outpost, the Dwarfs swore to fight to the last man. And fight they did, chopping down nearly half of Gorgrim's warband. However, the Orcs were undaunted by their losses. I suspect that their courage was bolstered by the

knowledge that every warrior who fell simply increased the share of the spoils for those who survived. While Dwarfen axes crashed on Orcish wooden shields, and crude swords and clubs battered against shining Dwarf mail, the boulders and bolts from the Orc artillery continued to rain onto the beleaguered Dwarfs.

The final episode came mid-morning, when a renewed charge led by Gorgrim himself managed to break through the ring of Dwarfs to the north of the ruins. While Gorgrim and the huge Orcs who made up his bodyguard held off the Dwarf counterattack, more Orcs poured into the breach and tore down the wall itself to allow the two remaining chariots to enter. Supported by Gorgrim, the chariots crashed into the Dwarfs and ran them down under their wheels, the vicious boars squealing and biting. Gorgrim continued relentlessly, pushing home his advantage of numbers.

Seeing that the end could be near, Redmane mustered his warriors for one final fight, attacked Gorgrim himself, and slew many of his bodyguard, though the two commanders never met each other in battle. Unfortunately, a wild Orc axe blow found the gap between Redmane's helm and his mail coat and bit deep into his shoulder. Severely wounded and bellowing oaths to his ancestors, Redmane slew the Orc and threw back the enemy with wide swings of the glowing Hammer of Ages. He fought his way clear of the melee and vowed aloud that no greenskin would claim his prized weapon as a trophy of victory.



Following his lead, many of the Dwarfs grabbed chests and sacks of gromril from the mules and followed him.

Accompanied by his fiercest warriors, Redmane battled his way out of the ruins and down the slopes of Black Mound to the shores of Blackwater. His strength almost deserted him there on the water-slicked pebbles of the shore, and he fell to his knees. While his faithful comrades stood over him, Redmane mustered the last of his strength and hurled the Hammer of Ages far out into the deep waters of the sea. With the knowledge that no foul hand would ever wield the magnificent heirloom, Redmane died. The Dwarfs cast what gromril they could out of the Orcs' reach and then resolved to fight to the last. The battle went on until noon, the Dwarfs with their backs to Blackwater, the Orcs unable to use their massive advantage of numbers. Eventually, the last of the stout warriors of Karak Varn fell.

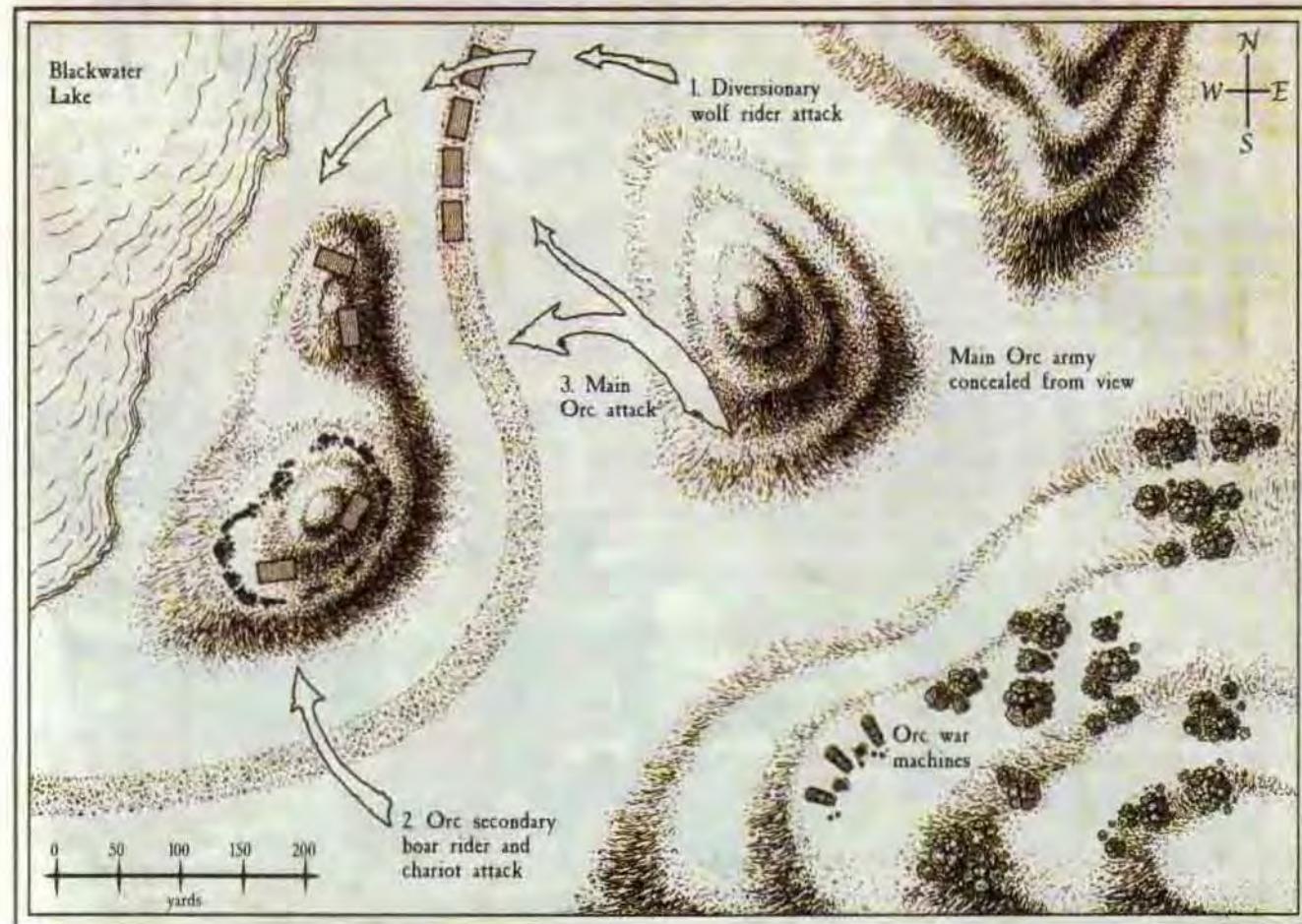
The Battle of Black Mound was to prove more costly than simply the

mule train of gromril ore. Dispirited and without the driving personality of Redmane to bolster them, the Dwarfs of Karak Varn began to move out. The final blow came when the hideous creatures that the Dwarfs had driven away from their ancestral stronghold gathered in numbers, attacked once more from below, and slew the last Dwarfs in Karak Varn. Thus, the gromril mines fell once again into the possession of dark, spiteful creatures.

On the following pages, you will find a number of images pertaining to the Battle of Black Mound - for those parties interested in such things. This information was gleaned from old records of the Karak Varn clans, most particularly those of the Redmane clan, which survives to this day as I've noted previously. Sources for information concerning the Bad Skulls are, as any scholar will already know, hard to come by. However, Herr Stuerh assures me that he has conscientiously researched this subject, including reviewing the works of the renowned

and trustworthy traveler and adventurer Jakob Stackeldorf and essays from such luminaries as the Venerable Hieronymous of Nuln. The expenses docket on the desk next to me testifies to his persistence and rigor, which I shall be duly passing on to the Bursar of the college, along with my own receipts for recompense.

As my candle burns low and I hear the bells tolling the start of the watch patrols, I shall lay down my quill. The wracking coughs of Frau Weirde echo through the cold chambers of my home, and the delights of the Hanging Crow beckon me into the city as does the knowledge that I still owe Guzlok Redmane a firkin of Owd Badger's Ale. His ability to recall in detail the debts of beer I owe him is more than enough to vouchsafe the accuracy of his memory regarding tales of the Dwarf kingdoms. Fare thee well. May Sigmar, Ulric, and Shallya protect you.





Banner of the Bad Skulls
Orc boar chariots



Goblin wolf rider banners and shields - the lower pennon is believed to have been imposed as indication of servitude.



The markings below were reportedly used by Orcs riding vicious boars.



A selection of shields and banners, crudely designed to mark out different regiments of Orc warriors



The toughest, darkest skinned Orcs wore heavier armor, and their shields bore designs wrought from iron.

The banners and shields of the largest and most brutal Orcs were said to bear a skull and bone motif.



The bulk of warriors from Karak Varn bore the Redmane rune on their wargear. The above designs show the colors used by the Redmane clan itself.



Thane Ironeye's shield



Kadrin Redmane's personal banner

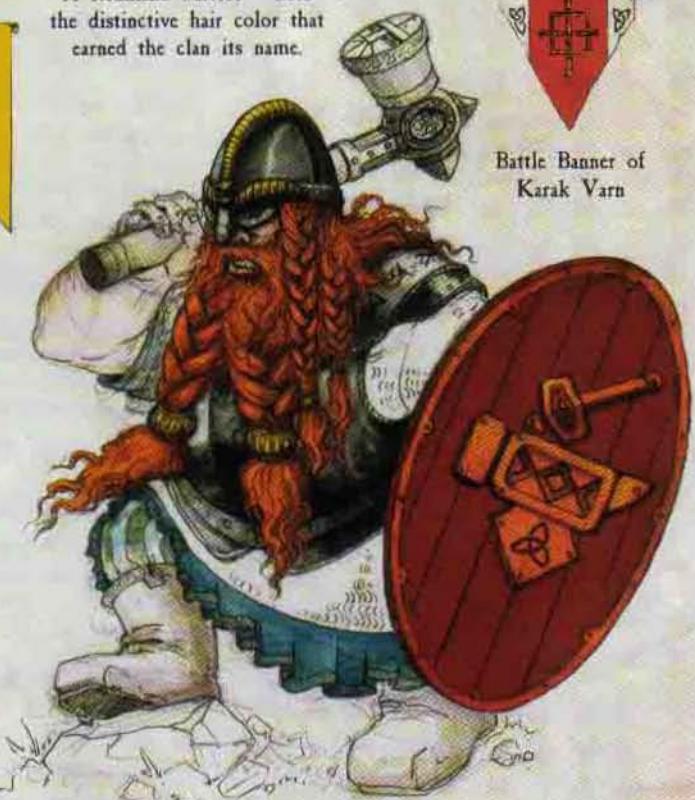


In Karak Varn, crossbow regiments were drawn from various clans, and their clan rune was replaced by a symbol denoting the forges of the hold.

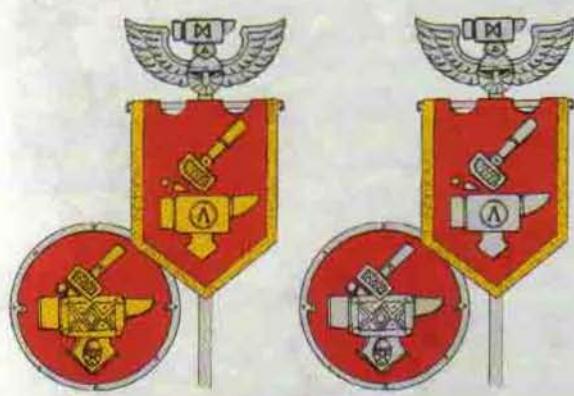


The design on the left was carried by the Longbeards of the hold, the one on the right by the Redmane Ironbreakers.

A Redmane warrior - note the distinctive hair color that earned the clan its name.



Battle Banner of Karak Varn



In the time before the term "Hammerers" was adopted, veterans usually carried the symbol of the blacksmith.



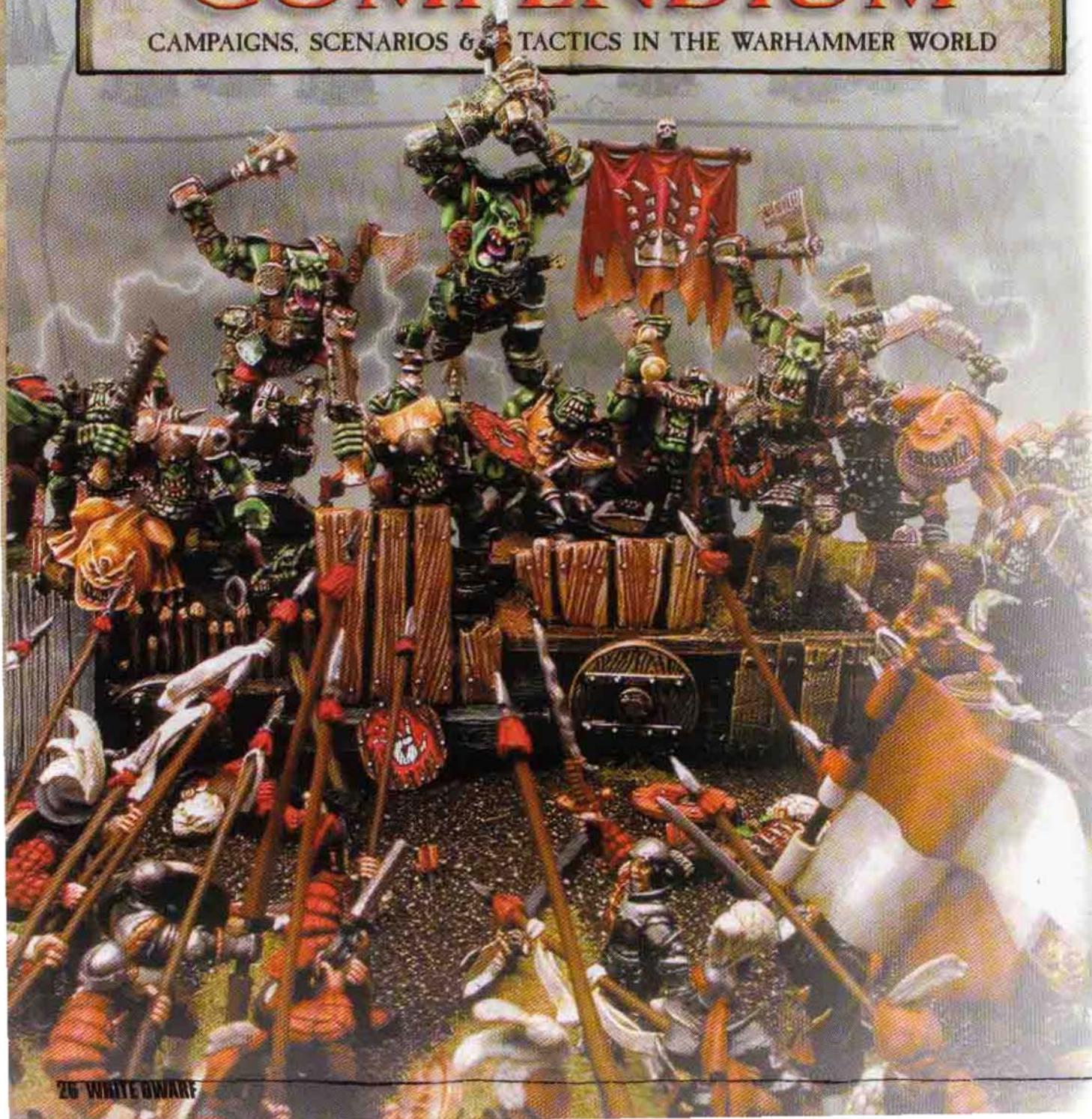
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THE GENERAL'S COMPENDIUM

CAMPAIGNS, SCENARIOS & TACTICS IN THE WARHAMMER WORLD



THE GENERAL'S COMPENDIUM

A Sneak Peek at the Latest Warhammer Supplement



With agonizing slowness, Sir Godfrey, the venerable advisor, hobbled to the great table where the war council was taking place. Several of the younger and less experienced Captains let their impatience show. "It is long since you sought my council, milord" rasped the old man.

The General replied, gesturing to the myriad maps and scrolls that surrounded him on the tabletop. "It is long since we were losing a war. We need your council, now more than ever."

"Now, when my time is short, let me tell you what I told your father and his brave soldiers so many years ago." Sir Godfrey took the opportunity to pause, catch his faltering breath, and look out from beneath his scraggly eyebrows at the assembled might of the realm. "Battle is an art, and you must perfect your craft the way a Blacksmith tempers and hones a blade."

The upcoming *Warhammer: The General's Compendium* is a mighty tome all about campaigning, tactics, and gaming in the world of Warhammer. Inside, you will find:

All Types of Campaigning - from quick and easy linked games to using maps to plot out troop movements. Included with the book is a poster-size map of the Border Princes on which you can stage your campaign!

Competitive Gaming - tips for starting your own tournament as well as the Deathmatch rules - the most official way to prove who is the better General!

Tactics - new strategies for the tabletop, advice from Warhammer experts, and even some sneaky tricks for weedy gits!

New Ways to Game - allies, massive games, and multi-player rules!

And More - using boats in your games, new scenarios, famous campaigns from history, and terrain step-by-steps!

Quotes from famous and notorious Generals from around the Old World:

"A map for taking over the Border Princes - this is valuable indeed!"

Marcus Miragliano
Mercenary General

"Da Genarul'z Kom Pen Dee Umm is like yer sneakiest Gobbo whisperin' takiks in yer ear!"

Uglack the Ugly
Orc Warlord of the Iron Claw Tribe

"Before this book, our gaming group had fallen into a bit of a rut, but now we are having some of the best battles we've ever had...and girls dig us now!"

Anonymous Gamer
Somewhere in North America



Two of the great hobby projects outlined in The General's Compendium: burned out terrain pieces for playing battles in territories razed in a map-based campaign.



We've received such great feedback on our showcases of GT participants' armies that we decided to continue this popular trend. This month, we show off the darker side of the Warhammer world with models from Eric Hagen and Scott Goldstein.

'EAVY METAL SHOWCASE

ERIC HAGEN'S STRIGOI VAMPIRE COUNTS ARMY

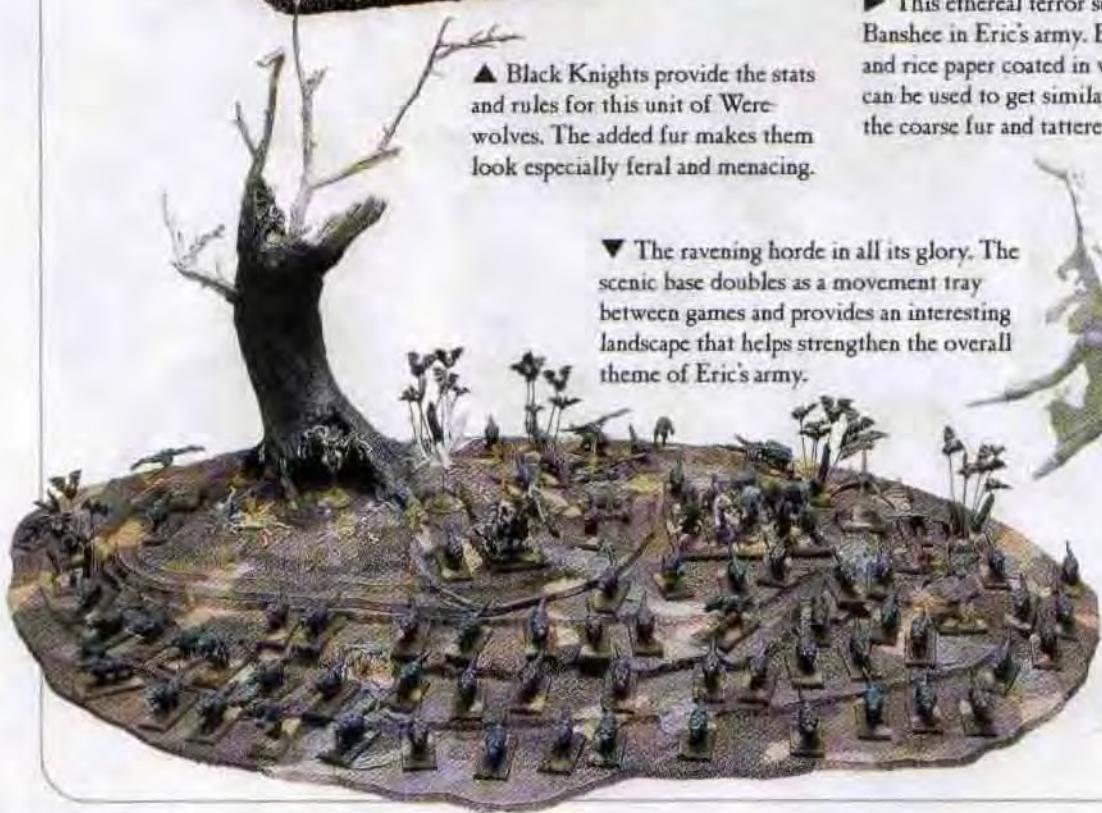
Eric went with a very bestial theme for his Vampire Counts army. Hordes of Dire Wolves, Bat Swarms, and the occasional Banshee surge forth from the shadowy forest at the command of their undead masters. His theme and execution were so strong that he took the coveted Player's Choice Award at this year's Minnesota GT.

► Eric used a wide variety of bits to produce this evil Strigoi Vampire figure. A bit of static grass and some ear extensions made of putty help disguise the Orc head used in the conversion.



▲ Black Knights provide the stats and rules for this unit of Were-wolves. The added fur makes them look especially feral and menacing.

► This ethereal terror serves as a Banshee in Eric's army. Brush bristles and rice paper coated in white glue can be used to get similar results for the coarse fur and tattered wings.



▼ The ravenous horde in all its glory. The scenic base doubles as a movement tray between games and provides an interesting landscape that helps strengthen the overall theme of Eric's army.



SCOTT GOLDSTEIN'S DARK ELF ARMY

An attractive color scheme, meticulous attention to detail, and clean conversions encouraged the judges to award Scott the coveted Best Appearance Award at this year's Seattle GT.



◀ The complete army keeping watch at the Cliffs of Naggaroth.



▼ Scott's General. This conversion is based on the Malus Darkblade model seated atop an archive Cold One.



▲ Scott's army was full of hand painted details like the skulls on the shield and banner of this Cold One Knight Standard Bearer. These types of details really make an army stand out in the eyes of the judges.



▲ The unifying color scheme throughout the army makes it appear as a cohesive force on the tabletop. These Shades adhere to the color scheme, but the checkered pattern on their legs distinguishes these Scouts from the rest of the army.



► The addition of a pair of wings to this Daemonette model turns it into a fantastic Harpy. Simple yet effective!



◀ Check out the beautiful job on the skin tones of this Witch Elf unit. The vibrant purple color of the Witches' clothing and banner serves as a great contrast to the neutral hues used on the flesh.

SAVAGE RAIDERS



The Beasts of Chaos army is a truly varied one and contains all manner of disturbing and powerful creatures rallying under one banner. Their vicious raids strike without warning, and they are intent on only mayhem and slaughter. The feral appearance of the Beastmen belies their cunning intelligence, and their ambushes are enacted with brutal swiftness. The Beastmen rampage towards the foe in great hordes, supported by such fearsome creatures as Minotaurs, savage Centigors, and the horrendously powerful Dragon Ogres.

A Beasts of Chaos army can contain all manner of creatures, and monsters of all shapes and sizes can be collected to add to your force. Preparing such an army for battle can be a surprisingly quick process, as a few simple techniques can be used to paint up your force in a short time.

Next issue sees the release of the new *Warhammer Armies: Beasts of Chaos* book and the start of a superb range of miniatures to complement it. As well as being a stand-alone Armies book, *Beasts of Chaos* is also fully compatible with *Warhammer Armies: Hordes of Chaos*, and can use army list entries, special rules, and magic items from that volume. Details of how to do so can be found in the relevant sections throughout the book.



BEASTS OF CHAOS PREVIEW





Khazrak stared blearily towards the fires burning through the twilight, his mind pleasantly addled with drink and the day's victory. The beating of drums pounded rhythmically in his ears, and his nostrils twitched as the scent of roasting flesh reached him. He lurched upright, suddenly overcome with the desire to gorge. He kicked out with a heavy, cloven hoof and sent an Ungor sprawling. The creature turned, a snarl contorting its bestial features, but it flinched as its gaze met Khazrak's eyes, picked itself up, and slunk into the surging mass of celebrating Beastmen.

Bursts of harsh, bestial laughter and roars echoed around the massive clearing. Black, coiling smoke rose from dozens of fires into the night sky and filled the air with the cloying stench of burning fat, bone, and rotting wood. Shoving his way towards the closest fire, Khazrak saw the mutilated bodies that had been hurled on the flames as fuel. They burned furiously beneath the body of a spitted horse that was being crudely butchered by a pair of Gors.



Khazrak snarled, the sound emanating from deep within his chest, as he grabbed a leg bone from the grasp of a massive Bestigor. He laughed contemptuously as the Beastman turned away, and he sank his teeth into the poorly cooked, blackened flesh. Rivulets of searing blood ran down his hand and jaws and matted his fur as he stuffed the meat into his mouth. Snatching up a wine-skin, he upended it into his maw to wash down the flesh with the alcohol. Little did he know, or care, that he drank the finest Bretonnian wine.

A broad Centigor stood by the fire, its brutal head lolling heavily to the side. A thick strand of drool dripped from its broad lips. Even over the thunderous drumming that pounded through the clearing, the Centigor's violent snores could be heard. A clay jug that had been grasped in its clumsy hands dropped to the ground, spilling its contents into the dirt. A pair of Gors strode up to stand beside the sleeping Centigor. With a look of savage glee passing between them, they heaved against the Centigor's heavy side. It toppled into the middle of the fire, its eyes opening wide in shock and pain. Thick matted fur immediately took flame, and the beast roared, rolling from the fire and throwing itself into the dirt to quench the flames that licked at its thick hide. Khazrak snorted, and the other Beastmen laughed uproariously as they kicked at the creature with bone-shattering force. The Beastmen were in high spirits this night.

The drumming that had been echoing through the clearing ceased abruptly, and the Beastmen fell silent. They turned their gaze towards the great herdstone towering in the center of the clearing and began to move towards it. The powerful, dark beacon called to them. Draining the wine-skin and throwing it away blindly, Khazrak barged through a handful of Ungor so that he could approach the sacred herdstone.

The Beastmen gathered in a surging, excited circle around the massive obelisk. A pair of thick, rusted chains hung from a massive ring over the top of the sacred stone. Strung up in these chains was a writhing human soldier, a captive taken in the day's battle. His screams sounded pathetic and weak to Khazrak, who grinned as a pair of powerful Bestigor carried out the task of skinning the man alive while he thrashed in agony.

Stalking around the herdstone was the massive chieftain, Beastlord Graktar. His chest was puffed out, and he swayed slightly as he walked, surveying his mighty herd with pride. Khazrak dimly perceived that the fur under the Beastlord's right

arm was matted and dark. He had been wounded in battle. Khazrak's features twisted into a sneer. The screams of the human diminished into wretched moans that continued even as the Bestigor completed their gory duty. The human's blood splashed down onto the treasures and artifacts piled around the base of the herdstone and stained the earth.

The bloody skin was placed reverently before the hooded figure of Darkgave, the herd's Shaman. Wasting no time, the Shaman crouched in the dirt and began cutting the skin into a rough square shape with a serrated knife. Pulling a bone needle from the folds in his robe, Darkgave threaded a strand of tough sinew and began his work. With practiced efficiency, the Shaman, pulling the tough thread through the skins with his teeth, began to sew the ragged piece of flesh into the herd's massive banner. Completing his stitching, the Shaman spat into his hand and drew his blade across his palm. Muttering words of dark power, Darkgave rubbed the foul mix of blood and sputum onto the new addition to the great herd banner. With a nod to his chieftain, the Shaman backed away.

Striding forwards, Graktar bent down and grasped the gnarled and twisted banner pole, and hoisted his standard high in the air. As one, the herd erupted into braying cheers and roars of approval. Only Khazrak was silent. He felt power and confidence filling his being, and excitement made his blood pump quickly through his limbs. With a deliberate step, he entered the circle, a clear challenge to the herd's leadership, and silence fell over the clearing.

All eyes turned to Khazrak then to Graktar to gauge his reaction. The two powerful Beastmen glared at each other across the empty space. Neither flinched from the other's gaze as they sized each other up.

Darkgave stepped between the two warriors and broke their eye contact. Raising his hands to the sky, he brayed in a cracked voice. "Bray herd, sky and gods will judge. By horn and hoof, loser will be forgot, crushed to nothing and swallowed by beast. For champion, great things to come."

The drumming started up again as Darkgave took the banner from Graktar's grasp and shuffled to the edge of the ring. The two powerful Beastmen began to circle each other slowly. Graktar was the larger of the two, and he flexed his huge arms and looked hungrily at his challenger. Khazrak was younger and leaner, and stalked around the Beastlord like a predatory wolf treading warily around dangerous prey. The entire herd began to roar and shout, so that no single voice could be picked out. A surging mass, the Beastmen fought to get closer to the challenge. Ungors were clubbed to the ground and trampled, and they slunk toward the back, licked their wounds, and glared hatefully at

their larger brethren.

Khazrak and Graktar came together with a mighty crunch, horn meeting horn, and a great cheer went up through the clearing. The two powerful Beastmen lowered their heads, horns locked. Neck muscles strained while they grappled. Hands gripped strong shoulders and arms. With a powerful shove, Graktar threw Khazrak off balance, but the younger Gor recovered quickly. Baring his teeth and lowering his head, he sprang forwards. With a crack, the skulls of the two warriors again came together. Graktar staggered backwards in the face of the younger Gor's ferocity. Blood trickled from the chieftain's brow.

Khazrak's momentum carried him forward, and he swung a fist at the Beastlord. The blow caught Graktar on the side of his long face and spun him half-around. Khazrak grabbed the Beastlord's horns and then twisted and yanked them back sharply as he thundered a kick into the larger Gor's lower back. Graktar dropped to the dirt. Still holding onto the Beastlord's horns, Khazrak followed him onto the ground and pinned him down with a knee in the back. Pulling back Graktar's head, he pounded the Beastlord's face into the earth, again and again.

With a roar, the larger Beastman threw Khazrak off. Graktar rolled to his knees, his face bloody and covered with dirt. He snorted in anger as he stood. Khazrak stepped forwards and slammed a punch into Graktar's face, but he ignored the blow, grabbed the leaner Gor in a vice-like grip, and drew him into a vicious head butt that crunched Khazrak's flat nose. Holding him around the scruff of his neck with one hand, Graktar pounded a fist into the younger Beastman's face and felt the bone yield beneath the impact. The Beastlord smashed his meaty fist into his rival's face again, held him up with the other hand, and followed with a solid knee into Khazrak's groin.

As Khazrak doubled in pain, Graktar hammered a blow to the back of the upstart's neck and knocked him to his knees. Seizing the younger Beastman's horns, Graktar used his superior size to swing the bloodied Gor through the air and slam him into the black rock of the herdstone. Khazrak sunk to its base, bloodied and broken, amidst the rusted weapons and shields.

"Graktar still strong, whelp," the Beastlord snarled, spittle and blood spraying down into the bloody face of his challenger. The large Gor slammed one of his hooves onto Khazrak's wrist and pinned to the ground the hand that had been inching towards a serrated blade at the base of the herdstone.

Graktar lifted the battered figure and forced the challenger to stare into his own rage-filled eyes. Khazrak's eyes were half closed and bleary, and he stared back vacantly. Dropping him to the ground with a snort of disgust,



Graktar turned away. He glared around the circle until none would meet his gaze.

"Graktar strong!" he roared, punching his massive fists into the air. "Graktar rule here!"

Spinning back to Khazrak, Graktar, ready to pummel his rival to death, stalked towards his foe and raised him to his feet once more. Khazrak's eyes flashed, and he reached quickly forwards and placed his hand on Graktar's bleeding side. With a snarl, Khazrak pushed his clawed thumb deep into the wound sustained in the ambush earlier that day and drove his hand inward. Roaring, Graktar slammed his fist towards Khazrak's head, but he ducked back out of the way.

Khazrak seemed to stumble in the dirt in near exhaustion and fell to his knees. Still roaring and fueled by anger, Graktar, determined to finish the upstart, closed on Khazrak. The Beastlord approached swiftly, hands raised high to smash his rival into the ground.

Having feigned the slip, Khazrak exploded forwards from his hunched position. His long, straight horns ripped upwards, plunged deep into Graktar's belly, and pierced his internal organs. The Beastlord stood

transfixed, eyes blinking in disbelief. After a moment of silence, for even the drumming had stopped, the younger Gor pushed the heavy body of Graktar to the ground. Khazrak's bloody horns slipped effortlessly from the wounds.

Still, the stubborn Beastlord tried to raise himself to fight, until Khazrak stomped a cloven hoof onto the wounded Gor's chest. Reaching down, Khazrak gripped one of Graktar's horns and, muscles bunched, began to rip the horn from the Gor's head. Ribs cracked beneath Khazrak's hoof. Even as Graktar roared in agony, his horn began to tear loose. Bellowing, Khazrak continued to pull the horn, his muscles straining. With a sickening sound of ripping flesh, the horn came loose. The herd waited with hushed anticipation for the killing blow, but none came. Khazrak spat derisively at the fallen Beastlord and turned away from him.

Darkgave raised his voice over the cacophony of shouting that erupted. "Sky and gods have judged. Graktar No-Horn walk alone now."

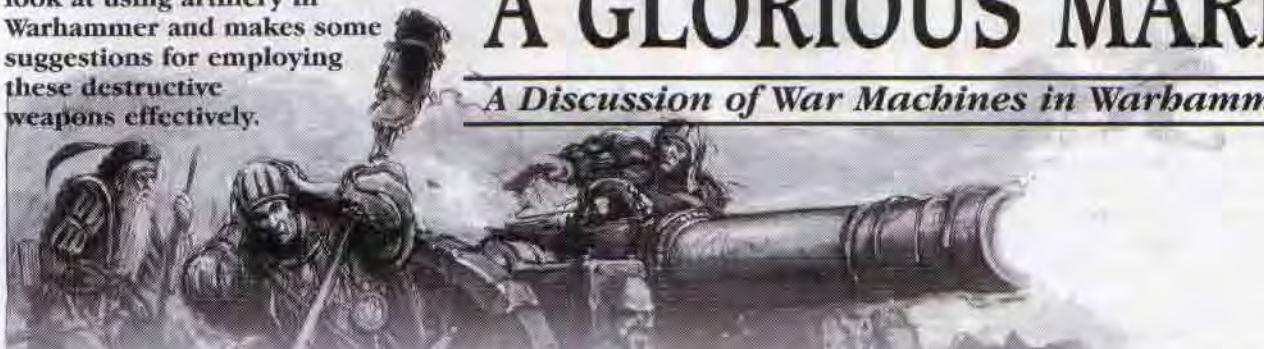
Khazrak roared his victory to the heavens and raised his bloody trophy - skin, flesh, and fur still attached - high into the air.



In this article, Eric Sarlin – with loads of advice from John Conner, Outrider Administrator and Tactical Genius – takes a look at using artillery in Warhammer and makes some suggestions for employing these destructive weapons effectively.

THE ENEMY'S LINE IS A GLORIOUS MARK

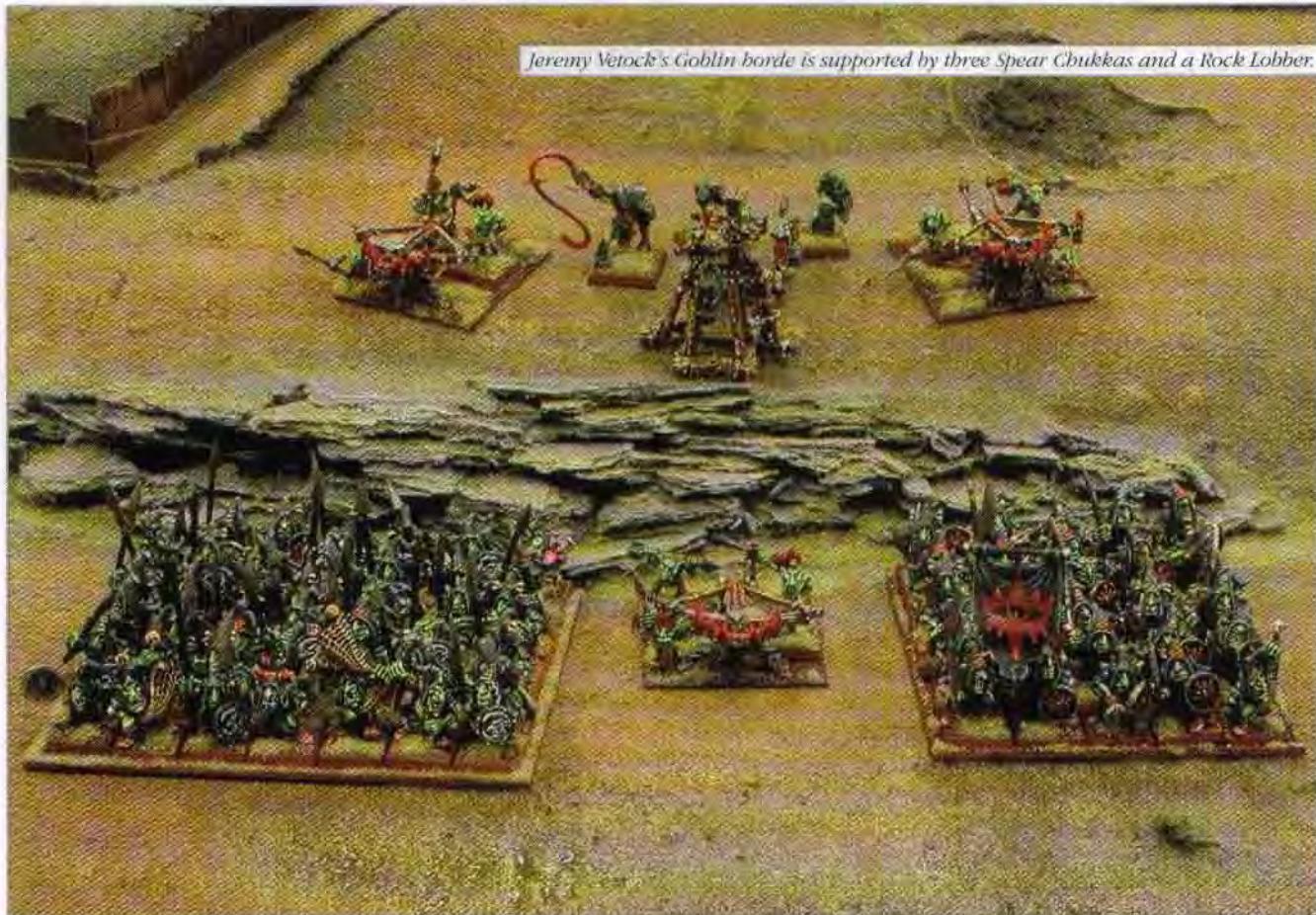
A Discussion of War Machines in Warhammer



I've been a big fan of artillery for years, ever since I turned the tide of battle against my buddy Sean with a lucky barrage from my Helblaster Volley Gun. Sean's Orcs & Goblins were laying siege to my Empire castle, and at first, my artillery had let me down. The mortars and cannon deployed in my towers had either blown themselves up or managed to inflict only a few casualties on the green horde. Because of this poor performance, fighting on the walls had been hard and bloody, but the stalwart men of the Empire had, at the cost of many of their lives, managed to repulse the Orcs trying to storm the ramparts. Towards the end of the battle, most of Sean's greenskins had been beaten back or reduced to ineffective units of only a few

models each. However, in reserve, he still had huge unit of 70 Night Goblins with a battering ram. I was left with only a few scattered men on the walls and my last line of defense, a lone Helblaster Volley Gun deployed in the courtyard of the castle. The huge unit of Night Goblins began battering my gate – a gate already damaged by previous assaults. In moments, I feared that the Goblins would burst through, storm into my castle, and march forward to almost certain victory. Sure enough, the gates collapsed. I had one last chance and let loose with all nine barrels of the Helblaster. Not a single Goblin was left standing. Not one. The Helblaster had destroyed them to a man (err...Goblin), and the forces of the Empire had won the day!

Helblasters have been tempered somewhat since those heady days when those crazy guns of Von Meinkopf could do a potential 90 Strength 5 hits in one go, but my love of artillery has not diminished. Artillery, when used strategically and with the blessings of the dice gods, can win games for you. Used poorly or with bad luck, war machines are an enormous waste of your army's resources and provide easy Victory Points for your opponent in the final tally. Below are a few suggestions for using artillery effectively. While the pointers below are by no means an exhaustive list, they have proven themselves to be effective in many Warhammer battles.



GENERAL STRATEGIES

Practice. No artillerist worth his black powder would take to the field of battle without a good bit of practice beforehand, and no Warhammer General should either. Take some time to learn all the particular rules for each war machine you field, and above all, learn how to guess ranges accurately. Many war machines require you to guess the range before you roll the dice, and it's worth your time to learn how to do so with precision. When you have a few spare minutes, place a war machine on a table, lay down a few target models, and practice guessing ranges.

Most game boards are 48" across, and in most scenarios, armies will set up 24" away from one another. You can use these fixed lengths to help you guesstimate your ranges. Your guesses can become even more accurate if you keep track of where your last shots landed and how far enemy troops moved in the intervening turn.

Some players find it useful to break up the distance between war machines and potential targets into 12" chunks before guessing the final range (e.g., "Let's see, the distance between my war machine and his unit is about three 12" chunks and another couple of inches; I think I'll guess 38"). Practice makes perfect here. In the end, it's probably most effective to become practiced at simply judging the distance between any two points on the battlefield – the tried and true method of the most accurate Warhammer artillerists.

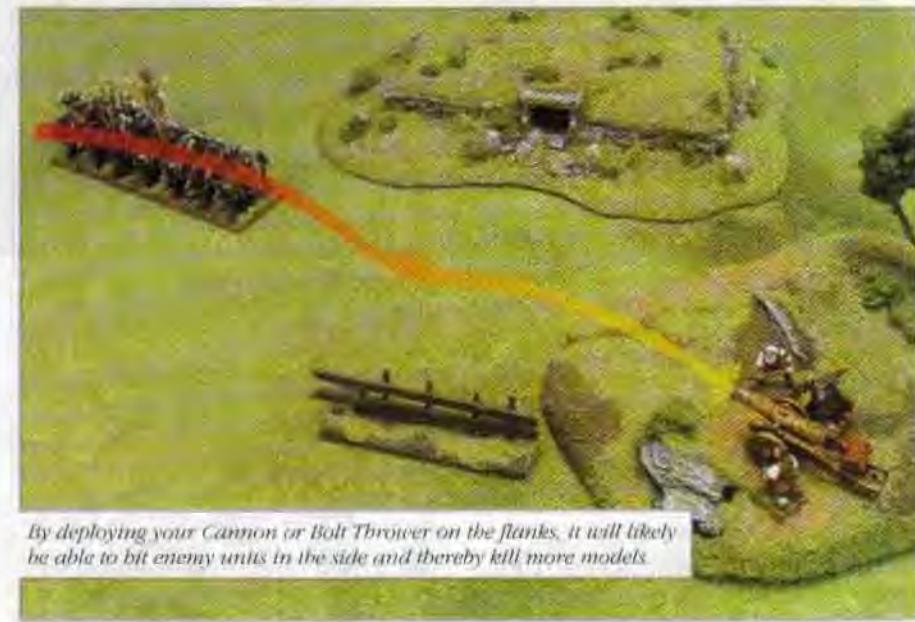
Terrain Set up/Choosing Sides. Before deployment begins, the players have to set up terrain and choose the sides of the board on which they want to deploy. When your army includes artillery, your strategic planning should begin here. Depending on the method you and your opponent use for setting up terrain, you may be able to place scenery to the advantage of your war machines. Large hills and other terrain in the center of the board will hinder your lines of sight and thus your war machines' effectiveness, whereas large hills and other terrain in your Deployment Zone can raise your war machines above ground level, will help them gain line of sight on the enemy, and enable them to shoot over friendly troops. Also, when placing terrain and choosing sides, consider the difficult and impassable terrain on the board. Strive for a situation in which your opponent must choose either to advance in line of sight of your artillery or to use the terrain as cover, take the long way around, and thereby miss much of the battle. Of course, when you are able to choose your table side, take advantage of the terrain and pick the side with elevated positions.

Deployment. Think carefully about where you place your war machines. As mentioned above, most war machines do well on elevated terrain as far back from the enemy as possible. However, a few war machines benefit from being closer to the enemy. Helblaster Volley Guns are most effective within 12" of the enemy. I will often forsake higher ground in order to place my Helblasters a bit further forward – generally in between two solid blocks of

infantry. I've seen similar strategies used with Dwarf Organ Guns and Flame Cannons, both of which have short ranges and can benefit from starting closer to enemy lines.

Try to deploy Cannon and Bolt Throwers on the far flanks of your Deployment Zone. From these positions, it is likely that some enemy units will present their flanks to your war machines as they move forward toward your strong center (see diagram below). When you fire your Cannon or Bolt Throwers into a unit's flank, you can hit all the files, rather than the ranks. Thus,

some war machines allow you dominate the field and dictate your opponent's deployment and movement. War machines like Helblasters and Flame Cannon are justifiably feared, and most armies will avoid them like Nurgle's Rot. By placing one of these weapons on one side of the board, you can almost assure that your opponent will deploy most of his troops on the opposite side. You need to counter your opponent's concentration of forces by deploying some heavy hitters of your own. A favorite tactic of mine, for instance, is to deploy "the battery" – my Helblaster and perhaps a Cannon or two defended by a



By deploying your Cannon or Bolt Thrower on the flanks, it will likely be able to hit enemy units in the side and thereby kill more models.

you can get multiple hits on units that are only one rank deep – a tactic particularly effective against Knights or other expensive, heavily armored troops likely to adopt a such a formation. (Check out Gav Thorpe's article "Arcane Lore" in WD 259 for clarification on how to target units with war machines.) Keep in mind that it is often difficult to defend war machines deployed on the flanks. However, if the enemy wants to waste an entire unit, character, or large monster on a search and destroy mission against a 35- or 45-point Bolt Thrower or even a 100-point Cannon, more power to him. This kind of distraction can work to your benefit in the long run.

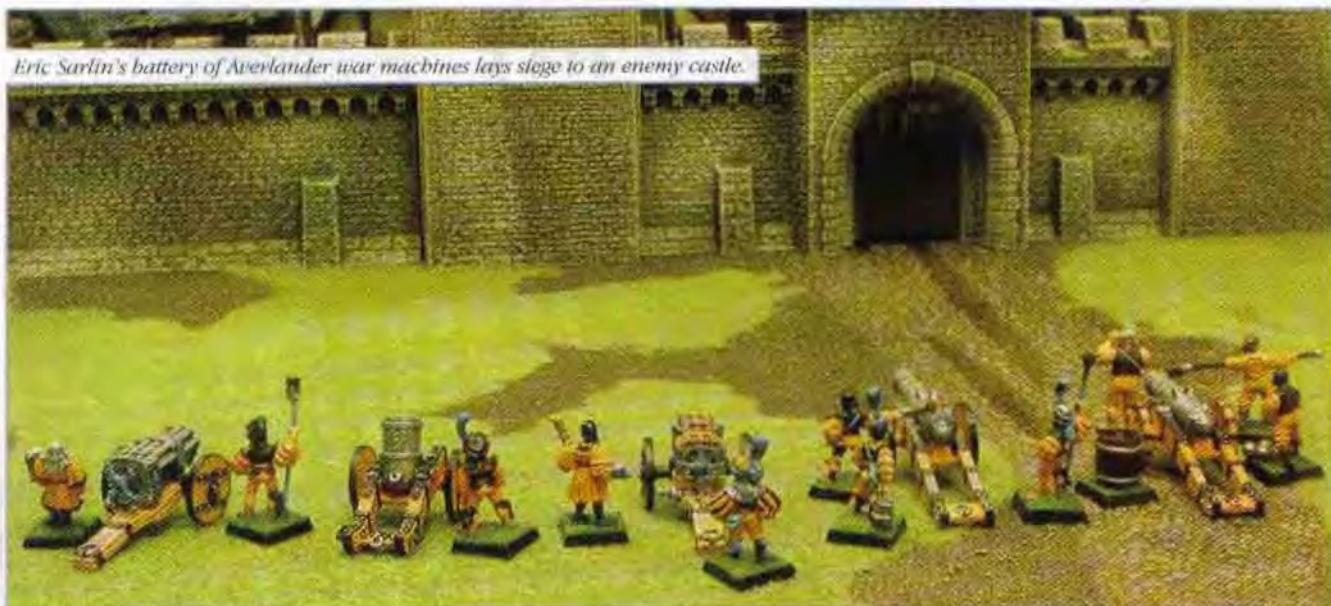
Consider also how to position your war machines defensively. Hills are great for defense but so are towers and other large buildings, the tops of impassable cliffs, and potentially even forests. Forests can be double-edged swords for your war machines. When deployed within 2" of the forest's edge, war machines can still shoot while taking advantage of soft cover from enemy missile fire. As woods are Difficult Terrain, enemy charges directed at your war machines will be slowed. Flyers have to land before entering the forest and thus cannot make flying charges against your artillery crews. However, use caution when positioning your artillery in the woods. Forests can restrict your lines of sight and limit how the war machine can move. Finally, remember also that no model, including war machines, may be deployed in impassable terrain.

large block of Halberdiers and a unit of 10 Handgunners or Crossbowmen – on one side of the board and two or three units of 8-10 Knights on the other. My opponent must therefore choose between heading toward my heavy cavalry or advancing on devastating artillery. Not a pleasant decision. Thus, even if my Helblaster never lands a single hit on the enemy, it can still have a decisive effect on the game.

Choose Your War Machines' Role

Throughout all stages of the game – selecting your army list, deploying your troops, and firing your war machines in the Shooting Phase – try to keep in mind the role you want your war machines to play. Are they meant to be offensive forces in their own right, able to take out entire enemy units, or are they intended to soften up units before your troops engage them in hand-to-hand combat?

If the former, make certain you select your targets carefully. Chariots make excellent targets for war machines that hit with 5" or higher, as any wounding hit will automatically destroy the Chariot. Giants, large monsters, and enemy war machines also make tempting targets, but any war machine other than Empire Great Cannon will have difficulty killing them in one shot. Tough, heavily armored, and expensive units with small numbers like heavy cavalry are also viable targets (particularly if the war machine in question ignores armor saves). If you want to destroy enemy units with war machines, concentrate your fire



and direct several war machines against a single target. Even if you can't destroy the target outright, you may do enough damage to cause *Panic* and force the target to flee. Obviously, this tactic is most effective against targets with low Leadership or at the start of the game, when your targets are close to their own board edge and likely to flee off the battlefield in one move.

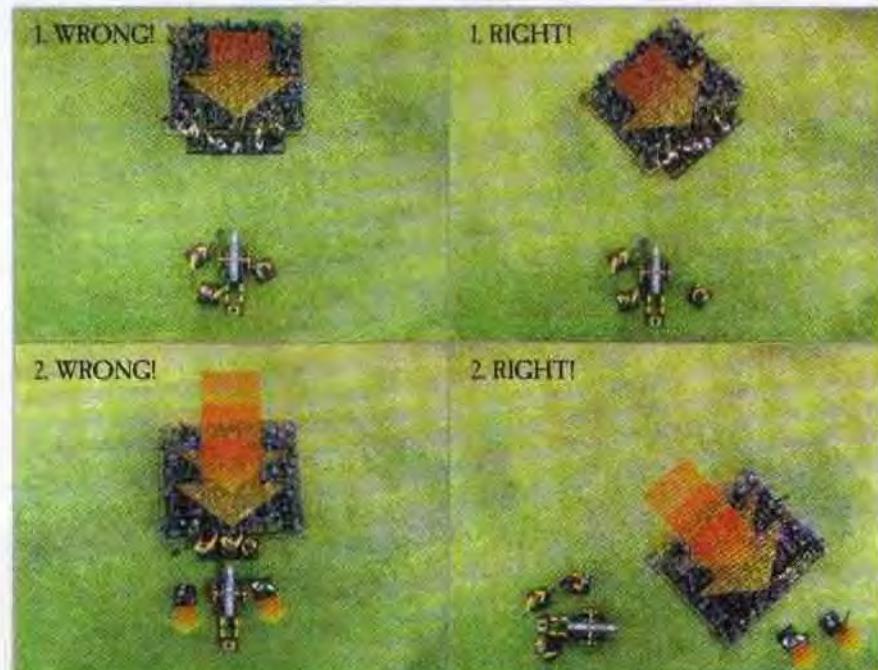
Generally, war machines will be more effective in weakening enemy units than in destroying them outright. Let us take, for example, a unit of 20 enemy infantry advancing against a similar, 20-strong unit of your own. In a fair fight, whoever charged and the luck of the dice will likely determine the outcome of the combat. However, with artillery, you can avoid fair fights and be much more likely to win such combats. By firing but a single artillery shot against the enemy unit prior to the charge, you will likely kill a few enemy infantrymen. By doing so, you reduce the enemy's unit strength and will cause him to lose ranks. As such, your own unit will have the advantage in combat the next turn.

Whichever role you choose for your war machines, you should always be prepared to take advantage of opportunistic fire. Template weapons that are likely to scatter are more effective when fired at clusters of enemy units. Even if you miss your target, you may hit other enemy troops. Chariots are often used to support units of infantry and, as such, will be positioned in close proximity to them. You may be able to hit both the Chariot and the unit it is supporting in a single shot. The same rule applies to two or more units positioned in a straight line from your Cannon. Where possible, target character models in units with your war machines, particularly Cannon. While the "*Look out, Sir!*" rule will save characters so targeted most of the time, some of these rolls will fail. There's nothing more satisfying to a seasoned artillerist than taking out an enemy officer with a well placed shot.

Defending War Machines. Unfortunately, your opponents will know the potential destruction your war machines can wreak and will make an effort to destroy or neutralize them early in the game. In addition to being attacked by enemy units, war machines are particularly vulnerable to enemy flyers: *Scouts*; missile fire; *Terror*, *Panic*, and other Psychology; *Fast Cavalry*; overruns; magic; and enemy war machines. Whew! That's a lot to defend against, but with a few inexpensive options, you can take steps to protect your war machines from some of these threats.

A small unit of *Skirmishers*, *Fast Cavalry*, or missile troops (e.g., Crossbowmen, Archers, Dwarf Thunderers,

Orc Arrer Boyz, Goblins with bows, Dark Elf Warriors with crossbows, or something similar) can be deployed near your war machines to defend them. Often, these troops can add a bit of shooting punch to your artillery and can provide a screen that prevents the enemy from charging or shooting at your war machines. Such troops can be deployed at the foot of the hill on which your war machines are deployed or nearby to react to enemy maneuvers. Be wary of using such units however. They may lose the combats they enter, and when they do, the results can cause the crews of your war machines to *Panic*. Enemies pursuing such units can also overrun into your war machine crews.



WRONG! A small unit of Empire soldiers positions itself to defend the Cannon by receiving a Goblin charge. The Goblins win, pursue, and in turn, charge the Cannon. **RIGHT!** Here, the Empire unit has wheeled before receiving the Goblin charge. When the Goblins pursue, they miss the war machine and, next turn, will have to eat some grapeshot.



There are no problems that cannot be solved with cannon.

—Chief Engineer Boris Kraus of Nuln

I've seen some players use small units of Dwarf Slayers or Flagellants to defend their war machines to good effect (Long Drong's Slayers are particularly good at doing so, because they add a bit of missile power to the screen). However, given their points cost and special rules, I think these **Unbreakable** units are better used elsewhere on the battlefield.

To avoid having your war machine crews fall victim to overruns and pursuing enemies, take care when positioning units fighting nearby. When you expect to receive an enemy charge on the next turn, make a clever wheel with units proximate to your war machines to redirect subsequent pursuits away from your vulnerable artillery. By repositioning your units, you can make sure that any pursuit will land enemy units in open space where they are vulnerable to hits from your war machines or off the board altogether (see diagram on opposite page).

With the exception of Dwarfs, war machine crews usually have average Leadership, which makes them vulnerable to **Panic** from nearby fleeing units, **Terror**, and other Psychological effects. Some players try to counter this liability by having a character join war machines, although many see such a decision as a waste of a character, who would be better used elsewhere on the battlefield. Empire and Dwarf Engineers, characters often added to war machine crews, do nothing to increase their Leadership. Defensive armies sometimes try to keep the General within 12" of the war machines so that their crews can use his Leadership. However, in my book, the best bet is to avoid having your war machine crews take Leadership tests in the first place. Deploy your war machines far apart so that fleeing units will **Panic** a minimum of artillery crews. Spreading out your war machines will also minimize the effects of **Terror**, which has a range of only 6". If your opponent wants to waste a large, expensive, **Terror**-causing monster chasing down your all artillery pieces over the course of several turns, so much the better for you. Sure, you may lose a few war machines, but the big beastie won't be killing your big units and characters like he should be. Also, working behind your main battle line, the **Terror**-causing monster will likely be in line of sight of your other war machines.

Magic can also cause problems for your war machines. Spells like Uranon's Thunder Bolt, Foot of Gork, and Gork's Warpath, which have an unlimited range, can destroy war machines and their crews outright or cause **Panic**. The Lore of Life spell Rain Lord is nasty against all artillery, particularly the black powder machines of the Dwarfs and the Empire. When defending your artillery against magic, apply the usual rules of thumb for counter-magic. Attempt to dispel the magic that will destroy or neutralize your war machines.

Have a couple of Dispel Scrolls (or your army's equivalent) on hand for the really nasty spells. Attack enemy spell casters where possible (as the old saying goes, dead wizards don't cast). Dwarf runes such as the Master Rune of Defense, the Master Rune of Disguise, and the Valiant Rune can help defend Dwarfen artillery against magic and subsequent **Panic** tests (the latter of which, however, is generally not too much of an issue for Dwarfs). Above all, don't sweat the small stuff. A few spells will get through, and they will destroy, break, or neutralize your war machines from time to time. It happens, but the battle needn't be lost as a result.

Misfires. War machines can be their own worst enemies. I've had games in which my artillery hit like a ton of bricks, but I've played many, many more in which all of my war machines blew themselves up before my 2nd turn was over. Such is the ontology of war machines in the Warhammer world. Sooner or later, artillery will blow itself to bits. There are a few things you can do to prevent this self-destruction, but to some extent, the war machine will always be a gambler's weapon. If you're not comfortable with this level of uncertainty, then don't select war machines when crafting your army list (or consider starting that Vampire Counts or Hordes of Chaos army!). Here are a few things you can do to soften the blow of those dreaded misfire rolls.

Take Bolt Throwers. Bolt Throwers and their more expensive and versatile cousins, Repeater Bolt Throwers, use the Ballistic Skill of the crew rather than the artillery die and cannot misfire. Thus, these weapons are somewhat safer choices.

There are magic items and spells that allow rerolls, including the Second Sign of Amul, Dwarfen Runes of Luck, and Skaven Warpstone Charms. Note that some of these magical rerolls allow you to reroll only the results of a D6 (i.e., a die numbered 1-6, not an artillery die). Other

magical rerolls allow you to reroll any die roll, including artillery die rolls. Generally, it's better to reroll the artillery die, but in either case, you can always use magical rerolls to try for a more favorable result on the Misfire Chart. The Dwarfen

Engineering Runes of Fortune and of Forging have similar effects but will only work on the war machines on which the runes have been inscribed. Also, Empire Master Engineers enable you to reroll the artillery die when the Engineer joins a Great Cannon or Mortar Crew (Dwarf Engineers do not have this ability). Engineers of both types are discussed in more detail below.

THE COMMON ARSENAL

Here, we discuss the three main types of artillery available to the armies of the Warhammer world – Bolt Throwers, Cannon, and Stone Throwers – as well as their many variations. While there are slight differences between the army-specific versions of these three war machines, the strategies and techniques for using these common artillery pieces are much the same.

Bolt Throwers and Repeater Bolt Throwers

Bolt Throwers. Bolt Throwers are outstanding war machines available to many armies of the Warhammer world. They don't cost many points, are brutally effective at softening up enemy units, ignore armor saves, and can take down large monsters and other big targets in a pinch when their fire is concentrated. There is also a sweet sadistic pleasure in using words like "skewer" and "shish kebab" when describing the effects of your Bolt Throwers on the enemy's forces. Try to deploy your Bolt Throwers on the extreme flanks of your Deployment Zone and try to shoot at the sides of units. Preferred targets are units with deep ranks as well as heavy cavalry and other well armored troops. At S6, Bolt Throwers can't automatically destroy Chariots with wounding hits – so leave the Chariots for your other war machines. Don't be afraid to leave a single Bolt Thrower or two isolated and unprotected. If it is destroyed, its point cost will award few Victory Points to the enemy. Plus, if your opponent wastes effort destroying such a low-cost unit, he's probably not using his resources

John Shaffer's Cannon model shows how misfires can dramatically shorten the life span of your war machine crews.



to their best end, which is so much the better for your chances of winning.

Repeater Bolt Throwers require a slightly different approach. They are more expensive, use up a Rare choice, and must be carefully defended. Use Repeaters like regular Bolt Throwers against heavily armored targets and, where possible, hit them in the flanks. Use the *Volley* rule to shoot six bolts against large blocks of enemy infantry that need a little softening up or against small, lightly armored units

Chaos (see diagram on p. 35).

Bronzino's Galloper Guns offer artillery support to the Dogs of War army or any other army, save Bretonnians, that hires them. While not as strong as the Cannon of the Empire and Dwarfs, Galloper Guns are the most mobile artillery in the game. This mobility enables you to reposition the guns and hit the enemy's flanks. The crew can also flee with the guns, so you don't need to be concerned about being charged. Like their larger cousins, the Galloper

Repeater Bolt Throwers by J. Wimberly and S. Wagner



of *Fast Cavalry*. When *Fast Cavalry* units are reduced to unit strength 4 or lower, they are next to useless and cannot charge your unit's flanks effectively and take away rank bonuses in combat. One word of caution though. Repeaters are served by a crew of two, instead of three like most war machines. These crews are lightly armored Dark Elves or unarmored High Elves with a Toughness of only 3. As such, they are therefore vulnerable to just about everything. Protect them well.

Best of all,
BOLT THROWERS NEVER MISFIRE!

Cannon. There are many types of Cannon in the Warhammer world, and each is somewhat different. The Great Cannon of the Empire are the most powerful and are excellent at destroying Chariots, large monsters, enemy artillery, and other big and tough targets as well as softening up enemy units. The Cannon of the Dwarfs can also take down Chariots but are somewhat less effective at taking down the big targets, because Dwarf Cannon cause only D3 Wounds as opposed to D6 like Empire Great Cannon. If you want Dwarf Cannon to play such a role, take two and concentrate their fire on single targets. Primarily, Dwarf Cannon should be used to support Dwarf combat units. Both Great Cannon and normal Cannon ignore armor saves and are excellent at destroying heavy cavalry and other well armored targets, particularly when enemy units present their flanks to your Cannon. In such a situation, a well placed shot can hit every model in a unit with only a single rank, a formation typically found in units of expensive Knights of the Empire and

Guns ignore armor saves and are thus excellent for shooting heavy cavalry and other well armored targets.

Perhaps more than any other artillery piece, Cannon require you to become expert at guessing ranges. I try to guess the range between my Cannon and the target as accurately as possible and then deduct 6-8" for my guess. Remember that the cannonball will travel an additional 2-10"

guessing range has served me well and taught my opponents to fear my Cannon. **Stone Throwers and Similar Weapons.** In addition to Stone Throwers, weapons in this category include Chaos Dwarf Death Rockets and Earthshaker Cannons, Goblin Doom Diver Catapults, Tomb Kings Screaming Skull Catapults, Halfling Hot Pots, and the like. They are fired by hurling a large object (or Goblin) into the air and, hopefully, down onto enemy troops. The fun of using such weapons for me is setting down the template, conferring with my opponent as to just who was hit and who might be hit, and rolling fistfuls of dice to determine who is alive and who is goo.

As with Cannon, you will have much greater success with these weapons if you learn to guess ranges accurately. However, unlike Cannon, these weapons will scatter. Thus, it is often a good tactic to fire them at large units or closely grouped clusters of units. Even if you miss your target point, you may hit some other part of the enemy's army. Be wary of firing Stone-Thrower-type weapons too close to your own troops, as they may scatter back and hit your own soldiers (I hate it when that happens!). These weapons are generally used to soften up the enemy rather than destroy them outright. However, when two or more are concentrated on a single target, they can squish entire units. The Misfire Charts for these weapons tend to be fairly forgiving and thus self-destruction is not as likely as it is for other war machines. Many of these weapons ignore armor saves and can thus be targeted at heavy cavalry and other well armored opponents.

The Screaming Skull Catapult of the Tomb Kings works just like a Stone Thrower except that it hurls skulls at the enemy instead of rocks. These skulls force a **Panic** test when the Catapult causes 1 or more

A converted Cannon crew from Dave Taylor's Sigmarite Army



(or misfire) and then bounce an additional 2-10" (or misfire again and stick in the ground). With this method of guessing, I hope to roll a 4, 6, or 8 on my first artillery die and then a nice long bounce on the second die. Occasionally, I'll roll double 2's on my artillery dice and fall short or double 10's and overshoot the mark. Generally, however, this method of

Wounds. Unless you're fighting an army largely **Immune to Psychology** or **Panic**, it's worth the extra 20 points to purchase **Skulls of the Foe** to increase the enemy's chances of failing **Panic** tests. Cast **Righteous Smiting** on your Catapults as often as possible to allow them to shoot twice per turn. This Incantation will increase the effectiveness of your war

*Joe Sloboda's Screaming
Skull Catapult has caused
Panic in many an enemy.*



machines, eat up your opponent's dispels, or both. The Screaming Skull Catapult breaks one artillerist's rule of thumb. You may not want to concentrate your fire. Because the machines are likely to cause **Panic**, it's okay to spread your shots around and try to **Panic** as many of the enemy's units as possible. As mentioned earlier, causing **Panic** is most effective on the 1st turn of the game, when enemy units are close to their own table edge and are more likely to flee off the board in one move. When you have the choice, **ALWAYS** take the 1st turn and fire your Catapults at the units most likely to **Panic** and flee off the table.

The Chaos Dwarf Earthshaker Cannon functions much like a Stone Thrower with a restricted range and the added ability to slow down troops near the point of impact. While this effect can be erratic, it can serve to control the approach of the enemy to benefit a fast, attack-oriented Chaos Dwarf army (i.e., one with Bull Centaurs, Wolf-riding Hobgoblins, and other Orc & Goblin cavalry). In essence, the Earthshaker takes the place of **Skirmishers**, who serve to slow down the enemy advance and enable your fast, hard-hitting units to charge.

ARMIES AND ARTILLERY

Here, we discuss the four armies that rely heavily on artillery – Empire, Dwarfs, Orcs & Goblins, and Skaven – and the army-specific weapons and tactics that apply to them, and conclude with a description of the army that is the bane of artillerists everywhere: the Bretonnians.

Empire. There are three war machines available to Empire armies, Great Cannon, Mortars, and Helblaster Volley Guns. The Empire also has access to the mighty Steam Tank, a complicated and customizable weapon, but a discussion of this complex engine is beyond the scope of this article. As mentioned above, Empire armies may also include Master Engineers to assist their war machine crews, improve the accuracy of Mortars and Cannon, and make the dreaded misfires less likely.

Empire Mortars fire much like Stone Throwers but benefit from using the larger 5" template, allow an armor save, and strike with only a Strength of 3 (except for the model actually hit by the Mortar shell itself). I usually use my Mortars to target large, lightly armored units with a Toughness of 3 or lower. Mortars are ideal for dealing with horde armies with large blocks of troops with low Toughness and Leadership like Skaven or Goblins. By my reckoning, the 5" template can hit up to 45 models on 20-mm bases. A lucky and accurate shot can thus decimate enemy units, and whenever you do 25% or more casualties to a unit, it may **Panic**. However,

enemy has to respect a war machine that can do 30 Strength 5 hits in a single turn – enough to destroy almost anything in the game. However, the machine is very unreliable. For every game in which the Helblaster scores 15-30 hits in a single turn, you'll have four games in which it self-destructs early on. Because you're generally rolling three artillery dice per turn for the Helblaster, the likelihood of misfires is high. However, as with other potentially devastating artillery pieces, the Helblaster can have a decisive effect on the game without ever firing a shot. For these reasons, the significance of the Helblaster is largely tactical in nature. Place a Helblaster on a weak flank, and inevitably, your enemy will advance toward your strong flank. Use your Helblaster to deter enemy troops from advancing toward objectives in scenarios like Capture. You can also use a Helblaster to guard your other artillery. The enemy might be willing to charge Cannon or Mortars but will think twice about getting close to your artillery emplacement if there's a Helblaster in the midst. Just remember that groupings of artillery are especially vulnerable to **Terror**, **Panic**, and consecutive overruns.

Finally, a word on the Master Engineers of the Empire. In my mind, Empire Engineers are double-edged swords. I'm always grateful to have one when a war machine misfires on the 1st turn, but an Engineer uses up a Hero slot and costs valuable points. At 55 points, the Engineer is not that expensive, but the Hero slot might be

A perfect Mortar shot can hit up to 45 models on 20-mm bases. Squishbb!



all things considered (the likelihood of scattering, the improbability of guessing ranges perfectly, and just plain random chance). Mortars are best used to soften enemy units before they enter combat with your troops.

In my mind, no Empire army should take to the field without a Helblaster Volley Gun or a "macro-mainspring of multitudinous precipitation of pernicious lead." Your

better used for a Captain, Battle Wizard, or Warrior Priest. In larger games, I sometimes take a Master Engineer with a Hochland long rifle to pick off odd characters here and there and to help out a Cannon or Mortar crew. However, an Engineer so equipped costs 75 points, and for the same points cost, I can take another Mortar instead. In my mind, two Mortars are better than one Mortar that can reroll.



Dave Taylor's limbered Helblaster Volley Gun conversion



Dwarfs. A Dwarf army, perhaps even more so than the Empire, is THE artillerist's force. With Cannon, Bolt Throwers, Stone Throwers, Organ Guns, Flame Cannons, and Gyrocopters at their disposal, Dwarf artillerists are spoiled for choice. Many of these war machines are discussed in detail elsewhere in this article. What follows then is a discussion of a few points particular to Dwarfen artillery.

The Flame Cannon is one of the most feared war machines in the game and can dictate how your opponent deploys and moves (never a bad idea for the slug-footed Dwarfs who are slow to react to enemy maneuvers). The Flame Cannon is great at weakening enemy units as they approach the Dwarfen lines and forces a *Panic* test whenever it causes casualties. Preferred targets with the Flame Cannon are large units with deep ranks as well as **Flammable** and **Regenerating** targets. Unless you have no other shot, never waste such a potent hit on **Skirmishers**, save perhaps large units of Beastmen, and try to position your Flame Cannon where you expect the enemy will approach. The Flame Cannon's range is limited (maximum of 22" plus the length of the template); thus, the enemy must be pretty close for it to be effective. I generally protect my Flame Cannon with two good-sized units of Dwarfen infantry on either side. The Flame Cannon has its drawbacks, however. It uses up a Rare choice and, at 140 points, is tied for first as the most expensive war machine in the game. As the Flame Cannon takes damage, the Misfire Chari becomes less forgiving, making self-destruction more likely.

The Longbeards among us may remember a more powerful Organ Gun from years past, but this weapon can still dish out 2-10 Strength 5 hits with a save modifier of -3, which is nothing to sneeze at. Also, the Organ Gun does not require you to declare your range, which relieves you of some guess work. Still, it has a range of only 18", costs a weighty 125 points, and uses up a Rare choice. Against slow-moving armies, consider taking an Organ Gun, but for a mere 15 points more, you can choose the generally more effective Flame Cannon. For 35 points less, you can buy two Bolt Throwers and save a Rare choice to boot.

Dwarf Engineering Runes are largely a matter of personal taste. I tend to use them sparingly, because I don't want to increase the points value of my war machines, which are already unreliable gambler's weapons. Still, there are a few Engineering Runes worth consideration that are used by many a player. The Rune of Penetrating, which raises a war machine's Strength by +1, is a good buy, particularly for Bolt Throwers, which when raised from S6 to S7, can automatically destroy Chariots with a wounding hit. The Runes of Forging and Fortune can help offset those dreaded misfire rolls, and the Rune of Burning, for 5 points, is a must have when you're facing **Flammable** or **Regenerating** enemies.



Neil Miller's Dwarf Cannon with scenic base

Other Runes can be useful, depending on your particular style of play, the scenario at hand, and your overall strategy. Just remember that the more runes you add to your war machines, the more expensive they become. If you buy a lot of runes, you will have fewer points to spend on troops, and of course, you'll hand over more Victory Points to your opponent when the artillery is destroyed.

Gyrocopters can be maneuvered close to the advancing enemy's flanks to provide harassment fire and prevent march moves. Gyrocopters, however, are vulnerable to missile fire, particularly from S4 weapons like handguns and crossbows as well as from stronger weapons like Bolt Throwers. Make sure to deploy and move your

'copters such that the enemy cannot shoot at them. As Gyrocopters cost 140 points and use up a Rare choice, it is essential that you use them with caution.

Gyrocopters are best used in concert with your other war machines; preventing enemy march moves with the 'copter will buy more time for your other artillery to fire. You can also use the 'copter's steam gun to soften up and possibly even destroy vulnerable targets like enemy war machines and small units of **Fast Cavalry**.

Finally, a word on Dwarf Engineers. Like those of the Empire, Dwarf Engineers can serve as an extra crewman of any war machine. They can also increase the accuracy of Cannon and Stone Thrower crews by allowing you to guess two different ranges and use the more accurate one. When an Engineer joins a Bolt Thrower crew, he allows you to reroll failed hits. Dwarf players, however, are faced with the same conundrum that plagues Empire players: do I take an Engineer, or are the points and Hero slot best used elsewhere? This question should be answered by your style of play, how accurate you are at guessing ranges, and how much you want to gamble with your artillery. I include a single Dwarf Engineer only in the largest of games, say, 3,000 points or more. He joins a Cannon crew when I'm facing an opponent with large monsters, heavy cavalry, or Chariots and a Stone Thrower when I'm squaring off against a horde army like Skaven or Goblins. I guess the first range by simply

estimating the total distance between my war machine and the target and my second by using the "12-inch chunk" method described above.

Orcs & Goblins. When it comes to deciding on artillery for Orcs & Goblins, I've found that an all-or-nothing approach tends to work best. Given the low Leadership, modest Ballistic Skill, and unreliable nature of Goblin crews, it's best to take several war machines or none at all (or maybe just one for fun, character, and Orcy style points). Goblin Spear Chukkas and Rock Lobbers are inexpensive compared to other war machines – plus, you can take two Spear Chukkas for only one Special choice. Doom Diver Catapults are potentially very nasty and more accurate than other greenskin artillery, but



Jesse Arias's Goblin Rock Lobber

because they are more expensive and use up a Rare choice, many players opt for extra Spear Chukkas instead. I like to see Doom Divers on the field, however, because I think they're funny and in keeping with the character of the greenskin horde. Always buy an Orc Bully to accompany your Goblin crews. The Bully makes only a nominal difference in improving the crew's hand-to-hand abilities, but raising your crew's Leadership from 6 to 7 is worth the 5-point cost. It's also important to spread out your Goblin war machines – preferably with the Spear Chukkas on the flanks. This positioning will help protect your other crews from *Panic* should one crew flee.

Skaven. While the Skaven have but one true war machine, the Warp-Lightning Cannon, they have many other weapons that act much like war machines in terms of range and hitting power, including Warplock Jezzails, Ratling Guns, and Warpfire Throwers.

Warplock Jezzails are a bit pricey in terms of points but hit with S6, are armor-piercing, can fire in a 360° arc, and have a range of 36". They're also great models. Rats with long rifles? Enough reason for me to field a few. Plus, they're great offensive weapons. Jezzail teams can also weather enemy missile fire, as they are *Skirmishers* with a save of 4+ against ranged attacks. A sizeable unit of jezzails can devastate a small, heavily armored unit with their -4 save modifier or soften up larger enemy units before the Skaven hordes charge in. Don't bother firing the Jezzails at *Skirmishers*; with BS3 and the penalty for shooting at individual models, you aren't likely to hit much. Exceptions include flying *Skirmishers*, which are worthy recipients of the Jezzails' attentions.

Ratling Guns are among the best offensive weapons in the game. They don't need to roll to hit, aren't too expensive, can roll as many dice as the controlling player wishes (though about two or three are ideal), have a forgiving Misfire Chart, can stand and shoot when charged, and gain some protection from shooting and a Leadership

bonus if they stay close to their parent unit. However, they are vulnerable when charged (a situation that often results in their destruction and the enemy overrunning into the parent unit). Also, the Skaven player should be wary of spells that can target any

Rich Curren's Skaven Ratling Gun



unit, as these magics will often be directed at the Ratling Guns.

The Warpfire Thrower is very effective weapon. It is essentially a mobile Dwarf Flame Cannon with a slightly reduced range that also benefits from being able to stand and shoot when charged. For 75 points, it's a bargain compared to the Flame Cannon's 140. A lot of Skaven players prefer the cheaper Ratling Gun nowadays, but the potentially devastating Warpfire Thrower should not be overlooked. It suffers the same liabilities as the Ratling Gun – so make sure to position them cleverly when approaching the enemy to avoid charges and missile fire.

The Warp-Lightning Cannon is at once potentially the most devastating war machine in the game and also the least reliable. It leans toward expensive, has an unforgiving Misfire Chart, and has a randomly determined range and Strength. Also, its crew must flee when charged. However, any weapon that can potentially do S10 hits to every model under a 48" line is a weapon that is rightly feared. The Warp-Lightning Cannon is one of those weapons that can dictate an enemy's initial deployment as well as his movements throughout the game. However, the war machine is the ultimate gambler's weapon. A Warpstone Charm that allows you to reroll a misfire would be a smart choice. Like Cannon, the Warp-

Lightning Cannon can be effective when hitting enemy units of one or two ranks in the flanks – so try to deploy it on one of the far flanks of your Deployment Zone.

Bretonnians. Nothing, save perhaps misfires, can be more frustrating to a dedicated artillerist than the curse from Bretonnia, known in that black-powder-deprived kingdom west of the Grey Mountains as *The Lady's Blessing*. This special rule means that that each war machine (or missile-equipped unit) can only shoot at Bretonnian Knights and characters on a D6 roll of 4-6. Almost all Bretonnian players will invoke *The Lady's Blessing* when facing an army that includes war machines, but there are a few options that can help you to counter this dastardly rule.

(i) Don't take war machines when facing Bretonnians. This option isn't always possible, of course (e.g., in a fixed-list tournament or when you don't have a lot of models to choose from), but it's a good strategy in most games. (ii) *The Lady's Blessing* helps only Bretonnian Knights and characters. You can still fire on the commoners at will. Blast 'em to bits.

(iii) Use your rerolls (from Second Sign of Amul spells or magic items) to reroll failed *The Lady's Blessing* rolls. (iv) Target Knights with war machines that ignore armor saves. Even though your artillery will shoot only half the time, this reduction in your rate of fire is a fair price to pay to get past the formidable armor to the squishy center of Bretonnian Knighthood.

(v) Don't ignore the psychological and tactical effects of a big nasty war machine like a Helblaster, Warp-Lightning Cannon, or Flame Cannon. Just because such models can only shoot half the time doesn't mean that they can't dictate how the Bretonnians will deploy and move. (vi) Try to force the Bretonnians to lose *The Lady's Blessing*. A lot of players forget that the *Blessing* is not a permanent thing and that it can be taken away. Arguably, the easiest way to do so is to capture the Bretonnian Battle Standard.

There are other, less likely ways for the Bretonnians to lose the Blessing as well (see the preview Bretonnian list in *WD 260* for details). (vii) Remember that when your war machines shoot half the time, they'll misfire half as often. Cold comfort, I know, but at the very least, artillery is less likely to self-destruct against Bretonnians.

PARTING SHOTS

While this discussion of war machines is far from exhaustive – we haven't even touched the dreaded Empire Steam Tank and things that act much like war machines such as Banshees, Salamanders, and a handful of spells – hopefully, this article has given you some food for thought for using war machines more effectively in your games of Warhammer.

Perhaps the best advice one can offer is that practice makes perfect. Try lots of different combinations of war machines, infantry, cavalry, and other troop types until you find one that matches your style of play.

Until then, may your ranges be accurate and your misfires few.

EYE OF TERROR

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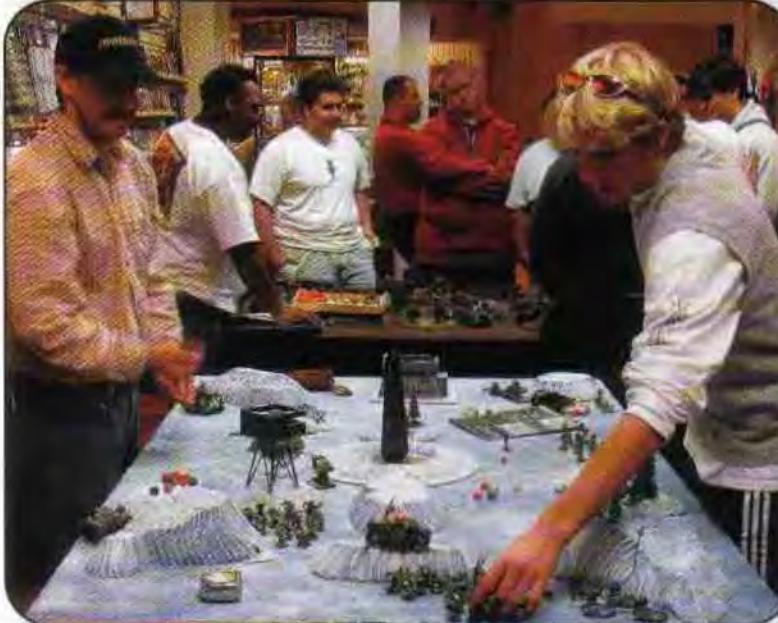
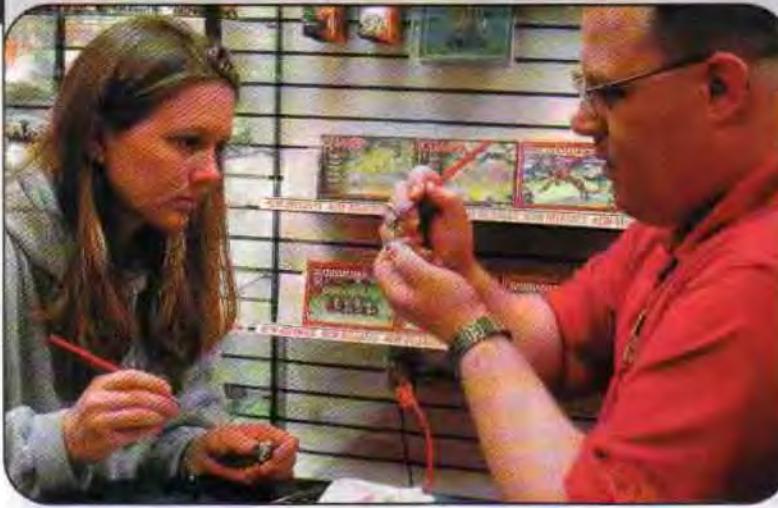
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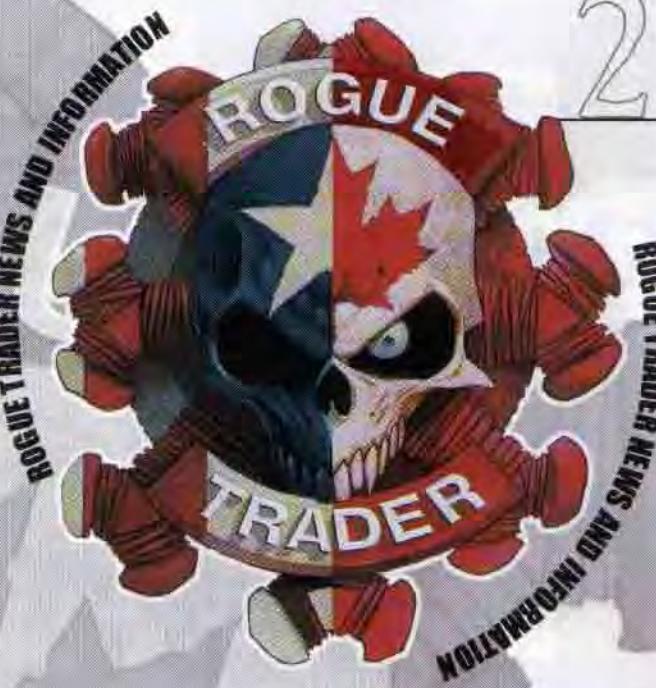
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EYE OF TERROR!



The Imperium faces its greatest challenge in 10 millennia. The Arch Heretic, Abaddon the Despoiler, has forged a fearsome alliance of Chaos Space Marine Legions, deviants, Traitors, foul Mutants, and Daemons to hurl against the Imperium. The fate of the Imperium rests on the desperate battles being fought around the Eye of Terror and the garrison world of Cadia, home of the famed Cadian regiments of the Imperial Guard.

This summer, the Eye of Terror campaign will be unleashed across the globe. You (yes,

you!) will be able to affect the outcome of the campaign and the future of the whole Imperium directly. Fighting in support of the Imperium or the forces of Chaos, you can participate in this massive war by submitting results from your own games to our spangly Eye of Terror web site and by playing in the huge number of events we have planned over the summer.



Look for Eye of Terror events, battle tours, and campaign weekends at your local store and register on the web site at www.eyeofterror.com.



The Ultramarines stand against the forces of Chaos!

Nox-Con

Nox-Con is the first official RTT in Humboldt County, CA, run by the members of Noxgaming! This Warhammer 40,000 tournament and painting contest takes place on July 19. There will be awards handed out to winners, and their names will be submitted to the Hall of Heroes on the Games Workshop web site. For more information on location, maps, times, and rules, visit www.noxnet.net/nox-con.htm.

**Canadian HQ
Rogue Trader Tournament**

There will be a Warhammer 40,000 Tournament at the Games Workshop Battle Bunker in Ontario on July 26. Sign up now!

Dragon Con 2003

Once again, Games Workshop will be at Dragon Con 2003 with an RTT and booth! Dragon Con will be held August 29 – September 1 in downtown Atlanta, Georgia. We hope to see you there!

**TOURNAMENT SCHEDULE****WARHAMMER 40,000****JULY 5**

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JULY 12

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Have a question about when new armies are coming out? Need some advice about painting or modeling? This is the place for your inquiries and opinions! Just e-mail me at the addresses below!

Hosted by "Dirty Steve"

Dear Dirty Steve,

I sent this picture to the Roolzboyz, and they said to send you a copy of my Helm's Deep picture, as it might get into *White Dwarf*. It is shown here at the Game Preserve in Indianapolis, IN. The manager liked it so much that I'm bringing it back next month for another demo. It breaks down into four pieces so that it will fit through a regular doorway. There is a 2' x 4' table extension that clamps on. The Hornburg comes out, and the top half of the mountain with the five-arched building comes off. I spent about 3 months (part time) building it. A friend in our Palace Rogues Club helped me shape and paint the mountain. I hope you like it.

Jim

WOW, Jim! That's incredible! It really looks like a LOT of fun to play a game on! Three months doesn't seem like NEARLY enough time to create this monstrosity. You've done a great

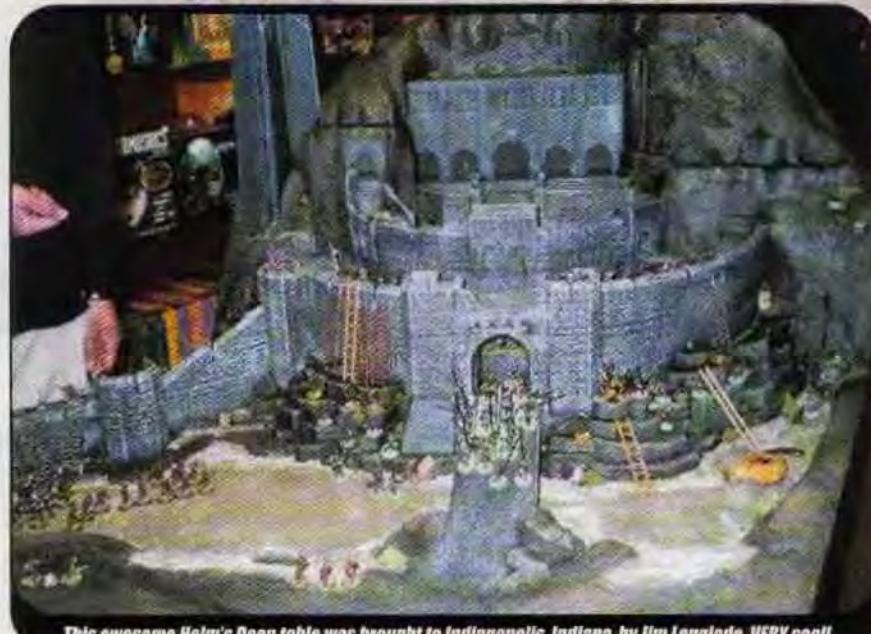
job! Hats off to you, Jim! If only my scenery at home looked this good...*wbtimer*

Dear Dirty Steve,

I work in the GW Human Resources Department and would like to announce that we need career-minded hobby enthusiasts to join our staff as our company grows. I was hoping that you could announce some upcoming recruitment drives. We'll be in Chicago in July, Memphis in August, Baltimore in September, and Los Angeles in October. Interested parties can check the Employment section of the GW web site or e-mail us at get-a-job@games-workshop.com for more details.

Thanks,
Diane

Sure thing, Diane. Thanks for your letter and good luck on the recruitment drives.



This awesome Helm's Deep table was brought to Indianapolis, Indiana, by Jim Lengiardo. VERY cool!

Dear Dirty Steve,

I understand the differences in canon and religion between the Sisters and Space Marines. However, as the Sisters are renowned for their ability to hunt and destroy heretics and mutants, why is it that the Ecclesiarchy and Inquisition turn a "blind eye" to the Adeptus Astartes Space Marines who are obviously not really human, particularly when so many have proven themselves disloyal to the Emperor (i.e., The Traitor Legions)? I would think that Space Marines as a whole would not be terribly trustworthy, since they are all created in a similar fashion.

Sincerely,
Canoness Buttercup

Canoness Buttercup? Nice! Well, as it turns out, Space Marines ARE human. They're just genetically engineered SUPER humans! There is a process that every potential Brother goes through to become a true Space Marine of the Adeptus Astartes. This process is accepted by both the Ecclesiarchy AND the Inquisition, so it causes no friction between them and the Astartes.

The Space Marine Chapters that rebelled during the Horus Heresy, I think, were led into damnation by their Primarchs. Their treachery was not caused by a gene-seed defect or something similar, but because their leaders' minds were twisted by the lure of the Dark Gods. Thus, the Chapters that remained loyal are not hunted by the Ecclesiarchy. In fact, those loyal Space Marines are NEEDED to confront the Chapters that succumbed to the taint of Chaos!

DIRTY

Remember... ALL rules questions should go to the Roolzboyz at this e-mail address:
roolzboyz@games-workshop.com
So don't even try it, meester!

Want to send a letter to the Mailbox?

E-mail me at WhiteD@games-workshop.com, but remember to give me permission to print your e-mails. I can't use them if you forget!

WHITE DWARF

MAGAZINE

White Dwarf monthly magazine is your ultimate guide to the exciting world of hobby gaming!

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White Dwarf #282



THE CHAOS DEFILER

For years, I have gazed across the gaming table in envy (and fear) of the destructive force of Imperial Guard ordnance. I've lost count of how many times I've seen my 300-point Command Squad reduced to a fleshy pile by my friend Caleb's Leman Russ battle tanks. Well, Chaos

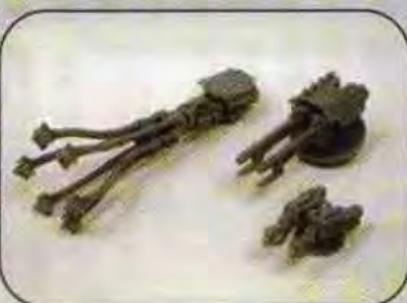
players of the world, sweet vengeance is at your fingertips! Those ordnance templates can finally be used for more than beer coasters and the occasional Daemon summoning. The Chaos Defiler now opens up new tactics for the seasoned Chaos player, and the weakling

by John Shaffer

John works in the US Studio and provides assorted content for *White Dwarf* and any special projects that come down the pipeline.



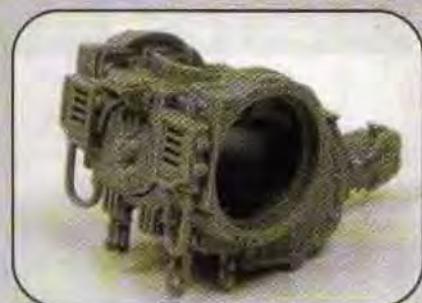
Imperium of Man has a new threat to contend with. I was fortunate enough to get to paint this baroque monstrosity for my Word Bearers army. In this article, I'll discuss the components of the kit and how I made the Defiler fit in with the overall theme of my forces.



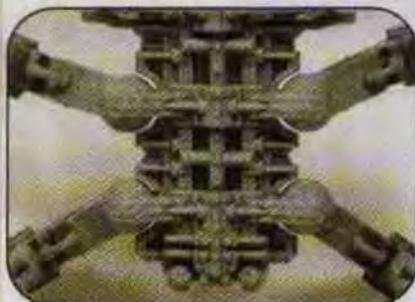
This picture shows the three arms available in the kit. They are, from left to right, the Living Vehicle upgrade, autocannon, and heavy flamer. These components can be easily modified by adding a havoc missile launcher or the Land Raider lascannons to the weapons mount to suit your firepower preferences.



The close combat weapons have three points of articulation, including the ball socket joint, for a maximum number of possible poses. Keep in mind that the forward positioning of these giant claws can tip your Defiler off balance and cause it to tip over unless you position a claw touching the ground as a brace.



The hull of the Defiler has two large holes on either side to house the weapon arms. This design allows you to choose the angle of the autocannon and heavy flamer arms. The battlecannon can pivot vertically or be glued into place for stability. By gluing magnets inside the hull and to the arms, swapping out weapons should be a breeze.



This detail of the underside of the chassis shows the ball joints for each of the legs. This type of socket enables you to position the legs however you like. The model can be striding forward over rubble, perched precariously on a rocky outcropping, or bracing itself for the recoil from its staggering array of heavy weaponry.



The completed Defiler chassis minus the front claws. The legs have a single point of articulation located at the "knee." The rounded post in the center of the chassis is where the hull will be glued. I carved a hole in the center of this post and glued a 1/4" dowel in the center to serve as a pivot point for the hull (not shown).



The central hull of the Defiler. The hole at the top is where the head will go. The head could be easily replaced by a pintle-mounted combi-bolter, dirge caster, searchlight, or other components. A hole was drilled into the bottom of the hull so it could fit over the dowel on the chassis. Removing the top section makes storage a bit easier.



The underlying structure for the head complete with all manner of scanners, lenses, and cables. I liked the look of this piece as shown here and decided not to attach any of the masks shown to the right. You can glue magnets to the bottom of this piece, as suggested for the weapon arms, so that you can switch out vehicle upgrades at whim.



The three masks that can be glued over the underlying structure of the head. You might want to paint them separately so that the lenses and such of the head structure will show through the holes in the mask. The masks can also make great helmets for your Daemon Prince and fit quite nicely over top of the 40K Daemon Prince head.

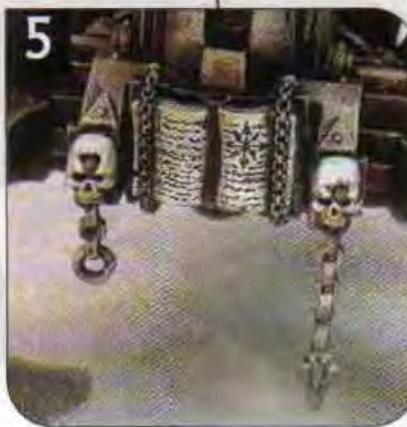


A completed Defiler. This example shows the standard armament of autocannon and heavy flamer. I like this combination, as it offers good tactical flexibility should you decide not to fire your battlecannon (and it doesn't cost you any extra points). However, the weapons options available are flexible enough to fulfill any combat role.

WORD BEARERS DEFILER

I use my Defiler to provide long-range firepower for my daemonic-assault-oriented Word Bearers army. The 72" range of the battlecannon and the machine's daemonic nature fit perfectly into my battle plans and the theme of my army. A few metal bits and scrolls made

from modeling putty represent the Blasphemous Rune upgrade for the vehicle, which applies a +1 Leadership modifier to enemies fighting in an assault with the Defiler.



1. Adding characterful metal bits to the rear of the model balanced the weight of the claws, both of which I positioned up in the air as though they are fighting. The weight of these metal bits prevents my Defiler from tipping over. Candles from the Cauldron of Blood, a brazier, and some Warhammer Quest throne sides did the job nicely.

2. Two more braziers from the Black Coach were pinned into place on the rear corners of the hull.

3. The parchment was made by placing a piece of modeling putty into a plastic bag and flattening the putty between two books. When it dried, the putty was cut into shape with a hobby knife and painted. Writing was added with a fine-point black pen.

4. I drilled a hole in the parchment pieces with a pin vise, placed them over posts made from paper clips, and then glued them in place.

5. The book was taken from the Master of the Ravenwing, and the skulls were snipped from the Chaos vehicle sprue. I drilled holes in the skulls with a pin vise and slipped them over paper-clip posts just as I did with the parchments.



This summer sees the Eye of Terror campaign unleashed upon the world. Through playing games, you will be able to help the forces of the Imperium hold out against Abaddon or aid the Despoiler and his dark hordes in their Crusade to feast on the corpse of the Imperium. Here, we take a look at what hobbyists across North America are doing to make this worldwide Warhammer 40,000 campaign the center of their summer gaming.

Since the arrival of *Rogue Trader* on the scene in 1987, many games have been played in the Warhammer 40,000 universe. In the summer of 2000, thousands of games were played to determine the future of the planet of Armageddon. After 2 months of fierce fighting, the forces were still locked in a desperate struggle.

This summer, tens of thousands of games will be played to determine the future of the Imperium of Man. Abaddon, intent on crushing the fragile faith that Humanity has in the False Emperor and claiming Imperial space for his own, will

EYE OF TERROR

WHAT ARE YOU DOING?

Warhammer 40,000 Worldwide Campaign

lead the foul hordes of Chaos from the Eye of Terror on his 13th Black Crusade. Thousand of gamers around the globe will be building armies and playing 40K and other games with the intention of crushing their enemies. The Forces of Order (Space Marines, Imperial Guard, Eldar, Sisters of Battle, and Daemonhunters) are arrayed against the Forces of Disorder (Chaos Space Marines, The Lost and the Damned, Dark Eldar, Orks, Necrons, and Tyranids). It really is anyone's fight. Here are just a few of those leaping into the fray!

For all the latest information and updates, head to
www.eyeofterror.com



Dale's clean, crisp painting style and attention to detail lend themselves to the Space Wolves. For the Imperium's sake, we hope Dale's skill on the gaming table matches his skill on the painting table.

As an avid Warhammer gamer, I found the barbaric nature of the Space Wolves very enticing. The Eye of Terror campaign presents the return of the Were-Kin in the form of the 13th Company. This summer is a perfect time for me to complete my army of Space Wolves. My plan is to have my entire force painted by the time the "Old Wolf" calls for action.

A Venerable Dreadnought armed with an assault cannon, a Dreadnought close combat weapon, and a heavy flamer will help cut down any Chaos scum who dare stand against us. I plan to paint up two squads of

Blood Claws with Rhinos to speed

them into combat against the foes of the Emperor.

The Games Workshop Canada Battle Bunker (in Oakville, Ontario) will be running plenty of games, allowing me to field my force of 2,000 points. In these games, I can field Wolf Lord Logan Grimnar, challenging any from the Eye bold enough to face him in combat. I also have a standing game with my GW Hobby Center manager, Chris (who plays Iron Warriors) on the day I complete my company. Rest assured, loyal servants of the Emperor. My Great Company will be standing shoulder to shoulder on the front line, ready to turn back the foul and traitorous Chaos forces.

- Dale Lyman
Canadian Hobbyist





When the Great Eye of Heaven awakens and the Hordes of Disorder spill forth, it shall fall to the Righteous to be the Harbingers of Law.

- Preachings of Saint Erasmus of Tyr

With the Eye of Terror campaign gearing up and *Codex: Daemonhunters* on the shelves, I knew it was only a matter of time before my Crimson Fist Space Marines were drafted by the Emperor's Hammer, the Ordo Malleus. Let those who would defile the sanctity of Mankind tremble!

- Chris Walton
GW Cherry Hill

Chris and Steve are hobby goobers. They love elaborate conversions and strong visual themes. If you live in Philadelphia, why not drop by their GW Hobby Centers and challenge them to a game?

The escort craft lurched and squealed as it dropped out of warpspace. Lexan Cullus looked toward his master Pontius Caen, who stood close to the forward view screen.

"It will happen here!" boomed Inquisitor Lord Pontius. "I have foreseen it and know it to be unchangeable. Prepare my shuttle Cullus. We depart for the surface as soon as we enter orbit!"

The acolyte hurried to make the arrangements as the escort settled into a stationary position above the planet of Cadia.



I plan to use my Inquisitor Lord and his retinue to lead an army of conscripted Cadians. Pontius Caen is a radical. Therefore, my Elites choices will consist of Daemonhosts and Death Cult Assassins.

I'm taking the Conscript platoons, because I'll get more men for my points. I've always loved big armies!

- Steve Stiebel
GW Franklin Mills



The animosity between workmates Preston and Ross is typical of the thousands of rivalries that will be resolved across the gaming table this summer.



I was in the middle of painting a Daemonhunter force when I became aware of the full scope of the Eye of Terror campaign. I decided immediately to add inducted Imperial Guard for the sheer firepower they could deliver. I'm also a big fan of the Steel Legion models and the Sentinels. I expect I'll be playing a lot of games against my workmate Ross, who's collecting a Traitor Guard army.

- Preston Walley
GW Concord Mills

As I veteran Imperial Guard player, I was looking for a bit of a change, nothing too radical though. The *Codex: Eye of Terror* provided the solution in The Lost and the Damned list, Traitor Guard: loads of Catachan models mixed with Chaos Marauders and Necromunda models. I'll be painting them with a variety of skin tones to add to the Chaos feel.

Preston better watch out. The taint of the Dark Gods is coming for him!

- Ross Sinodis
GW Concord Mills

I prefer to build an army after converting and painting a really cool HQ model. The Word Bearers army I'll be playing with during this summer's global campaign began with Lord Abydos, a fearsome Dark Apostle.

I'll be using my Daemon-based army in the mega-battles that we'll be hosting at our local hobby store every Saturday during the Eye of Terror campaign. The

faction that wins the Saturday event will have a distinct advantage during our regular Thursday gaming.

- Vince Kelly
GW Discover Mills



With a model like Vince's Dark Apostle around which to base your army, how could you go wrong?



NATO

North Atlanta Tactical Organization

After reading *Storm of Iron* and with all the new Chaos armies showing up in NATO (North Atlanta Tactical Organization), we knew that a siege of an Imperial palace was the perfect starting point for a mega-battle for the Eye of Terror campaign.

Since there are a lot of enthusiastic collectors in NATO, we wanted to give everyone a chance to field their mighty war machines. Nothing shows the magnitude of the battle like Baneblade super-heavy tanks, Warhound Titans, and Thunderhawk Gunships on the table. Our mega-



battle will give players a chance to use their impressive but more esoteric pieces. We also wanted to give everyone in the group an opportunity to play, so we limited every player to a 2,000-point army plus one war machine. The big game will be at least 30,000 points per side and played on a 10' x 12' board (with plenty of

Reserves). We expect the game will take an entire Saturday. The victory conditions will be scenario-based, with both sides trying to achieve a set of really cool objectives. For more info, check out our site at: www.tabletop-wargames.com.

- Jamie Weems
NATO President

Initially, I planned to use my new models to supplement my Space Marine army. Inquisitor Draxalus will be keeping a watchful eye on the Hounds of Cuchulain Chapter throughout the Eye of Terror campaign. I'm so excited by the whole concept of Eye of Terror campaign that I've even worked it into my Space Marine Chapter's history!

Over time, I'm going to insert additional Daemonhunters to support the Inquisitor while slowly reducing the number of Space Marines. Eventually, I'll transform my army from a Daemonhunter-supported Space Marine army to a Space-Marine-

supported Daemonhunter army. This force will have lots of flexibility and will ensure that I have adequate forces for whatever the Eye of Terror brings.

My army will be fighting at the Toronto Grand Tournament, Chicago and Toronto Games Days, numerous Outrider events, Rogue Trader Tournaments, and a local Eye of Terror mega-battle that I'm organizing. My local club is in the process of building an Eye of Terror-based Cityfight table for Canadian Games

Day. My Chimera (pictured below) turned into such a labor of love that I now intend to show it off at the Canadian Golden Demon competition. What an exciting time this summer is shaping up to be!

- James Craig
GW Canada Outrider



Inquisitor Draxalus and his retinue. Note James's careful conversion work and spectacular interior detail.



In addition to three or four mega-battles a year, NATO also organizes monthly gaming marathons at their local gaming store, The War Room. One weekend a month, the group plays almost non-stop from Friday afternoon until Sunday night.

Now that's dedication!

The Eye of Terror is upon us, and my Ulthwé Strike Force is ready. The Eldar of Ulthwé the Damned was my first 40K army. As such, I'm really excited to be able to defend my Craftworld and help decide the destiny of the galaxy. During the Eye of Terror, my Ulthwé Strike Force will be battling the Thousand Sons for control of the shadowy webway. The Black Library must not fall!

After learning of Maugan-Ra's role in the upcoming struggle, I added him to my army along with a squad of Dark Reapers. Their dark paint scheme really fits in with Ulthwé's colors.

To complement my Dark Reapers' long-range ability, I added a squad of Howling Banshees. We will bring death to our enemies from afar and up close. I also expanded my Seer Council considerably; no one in Ulthwé can stay idle.

For me, the most exciting unit in my Ulthwé Strike Force is the Spear of Khaine. I added five more Warlocks to my army to accompany the Bloody-Handed God to battle.

This summer's campaign will be incredible. The Ulthwé will go forth and deal death and destruction to Chaos. Eldrad has seen our victory written in the stars. Khaine calls us to war, and we shall answer him with no mercy to our enemies.

- Esteban Vazquez
Cathedral Games

From Left to Right: A Space Wolves Blood Claw by John Keenan, an Ultramarines Sergeant by James Brandon, a Nurgle Sorcerer Lord by Jamie Weems, a Dark Angels Grandmaster in Terminator armor by Chip Bowen, a Death Guard Chaos Space Marine by Sean Twiddy, an Eldar

Warlock by Jay Haygood, and a Blood Angels Chaplain by Jess Hodges (check out that awesome hammer).



For the Eye of Terror campaign, I wanted to put together a small and fun army to help defend the Cadian Gate. I chose the Salamanders. With their powerful close-range weapons, I felt they would make great trench-line/ Cityfight defenders.

With the added bonus of the new Codex: Daemonhunters, how could I not include an almighty Inquisitor? For the model, I used the new Emperor's Champion and gave him a very cool Daemon Hammer (pictured above).

Since the flamer is the heart and soul

of the Salamanders, I put together two identical squads of eight men with two flammers and a Veteran Sergeant each. These heroes both carry a thunder hammer. With an initiative of 3, they'll most likely go last in hand-to-hand anyway, especially against Chaos Space Marines. Packing a punch when I hit will certainly help! Humanity will prevail, because the Emperor is with us.

- Bob Evers
Cathedral Games



Yur'ryk looked to the sky as bright orange flashes surrounded a column of smoke streaking across the distant horizon. As chief of the tribe, he led a small party to discover what had fallen. It was 3 days travel by horse to reach the impact site. As the tribesmen approached the fallen object, their dreams became nightmares. Yur'ryk and the handful of brave warriors came across something unlike anything they had ever encountered. Debris was strewn for miles, and the tribesmen were sure that one of the sky homes of the gods had fallen to earth. In the middle of the debris was an object that radiated an evil so intense that even Chief Yur'ryk, the bravest warrior of his tribe, had to turn away. The tribesmen declared this site a cursed place and never returned again.

Such were the events 3 millennia ago. The death of radical Inquisitor Durvan Van Horst went relatively unnoticed as the merchant ship *Bringer of Wealth* crashed on a feral world in a system not yet under Imperial control. Van Horst had been accused by the Ordo Malleus of using the devices of the enemy to his own ends. He was pronounced Extremis Diabolis, after it was realized that he had been binding Daemons to engines of war. He was thought to have escaped with his most prized possession on a stolen merchant vessel. Only now are the details of his demise coming to light.

Two millennia after the heresy of Van Horst, Yur'ryk's descendants were brought under the divine control of the Emperor. In time, the fable of the evil that fell from the sky was forgotten. After millennia under Imperial control, Elizabethia Secundus became a thriving colony that exports much needed raw materials for Imperial war efforts. Unfortunately, a recent expedition by the Adeptus Mechanicus uncovered Van Horst's resting place, and the vile forces of Chaos are beginning to flock to Elizabethia Secundus.

Now you have the opportunity to ensure that Van Horst's evil legacy is destroyed once and for all or to help the vile creature that lurks on Elizabethia Secundus enslave this Imperial colony. During June and July, I'll be running a narrative campaign at select retailers in New Jersey. In addition, these stores will be running painting and terrain-building competitions. If you live in New Jersey, ask your local shopkeep if his store is involved. Of course, all of the exciting games of Warhammer 40,000 and Battlefleet Gothic that will be played will tie into this summer's Eye of Terror campaign.

- Shawn Campagna
GW US Outrider



Fabrice Le-Morzellec's fantastic Avatar will no doubt make an appearance in Shawn's narrative campaign!



Pierre has repeated his wonderful work on the Defiler (detail shown above) on his Plaguebearers and Death Guard Chaos Space Marines. Pierre uses layers of ink and glazes to achieve the look of foul and hideous putrescence!



After painting the Chaos Defiler for the battle report in last month's *White Dwarf*, I've heard the whispers of the Lord of Decay everyday.

To honor him, I decided to paint more of his followers. Favored by Nurgle, I received the fantastic (or just plain disgusting) Death Guard Chaos Space Marines as a gift. Although they look very elaborate, both the Death Guard and Plaguebearers were painted with relatively quick techniques, and I'll be able to play in the Eye of Terror campaign all summer long.

My first real game was a mega-battle in the Canadian Battle Bunker. I'm hoping to find some more time to spread disease and contagion around the country. Perhaps a small tour of the stores around Quebec will please my Master. If something itchy appears on your back, I may be near. Remember, nothing can oppose decay, not even time.

- Pierre "247" St-Onge
GW Canada Mail Order

Kill! Maim! Burn! Kill! Maim!
Burn! Kill! Maim! Burn! Kill!
Maim! Burn! Kill! Maim! Burn! Kill!

Maim! Burn! Kill! Maim!
Burn! Kill! Maim! Burn! Kill!
Maim! Burn! Kill! Maim! Burn!

Kill! Maim! Burn! Kill! Maim!
Burn! Kill! Maim! Burn! Kill!
Maim! Burn! Kill! Maim! Burn!

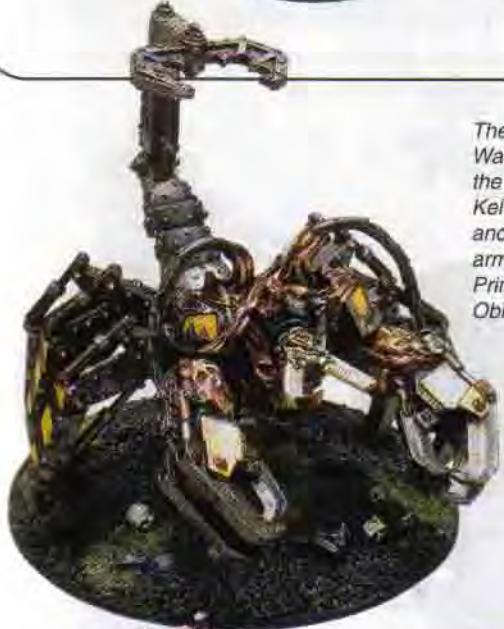
- Sean Forbes
GW US Mail Order Manager



Sean plans to offer up buckets of Blood for the Blood God with Kharn.

The models shown here were part of the Warmonger Club's fantastic approach to the Baltimore Grand Tournament. Jim Keleher (of Space Skaven fame) converted and painted a spectacular Iron Warriors army, complete with a mechanical Daemon Prince (left) and lots of converted Obliterators (below).

At this year's Baltimore Grand Tournament, members of New York City's Warmongers Club were out in force. The club wanted to project a strong presence, and nine of their members arrived toting armies representing the nine original Traitor Legions. The idea, spawned over an evening of greasy food and beer, coalesced around the Eye of Terror campaign, and the finished armies floored everyone who saw them. Perhaps the 18'-long display base (complete with Chaos Thunderhawk) had a little something to do with it. For details of this awesome project, head to www.warmongerclub.com.



So there you have it! Just a handful of the thousands of gamers who will play in this summer's main event, the Eye of Terror worldwide Warhammer 40,000 campaign! Whether it's a narrative campaign in

your local Rogue Trader store, a throw-down challenge in your local Games Workshop Hobby Center, a mighty mega-battle at your nearest gaming club, or a friendly game in your buddy's basement, this summer

offers plenty of opportunity for you to game until you drop. Get out there and play. This time, the fate of the galaxy does depend on you and the games you win! www.eyeofterror.com



When long-time army collector Dave Cross came to paint his Cadian Imperial Guard army, he wanted it to have a strong militaristic feel. However, rather than simply picking green as his color scheme, he decided on a brown look instead. Scorched Brown is the darkest of the brown Citadel paints, and Dave chose it as the base color of his infantry.

PAINTING WORKSHOP

A QUICK AND EASY WAY TO PAINT AN ARMY IN NO TIME



The finished trooper, ready for battle.



You can use this approach for painting most colors on your Cadian fatigues. This example uses a Catachan Green base highlighted with Kommando Khaki.



Working from a Chaos Black undercoat, paint a basecoat of Scorched Brown over the whole miniature. Don't paint the boots or the barrel and bayonet of the lasgun.



Apply a layer of equal parts Scorched Brown and Kommando Khaki over the cloth. Leave Scorched Brown showing in the deep recesses of the creases.



Paint a final layer of Kommando Khaki on the raised areas of the uniform.



Apply a coat of equal parts Scorched Brown and Dwarf Flesh to the skin areas. Leave the basecoat showing in the deepest recesses of the skin.



Layer Dwarf Flesh onto the skin as a final highlight.



SQUAD MARKINGS

To add a personal touch to his force, Dave applied a squad marking to each model's left shoulder pad. It is made from Roman numerals from the Forge World Imperial Guard tank transfer sheet.



The Cadian 801st Regiment ambushes a group of Plague Zombies.

6



Paint a basecoat of Boltgun Metal onto the metallic areas of the lasgun.

7



To finish off the metal areas, apply Mithril Silver as a final highlight.

8



Paint a basecoat of Codex Grey onto the eagle motifs.

9



To finish off the eagles, overbrush Skull White onto the raised surfaces.

10



Paint a basecoat of Codex Grey onto the eagle motifs.

11



Attach sand to the base with white glue. Undercoat the sand with Chaos Black and then overbrush with Graveyard Earth. Paint the edge of the base Graveyard Earth and to finish off by gluing static grass onto the surface of the base.

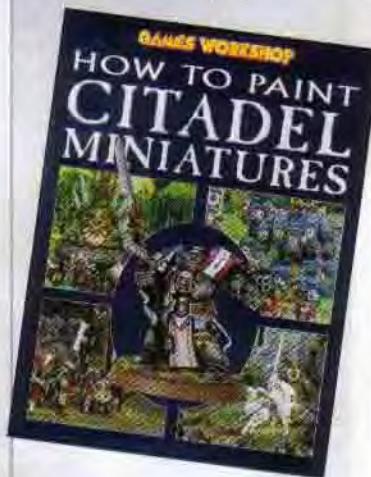
FINISHING TOUCHES



LAYERING TECHNIQUE

Layering gives a nice neat result when painting squads of miniatures 10 models at a time. Many consider layering to be the classic army-painting technique as it creates a pleasing highlight and shade effect that looks good on the tabletop. If you want to paint up your Imperial Guard regiments quickly, give this approach a try.

For more details, read *How To Paint Citadel Miniatures*, available now.



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



Index Astartes

A regular series focusing on the Imperium's finest warriors, the Space Marines of the Adeptus Astartes.

CHILDREN OF THE NIGHT

The Space Wolves
13th Company

By Andy Lyle

With Abaddon's 13th Black Crusade reaching its bloody climax, a new force has joined the war. Small warbands of elite warriors have been sighted falling upon the servants of Chaos with a feral savagery matched only by their bestial appearance. Beleaguered Imperial forces have been relieved by these bands on numerous occasions, though every attempt to contact them has resulted in the threat of further bloodshed.

Origins

Legend states that, many centuries ago, the Space Wolves numbered 13 Great Companies. To this day, a place is reserved at the feasts held in the Hall of the Great Wolf for a Lord who has not attended his liege since the time Russ himself led his sons into battle. Tales of this Company are vague and often contradictory, but one fact is known: the men of the 13th Great Company were marked apart from the rest of their Chapter, for every one of them bore the Curse of the Wulfen.

The origins of the 13th Great Company lie in the dawn of the Age of the Imperium, when the Primarchs were reunited with the Emperor and their Legions. The Space Wolves, the 6th Legion, were the genetic progeny of Russ and carried within them a unique gift: the Canis Helix, the Mark of the Wolf that sets the Space Wolves apart from the Space Marines of other Chapters. The Canis Helix invests the Space Wolves with the acute predatory senses of the wolves native to their home world of Fenris, but this gift comes at a price: the Curse of the Wulfen. Those brothers who succumb to the Curse degenerate into savage, malformed parodies of their brethren. In most cases, the Curse manifests during training, but in others, the effects of the Curse become apparent many years later in the heat of battle. The Space Wolves' harsh induction regime generally ensures that these individuals perish at an early stage in the process. However, at the time of the Great Crusade, when the Emperor and his Legions were conquering vast swathes of the galaxy in the name of Mankind, those brothers touched by the Curse were banded together into the 13th Company, where their feral ferocity could be brought to bear en masse and contained for the safety of the whole Legion.

That the 13th Company accompanied Russ on the Great Crusade is known, although the details of the campaigns in which they fought are lost to antiquity. Only the names of actions long since forgotten – battles such as the First Siege of Methrix, the Battle of the Plains of Mo-Shan, the Fall of the

Paramors of the Morpheus Rift, and the Crossing of Hangman's Void – appear in the archives.

The fate of the 13th Company is a subject of numerous myths, and the Space Wolves themselves will not say which holds the true account. In truth, it is probable that an element of veracity exists within each and that none are wholly inaccurate.

There are some sagas that outsiders are never permitted to hear, ones told by the Rune Priests on only the most sacred of occasions. Though some sagas have been set to record by strangers, and the Space Wolves have spoken, some would say bragged, at length regarding certain aspects of their long and glorious history, there are other passages that mean death should outsiders overhear them.

The saga known as "The War of the Giants" purports to be a record of the fall of Prospero, one of the opening conflicts of the Horus Heresy. The Space Wolves were ordered to assault their brother Legion, the Thousand Sons, and to call them to account for the sorcerous actions of their Primarch, Magnus the Red. The saga states that the 13th Company was at the head of the assault on the Thousand Sons' home world and that the sheer ferocity of their attack smashed a hole in the traitor lines through which the remainder of the Space Wolves could penetrate. At the height of the battle, it is told that Magnus opened a portal, a means of escaping the destruction wrought by the Space Wolves. Magnus and the remnants of his Legion fled, but it is said that Russ ordered the 13th Company to give chase. In so doing, they left the realm of Man, never to return.

Fragments of other records suggest that the disappearance of the 13th Company did not occur until after the Siege of the Emperor's Palace, which saw the rebel Warmaster Horus finally defeated and the Traitor Legions routed back to the Eye of Terror. It is stated that in the wake of the galaxy-spanning civil war, which saw the Imperium brought to its knees by Horus's treachery, the

Ultramarines' Primarch Roboute Guilliman sought to consolidate the forces of Mankind. But Leman Russ, headstrong and proud as he was, demanded that the Traitors not be allowed to establish a foothold within the Eye of Terror and that the Imperium should strike immediately. Though Guilliman and Dom overrode him, it has been suggested that Russ may have dispatched the 13th Company with orders to hunt down Abaddon, the Warmaster's Lieutenant, and bring his head as a trophy to set before the Emperor. Other, less charitable theories suggest the Wulfen gave chase on their own accord, and some even whisper that the 13th Company had been tainted by Chaos all along and were seeking to join the ranks of the Traitors.

This legend bears up well to the little evidence that exists to support it, and the timing of their emergence from the Eye indicates that the Wulfen may be pursuing Abaddon.

FROM THE SAGA OF JORIN BLOODFANG

In time, the ranks of the 6th Legion swelled to a great host.

And many bore the Mark [FRAGMENT MISSING]

And so Russ banded them all into one Great Company.

And to Bloodfang fell the honor Of leading them to laurels and glory

In the name of Russ and the All Father.

Bloodfang named [FRAGMENT MISSING]

Grail, Orkhane, Sigurd, Thorbrand, and Grafeld.

To each a retinue was granted.

And as a band of brothers the 13th Great Company

Reaved across the stars.

Neither Xenite, nor Apostate, nor Fiend

Could stand before [FRAGMENT MISSING] the Wulfen was upon them.

But at the Gates of [FRAGMENT MISSING] did Bloodfang rage

And plunge headlong into [FRAGMENT MISSING]

Neither Kin nor Master could restrain him.

And beyond the Gates did the Wulfen-kind pass.

At Asaheim, the Wolves did cry for one hundred nights

To mourn the passage of their kin.

Another legend speaks of the disappearance of a Space Wolves force through an Eldar webway portal, though, in this particular case, the story refers only to the so-called "Wolf Brothers." Little information as to the true identity of this group survives, though what scraps of data have been recovered suggest that the Wolf Brothers were in fact a successor Chapter of the Space Wolves that was disbanded due to some form of genetic instability. A passage in *The Callerya* states that the Wolf Brothers pursued an Eldar force through a mystical portal from which they never returned. The similarity between this story and other legends suggests that a kernel of truth lies at the heart of the matter, though the exact details will likely never be known.

Home World

Little needs to be said of Fenris, the inhospitable, ice-bound world from which the Space Wolves come, but whether the 13th Company have found a home within the Eye of Terror is unknown. Certainly, the Canis Helix would prove a vital factor in surviving within the Eye, for it is known that the Curse of the Wulfen is want to surface as a defense against the influence of Chaos. No doubt the Wulfen-kind have walked upon Daemon Worlds the likes of which would drive a Space Marine of any other Chapter beyond the point of sanity. It seems unlikely that the 13th Company would pause in their hunt long enough to establish any sort of permanent base of operations. To do so would be against their nature.

Combat Doctrine

To date, only a handful of reports have been logged regarding actions in which the newly emerged 13th Company has taken a hand. In each of these battles, the Company has attacked without warning and penetrated deep into enemy lines before launching a devastating close-range assault. It has been observed that 13th Company warbands prefer to attack during the hours of darkness, where the element of surprise can be used to greatest effect, but even in the daylight hours, the Company's ambushes and infiltrations have proven decisive in a number of early engagements in Abaddon's latest Black Crusade.

In terms of equipment, the warriors of a 13th Company warband fight and travel light. They have never been observed using transports of any type. It is of course entirely possible that the 13th

Company was never issued any vehicles in the first place, as the Company's superior infiltration skills would make the use of front line vehicles undesirable and unnecessary.

The equipment carried by the Company appears basic and even debased compared to a conventional Space Wolves force. Each Space Marine carries a variety of weapons, from bolter to primitive blade, and many of these weapons seem to have been scavenged from Chaos forces or have been adored to appear that way. There is no doubt that some of the men of the Company wear power armor stripped from the bodies of fallen Traitors, which is a matter that the Ordo Malleus will no doubt wish to pursue when the current crisis has been resolved. Indeed, a number of Inquisitors have already expressed a desire to call the Space Wolves of the 13th Company to account. Among them are radicals who believe the Company has successfully turned the weapons of Chaos upon itself as well as puritans who wish to see the 13th punished for the very same reason.

Organization

A conventional Space Wolves Great Company is formed around a core of Grey Hunters – experienced warriors capable in a number of battlefield roles. Supporting these troops are the Long Fangs who provide heavy firepower. Fighting alongside are the Blood Claws, packs of eager young aspirants who throw themselves into battle in an effort to prove themselves to their superiors. Leading the Great Company is a Wolf Lord and his retinue of Wolf Guard,



Pre-Heresy Space Wolves Color Scheme



highly accomplished warriors who provide an officer cadre within the Company. The force can call on support from any number of armored vehicles, Dreadnoughts, transports, bikes, and Land Speeders.

A 13th Company warband differs from a Space Wolves Great Company in a number of respects, most of which can be explained by the circumstances of the Company's disappearance.

At the core of the army are the Grey Slayer packs. These squads fulfill a role similar to that of Grey Hunters in a Space Wolves Great Company, but each Slayer is far and away a superior fighter to his Grey Hunter equivalent. This fact comes as no surprise to Imperial observers, as the normal flow of new recruits into a Great Company has been cut off, making the progression from Grey Hunter to Wolf Guard impossible. The Company has adopted an ad hoc structure, often separating men into specialized units that support one another in the manner of wolves on the hunt. The core of this force remains the equal of the elite elements of many other armies.

There are no Blood Claws in the 13th Company. All of the Blood Claws that disappeared with the Company would have either died in action or long since progressed up the ranks, and no replacements would have been forthcoming in the Eye of Terror.

Some of the senior ranks found within the Space Wolves are also absent from the 13th Company. Other than the Wolf Lord himself, the only leaders to be found operating outside of the packs are the Rune Priests and Wolf Priests. Casualties among the other ranks could not be replaced due to the difficulty of specialized training and the lack of resources. This fact poses some interesting questions regarding the Rune Priests, as the Company appears to have had no trouble maintaining a cadre of these psychically gifted individuals. Evidently, the Eye has had some effect on the men of the Company and unlocked previously untapped psychic abilities within its ranks.

The formation that represents the most drastic departure from the Space Wolves organization is that of the Wulfen packs. The Wulfen are consummate predators who throw themselves at their foes as soon as they are scented. Whether the Wulfen packs are standing formations or are formed on a temporary basis as men succumb to the Curse of the Wulfen is, at this stage, unknown.

The first reported instance of direct contact between Imperial forces and a 13th Company warband was during the raid on the Ormantep Listening Post. One of only a handful of survivors, a Sanctioned Psyker stationed with the post's Kasrkin defenders reported that she was almost decapitated by a Wulfen with whom she tried to communicate. It was only on the orders of another 13th Company leader that the beast spared her. That the Wulfen are highly effective in close quarters combat is evident, but it is also clear that they are potentially as dangerous to Imperial troops as they are to the enemy.

On three occasions have I witnessed these beasts do battle, and each time, I have been sickened: not by their methods, nor even by the terror they have wrought within our own ranks, but by the fact that to look upon a brother of the 13th Company is to witness the beast within us all given hideous form.

Inquisitor Asmorales

It has been noted by Inquisitor Asmorales that the numbers of the Wulfen-kind that disappeared 10,000 years ago must have been equivalent to a contemporary Space Marine Chapter, owing to the far larger size of the First Founding Legions. To date, only a handful of men of the 13th Company have been observed. Thus, the Inquisitor believes that the majority of the Company remains within the Eye of Terror, has been slain, or has embarked on a mission the nature of which only the 13th Company understands. It is also likely that a number of separate contingents of Wulfen-kind are at large, each harrying the forces of Chaos.

and led by a Lord who is vassal to an individual yet to reveal his hand in the conflict.

Beliefs

The 13th Company has reappeared at a time of great peril for the Imperium and is mercilessly hounding Abaddon in a campaign of ambushes and infiltrations. It is evident that the 13th Company is pursuing Abaddon's forces, which is entirely consistent with the legend that Russ dispatched the Wulfen-kind to hunt down the Despoiler. That the 13th Company has been hunting him for 10,000 years is testament to their persistence, though none can tell how many years have passed for them within the warped dimensions of the Eye of Terror.

One question that remains is just how the Space Wolves Great Wolf Logan Grimnar will receive the Wulfen-kind. Will they disappear once more when some unknown short-term goal is met, or will they wish to return to their Chapter? Some say that the Wulfen have lived too long within the Realm of Chaos, expressly against Inquisitorial dictate. This fact alone should preclude their return to the Imperium. Of course, the Space Wolves, known for their strident independence from the institutions of the Imperium, may well oppose any and all censure of their erstwhile brothers. With Abaddon's invasion at full height, the Imperium can ill-afford internecine conflict.

Gene-Seed

That the Canis Helix is responsible for the condition of the Wulfen is known, and it has been suggested that the savage force that resides within each

Space Wolf has allowed the 13th Company to survive the long millennia of contact with the power of Chaos.

What is not known is whether the 13th Company's presence within the Eye of Terror has tainted its gene-seed in any way. Many simply point to the bestial appearance of the Wulfen-kind and their use of scavenged Traitor wargear as all the evidence needed to condemn them, but others defend their methods as pure necessity.

Wulfen packs are often led into battle by Wolf Priests, and it is theorized that these individuals play a vital role in controlling the excesses of the Curse. Wolf Priests of the Space Wolves are the keepers of the genetic lore passed down to them in a direct line from Russ and appear to be the only men able to control a Space Wolf when the Were is upon him. The Wolf Priests are obviously acting as guardians, leading packs of Wulfen in combat, and ministering to their charges between conflicts.

The Adeptus Mechanicus undoubtedly wish to analyze the gene-seed of slain 13th Company Space Wolves but, to date, have not succeeded in doing so. Should the Adeptus Mechanicus find any impurities, then the scale of the Imperium's response and which side the Space Wolves would take could only be imagined.

Battle-Cry

Legends tell of the howl of the Wulfen; mortal ears have now heard it for the first time in 10,000 years. Eyewitnesses report that the effect is devastating to enemy morale and often equally unnerving for friendly troops.

THE ORMANTEP RAID

On the 13th day of Secondus in the Imperial year 999.M41, Cadian sector High Command lost contact with the world of Ormantep, a sparsely populated mining planet situated on the outskirts of the Cadian Sector. The planet's proximity to the Cadian Gate made it an ideal location for a listening post, a narrow astropathic duct focused on the approaches to the Gate, which was guarded by a Company of Cadian Kasrkin.

The attack that crippled the station came without warning and left only a handful of survivors. A single, dying Astropath was able to call for aid from a nearby Imperial Navy cruiser.

The attackers were a small, elite Company of Black Legionnaires who fell upon the listening post with cold, methodical brutality and cut down all they encountered. However, they seemed specifically determined to murder the Astropathic Choir that resided within the central keep. The Kasrkin mounted a heroic defense that held off the Black Legionnaires for several hours before aid came from a totally unanticipated quarter.

As the Traitors closed on the hastily constructed barricades of the inner sanctum, survivors report that the night was filled with a mournful howl. Answering calls sounded from all directions, yet the source could not be seen. As the Black Legionnaires

flinched in their attack and cast glances in all directions, the rearmost were dragged into the shadows. Soon, the Legionnaires were firing their bolters on full automatic and emptying entire magazines into the gloom, as more were set upon by an enemy the Kasrkin defenders could not discern.

In minutes, all of the Black Legionnaires were dead. Their bodies were found savagely ripped open as if worked by hugely powerful jaws or raked by savage claws. The only evidence of the force that attacked them was the distorted vox-recording of the howls that filled the complex in the moments before the Chaos Space Marines were attacked.



When it comes to making Mutants, the rules are...there are no rules!

Mutants are the greatest opportunity to let your imagination run riot. To prove this point, Adrian Wood gave out bags of Warhammer and Warhammer 40,000 plastic sprues to modelers who he knew would be up to the challenge.

Adrian: The raw materials we sent out were Catachans, Zombies, Orks, and of course mutations sprues: the only instruction was, "Make Mutants." Over the weeks that followed, boxes and packages would arrive at Games Workshop containing the most outlandish creatures imaginable. Every time I opened a packet, it was like looking at a painting by Hieronymus Bosch. What twisted imaginations these guys had! Not only had the plastic sprues been plundered, but in a frenzy of modeling madness, metal parts from the modelers' own bitz boxes had been mixed in as well.

I wanted to know where these guys got their ideas to make such radically different models from one another. As I began to collect information on how they went about making their models, it was obvious that they had all taken different approaches. I started my investigations with Dave Cross.

MODELING WORKSHOP

EXPERT ADVICE ON HOW TO CONSTRUCT YOUR HORDES!



The following are just some of the tools and materials used to make these mutants. Some modelers used more, some a lot less. Dave Cross used only plastic glue and a pair of clippers!

- 1 Cutters
- 2 Craft Knife
- 3 File
- 4 Glues
- 5 Saw
- 6 Pin Vise
- 7 Green Stuff
- 8 Sculpting Tool
- 9 Catachans, Zombies, Orks, and Mutations Sprues
- 10 Bitz Boxes



Dave's models in all their mutated glory.

**DAVE CROSS**

When Dave Cross sat down one weekend with clippers and plastic glue in hand, he had but one challenge: to combine the 14 models' worth of

parts on the sprues he'd been given and make 15 mad Mutants.

With this goal in mind, he began experimenting with different combinations of parts. As he freely mixed the thin Zombie parts, the Catachans, and the huge Ork body parts, Dave found he couldn't help but get a set of grotesque models. By using arms for legs and a head for a torso, he soon got his 15 models.

Dave was so inspired, he had another go at making 15 Mutants, but this time, he used the Marauders of Chaos sprue instead of the Catachan one.

Dave lined up 15 bases and built the models from the bottom up. The 14 sets

of legs were glued in place, but one empty base was left over.

To get round the lack of legs, Dave took an Ork torso and glued on a pair of arms instead, then attached them to the base. The Ork head was large enough to become a torso on the Zombie legs.

When it came to combining the Ork parts with the Catachans and Zombies, Dave had to cut the ball joint on the Ork torso to get it to fit the legs from the human-proportioned models. The model could appear long or squat, depending on how much he flattened down the ball joint on the Ork torso.



Dave's gruesome mutants along with one of his impressive mutant Sentinels.

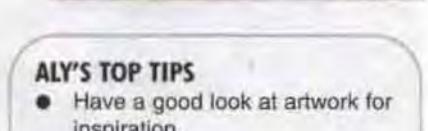
**ALY MORRISON**

As a figure designer, Aly knows a thing or two about making miniatures. He also has a reputation for making some

truly impressive conversions, some notable examples being the Mordheim Possessed warband models in *WD* 243.

He used only the parts that came on the sprues (Aly had been given a Marauders of Chaos sprue rather than a Catachan sprue) and was even able to incorporate the tombstone from the Zombie sprue into one of his models.

After building them, Aly came up with a list of "Top Tips" for making Mutants.



ALY'S TOP TIPS

- Have a good look at artwork for inspiration.
- Cut the parts off the sprue, clean them up, and group them into possible combinations. This way, you can swap the parts around and see what your finished models will look like.
- Aim at building a minimum of 10 models, but don't skimp on parts. Save any leftovers for your bitz box.
- Do a dry run assembly with Blu-tack.
- Use glue to blend and melt the joins together naturally.
- Be patient and take your time.
- Create usable troops.
- Avoid goofy and badly positioned miniatures. Try to make the mutations look convincing.
- Build strong solid models that will withstand the rigors of the gaming table.
- Save at least half your accessories for covering up any joins that look a little strange.



Graham's Mutant horde advances on a Blood Angels outpost.



GRAHAM DAVEY

When Dave Cross first showed me the "scarecrow" Mutant, I was impressed and wanted to know who dreamt up

that monster. I was pleased to discover that it had been made by a long-time gaming opponent of mine, Chaos Space Marine Lord Graham Davey. I tracked him down and discovered a box full of Plague Zombies that now graced his desk. They looked superb. Not only was I impressed with the models, but I was particularly struck by how he'd applied his army's color scheme to them.



Graham threw in a few Skaven tails for good measure and used them as tentacles sprouting from the Mutants' bodies. These ranged from mere arm replacements to one model that had the body of an Ork, the arms of a Zombie (always a striking combination), and a face made purely of tentacles.



Initially, Graham concentrated on using the Zombie sprue to give him the parts he needed.



Graham really liked adding unusual parts to some of his models. For instance, the bull's skull was a banner top that became a huge head. The Zombie drum became a face mask. Probably the most striking example is a Mutant with a head made from hooks from a Chaos vehicle sprue. The conversion gives the model a really insect-like appearance.

**MARTIN PETERSON**

Swedish modeler Martin Peterson flipped through a few issues of *White Dwarf*, his Codices, and the rulebooks before he started,

taking particular inspiration from the Inquisitor rulebook and Aly Morrison's Mordheim warband. Martin then began to pick and choose parts from the plastic sprues he'd been sent, as well as some additional body parts and weapons of his own.

Martin sees Mutants as outcasts, the very dregs of society, scavenging weaponry from any source. The mix of weapons reflects this point of view and includes an Ork choppa, a chainsword from a Space Marine, and a Kroot rifle.



Of all the sprues he was sent, Martin favored the Zombie sprue the most. One model features the spines from the back of a Kroot torso.



Martin added Skaven parts, particularly tails used as tentacles, like Graham Davey. He also used the mutation sprue on the Zombies as well as the Orks.

**CHRIS BLAIR**

The first model that Chris assembled was a real *tour de force*. With a body made from a Kroot torso (with cloak) attached to the tentacle arm from the mutation sprue, he nicknamed the creature "The Snake."

The spines from a Kroot's head were cut away and attached to a head from the mutation sprue. Chris made one arm from Skaven tails, while the other is straight off the sprue.

Chris also sent a Chaos Marauder model with three faces from the mutation sprue buried in the chest!

**TOMMY JUSKUS**

I phoned Young Blood winner Tommy Juskus to ask him about his Mutants. The huge limbs and tentacles on the mutation sprue were what really

inspired him. When combined almost exclusively with the Catachans, the monstrous effect was even more marked. In addition, Tommy also made use of the Kroot sprue and gave a couple of his Mutants the alien torsos, which had the effect of elongating the models.

After his visit to Games Workshop with the rest of the Golden Demon winners,

Tommy was inspired by a Nurgle Daemon Prince (by Seb Perbet) he saw and thus added a spine bursting from one of the model's backs. When it was time to paint the models, he chose to paint the skin with an unhealthy green tinge, which made the bright red blood stand out even more.



**JAKOB NIELSEN**

When given complete freedom to build whatever Mutants he wanted, Slayer Sword winner Jakob looked to the Warhammer 40,000 rulebook

for direction. Imagining that he was part of a design team creating concept models for a possible *Codex: Muties*, Jakob made five models representing different categories of the Standard Missions chart: HQ, Troops, Fast Attack, and Heavy Support.

He used mostly metal models for the basis of his Mutants with the addition of a few plastic parts from the Ork and Kroot sprue.



Starting with the torso from a Mutie from Gorkamorka, Jakob attached a pair of Ork legs to make his leader and filled the join with a monstrous belly made from green stuff. As well as a Skaven Globadier backpack, the model is covered in all manner of wargear and trophies.



By the time we received all the miniatures from our willing monster makers, there were so many to choose from that we knew we wouldn't fit them all into this article. Each batch of models used the parts we sent out in a different way. A few modelers deliberately limited themselves to what was on the sprues, which was a real challenge, particularly

when it came to finding a way of using the Zombie tombstone! Well done Aly. Others raided their bitz boxes and added all manner of extra parts to their models.

So there you have it. With only a few pieces of equipment and a bit of imagination, these modelers demonstrate how to make a huge variety of models, and each in a different way.



Big Mutants are made by mixing and matching metal and plastic parts from our huge range of Citadel miniatures. These monsters were made by Kirsten Mickleburgh of the 'Eavy Metal team.



With untold horrors spilling forth from the Eye of Terror, this month, Heroes & Villains highlights one of the men charged with repelling these invaders, Lord Castellan Ursarkar E. Creed. Pete Haines tells all.

HEROES & VILLAINS OF THE 41ST MILLENNIUM

URSARKAR E. CREED, LORD CASTELLAN OF CADIA

What do I ask of my officers? Merely that they do their duty with fire in their bellies and a prayer on their lips.

Lord Castellan Ursarkar E. Creed

Ursarkar E. Creed is the Lord Castellan of Cadian, charged with its defense against traitors and heretics. Arguably Cadian's greatest ever soldier, Creed has risen through the ranks to symbolize their courage, skill, and faith.

The boy who was to become the Lord Castellan of Cadian was found in the war-racked ruins of Kasr Gallan by soldiers of the 8th Cadian Regiment. He would not speak of the horrors he had endured, but his faith in the Emperor and his own will were already forged into a weapon of iron that he did not hesitate to use.

Impressed by his courage and strength, the 8th Regiment adopted him, and he was inducted into the Youth Army, the famed Whiteshield Corps. It was here that he met Jarran Kell. The brooding Creed and garrulous Kell forged a bond that was to last for the rest of their lives. Already, Creed was a natural leader and was driven by a fanatical devotion to the Imperial cause. Soon his Whiteshield platoon was hurled into the 5-year Drussite crusade. By the time the Cadian army celebrated victory in the blaze of the xeno-pyres, Creed was a captain of the Shock Troops, and Kell was his Color Sergeant.

As an officer, Ursarkar Creed was demanding of his men and himself. His personal example earned him unconditional respect. In important matters, he maintained the discipline expected of a Cadian unit but knew when to turn a blind eye, a quality that displeased many a Commissar. Creed rarely had to repeat an order; instead, he exuded an intensity that compelled obedience from all around him. His greatest strength though was his understanding of how a Cadian force should fight. He disdained the unthinking exchange of lives so favored by other Guard Officers. Creed mixed resolute





The 8th Cadian Regiment leaves its jungle encampment under the watchful gaze of Creed.

defense with blistering counter-attacks and proved himself as capable of leading an army as a platoon.

With Kell ever at his side, Creed fought throughout the Hrud migration of M41.983-5 and was commander of the force that hunted down the Chaos Space Marine Lord Brule on Trecondal. His first action as a Lord General of Cadia saw him not only defeat but annihilate the Ulthwé raid on Aurent in M41.992. By this time, he was Cadia's most successful living commander, and only his lowly birth held his career in check.

In M41.999, a murderous plot by the forces of the Great Enemy killed several members of the Cadian High Command. In times of such dire emergency, there existed a special military rank, Lord Castellan of Cadia, bestowed for life or until the emergency was over. Making the traitors pay for their murderous deeds, Creed was received with massive acclaim from the rank and file of the Cadian army. One by one, his potential rivals stepped down in the interests of unity until the foundling boy was, by common consent, Lord Castellan of Cadia. In the dark days that followed, he would need all his faith and all his skill.

The Battle of Tyrok Fields

From the history of the 8th Cadian Regiment:

In the dark, doom-laden days before the 13th Black Crusade of Abaddon the Despoiler was unleashed upon the dutiful servants of the almighty Emperor, blessed Cadia was the scene of an act of base treachery.

As is ever the case with the foul tricks of heretics, their deeds draw forth greater resolve and courage from the faithful, and few are more loyal in their faith than the General Ursarkar E. Creed.

At the time, Cadia was alive with the diligent preparations of the servants of the Divine Emperor. Shock Troop Regiments were being mustered alongside Titan Legions and their Skitarii Regiments of mighty Feral warriors stood alongside brightly accoutred Mordan Guards. Among this mighty throng, faith was strong, and the morale of every man soared to see the power of their Lord, the Emperor.

A vile serpent lay ready to strike, however. The Volscani regiments were landed to join the muster. Many were the battles they had won against the Great Enemy, and each of them had stared into the maw of hell and still fired his lasgun straight and true. It had been some time since their last action though,

and the sure knowledge of the horror they would face again had worked on their minds. Sometimes, knowledge of what the enemy truly is will stiffen a warrior's resolve to protect his hearth and home from such abomination. Other times, the thought pushes men beyond their endurance, especially when they are given time to brood. Perhaps the Holy Inquisition should have retired the Volscani after their last battle, but in such times, soldiers cannot be easily discarded. Suffice to say, the Volscani Regiments feared to face Chaos again, and this fear led to their corruption. As is their way, the fell powers promised much, but sent the Volscani to their death.

On the great landing fields of Kasr Tyrok, the Volscani disembarked from their drop ships. For each of their nine regiments, there was a mighty Leviathan Command transport. Around each Leviathan, the companies fell in, nine companies to a regiment, each company 300 strong. Around the dark phalanxes of infantry, the Volscani armor, mostly light Chimeras and Sentinels, swiftly formed their squadrons. It was an impressive display. Atop their own Leviathans, the High Command of Cadia took the salute. Some wondered why the troops wore helmets with lowered blast visors rather than full dress kepis, but no one was suspicious enough.



Then, in response to a wailing klaxon from each Leviathan, great banners of blue and yellow showing sigils too obscene to be looked upon were unfurled over the sides of the great transports. With a roar, the Volscani surged forward in a rolling sea of razor-edged sword bayonets.

The Cadian Honor Guards were unprepared but were trained to aim and fire without hesitation. The thin line of the 840th fired three volleys at the onrushing column, but it did not halt. The Volscani Sentinels swept the line with multi-laser fire before their infantry struck home. The two companies of the 840th in the line died to a man as the enemy swept over them. Outnumbered 40 to 1, their sacrifice will be remembered.

All along the Volscani line, the Leviathans opened fire. The huge forward macro-cannons were heard in Kasr Valtoss some 50 miles away. Each Leviathan was rocked back on its tracks by the recoil, and the swarms of infantry surrounding them fell to the ground unable to stand close to the discharge. The 10' cannon shells could scarcely miss the Leviathans of the Cadian command barely a mile from them. The first volley was aimed low and hit the tracks. The Cadian Leviathans had not had the chance to raise their void

shields, and each was rendered immobile by the fusillade. Too late, their shields came to life, but by this time, the traitor Leviathans were roaring forward, their battlements swarming with traitors.

Woe to the traitors. At that time, an Ornithopter with the markings of the 8th Cadian Regiment was approaching Kasr Tyrok. Inside was the General, Ursarkar Creed and his Color Sergeant Jarran Kell. Their instincts, trained by a life of battle, had told them that something was afoot before the first terrible volley of the macro-cannon. It is said that Creed sniffed, like a great hound sensing a wolf near the flock, and immediately began issuing his battle orders through the ornithopter's vox caster.

Back on the field of treachery, the Volscani Leviathans rumbled through the void shields of the courageous Cadians. Leviathan armament is primarily devised to destroy infantry. Once another Leviathan has raised its void shields, gunnery alone will not conclude the issue. As the first volley had immobilized the Cadians, another option was available. Pulling alongside the Cadians, the vile Volscani fired grapples and dropped their corvus ramps. With a blasphemous roar, they swarmed aboard. On each Cadian Leviathan, the warning bells sounded "arm topside," and the bastions filled

with gallant defenders. In the iron heart of the Excubitor Castellum, the Leviathan that had, for 4,000 years, been the ceremonial transport of the Cadian High Command, Governor Primus Marius Porelska drew his sword and organized the defense of the command deck.

The huge doors of the Volscani Leviathans were opened, and their infantry swarmed towards them and began to climb deck by deck to the battlements. Where each Cadian Leviathan had little more than a platoon of troops, the Volscani Leviathans bore a limitless horde of boarders. The Volscani Chimeras had meantime been filled with infantry and stood off to one side of the battle along with their Sentinels. Every time an Imperial detachment approached the battle, this mobile force would fall upon them and destroy them piecemeal. Their commander was disturbed to see a dust cloud coming out of the west that betokened a strong force. He had not expected serious resistance this soon but still signaled for his Chimeras to move out.

According to the records of the Departmento Munitorum, General Klief had been a proud Volscani soldier. It is sad that his good service to the Emperor should now be rendered to

Creed's Guardsmen rush to attack the Tyranid foes.



nothing by an act of contemptible treachery. Better he had died in his first action. At his command, a few Chimeras stopped to allow his heavy weapon teams to deploy. A line of Sentinels formed up ahead of them as a skirmish line, while a further hunting party moved off wide to the right. The remaining Chimeras formed up in three huge chevrons and wheeled to the left. He would draw the enemy in with his Chimeras, hit them with flanking fire from his heavy weapons, and then charge his Sentinels in behind them while disembarking the remainder of his infantry for a frontal attack.

It was now that the blessed Creed dismounted from his ornithopter and joined his waiting Command Squad. In accordance with his orders, the 8th Cadian was deployed in three lines of five companies each. Each company had six platoons. The front line companies had deployed one platoon as a skirmish line, and the center platoon of each company was made up of Elite Kasrkin and the Company command. Banners fluttered over each company. In the gaps between the platoons, the Cadian heavy weapons teams stood ready. On each flank, Sentinel Squadrons strutted forward eager for the fight. At the rear, stationary for now but roaring their readiness, was a group of

Cadian Armored Fist Squads and Leman Russ battle tanks. Creed fell in alongside them as Kell unfurled the Banner of the 8th. The sight of their blessed standard, its eagle a direct copy of the original, touched by the hand of the Emperor himself caused the loyal 8th Regiment to begin their Imperium Gloriam chant.

The nearest troops saw Creed kneel and make the sign of the Aquila across his chest. He placed one hand on the ground and concentrated. Veteran soldiers say that Creed was able to sense from the vibration of the ground what troops were nearby and where, although no one was sure whether this was a skill or a sacred gift. The order went out.

"The 8th Cadian will advance, fix bayonets."

The command was answered by the sound of over 4,000 bayonets being expertly socketed as the order was relayed from company to company. The sound brought a grim smile to the Lord Castellan's granite features. He had come to love the calm before the storm.

The Volscani Sentinels bounded forward, their multi-lasers swiveling hungrily from side to side, but before they could find their range, the Cadian

missile launchers, autocannons, and lascannons ripped into them.

I am not averse to facing the enemy myself. Why should I be? In my right hand, I hold the finest regiment of soldiers from a world of soldiers. In my left hand, I hold the will and favor of the divine Emperor of Mankind.

Ursarkar Creed

General Kliet's stratagems might have worked on some enemies. Against Ursarkar Creed, they were undone in a mere 20 minutes. The Cadian line marched over the wreckage of the Volscani mobile column. Their heavy weapon squads lay in Earthshaker shell craters where Creed's supporting Basilisks had found them thanks to the Ornithopter-mounted observers high above. The Volscani Sentinels had been devastated by Cadian heavy weapons and then swept away by the Cadians' own Sentinels. Amid the burning wreckage of their Chimeras, the heretic infantry that remained was overwhelmed by the Kasrkin-led charge of the 7th Company. Creed had halted the Volscani with a volley from the battle cannons of his Leman Russ tanks and then decimated them with the fire of





From the dispatches of Colonel Sackville Slade

I first encountered Creed 20 years ago. My own regiment, the 219th Albireni Grenadiers, was fighting alongside the 8th Cadian on Amistel. I, of course, was seconded to Lord Martial Kleomenes's general staff to liaise with the senior officers of the Departmento Munitorum. It was a proud time, as I was the fifth member of my clan to receive this distinction.

I must confess that the then-General Creed's manner was not what I expected of an officer, and it was apparent to me that he had no comprehension of the way to behave among the general staff. First of all, there was the supplies incident. I was overseeing no less than five Munitorum magazines with full staff, nine companies of labor troops, and a security company of the 219th. It was an important position. Then Creed and that roaring peasant of a Color Sergeant of his emptied one of my magazines of ammunition and medical supplies without going through the correct procedures. An ashen-faced Lieutenant had appeared in my office and told me that Creed had just turned up with his men, broken down the gates, and helped themselves. Such anarchy cannot be tolerated in the forces of the glorious Emperor. Needless to say, I pursued Creed with the full rigor possible under the provost codes of the Codex Imperialis. At that time, though, the 8th Cadian was contesting the Barbazzar Ridge with the Bluchacker Orks, and I was unable to present a warrant to Creed. He was on the front line, and there was no way of reaching him safely.

Infuriatingly, by the time the Cadians had pushed the Orks off the ridge and finished them off in a running fight on the plains beyond, Creed had not only used up all the stolen supplies but had gained some popularity with senior members of the general staff. Khan Harumann, fur-clad Attilan horse brigand that he is, couldn't stop referring to Creed as "the finest of his hunting hawks" and bellowing toasts in his honor at every staff dinner. The Lord Martial put great store in Harumann's recommendation, and my

warrant was quietly rescinded. I protested. However, it was made clear that I might find myself back with my company in the field. I could not bear to disgrace the family name and so held my tongue.

I then found myself attached to the staff of Field Marshal Kassel. He commanded my own glorious 219th, Creed's damned Cadians, and some five other regiments. The army formed the right flank of our host and was charged with turning the Ork flank at Scardale, a region of intersecting ravines impassable to most vehicles. I, of course, counseled the Field Marshal to maintain a steady advance, ravine by ravine, and leave time for supplies to be built up before the next push. To this day, I remember Creed snorting contemptuously at me. The impudence of the man beggared belief. It was, of course, impossible for me to demand satisfaction with that bull-necked assassin Jarra Kell at his back. Thus, I had no choice but to listen to his amateurish tirade saying that speed was the answer. I could not believe my ears when that dotard Kassel approved Creed's plan. I could not remember being angrier in my whole service as a soldier. I realized that I had to take action to protect the honor of the Emperor's Guard from this belligerent, disrespectful thug. I found half a dozen likely lads from the 219th and, swearing them to silence, made it clear that Creed must be taught a lesson. I was in the staff club, enjoying a drink when I was dragged away. Not only had my agents failed, but the disloyal dogs had implicated me.

My fate was sealed when Creed's attack covered 30 miles in three days and broke through to the plains. That one such as I should be brought so low by a man like Ursarkar Creed is an outrage to my clan and my heritage. There is no greater dishonor than to command a penal unit. However, such is my fate, and I am sure it will be the fate of many other fine officers while a common hive thug is allowed to command armies.

Colonel Sackville Slade,
1st Bar-el Labor Regiment

Killed in 997.M41 during a regimental riot

almost 400 infantry-carried heavy weapons. His Command Squad caught up with the 7th Company as it overran the last of the Volscani. Jarra Kell paced ahead of Creed and slew a heretic at every stride. Kell vaulted atop a burning Chimera and skewered the despised General Kliet with a downward stab of his regimental banner.

Creed stood next to Kell surveying the battlefield, the Banner of the 8th flying all the prouder for having been the death of a traitor. Creed was wise and knew that, engaged so closely, the void shields of the Leviathans would protect each other and be nigh impenetrable. The General was undaunted, however, as he had already made preparations for this stage. He ordered the ranks to be redressed and drew up his Sentinels on one flank and his armor on the other. The Cadian soldiery was eager to be at the enemy, but none would disobey Ursarkar Creed even though they could see the hordes of the enemy still attempting to swarm aboard the Leviathans of the High Command.

It was then that Creed's delay was explained. Striding over the Tyrok Fens came three Warlord Titans of Legio Ignatum. The God machines changed direction to fall in behind the 8th Cadian, and the advance resumed. No one should ever forget the majesty of that advance. On the right, Creed's armor roared ahead at full speed. On the left, his Sentinels inclined outward ready to swing around the enemy. In the center, the 8th advanced as if on the parade ground with banners flying. The Volscani saw their enemies coming and turned every available Leviathan weapon to face the advance. Huge gaps were torn in the Cadian ranks by mega-bolters and macrocannon, but the integrity of the line was immediately restored. Behind the Cadians, the three Ignatum Titans turned their turbolasers on the Volscani. Focusing on one Leviathan at a time, the Titans ripped through the void shields and began to tear great holes in their hulls. The Volscani infantry on the Leviathans died in their hundreds with each shot and leapt from the sides to avoid incineration.

Creed's armor was upon them next. Disdaining opportunities to fire, the tanks roared around the bases of the Volscani Leviathans, crushed the traitor infantry, and broke the few ordered formations the enemy had left. The Chimera then discharged their passengers, Cadian Armored Fist Squads that rushed to surround the nearest Volscani Leviathan attacking Excubitor Castellum. The traitors turned to find righteous justice at their backs.

The hammer blows devised by General Creed continued to fall. Led by the Kasklin and the company Command Squads, the 8th Cadian struck the line. They swept the heretic infantry aside and cleared the way through to the nearest Leviathans to link up with the Armored Fist Squads. Of the nine Volscani Leviathans, two were burning, and two more were being cleared deck by deck.

Finally, the exalted Titans reached the fray. The advanced straight up to the remaining enemy Leviathans, seized each in turn, tipped them over, spilled Volscani infantry like ants from a toppling anthill, and then turned formidable weaponry on them.



Color Sergeant Jarran Kell and Lord Castellan Ursarkar E. Creed.

All that remained now was to execute the richly deserved sentence of death. The 8th Regiment rightly showed no pity and fought their way to the ramparts atop the corrupt Leviathans. Within those defiled vehicles, the soldiers of the 8th saw things that honest soldiers should never have to. Still, they pressed on until they in turn crossed over the boarding ramps to the embattled Cadian Leviathan Excubitor Castellum. Creed and Kell led the way now, and it was they who reached the Command deck first and succeeded in preventing the foul desecration of the fallen body of Governor Primus Marius Porelska. The Governor had fallen as a Cadian should, a blade in his hand and heretics at his feet.

General Creed carried the body of the Governor, wrapped in the banner of the 8th, back to the battlements of the Leviathan. Many more Cadian regiments now entered the scene, and a great throng of them gathered around. The

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Creed	105	4	4	3	3	3	4	3	10	4+
Kell	-	5	5	3	3	3	4	3	8	4+

Any Cadian army of at least 1,500 points may be led by Creed. Creed has always insisted that no officer should fear front-line duty and habitually lives up to his own words. His lifelong comrade Sergeant Jarran Kell always accompanies him to battle and is responsible for ensuring his survival. If the army Command Platoon has a Chimera Transport, then Creed and Kell may commandeer it for their own use (the original owners have to walk). If the controlling player chooses to do so, he must declare his intention before deployment commences.

Ursarkar Creed and Jarran Kell are always used together although, on the battlefield, both are independent characters and can separate and join different units as desired. Both must be used as listed and occupy a single HQ slot on the Force Organization chart. The 105-point cost is for both characters.

Ursarkar E. Creed

Wargear: Trademark item (pistols), Refractor field, Carapace armor, two matched helipistols (fire as twin-linked helipistol, count as additional close combat weapon in close combat)

Abilities: Iron Discipline, Sharpshooter, Master Strategist.

Master Strategist: When there is a choice of mission based on Strategy Rating, an army containing Creed may always choose the mission. Similarly, the controlling player may either choose to win the die roll for choice of table edge or request that the dice for the 1st turn are rerolled.

Color Sergeant Jarran Kell

Where Creed is silent and calculating, Kell is his voice, roaring and bombastic as only a Color Sergeant can be. He has made keeping Creed alive his life's work and has the wounds to prove it. A fearsome fighter, his amplified voice drowns out the war cries of the enemy and ensures that Creed's orders are obeyed in the heat of battle. Although nominally a sergeant, Kell has all the privileges of an officer, including the *Command* special rule.

Wargear: Medallion Crimson, Carapace armor, Regimental Banner, power fist, power sword.

Abilities: Bodyguard, Iron Discipline, Sharpshooter.

Medallion Crimson: The Medallion Crimson is awarded to men who have suffered the most horrific injuries and have lost neither their faith in the Emperor nor their will to fight on. It takes a lot to stop a man who has earned this decoration. The first time the bearer is wounded by an attack that causes instant death, he takes just a single wound instead.

Bodyguard: When within 2" of Creed, Kell may change places with him at the start of either player's Assault Phase. He will then fight Creed's opponents and Creed will fight his (if any).

General, being a pious man, allowed them to sing their praise to the Emperor. Then, from his lofty position, he delivered his first exhortation to the armies of Cadia, to strive without rest until every disciple of Chaos had suffered the fate of the Volscani.

The host demanded that the noble Ursarkar become the Lord Castellan. Three times he refused, but ultimately, he could only accede to the will of the regiments. As ever, greatness thrust itself upon Ursarkar E. Creed, and he could but strain to bear its weight.

Lieutenant Orsani Ruvald,
Archivist, 8th Cadian Regiment



If you're looking for an army with lots of conversion opportunities, Chaos is the undisputed choice. Nurgle, in particular, allows you to make some extremely gruesome changes. Here, Andy Hoare, one of Nurgle's devotees, reveals how he painted his Plague Marines.

NURGLE PLAGUE MARINES

Painted by
Andy Hoare



GETTING STARTED

The models were assembled with Citadel Superglue and undercoated with Chaos Black spray. The bases were decorated at this stage and undercoated along with the rest of the model. Any areas that were not completely covered by the spray were given a coat of slightly watered-down Chaos Black paint.

PAINTING THE POWER ARMOR



The armor plates of each model were the first areas to be painted. They were given a base coat of Camo Green, and then Rotting Flesh was applied in a deliberately haphazard manner to create a

blotchy texture appropriate for a Plague Marine. The "blotch method" will get some paint on areas of the model other than the armor, but these areas can be either painted over with Chaos Black or blended in with subsequent colors. Plague Marines should not look crisp and clean, and a certain amount of unevenness in tone and color can work well.

Next, a watered-down coat of Dark Green Ink was applied. Once it had

PAINTING WORKSHOP

ANDY HOARE'S NURGLE PLAGUE MARINES



A brush loaded with watered-down inks can be used effectively to mottle the power armor.

dried, more blotches of Rotting Flesh were added to create a mottled pattern reminiscent of slimy mold or fungus.



The banding and other metal areas, such as pipe work, were painted to appear rusty and decayed by applying Tin Bitz, then Boltgun Metal, and then a watered-down wash of Brown Ink.



FLESH
To create the appearance of pox-ridden flesh on the Aspiring Champion, a mix of Dwarf Flesh and Camo Green was used. For the highlight, Bleached Bone was added to the basecoat mix. A watered-down wash of Purple Ink was then applied. The wash gives the flesh a pallid, unhealthy tone and helps convey the character of the Champion's patron Chaos power.

PUSTULES, SORES, AND BOILS

These areas were painted with a 50/50 mix of Red Gore and Brown Ink, which was applied in the recessed Plague Marine symbol and around areas such as the eyes and holes in the armor. A Fine Detail brush was used to paint blood running out of the sores.

ASPIRING CHAMPION'S LOINCLOTH



The loincloth was painted Scorched Brown and then highlighted with Bestial Brown and Bleached Bone. A dirty, decayed pattern was created by carefully splashing Brown Ink over the area.

SLIMY BITS

The areas of slime and goo on all the miniatures were painted Scorched Brown, over which a highlight of Scorched Brown and Camo Green (in different proportions) was applied. Two thick layers of Citadel Varnish were applied to these areas to give them a really wet appearance.

**BOLTERS**

The bolters were painted much like the armor banding – Tin Bitz and Boltgun Metal followed by a Brown Ink wash. Again, this method yields a rusty and neglected appearance. The stock was painted to resemble rotting wood by using Scorched Brown with a small amount of Camo Green mixed in and then highlighting with Bleached Bone. A layer of Citadel Varnish was then applied to the stock to make it appear wet and moldy.

**CONVERSIONS**

The power fist worn by the Champion was taken from the Space Wolves Accessory sprue. The Space Wolves symbol was filed off, and a shoulder pad from the Chaos Space Marines sprue was added.



Extra details have been added to the miniature with green stuff to emphasize his allegiance to the Plague God. The areas of slime around the model's shoulders were sculpted by simply packing green stuff into the joins and using a wet sculpting tool to drag out and shape the putty into a suitably disgusting form.

**PUSTULES, SORES, AND BOILS**

Each model has been given a scenic base made from an extensive range of odds and ends from the bitz box. Most of the bitz have been cut from a spare Land Raider sprue and appear to be wreckage. A coat of white glue was applied to the base and, where appropriate, to the wreckage, and the entire base was dipped into sand.

Several of the models have been positioned such that they are standing atop the wreckage on their bases. This effect is achieved by using a pair of clippers to remove the tab from the model's feet and, where necessary, by gently bending the legs so that the miniature stands astride the wreckage.

The bases were drybrushed with a 50/50 mix of Codex Grey and Chaos Black and highlighted up to pure Codex Grey. Metallic areas were painted Tin Bitz and then Boltgun Metal and finally given a thin wash of Brown Ink.

**BONES**

The bone adorments on the shoulder pads were initially painted Scorched Brown and then highlighted with Bubonic Brown and finally Bleached Bone. A thinned-down 50/50 mix of Green and Brown Inks finished the bone areas.



Andy's Plague Marines in all their putrid glory.



With the Eye of Terror worldwide campaign underway, Andy's workload is pretty hectic, but he's found time to badger the Warhammer 40,000 team into coming up with a few scenario ideas.



CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings Citizens and welcome to this month's Chapter Approved. This month, we've had a bit of a brainstorm in Games Development and come up with a few scenario ideas for the Eye of Terror campaign.

EYE OF TERROR CAMPAIGN GAMING IDEAS

The fate of the Imperium hangs in the balance. The forces of the Despoiler stand poised to deliver the deathblow to the Cadian sector and pour forth from the Eye of Terror to wage endless war on the Emperor's realm. Now you can take part in the battles that will decide whether the Cadian Gate will fall to Abaddon or whether its brave defenders are able to repulse his massive invasion.

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules and introduces new scenarios, weapons, rules, and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. The column also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out, and just plain brilliant additions to the game (as reviewed and culminated by the well known model of *Imbalance* — me). If you've got something good for Chapter Approved, then write to me at the address given here.

Note: Please don't include rules queries etc. with your letters, as the volume of mail prevents me from sending individual replies.

Andy Chambers,
(Chapter Approved),
Games Workshop,
Willow Lane, Tenterden,
Kent TN30 6PF, UK

The Eye of Terror campaign spans a multitude of sectors of the Imperium, and there are battles of all sizes raging, from system-spanning conflicts involving hundreds of regiments and battlefleets, to the actions of individual squads of soldiers or even lone Inquisitors. This diversity enables you to play any size of game you like and also allows you to fight battles with the different game systems set in the Warhammer 40,000 universe. As well as playing Warhammer 40,000, you can devise games of Battlefleet Gothic, Inquisitor, and Epic 40,000 to capture every aspect of the Abaddon's 13th Crusade.

Not only that, but the sheer diversity of worlds and sectors being fought over enables you to play games on any scenery imaginable. The sectors surrounding the Eye of Terror include an almost limitless potential of world types, hive worlds, ice worlds, desolate ruins, and anything else your imagination can conjure. It doesn't matter what scenery you have available. No matter what you have, you'll be able to replicate the battlefields of the Eye of Terror. Remember, the army lists presented in *Codex: Eye of Terror* are not the only forces fighting; there are huge numbers of other Imperial Guard regiments, Space Marine Chapters, Chaos warbands, and cults involved in the campaign as well as Eldar and Necron forces. Many of the forces involved also employ the dubious services of mercenaries, so almost any army can be fielded.

In a war of this size, there are innumerable types of battles being fought, from nightmare sieges of Imperial fortifications, to grueling trench warfare, to sweeping battles across desert plains, to small-scale skirmishes on space stations between warring Space Marines. Hopefully, the background presented in *Codex: Eye of Terror* will give you plenty of ideas for games, whether they are one-off battles

or vast, linked campaigns. One-off games are fun, but it's always more involving to feel that your victories have an impact on a larger scale. Try organizing an Eye of Terror campaign in your gaming group. For example, you could fight battles revolving around the siege of the hives of Subiaco Diablo against the hordes of Chaos and shambling Plague Zombies. Games could involve the fight to recapture a military base that has fallen into Chaos hands. Victory or defeat would have consequences for both sides and will lead to other battles being fought as the campaign progresses. Other games might involve the defense of a Medicae facility treating the victims of the Plague of Unbelief. If the facility falls, the ranks of the Chaos army will swell in the next game. Such ideas are but a small sampling of what you can do. Campaigns can add great depth to your games, as you have more at stake in each battle than your own glory.

White Dwarf, the Games Workshop web site (www.games-workshop.com), and the Eye of Terror campaign web site (www.eyeterror.com) will be keeping you up to date with all the happenings throughout the warzones. As the campaign progresses, your gaming group's battles can play a part in deciding the fate of a particular world or even sector. As well as the actions of soldiers on the ground, the war against Chaos takes place in the vastness of space; so don't forget to take your Battlefleet Gothic ships into action. The fleets of Abaddon have achieved domination of space, but the Imperial Fleet has survived intact and is engaging on daring hit-and-run actions throughout the sector. Reinforcements are en route from adjoining sectors, and the space around Cadia is filled with mighty battles as the Chaos ships seek to prevent reinforcements from reaching the front lines. Games of Battlefleet Gothic can lead to even more games.

For example, you could play a game of Battlefleet Gothic representing the forces of Chaos approaching a world with a small fleet of Imperial ships trying to slow them before they reach it. The outcome of this game can lead to games of Warhammer 40,000 or Epic 40,000 as the Chaos forces land on the planet. You'll find rules for such games in Gav Thorpe's article on planetary assaults entitled "Death from the Skies," first published in *White Dwarf* 236 and appearing in the Battlefleet Gothic supplement and *Warp Storm*. As the battles progress, you could involve games of Inquisitor in which the warband of an Inquisitor attempts to recover a potent artifact from a sacred reliquary or any other reason you can think of. The more bizarre the better!

Some ideas for games you can play in the Eye of Terror campaign follow, but they are by no means exhaustive.

HOLD THE LINE

The Charlemagne Line must be held at all costs, lest the hordes of Chaos break through and pocket the hard-pressed Imperial defenders. This situation is desperate for the Imperial Guard holding the trenches, and each Guardsman

expects the order to "hold and die" to come at any moment. Play the game per the Bunker Assault mission, but the Attacker benefits from the Sustained Assault scenario special rule. The Defender receives +200 Victory Points for each bunker occupied by only his troops, rather than the normal +150. The Attacking side receives +100 Victory Points for each bunker destroyed or occupied by only his troops.

TRAITOR DROP

The skies above the Defenders' position are turned black by a swarm of traitor drop pods and Dreadclaw assault craft, as the forces of Chaos catch the Defenders totally unprepared. Fight the Planetary Assault mission from *Codex: Space Marines*, with Chaos Space Marines attacking. In this mission, even troops that cannot normally Deep Strike are able to, thus all Chaos Space Marine forces are able to Deep Strike.

ASSASSINS

By treachery or by stealth, a small Chaos force has somehow infiltrated a strategically vital Imperial headquarters and is intent on eliminating the Imperial command staff at all costs. Play the

Assassins mission from the first *Chapter Approved Annual*, with Chaos as the Attackers. Note that only one Imperial HQ has to be eliminated, not all of them. The mission will work better if you can agree on which HQ is to be the objective before the game. If no such agreement is reached, then the one containing the most expensive independent character will be "it."

EXPENDABLE

An important Imperial world has fallen to the forces of Chaos, and only a small pocket of resistance survives, desperately holding out for the relief fleet that has just entered orbit. The forces of Chaos have captured a ground-to-orbit missile silo and plan to use it to destroy the reinforcements before they can complete their drop. The Chaos force must be stopped at all costs. Play the game as a Take and Hold mission, except that the game length is 4 turns and the *Variable Game Length* special rule is not in effect. Also the Defender (Chaos) may only start with his Troops choices defending the objective. The remainder of the Defender's army is held in Reserve.





Standing resolutely against the tide of Chaos, the Cadian Shock Troops prepare to hold the line.



RESCUE

The *Sacred Endeavor*, flagship of Admiral Von Klaust, has been lost in battle, but the Admiral himself managed to escape the doom of his vessel in an escape boat. The Admiral's pod has crash-landed on the world below, and Chaos forces are at this moment racing to recover this irresistible prize. Play the Hostage Situation mission from *Codex: Tau*, with the Imperial player taking the role of the Tau.

UNKNOWN ALLIES

A remote Astropathic relay post defended by a small force of Imperial Guard has come under attack by the hordes of Chaos. The Defenders are almost overcome when unexpected aid arrives in the form of a 13th Company warband. Play the game as a Strongpoint Attack mission. Both armies are made up of two detachments. The Chaos (Attackers) detachments should be of roughly equal size. The Defenders should consist of one detachment of Imperial Guard and one detachment of 13th Company. The 13th Company units set up in *Reserve*, and only that

detachment can include any Fast Attack units. The 13th Company detachment should be the smaller of the two, but the exact proportion is up to the players. Otherwise, each detachment must abide by the Force Organization chart limits. For an interesting variation on this game, try it with the *Night Fighting* scenario special rule in effect.

CAVE AMBUSH

Imperial reinforcements are on their way to defend the munitions bunkers on Belis Corona when they fall into a Chaos trap. The ground gives way beneath them, and they fall into the underground cavern networks that riddle the surface of the planet. You can easily represent the tunnels by using black card to block off those parts of the table that are solid rock. Play the Breakout scenario as the forces of Chaos spill from their hiding places to bury the Imperials forever. Use the *Night Fighting* special rules to represent the darkness in the caverns. Remember to leave plenty of routes to the surface, that is, tunnels exiting the sides of the table. You are not limited to tunnels for terrain. Large caverns, fungi,

stalactite growths, and rocky areas where collapses have occurred can all be featured. Assume that indirect fire cannot be used, as the ceiling is too low to allow high-trajectory fire. You could even ban use of jump packs for the same reason. This mission variant will work really well with predominantly infantry-based armies.

THE STRUGGLE IN THE WEBWAY

In one of the main arteries of the webway, an Ulthwé Strike Force encounters a contingent of Thousand Sons Space Marines (or Dark Eldar) intent on stopping the Eldar from springing their webway strike upon their enemies. The Ulthwé Eldar must force their way through the enemy as soon as possible. Divide your board in half, lengthways, to provide a 6' x 2' playing area. Play the Blitz mission, but disregard the *Fortifications*, *Preliminary Bombardment*, and *Obstacles* special rules. Hills should be the only terrain on the board, and preferably you should cover them with a sheet of black cloth to represent the undulating passageways of the webway. To add an anarchic



element to the game, put three archways on either side of the main webway passage along the length of the table. Each of these leads to a side passage, numbered 1 through 6. Units may exit the webway into the side passages whereupon they are removed and placed on *Reserve*. On each subsequent turn, roll for each unit that exited the board. On a roll of 3+, the unit returns through a randomly determined side passage.

THE DARK TIDE

Members of the Ordo Malleus assigned to investigate a disturbance in the Warp find a breach of catastrophic proportions, from which pours an innumerable horde of mutants, traitors, and hideous Chaos Spawn. Play a Meat Grinder mission, with the Lost and the Damned as the Attackers. However, no single model in the Attacking force may cost more than 75 points. The Defending force may be from any Imperial army list but must contain at least one unit from *Codex: Daemonhunters* as per the normal rules.

The normal victory conditions apply. Therefore, the Imperial forces win if any of their troops survive. Either a massive orbital bombardment will cause the rift to collapse on itself, or supporting members of the Ordo Malleus perform a ritual to seal it or destroy the artifact that has caused it to open.

VESTED INTERESTS

Cadian forces are desperately defending a mysterious Cadian Pylon from a massive Chaos assault. They are preparing to sell their lives dearly when help arrives from the most unexpected quarter imaginable. Play a Sabotage mission with 2,000 points per side with the Pylon as the objective and 1,000 points of Cadians (Troops and HQ choices only) defending it. The Cadian *Reserves* consist of 1,000 points of Necrons, which should be controlled by a third player. The Cadian and Necron forces may not attack each other during this battle and act as a single army for the purposes of sequence of play and so on.

HIVE ASSAULT

The Imperium has quarantined an entire hive infected by the Plague of Unbelief and is preparing to flatten it with a series of bombardments. However, the Administratum enforced the quarantine while a contingent of Space Marines attempting to find the source of the plague were still in the bowels of the hive! Play the Terminate the Daemonvessel scenario with the Lost and the Damned as the Defenders. Each side benefits from a free Barrage Bomb Strike resolved at the beginning of each of its turns. This strike, representing the ongoing barrage laying waste to the hive around the combatants, may be targeted anywhere on the table (see *Codex: Daemonhunters* for details).

TO BATTLE!

These ideas are just scraping the surface of the kinds of games you can play in the Eye of Terror campaign. *Codex: Daemonhunters* is also a great source of ideas, as a Chaos incursion of this magnitude is sure to attract the attention of the Ordo Malleus. Not only does it contain many narrative plot hooks that involve Chaos (obviously), but also great advice on running narrative campaigns.



Steve Cumiskey, a newcomer to the Games Workshop Hobby Department, delves into the abyss that is the Eye of Terror for his new 13th Company Space Wolves army and reveals his modeling techniques for the Wulfen.

The models themselves are even more feral looking than the rest of the Space Wolves Chapter. Their armor, battered and aged, is painted in pre-Heresy army colors. The models even incorporate bits of armor torn from the bodies of defeated Chaos Space Marines.

This mismatched, battered, and savage appearance is part of what makes the army so distinctive and absorbing to build and paint. I decided to talk to the other people in the Studio who have been involved with building both the Studio army and armies of their own, before trying to put together some of these models for myself. Using what I learned from those conversations and through my own experience, I've assembled this guide to constructing 13th Company Space Wolves.

BUILDING BASIC SPACE WOLVES

One of the appeals of building these models is the possibility of creating Space Marines with a great deal of individual character. Part of what will give your Space Wolves that distinctiveness is the relative freedom you have to combine components from the Space Marine, Chaos Space Marine, and Space Wolves kits in a wide variety of ways. One thing to bear in mind is that the 13th Company may look even more savage than normal Space Wolves, but they still regard themselves as loyal Space Marines.

When you open the box, you'll find that there are just enough legs to build 10 Space Marines. The bodies are where the choices begin. As we're dealing with Space Wolves here (albeit a strange

When one looks at a Space Marine, the head, shoulder pads, and backpack are the most visible parts of the model. These parts thus exert the most influence on the

MODELING WORKSHOP

STEVE CUMISKEY'S 13TH COMPANY

At first glance, the warriors of the 13th Company featured in the new *Codex: Eye of Terror* appear to be conventional Space Wolves. A closer look, however, reveals them to be something different.

CREATING THE DAMAGED LOOK



The armor of the 13th Company Space Wolves is old and patched up with bits taken from dead enemies. Getting that image across on the models is accomplished primarily at the painting stage.

However, if you're prepared to do a little conversion work, that image can be evoked with a few simple effects.

Shoulder pads with overt Chaos symbols can be damaged to make them look as though the wearer has torn the hated symbol from his armor. Clippers can be used to remove the Chaos designs, but try to leave enough of a trace behind to show what

Some examples of the results that can be achieved by implementing some of these "damaging" techniques.



breed of Space Wolves), it's a good idea to use all the available bodies from the Space Wolves accessory sprue. Try out a few different combinations to see what works best for you. In the Studio, we decided to alternate Chaos parts with Imperial parts but tried to keep the overall appearance of the models an Imperial one. That meant topping off all the Chaos legs with Imperial bodies.

Because of the number of possible ways in which these models can be

used to be there to anyone who looks closely at the model. A modeling knife can be used to put gouge marks in the armor from old weapon blows, and shallow holes can be drilled with a pin vise and then widened slightly to make them look like old dents or bullet holes. The horns of the more overtly Chaos helmets can be cut off in the same way as the shoulder symbols.

assembled, it's a good idea to have a few trial runs before getting the glue out.

Experimenting by sticking the models together roughly with Blu-tack will give you a chance to check out combinations of parts until you arrive at a look you feel happy with.

Generally, Space Marine arms come in pairs, designed to fit together and hold a bolter between them. However, Storm Claw arms carry a weapon each, which gives you more flexibility. You can

have one Chaos and one Imperial arm if you want.



With Grey Slayers, I tended to pair up a matched set of Imperial or Chaos arms to make carrying a bolter easier. If you do want to combine Chaos and Imperial

model's overall feel. In our early experiments with building 13th Company models with some parts from Chaos sprues, we found that when we used Chaos components in these places, the models looked too much like Chaos Space Marines. The picture at left demonstrates this type of mistake. This model looks more like a Chaos Space Marine than a Space Wolf.





arms on a model, try out the fit with some Blu-tack first. For my own Grey Slayers, I chose one arm holding a bolter and the other carrying a combat weapon.

Many of the Chaos shoulder pads are very ornate, frequently with embossed designs. We found that leaving the left shoulder pad blank allowed us to add the company markings without any difficulty. Such a decision will make your life easier if you decide to use a transfer sheet for the badge later on. Shoulder pads with overt Chaos iconography, such as the eight-pointed star or a specific Legion symbol, are best avoided, unless you're going to do some

conversion work. A 13th Company Space Wolf is still an Imperial Space Marine after all, and loyal Space Marines don't go around wearing the icons of the enemy.

As with the shoulder pads, some of the wilder looking Chaos helmets are best avoided unless you're prepared to do a little alteration. In the case of the 13th Company, the Space Wolves sprue provides a good selection of heads, and I used all of them to stick to the Space Wolves image as closely as I could. The same applies to the wolf head backpack. We found that adding Imperial packs to any figure with Chaos shoulder pads helped the model fit in better with the rest of the army.



Finally, both the Space Wolves and Chaos sprues contain plenty of holsters, wolf charms, and knives. These can be great for giving the models a more ragged and slightly less uniform appearance.

USING OTHER PLASTIC KITS

All of the Space Marines plastic kits have interchangeable parts, a fact that opens up more possibilities when you have access to pieces from other kits. For instance, I used the running legs from Assault Marines to give my Storm Claws the appearance of charging into an assault. Spare parts from your 13th Company Space Wolves can also be combined with the Space Marine Bike kit to create Storm Claw Bikers.



The Imperial backpack on this model helps balance the effect of the Chaos shoulder pads.



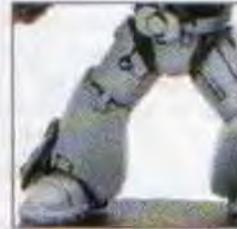
Even the mighty Defiler can fall to the tenacity of the 13th Company.



Now that you've learned how to model your 13th Company Space Wolves, it's time to paint them. Steve takes us through the process of painting the long-lost feral warriors of the 13th Company.

PAINTING WORKSHOP

STEVE CUMISKEY'S 13TH COMPANY



Left to right: Chaos Black undercoat, Codex Grey basecoat & Fortress Grey highlight.



Left to right: Bestial Brown layer, Bleached Bone layer & Skull White highlight.

PAINTING THE 13TH COMPANY

The parts of the armor that are taken from the Chaos sprue should retain their original Legion color and not the grey of the Space Wolf uniform. The choice of which Chaos Legion uniforms to use, along with just how far you want to take the weathering and aging effects, will greatly influence the character of your army. The variety of choices available means that no two 13th Company armies will look the same.

PAINTING THE BASIC UNIFORM

To paint the basic uniform of the 13th Company, start with an undercoat of Chaos Black, followed by a basecoat of Codex Grey. Finally, highlight the armor with Fortress Grey.

PAINTING FUR

Paint the pelts and charms with Bestial Brown, then overbrush Bleached Bone, leaving the root of the pelt or any shadowed area mostly brown. Finally, lightly drybrush Skull White near the tip of the pelt.

WEATHERING AND AGING

There are several ways of giving the armor a beaten and dirty appearance. Chipped paint can be shown by painting a small patch of armor, generally near an edge or joint, with Chaos Black paint; next, paint the same area with Boltgun Metal. To make the chipping more visible, make sure to leave a small outline of black around the chipped area. Mud or dirt can be added by drybrushing Bestial Brown on the legs or feet of the model.

A wash of Brown Ink applied in small streaks dripping from joints or seams in the armor can give the impression of oil

leaks. Chemical stains on the armor can be created with the same ink wash applied to the armor in blotches.

MODELS WITH CHAOS LEGS

When we used Chaos legs on models in

the Studio army, we didn't paint both legs in their original Traitor Legion colors. Instead, only one whole leg or the lower parts of one or both legs were painted in Chaos colors. This decision prevented the models from losing too





much of their Space Wolf uniform color and kept the army looking more coherent.

ICONOGRAPHY

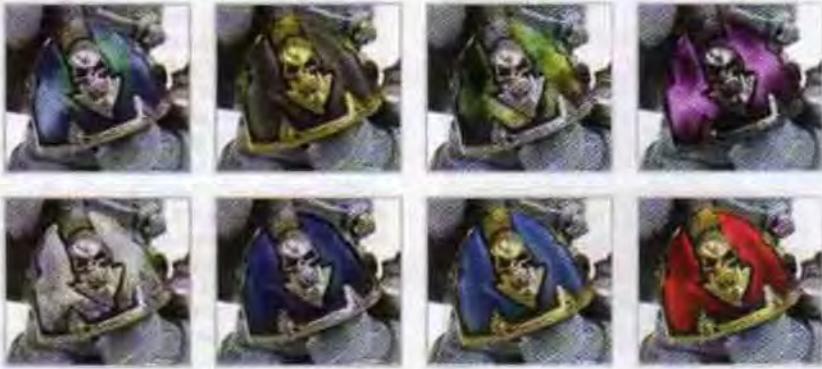
Following the Space Wolves Doctrine, the Company badge of the 13th Company goes on the left shoulder pad on a black background. Using the transfer sheet provided for the Company badge is definitely a good idea. The Pack markings on the right shoulder are specific to the each individual Pack, so feel free to design something appropriate.



For his 13th Company Space Wolves, Mark Tait made use of extra Ork and Chaos parts to give his models even more individual character.

CHOOSING LEGION COLORS

Because the salvaged pieces of Traitor armor retain their original uniform color, choosing the right Chaos uniforms to incorporate into your color scheme at the beginning is vital. For the Studio army, we decided to go with two Legions, the Word Bearers and Black Legion. By picking only two Legions, we were able to maintain a unified color scheme for the army. The choice of uniform also adds background depth to your army by indicating which Chaos Legions the 13th has fought most recently or who their most hated enemies are. To help you choose which Traitor Legion's colors are right for your 13th Company army, we include a series of pictures below that combine the colors of the main Traitor Legions with the 13th Company uniform.



From left to right, starting at the top: Alpha Legion, Black Legion, Death Guard, Emperor's Children, Iron Warriors, Night Lords, Thousand Sons, and World Eaters.

Pictured above: Word Bearers.

SUMMARY

The 13th Company provides a great opportunity for enterprising modelers and painters to field a very original force. Hopefully, we've given you some

ideas that will inspire you to create your own warband of 13th Company Space Wolves. So, what are you waiting for? Grab your modeling knife and paint brush and get going!



Trapped within the Eye of Terror, the 13th Company has spent millennia fighting the forces of Chaos.

WARHAMMER 40,000
WORLDWIDE CAMPAIGN

This report details the first part of a massive, multi-player Warhammer 40,000 battle fought between the followers of the Ruinous Powers and a combined force of warriors loyal to the Emperor and a mysterious force of Eldar. Played in Warhammer World, this game was so huge it took an entire day to play.

This month's battle report is a huge, multi-player, multi-table conflict that chronicles a titanic clash between Abaddon's nefarious Legions and the forces of the Emperor and their allies. As the Despoiler's foul hordes pour from the Eye of Terror, countless worlds have fallen. His fleets rampage throughout the sectors surrounding the Eye. His objective is the fall of Cadia, the bastion world that protects the one stable route from the Eye of Terror to the realm of the Emperor. Between Abaddon and ultimate victory are the brave and resolute defenders of Cadia, a warrior people who have fought the forces of Chaos many times over the millennia and have never faltered in the face of the foe.

But Abaddon is much more than simply a ruthless war leader. He has great cunning and has plans turning within plans. He knows that, without faith in the Emperor, the will of the enemies of Chaos will crumble. Thus, the Despoiler has begun a campaign of desecration to crush the faith of his enemies beneath his armored boot heel.

EYE OF TERROR

BATTLE FOR THE BASILICA

A MASSIVE MULTI-PLAYER BATTLE REPORT FOR WARHAMMER 40,000

As the Chaos fleets surge from the Eye of Terror, distinct battle-groups have split from the massive flotilla and dispersed throughout the Agripinna, Belis Corona, and Cadian sectors. From the bridge of the *Harbinger of Doom*, Abaddon and a hand-picked cadre of Black Legion warriors have led a group of vessels towards the world of Xersia and the Basilica Dutaux. Lunatic cultists and hordes of the Lost and the Damned pack the holds of his ships and are ready to spill out and destroy the faith of his enemies. Even as Abaddon's fleet draws near, Chaos Legionnaires of the Word Bearers move to implement their own plan of summoning Daemons from the Warp to manifest within the holy Basilica. However, the Word Bearers remain unaware that an agent of the Ordo Malleus already knows of their diabolical plot and is mobilizing to stop them.

Forewarned of the attack, the Cadian Shock Troop regiments deployed on Xersia immediately requested aid from their High Command, and Ursarkar Creed, the Lord Castellan of Cadia, petitioned the recently arrived Dark Angels to

fight alongside his warriors against this imminent attack. Led by no less a personage than Chapter Master Azrael himself, the Strike Cruisers of the Dark Angels made their way at full speed towards Xersia as two very different forces of Eldar moved through the webway to pursue their own unfathomable agendas.

This battle was massive. Ten players fought the games over four tables with a total of 18,600 points worth of models. The battle was so large that we had to spread this battle report over two issues of *White Dwarf*. From the outset, we knew we wanted one apocalyptic main battle to be fought over the shelled ruins of the Basilica with a number of smaller battles around it. The results of the smaller battles could potentially affect the main table. New scenarios, bonuses for victory on the smaller tables, and rules governing how the small battles would interact with the main table were devised. Enough with the introduction – let's get to the fighting!



THE BASILICA DUFaux

Situated close to the Cadian system, Xersia is a hive world much like Necromunda or Armageddon but with one important difference. Legend tells that Saint Dufaux (the so-called Confessor-Saint) spent a month on Xersia extracting confessions from the palatine Cardinal and his coterie of priests and ecclesiastical staff for unspecified crimes against the Emperor. Hundreds were sent to the fires and Dufaux installed a more rigorous and pious regime before moving on to continue his great works. Upon his departure, a Basilica was raised in his honor on the spot where he sent the heretic priests to their fiery deaths. The Basilica has become a place of holy pilgrimage for cults of priests and zealots who favor ritual self-mortification. Numerous shanty towns have sprung up around the Basilica and are populated with thousands of self-flagellating hordes of the faithful. The Despoiler knows that the destruction of the Basilica, a potent symbol of the power of the Emperor, will be a severe blow to the defenders of the Imperium.

The zealot's flesh was laid open to the bone, yet still he lashed the barbed chain across his spine and shrieked chants in praise of the Emperor. Haz Loker shook his head as the bloody figure lurched through the rubble-choked streets and dragged his gory chain behind him in the dust. Ahead, the Whiteshields parted to let the fanatic through, and Haz chuckled at their quizzical expressions. Xersia was more than likely their first posting from Cadia, and they weren't used to seeing such fanatical displays of piety. Haz, however, had been a Storm Trooper in the Cadian regiments for more years than he cared to count and had seen much worse than this zealot's display. The shattered streets around the Basilica were full of robed flagellants, scouring their flesh with barbs, spikes, rocks, or whatever was at hand - anything to show their devotion to the Emperor now that the fallen ones had come.

Roiling clouds of smoke rose from the Basilica. The roof that had stood inviolate a thousand years or more had been reduced to smoking rubble that choked the nave, buried the sacristy, and demolished the reliquaries. The enemy's indiscriminate dawn barrage had blasted apart the holy building and laid waste to the flimsily constructed dwellings of the faithful. Hundreds or more were dead, and those who weren't were doing a fine job of finishing the job themselves. Loose shale skittered from the piles of debris as a clanking behemoth of a tank rumbled through the ruins of the shanty town that clustered around the Basilica. Beside Haz, the armored carriers of the Adeptus Astartes crunched through the streets. Further away to his left, he could see the soldiers of the anti-armour squad hurriedly setting up their heavy guns.

Even over the rumble of vehicles and the shouted orders of officers, it was impossible to block out the insidious moaning noise that drifted through the air. A slow, rhythmic drumming, just at the threshold of hearing, sent sickly waves of nausea up his spine. Haz had fought the forces of the Great Enemy before, but something told him that this time would be different.

Keeping his head bowed, Elkanah Orrmayne did not see the Despoiler as he passed but felt the rippling aura of

bloodlust that radiated from the blade hanging in a scabbard at his side. Elkanah knew full well the penalty for daring to gaze on the favored son of Chaos. The heaving masses of flesh and teeth that were dragged in the wake of the army by brazen chains had fed well on those who dared just such a thing. When Elkanah judged it safe to raise his face, he saw a giant in bloodstained black power armor, Devran Konda, the Tyrant of Sarota. His helmet was crowned with blades, and a long, curving sword was gripped in both of his hands. Abaddon's Chosen led a group of similarly armored warriors towards the rubble slope that led into the ruined building before the Despoiler's army. From the look of it, Elkanah guessed it must have once been a church of some type, the kind he had once blindly attended with the rest of his regiment. Before the revelation. Before their elevation to the armies of the great powers of the Warp.

Elkanah still wore the umber uniform he had been issued the day he was forced to join the old regiment, though he'd snatched a patch of cloth daubed with a symbol he'd copied from the flank of one of the great spider-legged machines over the black Aquila on his breast. His helmet was fashioned from beaten iron, with welded horns and curved cheek-guards giving it the appearance of a snarling monster. Instead of his right arm, he had been gifted with a scaled claw, like a giant scythe blade, and his lower jaw had become dislodged and was now filled with long, serrated fangs. The ground shook as one of the hulking Defilers passed him. Its hissing legs easily clambered over the giant chunks of rubble. Runes carved into its hull blazed with fire, and Elkanah was gripped by the passion of their cause. It still amazed him that he had given so many years of devotion to a rotting corpse from a faraway world, who cared nothing for his subjects, when there was a power within easy reach that took notice and rewarded those who served it.

Even as he pondered such thoughts, a shambling horde of twisted giants, limbs skewed and heads lolling on dislodged necks, lurched down the ruined cloisters at the side of the church. As the pounding drumbeat increased in tempo, Elkanah set off after them.



FORGE WORLD BANEBLADE

Forge World designs and manufactures highly detailed resin kits and display models based on the imagery of our Warhammer and 40K game systems. These models are predominantly for the serious collector and aren't designed for use in most tabletop games.

With this battle report being somewhat out of the ordinary, however, we wanted to pull out all the stops. Thus, we decided to include one of these behemoths on the main table. The Baneblade, or indeed any super-heavy tank, will unbalance all but the largest of games. Its sheer size can make game play awkward. Happily, its size was not a problem on our huge main table.

Costing \$225 and consisting of multiple, finely detailed resin parts, the Baneblade is a veteran modeler's dream. These kits aren't available through normal GW sales channels. For details, check out the Forge World web page at www.forgeworld.co.uk.



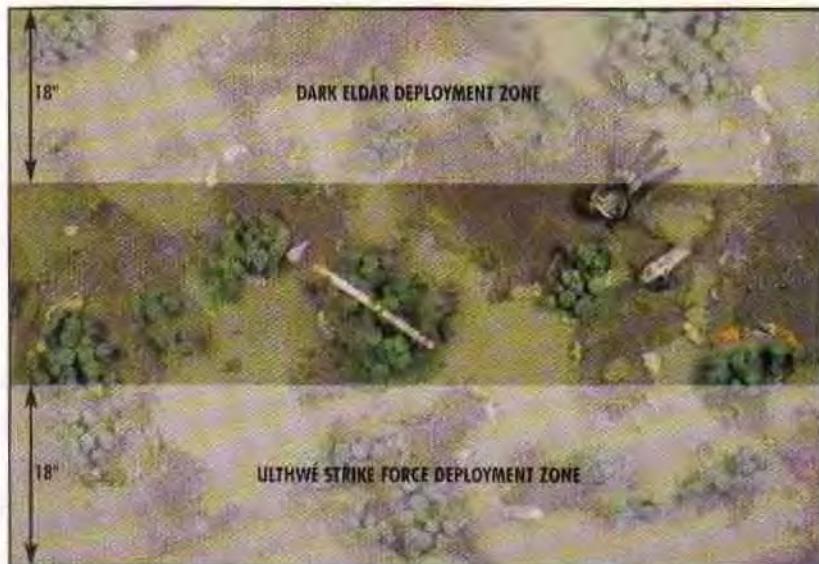


BATTLE FOR THE BASILICA – MISSIONS AND FORCES

HOLD THE BASILICA

The main table represented the Basilica Dufaux itself, together with the ruins of the shanty towns clustered around it, the ramshackle dwellings of the self-mortifying zealots sheiled to oblivion by the daemonic Defilers of Abaddon's main force. Warhammer World did us proud by making a suitably impressive ruined cityscape with the shattered Basilica as its centerpiece and the wasteland surrounding it. Fighting across this landscape would be the 40K Overfiend himself, Andy Chambers, with his horde of scum in the shape of the Lost and the Damned. This shambling horde of Mutants and Traitors would fight alongside the Black Legion forces of former White Dwarf staffer, Graham Davey. Facing them would be the Cadian Shock Troops, ably commanded by the writer of their army list Pete Haines, and the Dark Angels, led by Web Designer Owen Rees. On this table, the objective would be to capture the Basilica and the surrounding area by controlling a majority of the five sectors at the end of the game.





SHADOWS IN THE JUNGLE

The first of the smaller tables was a jungle table with the ruins of an Eldar warpgate obscured and forgotten in the depths of the greenery. Here, the Dark Eldar commanded by Michael Andresen awaited to ambush Imperial reinforcements, only to find themselves under attack from an Ulthwe Strike Force under the control of Games Development's Phil Kelly. The Eldar sought to prevent their debased kin from getting past them. The game follows the rules for a Recon mission. The winner would be able to teleport an HQ unit onto the main table.



CAPTURE THE GUNSHIP

Warhammer World also built this Imperial airfield facility upon which sat a fully prepped and ready to fly Thunderhawk Gunship we managed to purloin from Forge World. Here, Andy Hoare's 13th Company would be attacking Rowland Cox's traitorous Imperial Guard as night turns to day in an attempt to wrest control of this mighty flying machine. The mission follows the rules for the Take and Hold mission with two exceptions. To represent the 13th Company's ability to infiltrate the battlefield, the controlling player gets to set up 6" onto the table. Also, because of the size of the Thunderhawk Gunship, it was decided that the defending forces could set up within 6" of it. Whoever claimed the Gunship at battle's end (a special round of close combat would be fought if both players had models on it) would be able to mount a strafing run on the main table, a fearsome prospect indeed.

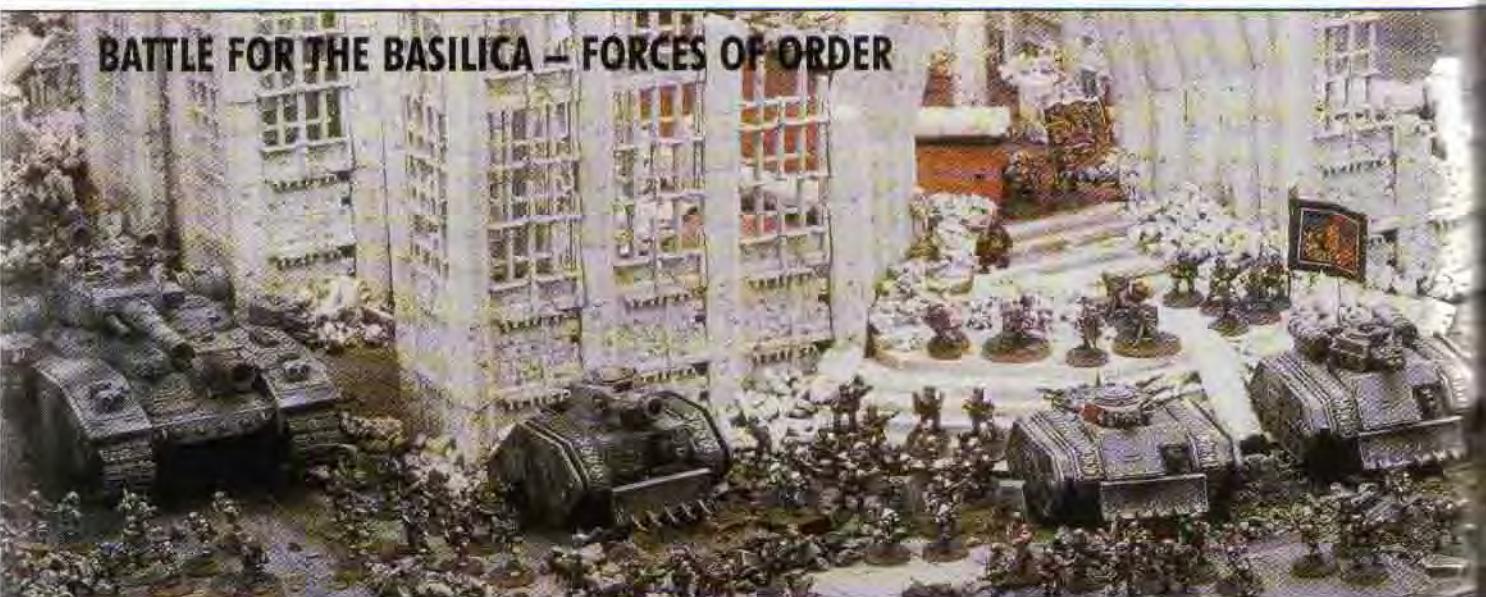


STOP THE RITUAL

The final table involved Matt Hutson's Word Bearers deep in the ash wastes of Xersia. The forces of Chaos were attempting to summon daemonic aid to fight at the behest of their diabolical master. Bo Tolstrup's force of Daemonhunters would attempt to stop them. The opponents would play the new scenario from *Codex: Daemonhunters*. Should the Word Bearers succeed, they would be able to summon packs of ravening Daemons to the Basilica, but a victory for the Daemonhunters would allow the Inquisitor to divert his forces to aid the Dark Angels and Cadians.



BATTLE FOR THE BASILICA – FORCES OF ORDER



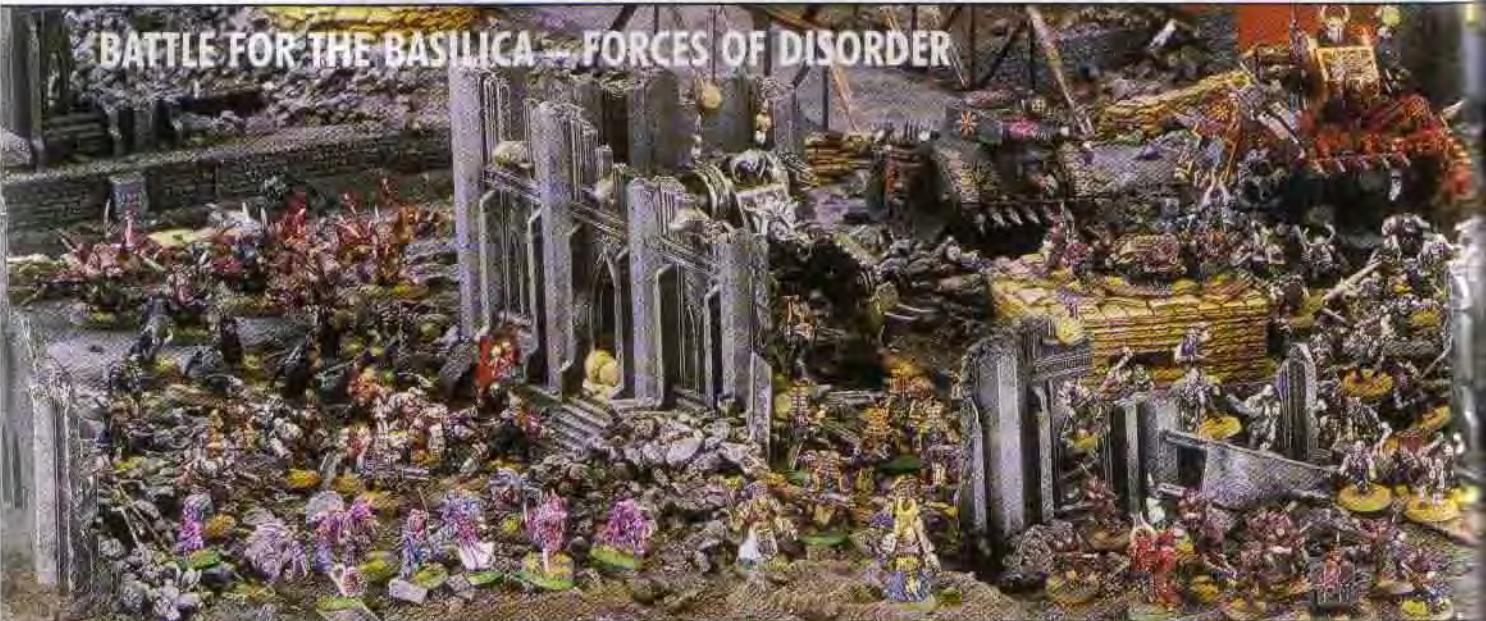
Pete Haines: The Cadians would be led by Ursarkar Creed accompanied by standard bearer Jarra Kell. This pair gives my army a cunning leader and a great fighter. The next few selections were fairly routine, an infantry platoon, Armored Fist squad, and a Whiteshield platoon. The Infantry platoon has two Sharpshooter squads and an officer with *Iron Discipline*. I expect these troops to take a toll of the heretics at range and stand their ground when things get messy. The Whiteshields can be brittle, but I plan to keep them near an officer to make sure they don't panic.

The remainder of my units were selected to showcase some of the Cadians' special options. The Kasrkin give the Cadian army a cutting edge and provide me with a unit that will follow Creed and Kell to the gates of hell. The platoon HO with a power-sword-wielding Captain and power-fist-armed Commissar gives me the option of meeting the enemy hand-to-hand if need be. Meanwhile, the Special Weapon squad would be used to cleanse any tight-packed Mutant masses that strayed too close, while the missile launchers worked on any Big Mutants or Spawn. I expected T5 opponents to be a real problem, which led me to include the Demolisher.

Its massive cannon was capable of killing T5 beasties outright. The army was rounded out with a Hellhound and a Sentinel. Their ability to hose down areas of cover with a heavy flamer and an inferno cannon would prevent the Chaos hordes from creating staging posts from which to rush my lines.

By now I had a good, balanced Cadian force, but I still needed something a little special though, something that my opponents would be thrown by. The final element was to be (drum roll)... a Baneblade! Right, come here, Abaddon. I want to drive over you.

BATTLE FOR THE BASILICA – FORCES OF DISORDER



Andy Chambers: Those of you who have seen me pick an army before now know that I'm a firm believer in having a horde whenever I can. Elite troops always give me the uncomfortable feeling that they're going to get wiped out in Turn 1. So, I started out by taking a core of troops – Traitors and Mutants. The Traitors are handy because they can infiltrate and secure some ground ahead of the horde. Plus, their heavy weaponry

will help bulk out my measly firepower. I scavenged up two extra units of Mutants from Michael Andresen and Graham Davey.

A Chaos horde is nothing without a screaming wave of twisted monstrosities to give it bulk, so the Mutants are something of a leading edge in this army. I chose to equip two units with firearms and heavy stubbers to give fire support. The other two units were geared up to make the rush into close combat [please God(s), make their opponents Cadians and not Dark Angels].

The assault Mutants will have some hefty back up from Spawn, Hounds, and Big Mutants. If these troops can survive the enemy firepower, then they should make a big dent.

Of course, the real meat of the army comes from its armor – two Defilers and a Leman Russ, backed up by a squad of allied Thousand Sons and a Daemon pack of Horrors and Flamers. I chose to upgrade one of the Defilers such that it could fire indirectly and could stay back and protect my starting table quarter. I gave the other



Owen Rees: The Dark Angels have once again been called upon to serve the Emperor and Mankind in their darkest hour. This game would be both brutal and long, and we would play on a huge area of dense city

terrain. A war of attrition under these circumstances would be unavoidable. I would be facing some of the best all-around assault troops in the galaxy as well as the terrible Defilers.

My army would be led by no less than Azrael himself. His skills would ensure that my army

would fight on to the bitter end, no matter what the cost. His *No Retreat* rule means my entire army is *Stubborn*! With this advantage in mind, I chose a predominantly infantry-based force, based roughly around half a company of Space Marines. The army is strong firepower-wise (plenty of plasma, anti-tank), is also mobile, and contains potent assault forces.

The plan was simple and played to the strengths of my army. Use the firepower of the Dark Angels for a couple of turns before launching my own counter-assault on the objective. If I was attacked by Chaos forces, I

could rely on my troops to hold till relief came from assault-based elements. The bulk of the Dark Angels were to be positioned just inside the Cathedral and were there to gun down anything advancing down the nave. The rest were there to support the Cadians on the flanks but also to stay close enough to the Cathedral to launch the counterattack when the time came. These elements would be mainly assault-based.

With the massed firepower of the Cadians and the tenacious Dark Angels, we will win the day in the name of the Emperor. Here, the Imperium will draw the line.



Defiler a mutated hull to increase its armor so that it can back up the Leman Russ and give supporting fire to the Mutant wave. My Chaos Sorcerers and Aspiring Champion are equipped with the Bolt of Change for dealing with especially recalcitrant opponents ("cough" Baneblade "cough") and to reinforce the Tzeentchian theme of the army.



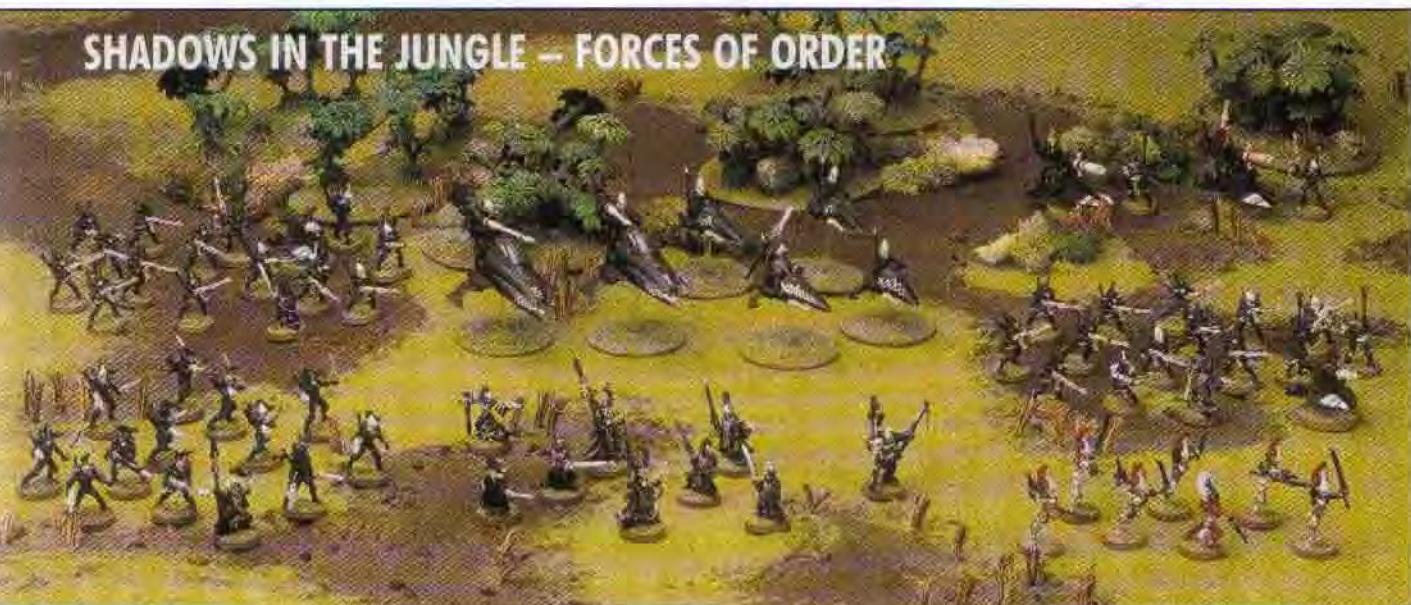
Graham Davey: This game was hard to plan for. I would be facing two very different armies, and I didn't know which one I'd end up deploying opposite. Still, whether it was the Imperial Guard or the Dark Angels, I expected to be outmatched in a firefight, so I knew I would have to get into combat as soon as possible.

I picked my army in three sections. First, a fast-moving force with five Bikers and two Rhino-mounted squads led by a combat monster.

Lieutenant. The Bikers were Skilled Riders to cope with all the difficult terrain on the board without too much risk of crashing. Next, I picked a slower assault force with Abaddon, his retinue, and a unit of Bloodletters enslaved in a Daemon Icon to give somebody a nasty surprise when I summoned them. Finally, I took my fire support units, three Obliterators, a Tank Hunter squad with a lascannon, and my latest model, a Defiler. These units would provide more firepower than I usually take. I was looking forward to the destruction they could cause.



SHADOWS IN THE JUNGLE – FORCES OF ORDER



Phil Kelly: I had the chance to show just what the Studio's Ulthwé Strike Force could do against Michael Andresen's Dark Eldar. I've always had a healthy respect for Michael's playing style, and I was really looking forward to seeing our two lightning fast but fragile forces tearing into each other. As the scenario we were playing was Recon, I had a feeling that Ulthwé's dark cousins would be in my Deployment Zone before you could say "pointy shoes."

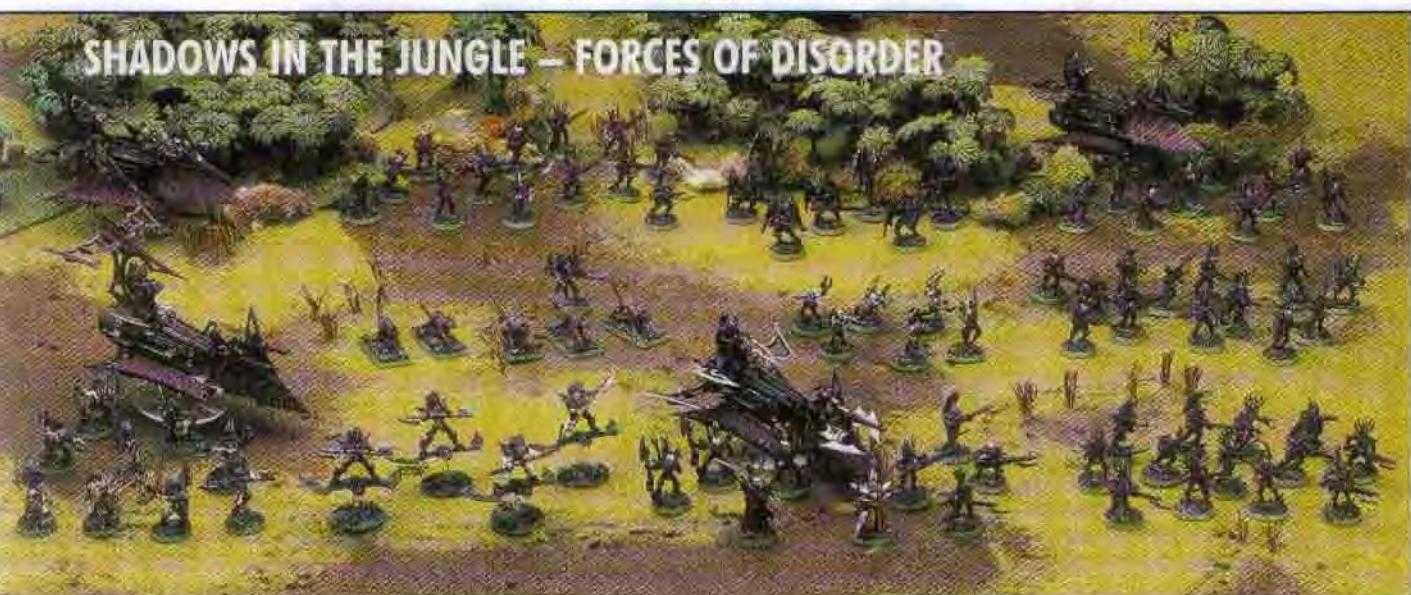
The story behind the mission is that the Dark Eldar

are moving through the jungle with the intent of launching an attack on the rear of the Imperial battle line. Learning of this plan, the Seer Council, sure of the fact that the Phoenix Lord Maugan Ra is leading a Strike Force through the webway to converge on their position, sets out to stop the Dark Eldar. Unfortunately, the bad guys have access to the webway too and are quite aware of the Strike Force's ambush in the jungle. As Michael put it, blood must flow.

Maugan Ra is a particularly groovy looking model, and he fits in very nicely with the Strike Force's background and imagery (it was, after all, Maugan

Ra who organized the Strike Forces in the first place). The Strike Force itself cannot include anything larger than a Vyper, as it must navigate the twisting capillaries of the webway. I'd have to rely on infantry for this battle. That suited me fine. A ton of Black Guardians backed up by their Guardian-crewed kit like Vypers, D-cannons, and Jetbikes should fit the bill nicely. The addition of the obligatory Witchblade-toting Seer Council and a squad of Banshees provided me with some real punch. Time to show those spiky bondage freaks just who's king of the jungle.

SHADOWS IN THE JUNGLE – FORCES OF DISORDER



Michael Andresen: I started playing Warhammer 40,000 with the release of the Third Edition, and my attention was immediately drawn to the Dark Eldar. You might say I've been playing Dark Eldar as long as it's been possible. It's a brutal army that will not allow the slightest of mistakes, but it's all the more rewarding when you beat the opposition into a pulp. The Dark Eldar are fragile and swift yet capable of damaging the toughest of armor, which suits my gaming style perfectly.

I never leave Commissaragh without large squads of Dark Eldar Warriors. The abilities from which the warriors of Ulthwé take pride we have in droves on the dark side (join us – you'll like it!). I choose squads of 13 mainly because of the extra number of casualties an opponent must inflict to cause Morale tests. Let's face it though. It's the special weapons you want, and the extra "protection" is always great.

Next, I chose a monster of an Archon with a mixed retinue of Warriors and Incubi, a few Splinter cannons, and a few bodies to soak up enemy fire as

we close in, which I always mount in a Raider! For a second close combat squad, I like Wyches.

My firepower is made up of my own personal "devastators" – the Scourges. Usually I field four Dark Lances, but against Eldar, I go with Splinter cannons. I need a few extra troops to soak up bullets. For more firepower, I added a Ravager.

For my last choice, I thought I'd give the Hellions a chance. I haven't tried the fast-moving Wyches since the tweak. In the dense jungles we'll be fighting in, the Wyches have a good chance of closing in quickly.

CAPTURE THE GUNSHIP – FORCES OF ORDER



Andy Hoare: Playing a Space Wolves 13th Company warband attacking in a Take and Hold mission sounds like an ideal game – but against Rowland's Traitor Imperial Guard? I'm sure he'll be starting with all his Troops and Heavy Support units defending the objective (the ramp of the Thunderhawk), so there could well be an awful lot of fire coming my way on the way in.

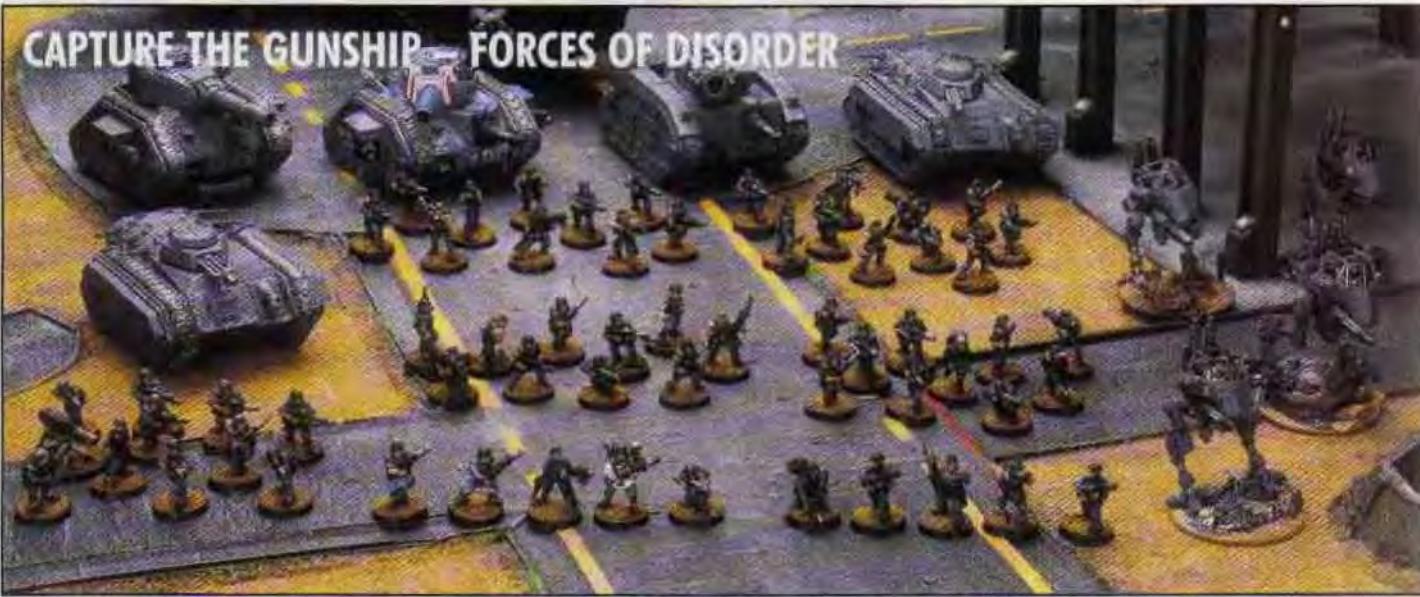
In addition, Rowland will be using the *Daemonhunters Adversaries* rules. As such, I'm

expecting a number of Daemonic nasties to form a pretty solid counter-attacking force. The miniatures in the Studio army provided me with a very usable force, with just enough points to kit out the Rune Priest to go Greater Daemon hunting. The general plan is to pile in with the bulk of the army and hopefully sweep away the Defenders, while the Long Fangs engage Rowland's tanks at a distance. Meanwhile, I'll have the Rune Priest with the Storm Claws waiting at a discreet distance, ready to use his power as well as the Gate to teleport him and

the pack across the table as soon as Rowland's Daemons turn up.

With the bulk of the Imperial Guard Traitors hopefully wiped out by the first wave of assault and the Daemons occupied by the Rune Priest and Storm Claws, I hoped I'd be able to hold the objective long enough for the *Random Turn Length* scenario special rule to kick in. Of course, a couple of ordnance blasts in the wrong place could end it all very quickly for a small, elite army like the one I'd selected. As always, the Take and Hold mission will come down to timing.

CAPTURE THE GUNSHIP – FORCES OF DISORDER



Rowland Cox: I'm feeling confident. I know I'm playing Take and Hold with an Imperial Guard army. I know I'm facing the 13th Company, an army of close assault killers. There are three reasons why, and they all start with Leman Russ: to be precise, one Leman Russ Demolisher and two normal Leman Russ tanks. Oh the irony – pound Space Wolves with a tank named in honor of their Primarch! Heh heh. That's the joy of taking your own army. It can be customized exactly the way you like it. In addition to the Leman Russ tanks, I will take one

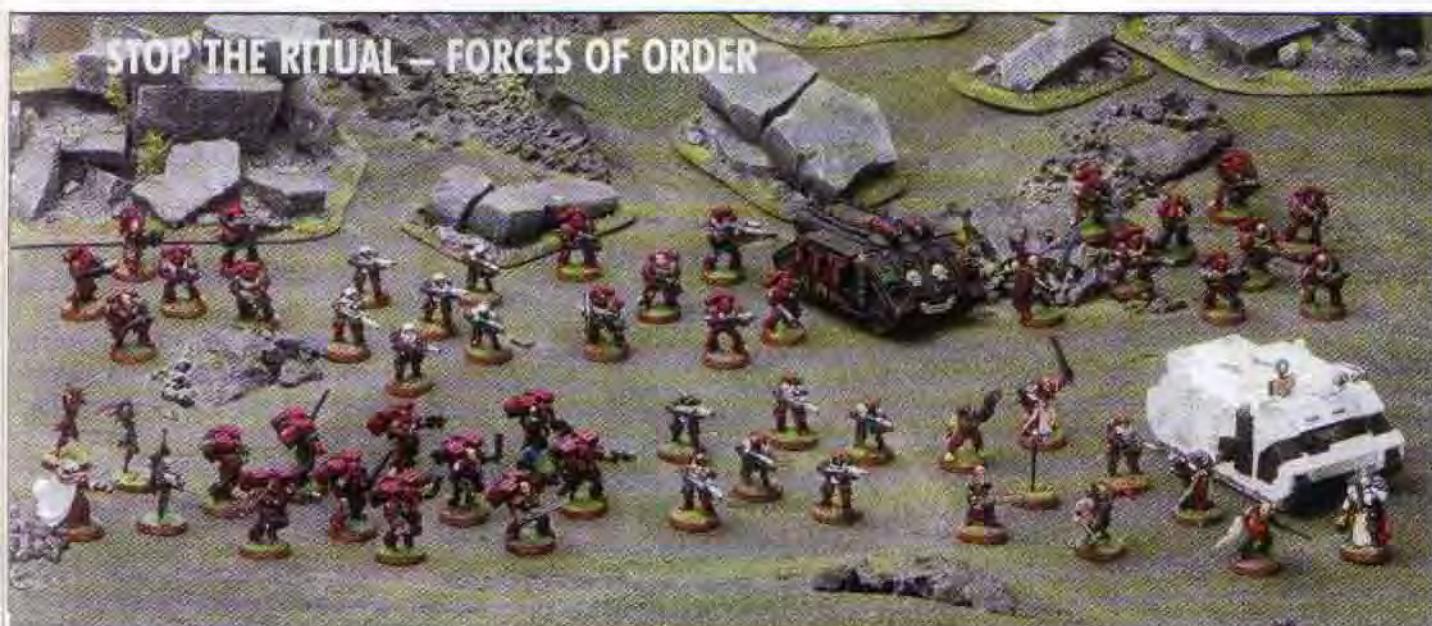
large platoon of infantry, backed up by an Armored Fist squad for added maneuverability. I was prepared to move my tanks to find better fields of fire. This flexibility would keep Andy on his toes. In this scenario, Sentinel support would be essential to hold back the enemy. Finally, I needed to put the fear of Horus into Andy, so I possessed my Captain with a Bloodthirster and attached a squad of Bloodletters to my Command HQ.

To win a game like Take and Hold against an opponent that specializes in assaulting objectives, you need to win the psychological battle. Big tanks help, but a Bloodthirster can put the shakies into any commander.

Andy must feel threatened when approaching the objective. If I've done my job right, he will deploy further away from the position than he would like, which will give me more time to pour ordnance and heavy weapon fire onto his troops. When Andy does arrive at the objective, not only will there be tanks waiting but also massed ranks of Imperial Guard infantry supported by Sentinels. My ace up my sleeve is my tooted up, Daemon-worshiping Command HQ. This unit will unleash the Bloodthirster and Bloodletters on what's left of Andy's army. There's just one last thing to check; yep, still feeling confident.



STOP THE RITUAL – FORCES OF ORDER



Bo Talstrup: I'm a man of my word. I couldn't beat 'em, so I joined 'em. With an Inquisition force in mind, I started looking for an appropriate army list to fit this theme. Usually, I make a standard all-around army to participate in tournaments, but this time, I built one to fit the scenario.

In order to finish my mission, I would have to blast Matt to smithereens or cover the distance and do it man-to-man. The last option had a

certain appeal, to be honest (must be those Viking genes!), but I'd had a test game in which I used inducted Imperial Guard as a shooty force. It did not work for me, and my opponent trashed me. Thus, I would go for Space Marine allies and make an Assault force instead. For Troops, I wanted Storm Troopers (always had a weak spot for them) to lay down a hail of plasma. They would be covered by two Tactical squads of Space Marines with the winning lascannon/plasma combo who would target Rhinos as their top priority and Heavy Support as their second.

My Assault force would consist of Inquisitor Moerck with Henchmen toolled up for close combat (hand me those Daemons, Matt!) and a Tactical squad in a Rhino led by Inquisitor Andresen. Lastly, I wanted an Assault force of Space Marines with jump packs. Hopefully, these would jump over screens and engage the enemy circles head on.

The idea of having Assassins was too tempting. They're really hard, and screened by my Assault force, they could do some real damage if they got into combat.

STOP THE RITUAL – FORCES OF DISORDER



Matt Hudson: This mission can be quite tricky for the Defender, as you have to devote a portion of your force to the summoning circles. These units cannot actually do anything during the game.

This fact will be even more of a problem for me, as my troops are quite expensive. In a practice game, I discovered that it was best for me to have one large circle as opposed to several small ones, simply because I didn't have enough Chaos Space Marines to protect

them all. My circle will consist of 12 Chaos Space Marines all with the *Counter-Attack* veteran skill. As the circle counts as being in cover, this skill will hopefully allow me to mug any unit that tries to assault my circle. To protect the circle, I've gone for a second unit of 12 Chaos Space Marines, a Dark Apostle leading 6 Chosen in a Rhino, a Havoc squad armed with 2 lascannons and 2 autocannons, 8 Bloodletters and, last but not least, a Defiler. The Rhino and Defiler are mainly there to be used as screens for the circle. The Chosen are equipped so that they can shoot at the enemy

and then engage them in close combat when they get near enough. I've taken Bloodletters, because they are my favorite Daemons and perfect terror troops, quite capable of ripping their way through any army. The Havoc squad's armament is quite balanced so that they can take on either Space Marines or Storm Troopers. My plan is simple. Screen the circle from the enemies by shooting with my own units while engaging the enemy from afar with my heavy weapons. When the enemy gets close, counter-attack with the Dark Apostle, Chosen and Bloodletters. Simple!

BATTLE FOR THE BASILICA – PART ONE

HOLD THE BASILICA TURN 1

The right flank of the Imperial forces advanced in a cloud of reeking exhaust smoke. A Hellhound flame tank with an accompanying Chimera packed with Guardsmen rumbled down the eastern streets, turrets swinging from left to right as the Guardsmen watched for any sign of the enemy. As the Hellhound attempted to cross some dragon's teeth, the vehicle threw a track and ground to a halt. No matter how hard the driver gunned the engine, the vehicle would not move. As the Chimera moved past the struggling Hellhound, a giant explosion cratered the ground, blasted the engine cowling off the Hellhound, and almost flipped the Chimera onto its side. Covering the vehicles, Dark Angel Devastators scanned the smoky ruins before them with their powerful weapons. Rubble was crushed beneath the Leviathan-like tracks of the Baneblade super-heavy tank as it ground through the shattered ruins of the shanty town; its lethal battle cannons loaded and ready to fire. Ahead, a scabrous horde of Mutants, waving an eclectic mix of firearms, clubs, and axes, loped through the ruins. But behind them, barely visible in the ruins, stamped a giant daemonic war engine, its clawed legs pulling it through the ruins so that its powerful cannon could draw a bead on the Imperial forces.

However, before it could fire, a bolt of incandescent fire speared from the Dark Angels' position and struck the ruined building a grievous blow, bringing down hundreds of tons of rubble onto the Daemon engine and crushing its legs. With a tortured shriek of fearing metal, the hellish machine was stuck fast in the building. A battle cannon shell from the Baneblade exploded among the Mutants and incinerated four of the fell creatures, though their comrades pressed on regardless. In revenge for the wounded Defiler, a Chaos Sorcerer



Foul Mutants of Chaos swarm across the blasted shanty town.

unleashed a bolt of Warp energy that slammed into the flank of the Baneblade and hurled the crew around inside so violently that the vast machine ground to a halt.

Beneath the shattered cloisters of the Basilica, yet more Mutants – hulking brutes with crude axes and iron clubs – closed with the Imperial troops, while the Warmaster of Chaos himself blasphemed the holy flagstones of the

Basilica with his Chosen Retinue and the automaton-like warriors of the Thousand Sons at his side. Howling Chaos Spawn with thrashing pseudopodia slithered, limped, and lurched down the nave of the Basilica, as the Obliterators, warriors who had become a hellish amalgam of Space Marine, Daemon, and weapon, took up firing positions at the entrance to the desecrated

SHADOWS IN THE JUNGLE – TURN 1

Splinter rifles raised before them, the warriors of the Kabal of Infernal Horror stealthily made their way through the humid jungles. The Dark Eldar were unaware that the forces of Ulthwé were awaiting them. Shadow-skinned Mandrakes ghosted ahead of the main advance, as Raiders filled with drug-crazed warriors followed in their wake. The first sign of trouble came when a flurry of bright lance shots lit

up the twilight jungle. The Wyches' Raider exploded, and burning Wyches tumbled from the blazing wreck. A storm of unnatural origin roared into life around the dark-pinioned Scourges, as the Seer Council unleashed their most potent magicks. The fallen kin leapt into the air, readied their long-barreled guns, and laughed at the attempts of the venerable Farseers to pin them in place. Black tears in the fabric of reality opened as the Ulthwé D-cannons fired, writhing with powerful energies before the Dark Eldar

Lord and his Incubi retinue as their Raider slid gracefully through the jungle. The Raider's pilot, reacting with quicksilver reflexes, pulled his vehicle from the line of fire. The crackling warp rents succeeded only in ripping apart a number of trees.

Before the Dark Eldar could regroup, the Vypers darted into cover, safe from the vicious weapons of their fallen kin and ready to attack when targets presented themselves.



The Eldar kin confront each other in the steaming jungles.



CAPTURE THE GUNSHIP – TURN 1

With a howl of battle lust, the feral warriors of the 13th Company, having already torn the base's sentries to shreds, charged through the echoing hangars of the darkened airfield. Gunning their engines, the Bike squad hurtled through the deserted hangars toward the landing field where the Dark Angels' Thunderhawk sat idling. Without a Wolf Priest to reign in their brutal animal instincts, the Wulfen, drawn by the scent of their prey and the high-uncontrollable desire to shred flesh,

charged alongside the hangar. Behind them came the Grey Slayers and their accompanying Rune Priest, while the Long Fangs braced themselves to cover their younger, more impetuous brethren. Such a decision was not without cause, as the clanking form of a Leman Russ Demolisher rumbled into sight, its mighty cannon traversing to engage the charging warriors.

Before its gunner could pierce the darkness to acquire his target, a lascannon shot streaked from the Long Fangs and slammed into the

tank. The Demolisher cannon blasted clear, and the turret was knocked askew. No sooner had this threat been dealt with than another Leman Russ, followed by a Chimera, came into view on the other side of the Thunderhawk. As the bikes skidded from the hangars, the cockpit of a Sentinel came into view. A flurry of bolter fire hammered the walker and stunned its pilot. Suddenly aware of this new threat, the traitorous Guardsmen of the nearest platoon opened fire on the bikes. Though several shots struck their targets, not a single Biker was pitched from the saddle.



The Dark Angel attack begins.

building. Opposing them at the far end of the nave stood warriors from the Dark Angels, entrenched in the ruins with heavy weapons trained upon the forces of Chaos. Darting through the ruins, Space Marines Scouts leveled their rifles at the oncoming horde, while the Dark Angels Dreadnought Damiel moved into position behind. Even as the Old One took up position before the sagging altar, a powerful shell from the Defiler slammed into its sarcophagus and split it from end to end, Amniotic fluids and ragged, scorched scraps of flesh spilled from the smoking war machine, and Brother Damiel was finally at rest. Three Dark Angels from the nearby Tactical squad were also caught in the blast. As the smoke cleared, the Obliterators opened fire as well and brought down another two.

On the eastern flank of the imperial advance, the Dark Angels' Rhinos sped forward, supported by Dreadnought Emarziel and the Angel's Sword Land Speeder. Seeing Lord Castellan Creed nearby, the Whiteshields, eager to prove themselves worthy of elevation to full trooper status, led the charge towards the Chaos forces. Behind the Whiteshields, the Storm Troopers and Sentinels moved up in support. On the far left, the Dark Angels Assault squad triggered their jump packs and soared forward with giant powered leaps.

Facing the advancing conscripts, a pack of baying hounds stalked through the fog of battle, as yet more Mutants followed behind. From the ruins beside them came the throaty roar of bikes as Black Legion Bikers, expertly avoiding craters and rubble that could destroy their vehicles, revved their engines and sped off through the ruins. Bolters mounted on their fairings fired on the Sentinel loping before them but failed to bring it down. A single hound yelped as it was incinerated by a shot from Dreadnought Emarziel, and a dark, rune-encrusted Rhino exploded as the heavy weapons of the Imperial Guard's Anti-Tank squad found their mark. Secondary explosions rippled from the blazing vehicle and incinerated a nearby warrior. Though a handful of Black Legionnaires stumbled from the wreckage, many more did not. Across the river, a squad of Traitors unleashed a volley of shots at the squad that had so spectacularly destroyed the Black Legion's Rhino. Heavy caliber bullets ripped through the upper levels of the building and felled two men but failed to dislodge the squad.

As the fog cleared in the streets below the Basilica, the conscripts suddenly found themselves facing a squad of Chaos Space Marines, hungry to avenge the deaths of their battle-brothers. Before the Whiteshields could do more than shout a warning, the Traitors were upon them, hacking and killing with great disemboweling sweeps of swords and fists. Ten conscripts were cut down, though they refused to give up and dragged a Chaos Space Marine down to his death as well. Against such overwhelming odds, it seemed inconceivable that the Whiteshields would hold, but the stentorian tones of Castellan Creed rang out, demanding they hold firm, and not a backward step was taken.



▲ TURN 1 – Chaos forces advance on the Basilica.

STOP THE RITUAL – TURN 1

Deep in the barren Ash Wastes far to the south of the Dufaux Basilica, a number of warriors clad in armor the color of blood gathered in a circle and began chanting ancient, blasphemous words of summoning. Ash-laden wind scoured the ruins of an ancient, forgotten temple and howled between stumps of columns and through empty window frames. A heaving, spider-legged Daemon engine sat behind the ruin. Its armored flanks pulsed as though it drew breath, while its brethren of the Word Bearers stood ready to defend their ritual of summoning. Lone sentries sought to pierce the gloom. As one rounded a glass-smooth outcropping of rock, he caught sight of the telltale gleam of armor, Blood Angels' armor, and voxed a warning to his comrades as the forces of

Inquisitor Moerck moved into position to stop the Word Bearers' damnable plan.

The monstrous Defiler roared, smashed its way into the abandoned temple, and clambered awkwardly over the jagged ruins to join the waiting Havocs. A shot from the enemy smashed into its main gun. A Rhino emerged from the ash and sped toward the chanting Word Bearers. The tank was immediately engaged by a Havoc launcher, which blasted a long tear in its side and ripped off its tracks. Before the vehicle ground to a halt, the crew doors on its side swung open, and a squad of Blood Angels disembarked. Behind the warriors of the Adeptus Astartes came a pair of squads of Inquisitorial Storm Troopers.

Inquisitor Moerck, able to pierce the fog with the blessed machine spirit of his personalized Rhino, saw that his enemies' ritual was nearing completion and ordered his driver onward with all possible speed. The Blood Angels Assault squad powered forward to join him. Time was running out, and they had but minutes to stop the ritual. A lithe Death-Cult Assassin clad in a figure-hugging body glove swiftly made her way forward as well. However, as the ash winds lifted for the briefest second, she was horribly exposed before the Chosen warriors of the Word Bearers. She paid the price for her lack of caution when she was gunned down in a hail of heavy bolter fire. From behind the Word Bearers, an Evensor Assassin charged from the cover of the rocks and cut down three warriors before they were even aware of his presence.



The Daemonhunters launch their attack to stop the Word Bearers' ritual.



In the shadow of the Basilica, the Dark Angels avenge the fallen Whiteshields.

HOLD THE BASILICA – TURN 2

Edging past the madly revving Hellhound, the Chimera of the Armored Fist squad threw open its crew ramp, and the soldiers inside disembarked to take up position within the rubble ahead. Facing them, a tide of Mutant creatures charged through the ruins of the shanty towns. Gunfire from the covering Dark Angel Devastator squad and several platoons of Guardsmen thinned their numbers, as did a mighty blast from the Baneblade's main gun. As the smoke drifted clear, 10 of the foul Mutants lay dead. Despite these losses, the horde continued onwards and unleashed a salvo of bullets, rockets, and pistol shots that devastated one platoon and drove the Armored Fist squad back as a shell from the hellish cannon of a Defiler blasted their transport's track units clear.

The hulking Mutants advancing in the western shadow of the Basilica came under fire from the platoon that had so recently been mauled by the Mutant horde's shooting. A shell from the Demolisher landed square on their position. But such was the resilience of these mutated giants that only a single beast fell. The ruined cathedral echoed to the rattling sound of the Scouts' heavy

bolter that raked the shambling Chaos Spawn. No matter how many shells detonated within their corrupted flesh, these creatures felt no pain and kept coming down the nave. The weight of this firepower was not enough to deter the advance of the forces of Chaos, and the Thousand Sons lumbered forward behind the Chaos Spawn. Behind them, Abaddon and the writhing flesh-forms of the Obliterators drew nearer to their ultimate objective. They fired as they went and slew two Dark Angels, while a salvo from the Thousand Sons felled two Scouts.

However, it was on the eastern flank of the Basilica where the battle's most vicious clashes thus far were to occur, as the combat between the conscripts and the Chaos Space Marines of the Black Legion continued. Gunfire and shells streaked the air and twirled the smoke with their passing, but visibility was so poor that barely a single shot found its mark. The Angel's Sword Land Speeder avoided destruction at the hands of a Defiler thanks only to the preternatural skill of its Ravenwing pilot. The Rhinos of the Dark Angels skirted the raging combat in an attempt to outflank the Chaos forces moving through the Basilica. Unaware of

this threat, the Mutants known as Canticus's Children, the howling Chaos Hounds, and the Black Legion Bikers continued through the easternmost ruins towards a dug-in unit of Cadian Guardsmen. Once again, their bolters roared and, combined with fire from the Traitor unit across the river, drove their opponents from their position.

As the conscripts battled for their lives, help arrived in the form of the Dark Angels' Assault squad, who leapt into the fray with flashing blades and blazing pistols, and Jarraan Kell, holding the Cadian banner high. The combat that followed was bloody in the extreme. Neither side offered or received quarter. Such a furious charge of Imperial might was not to be denied. Though the conscripts fought bravely, they were all slain but posthumously became full troopers and members of the regiment. They were avenged when the blades of the Dark Angels and the power fist of Jarraan Kell, blazing with lethal energies, took a fearsome toll on their killers and wiped them out for the loss of a single Space Marine. The battle was becoming a bloodbath for both sides, and only time would tell who had the reserves of courage to push on to victory.

SHADOWS IN THE JUNGLE – TURN 2

With the advantage of surprise lost, the Ulthwé Strike force was under vicious attack from all quarters. Moving through the thick jungle with unbelievable speed, the Dark Eldar encircled the ambushing Eldar. Fast-moving Raiders and sweeping Hellion skyboard riders skimmed through the jungle and sought out their hated kin to kill them or take them into slavery.

On the right flank of the battle line, the Eldar Defenders endured a punishing barrage of weapon fire from the shredders of the Dark Eldar. The Scourges added their own weight of shots, and the Defenders had no choice but to fall back before their foes. The Dark Eldar Lord and his retinue of deadly killers, together with

a slavering pack of Warp Beasts, caught the retreating Defenders. Though the Eldar killed the savage Beastmaster, the pursuing Warp Beasts tore their enemies to bloody rags. The Seer Council was caught by the fire of yet more Dark Eldar warriors, though the power of their rune-inscribed armor shielded them from all but the most accurate of shots. A single Warlock fell, and one of the ancient Farseers was grievously wounded, though he fought on regardless.

As more and more Dark Eldar closed for the kill, the Seer Council activated the wraithgate, which pulsed and flared. Four Jetbikes swooped from within, closely followed by a host of Ulthwé warriors and warlocks. Lastly, one of the legendary Phoenix Lords himself

strode onto the field of battle, as Maugan Ra, the Harvester of Souls, stepped through the wraithgate. D-cannon fire sucked a pair of Scourges howling into the Warp and smashed a Raider to the ground. To avenge the fallen Eldar Defenders, several units of Guardians and the Jetbikes closed on their killers and, with flame and shuriken, slaughtered them where they stood. The Scourges and nine Dark Eldar warriors died under the lethal volley, and the feasting hounds were wiped out to a beast. Maugan Ra led a charge towards the Dark Eldar Lord and his bodyguard of Incubi, but the combat was not decisive. With neither toe able to gain the upper hand, the combatants danced around one another, ready to deliver the killing blow the instant their foes' defenses slipped.

CAPTURE THE GUNSHIP – TURN 2

The warriors of the 13th Company continued advancing on the Thunderhawk. The Bikers realized that, even without its main gun, the Demolisher was still a fearsome enemy. They gunned their engines, charged the tank, fired a meltagun, and readied their meltabombs. The Bikers' Sergeant was able to affix his charge to the armored hide of the beast, but the resultant explosion failed to penetrate its thick armor.

Oblivious to such minor annoyances, the Demolisher rumbled onwards.

Denied its most powerful weapon, the driver of the Demolisher put the pedal to the metal. Hoping to crush the Wulfen beneath his armored might, he drove straight towards the charging bestial Space Marines. With preternaturally quick reflexes, the beast-like warriors leapt clear of the roaring machine. However, as the mighty tank continued onwards, the Fenrisian Wolves yelped in

sudden panic and fled from the thundering behemoth.

On the far side of the gunship, the second Leman Russ moved into a firing position. Again, the Long Fangs were ready for it, and a pair of missiles leapt out to meet it. Its hull rang with multiple impacts, but none found their mark. Though the gunners were rocked within the vehicle, it continued onwards as the Armored Fist squad in the Chimera behind disembarked.



TURN 2



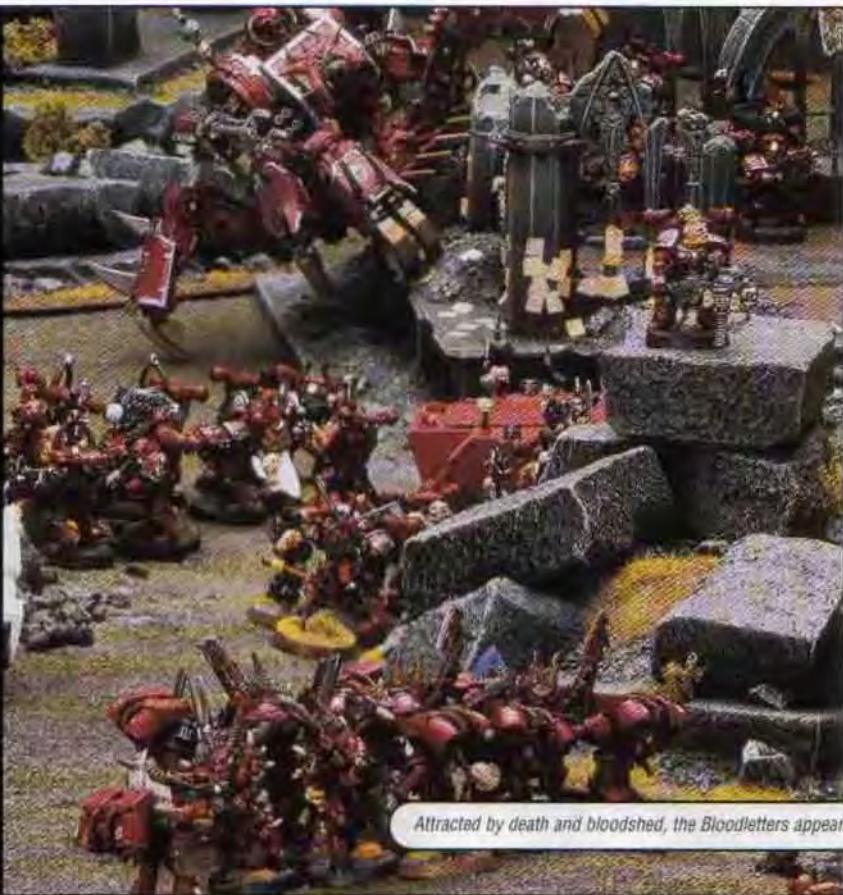
▲ TURN 2 – Hand-to-hand combat erupts to the east of the Basilica.



STOP THE RITUAL – TURN 2

Once again, the Defiler hauled its daemonic bulk across the ruined temple towards the advancing Daemonhunters and unleashed a hail of autocannon shots and Havoc missiles that miraculously failed to fell a single member of the Inquisitor's retinue. The rocks offered ample cover from the lethal volley. As the rest of the Inquisitor's force moved forward, the Icon Bearer of the Chosen planted his defiled standard in the earth and raised his voice in a bloodthirsty chant to the Dark Powers. Before him, the air shimmered, and the veil of reality was ripped aside. A gateway to the very stuff of the Warp was opened, and the minions of the Blood God poured through. Armored in brass and iron and bearing brazen axes, the Daemons of Khorne charged the Space Marines of Squad Ragnarok. The Avatars of the Blood God are among the most feared foes imaginable and, in their frenzy, tore through the Space Marines without mercy. The Daemons hacked 10 to death in the time it took to draw breath. As the Daemons charged over the mangled corpses of their victims, a volley of fire from the Space Marines of Squads Annihilator and Demolisher as well as the advancing Storm Troopers burst among them. Formed from impenetrable warp matter, the Daemons shrugged off such pinpricks and charged into Squad Demolisher.

Inquisitor Moerck himself charged forwards in his Rhino straight towards the chanting Word Bearers. He and his retinue swiftly disembarked, attacked the Traitor Marines, and killed three, but four Henchmen were lost. The faith of the Inquisitor was strong, however, and he did not flinch in the face of his enemy. Having seen the fate of their comrades, the Space Marines of Squad Demolisher fought the Daemons of Khorne with ferocious tenacity and managed to destroy the physical form of one of the Bloodletters without loss. However, the Eversor Assassin was finally brought down by the combined attacks of the Word Bearers. The ritual had been disrupted, but would Inquisitor Moerck be able to halt it completely?



Haz Loker gagged on the stench of hot blood filling his nostrils. He leaned on a fallen pillar and retched as he fought to comprehend the slaughter before him. The conscripts lay butchered in bloody chunks, hacked to ruin by the weapons of the enemy. The slaughter visited upon the youths of Cadian paled to insignificance next to the massacre the Angels of Death had wrought. Dropping from the sky on fiery trails, silver swords flashing in great disemboweling strokes, the Dark Angels' assault unit had carved their way through the Chaos Space Marines with righteous fury and zeal before he and the Storm Troopers had even a chance to strike a blow. Without pausing for breath, the Dark Angels had triggered their jump packs and shot through the air towards the Basilica with nothing but corpses and the acrid stench of propellant gasses in their wake.

Deafening noise surrounded him. Explosions and gunfire echoed weirdly through the smoke of battle. The shredded corpses of zealots and conscripts lay sprawled about the ruins of shattered buttresses. When Haz looked up from the slaughter, he saw a spear of light pierce the drifting banks of smoke and illuminate a rippling rectangle of colored cloth, the Cadian standard carried aloft by a grizzled sergeant, his power fist dripping with the blood of Traitors.

"On your feet, men!" bellowed Jarren Kell, his voice amplified by a battered vox-amp fixed to the shoulder of his armor. "There's enemy still to be killed!"

Haz looked at the banner, the symbol of the Cadian regiments proudly borne aloft, and felt a fierce pride swell within his breast. He pushed himself to his feet and gathered his Storm Troopers around him and nodded to Kell.

"We're ready, Sergeant," he said.

Elkannah Otrrimayne flinched as another missile impact slammed into the rubble around him and threw up billowing clouds of rock and smoke. His fellow gifted ones squealed and jabbered as they rose from cover and scuttled or clambered across the ruins. The enemy was close. He could taste it as clearly as the blood and fear. He could sense the build up of Warp energy in the air, a thrilling, electric sensation that sent his blood singing through his veins. Something was close to pushing its way into this reality from the blessed realms of the Warp, something powerful and deadly.

Ahead, the bike-riding warriors of the Despoiler's Legion expertly wove their way through the ruined building. Their weapons blazed and drew screams of pain from beyond, audible even over the roaring string of detonations that echoed from the western portion of the battlefield. Through gaps in the smoke, Elkannah saw the lurching form of an armored walker and spat a curse at it. Men gathered around it, men clad in the hateful grey uniform of the enemy. He felt his hate surge as he saw a figure carrying a hollowing battle flag in their midst. Lit by a freak beam of light, it encapsulated everything he had come to despise about his former life. With a screaming roar of animal fury, he set off toward it.



MORE NEXT MONTH!

All four battles hang at critical points. Inquisitor Moerck has disrupted the Word Bearers summoning circle, but will he survive long enough to halt their blasphemous ritual completely? The dark kin have surrounded the Ulthwé Strike Force, but with Maugan Ra leading their forces, the day is not yet lost. The 13th Company draws closer to the Thunderhawk, but the massed forces of the rebel guard await them, with a nasty surprise in store. As the forces in the Basilica close, there is sure to be a conflict of titanic proportions unleashed. Don't miss it!

EYE OF TERROR

With the release of the *Shadow and Flame* gaming supplement this month, Matthew Ward takes a closer look at the strengths and tactics of another of the elder races of Middle-earth, the Dwarves.

With the release of *Shadow and Flame*, some new warriors have marched to join the Free Peoples. Being Dwarves, they haven't marched very quickly ("Keep breathing. That's the key! Breathe!"), but they're here now to take their rightful place.

THE CHILDREN OF DURIN

Introducing the Dwarves

The Dwarves in *Shadow and Flame* represent the folk of Moria and Erebor, stalwart warriors in the fight against evil, great craftsmen, and hardy warriors. Though not the swiftest or most graceful of the Free Peoples, the Dwarves are rightly respected throughout Middle-earth. Without further ado, let's dive in and take a look at what they have to offer.

UNYIELDING AS STONE

The key advantage that Dwarves have is a simple one: Defense. These doughty folk are incredibly hardy, are capable of great feats of endurance, and can shrug off blows that would injure or kill another. Added to these abilities is their great craft with metals of all kinds. They can create armor that is superior even to that produced by the Elves. Together, these factors make the Dwarves the toughest race in Middle-earth. Even the most lightly armored Dwarves have a Defense of 6 without a shield, and a Defense of 7 with one. These numbers, as you can imagine, make them very challenging to slay.

AND MY AXE!

Dwarves are not only tough in defense, they're also fairly solid in attack too. With a Fight value of 4, they are able to draw combats with Uruk-hai and can beat Orcs hands down. Combine this ability with their resilience, and a despairing Evil player may think his only option is to pincushion the sturdy fellows (a difficult enough proposition with Defenses of 6 and 7). Alas, for the Forces of Darkness, the Dwarves are no more easy pickings at range than they are in close combat. Bringing great expertise and craftsmanship even to their bows, Dwarves pack quite a punch at range. Their arrows hit home at Strength 3. Before the forces of Evil despair entirely, note that this increased power comes at a price – Dwarf bows have a range of only 18'/42 cm.

LET THEM COME!

The final advantage a Dwarf player can muster is that of Dwarven bravery. With a Courage value of 4, Dwarves are more likely to pass their Courage tests than they are to fail – a useful thing when trying to attack those terrifying creatures and in the final phases of a battle. Captains and named characters take Dwarven Courage to the same level as that of Elves – Dwarves will not run if there is any chance of enduring.

THE ELDER DAYS ARE PASSING

Like the Elves and Ents, Dwarves are one of the Elder races and, in the closing days of the Third Age, are in decline. While mightier than the younger races and having some distinct advantages, Dwarves



have one drawback: their advantages come at a cost. Dwarves are expensive – nearly twice as expensive to field as Men and Orcs. However, given that a Dwarf is easily the equal of two Orcs (naturally), this high points cost is not such a problem. The main disadvantage they suffer is a lack of mobility due to their short legs. Dwarves may be natural sprinters, but larger bipeds can leave them behind with great ease. Fortunately for the Dwarves, the key foot soldiers of Sauron, Orcs and Goblins, move no faster than they, which serves to even the score somewhat.

THE DWARF LORDS

Mighty Heroes lead all of the races of Middle-earth, and the Dwarves are no exception. Chief among them are the cousins Gimli and Balin. Of the ruling line of Durin, each has survived great perils in their lives, Balin in the quest to free Erebor and Gimli in the War of The Ring. Unfortunately, while Gimli's tale continues well into the Fourth Age of Middle-earth, Balin's ends in tragedy within his ancestral halls of Moria. With very little difference in their profiles, it is very much a personal choice as to which you want to field. Gimli has more survivability, while Balin has more Will, is a little cheaper, and also has the option to carry Durin's Axe. Either way, they are both veritable mincing machines and are quite capable of challenging any of the Evil Heroes. Of course, you can always include them both. Dwarven Captains and Kings are progressively better than basic Dwarves.

Accordingly, they are your best value way for holding weak sections of the line. With a high Fight and Defense and with plentiful Might, you can quite happily leave these guys to their own devices while you worry about other portions of the battle.

THE KHAZÂD GUARD

A final mention should be given to the doughty defenders of the Dwarven Lords, the Khazâd Guard. Clad in heavy Dwarven armor and wielding two-handed axes, these individuals are truly great fighters. So great is their power that their blows hit home with a Strength of 4. When this might is combined with their two-handed axes, they can cut down all but the toughest foes with ease. You needn't worry about them being overwhelmed either, as they can always switch to their hand axes to increase their chance of winning a fight. The final, and in some ways most important, thing about Khazâd Guard is their unshakable courage. Given their nature as a bodyguard, Khazâd Guard are always assumed to pass any Courage tests as long as the one they've been assigned to protect is still alive. With their high Courage, Dwarves don't tend to fail many tests. However, knowing that you will always pass Courage tests is reassuring.

ON THE BATTLEFIELD

As you're probably beginning to realize, Dwarves are incredibly tough individuals and a daunting proposition indeed. However, as with all of the Elder races, their high points cost limits their numbers.

It is here, in the battle of numbers, that Dwarves are vulnerable. As such, you should always think about your deployment with extra care. Dwarves do not move very fast, and a lightning redeployment becomes a most difficult task. On the plus side, Dwarves can be pretty much assured to win any one-on-one fight that comes their way (okay, perhaps an exaggeration – a Cave Troll will probably still clobber them). Therefore, your key objective should be to tackle the enemy in small groups to prevent him from bringing his numbers to bear.

YOU COULD HAVE PICKED A BETTER SPOT

An added chink in the Dwarven armor is their limited selection of troops. While tough beyond comparison, Dwarves have only infantry available to them – no cavalry or magic users for Durin's folk. This limitation can make Dwarves very vulnerable to highly mobile enemies, such as Warg Riders, and forces with strong spellcasters, such as Nazgûl. When faced with such opponents, your best bet is to shoot them. Even if you don't score that many kills, you can probably panic them into diving for cover. In such battles, you have to get your archers into the best possible positions. Think about their primary missions and possible secondary targets and deploy them accordingly. Don't get yourself in a situation where you end up moving your archers halfway across the battlefield when you can avoid it.



TO BATTLE

With an overview of the Dwarves completed, you're probably mulling over a few more specific tactics in your head. In a skirmish game like The Lord of The Rings, maneuverability is very much the key, a fact that can create challenging situations for the Dwarves. However, over the course of playtesting, I've had the opportunity to put Durin's folk through their paces and have found some fairly reliable tactics.

DIVIDE AND CONQUER

As I've said before, the Dwarves are best off fighting in one-on-one combats. A good start is to focus your strategy on this point. Surprisingly enough, the Dwarven lack of mobility need not cause problems here. Remember that most of your opponents can move only as fast as you can, so you're not necessarily at a disadvantage – just equal footing. Divide and Conquer tactics come in a few simple steps. The first is to position your archers on a suitable vantage point and form a defensive line in front of them. The next step is a little unorthodox – concentrate your fire carefully as the enemy advances. Fah! I hear you cry, what's unorthodox about that? It's simple. You shouldn't be concentrating your fire on the front ranks but instead on the third or fourth – effectively cutting the enemy in half. Remember that your Dwarves can happily win one-on-one combats. What you are doing is buying time with Orc blood. The bigger the chunk that you tear out of the center of the enemy force, the more time your stalwart defensive line has to mop up before the stragglers hit. This tactic is easily adapted to a long thin line of enemies; simply deploy at one end of the table and cut out the center of the enemy line. Oddly enough, this tactic tends to work even better

against opponents with a mixed force of both cavalry and infantry, because there is a much bigger delay between when the first and second waves hit.

HEADHUNT

The tenacity and endurance of Dwarves makes them ideal for taking out enemy characters. It's often a good idea to take a group of half a dozen Khazâd Guard and a Captain or King who will sow confusion among the enemy lines. Cave Trolls, Nazgûl, Saruman – all of them are vulnerable to a band of Headhunters, and all are often key to an Evil player's strategy. If you're lucky, you can force your opponent to commit the foremost military sin: indecision. A Headhunt can get the initiative firmly in your court – always a good thing in any game. Of course, it's always advisable to keep your Headhunters' backs clear with some careful archery. If you perform the Headhunt properly, your opponent will either lose his characters or have them running around in circles for so long that they become ineffectual.

HEAVY SKIRMISH LINE

Dwarves do not have spears, which means that you can't form the kind of tight attacking formations that Men and Elves (or even Orcs and Goblins) can use. The next best thing, and the only real alternative for Dwarves, is to form a Heavy Skirmish Line. By placing your best troops (Khazâd Guard and Dwarves with shields) in the front line – being careful to leave a gap between them – and archers and two-handed axemen in the second line, you can begin to advance on the enemy. As the line advances, your bowmen can fire through

the gaps, picking off the odd enemy and trying to make a hole (possibly to clear the way for some Headhunters). When the line reaches the enemy, your front line charges in and ties up as many enemy troops as possible, while your secondary troops either pitch in with the combats or sweep towards the flanks of the enemy force. Due to the superior Dwarven skill at arms, you should easily win the first round of combats and thus swing the odds in your favor for the next turn. If you're using a Heavy Skirmish Line, it's always worth using a Heroic Move to keep the initiative on second or subsequent turns. Again, make your opponent react to you rather than vice versa.

THE AXES OF THE DWARVES ARE UPON YOU!

Ultimately, Dwarves are nicely versatile. Even their archers can handle themselves in combat, which, when combined with the fact that they are as hard as nails, makes them a very nice, well rounded force (although one that can take some getting used to). When collecting Dwarves, you might want to start with a character, like Balin or Gimli, plus a few Khazâd Guard and add to your force from there. You can obtain new troops depending on your preference for axes or bows. You could even go for a force made exclusively of Khazâd Guard, although you won't get many for your points.

Anyway, on with this month's scenario, The Rescue of Thrá, in which you'll be able to test the strength of the Dwarves against their old adversaries, the Goblins of Moria.



Balin directs the Dwarves' assault.

SCENARIO – THE RESCUE OF THRÁR

DESCRIPTION

We have returned victorious from the Redhorn Mines, our foes broken and scattered before our might. Though many brave warriors fell, Moria is once more ours. Balin already directs the rebuilding of the realm with an unmatched vigor and energy. The fruits of victory are not unmarred by troublesome incidents. One of our prospecting parties sent to the Redhorn Mines has not returned. Balin fears that Goblins still prowl in the depths and that Thrár and his compatriots are cut off from the upper halls – if they still live.

In the aftermath of the Battle for the Dwarrowdelf, Balin has sent numerous prospecting parties into the mines to discover how best to get them operational once more. However, the Goblins have not been annihilated, only scattered. One Dwarven prospecting party has come under attack and been forced to retreat further into the mines. As this party becomes overdue, Balin decides to set out to rescue the beleaguered Dwarves and leads a small force into the mines in search of them.

PARTICIPANTS

The Good side consists of Balin, Thrár (a Dwarf Captain), 2 Dwarves with shield, and 8 Khazâd Guard.

The Evil side has 6 Goblins with spear, 6 Goblins with bow, 6 Goblins with shield, and a Goblin Drum.

POINTS MATCH

If you want to play this game with other forces, choose at least 250 points of troops for the Good side and at least 250 points of troops for the Evil side. The Good force should always include at least one Hero.

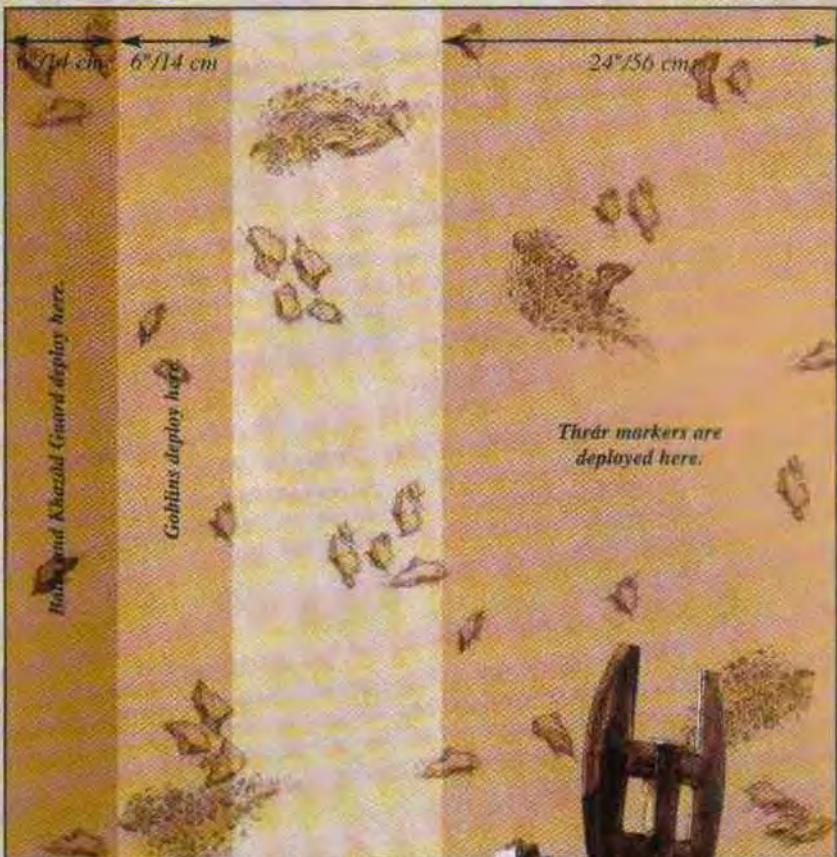
LAYOUT

The scenario is played on a board 48"/112 cm x 48"/112 cm. As this scenario takes place in the depths of Moria, there should be plenty of rocky outcroppings and rubble.

STARTING POSITIONS

The Good player first takes three pieces of paper and writes Thrár's name on one. He then passes the pieces of paper (face down) to the Evil player who places each piece next to some rubble or another suitable terrain feature. No piece of paper may be within 6" of another. These positions represent where Thrár may be hiding from the Goblin searchers. In this way, neither player should know where Thrár is hiding, but the papers will give some indication of where he may be. The Evil player then deploys his force within the Goblin deployment area as shown on the map.

Finally, the Good player deploys Balin and the Khazâd Guard within their deployment area as shown on the map.



OBJECTIVES

The Good side wins the battle if it manages to kill all of the Evil force or drive them from the field.

If Balin or Thrár is slain, the Evil side wins the battle.

If both sides meet their victory conditions in the same turn, the game is a draw.

SPECIAL RULES

Thrár. The hidden Dwarves are not deployed at the start of the game. When a model from either force comes within 6"/14 cm of a piece of paper, it is turned over. If Thrár's name is on the paper, then the Good player places Thrár and the two Dwarves with shields within 1 1/2 cm of the piece of paper. They may act normally from the start of their next Move Phase. If the paper is blank, simply remove it from the board – Thrár is elsewhere.

If playing a Points Match game, the cheapest Hero in the Good force takes the place of Thrár. He may be accompanied by up to two warriors.



This month, we release the first of the new range of Shadow & Flame miniatures: Durbürz the Goblin King and Balin, sculpted by Alan Perry and Michael Perry. Darren Latham of our 'Eavy Metal team explains how he painted them.

PREPARATION

The arms of the Goblin King were glued on, and both models were then given an undercoat of Chaos Black spray. Any parts that the spray missed were then painted over with watered-down Chaos Black paint.

BALIN



An equal parts mix of Dark Angels Green and Snot Green was applied as a basecoat to the green cloth. This coat was followed by a layer of Snot Green with a highlight of Snot Green mixed with Bleached Bone.



The cloak was painted with a basecoat of Scab Red, followed by successive layers of Red Gore and then an equal parts mix of Red Gore and Blood Red. For the highlights, a small amount of Bleached Bone was added to the Red Gore and Blood Red mix.



Bronzed Flesh was used to paint the design on the finished cloak, and the design was highlighted with Golden Yellow.



Balin's hair and beard were painted with a layer of Scorched Brown. An equal parts mix of Scorched Brown and Codex Grey was used for the first highlight. The amount of Codex Grey was gradually increased for successive layers, and then a final highlight of Fortress Grey was applied.

PAINTING MASTERCLASS

Durbürz the Goblin King and Balin



Tanned Flesh was used as a basecoat for the skin, followed by a layer of Dwarf Flesh. Increasing amounts of Elf Flesh were added to the Dwarf Flesh for successive highlights, and the final highlight was pure Elf Flesh.



The gold armor and decoration were painted with Shining Gold, and Chestnut Ink was then applied over the top. The gold



was then highlighted with an equal parts mix of Shining Gold and Mithril Silver.



A layer of Boltgun Metal was applied to the remaining metal parts. Chainmail was used to highlight these areas. Finally, the metal parts were given a watered-down wash of equal parts Black and Brown Inks.

As the battle rages, both Balin and Durbürz direct the attacks of their respective forces.



DURBÜRZ, THE GOBLIN KING.



Catachan Green was used for the basecoat on the Goblin King's skin. Successive layers of paint were added to the skin. Each time, more Desert Yellow was added to the Catachan Green.



The armor was drybrushed with Tin Bitz, followed by a more selective Boltgun Metal drybrush on the chainmail and armor plates. Finally, Chainmail was drybrushed lightly onto the armor, followed by a highlight of Codex Grey on the edges of the armor plates.



An equal parts mix of Chaos Black and Codex Grey was drybrushed onto the hair, followed by a highlight of pure Codex Grey.



The rock was drybrushed with Snakebite Leather, then with Fortress Grey.



The Goblin King's eyes were painted Vomit Brown and then an equal parts mix of Sunburst Yellow and Skull White. Chaos Black was applied to the center of the eye to suggest a pupil.



The Goblin King's tunic was given a basecoat of Red Gore, followed by a layer of equal parts Red Gore and Blood Red. A small amount of Bleached Bone

was added to the mix for the final highlights.



The sword was drybrushed with Boltgun Metal followed by a further drybrush of

Chainmail. A wash of equal parts Black and Brown Inks then applied.



The bases of both models were painted with Codex Grey. A very dilute wash of Chaos Black

paint was then applied, and the bases were then drybrushed with Bleached Bone. The rims of the bases were left Codex Grey.



In the great ages of legend, long before the Fellowship took up its quest, titanic battles raged between the forces of Good and Evil. One such conflict was Balin's defense of Khazad-Dûm from Durbûrz, the Goblin King.

DESCRIPTION

Balin's attack on the gates was a success. We drove out the Goblins from the great gate and guardroom. With surprise on our side, we slew many in the bright sun in the dale. We have taken the 21st hall of North. End to dwell in. There is a shaft there that leads to the lower mine workings. Balin has set his seat in the Chamber of Mazarbul and claimed Moria for his own. However, the truth is that we still must drive the Goblins from our home. We hear them in the dark below, down in the mines.

The Dwarves have successfully recaptured the upper levels of Moria, and Balin has now been proclaimed its lord. However, deep below in the mines, Durbûrz the Goblin King assembles his army and prepares to drive the Dwarves from Moria. The two forces meet as Balin descends to the mines, and the battle for Moria begins in earnest!

PARTICIPANTS

The Good side consists of Balin, 2 Dwarf Captains, 8 Khazad Guard, 10 Dwarves with axes and shields, 9 Dwarves with axes and Dwarf bows, and 5 Dwarves with two-handed axes. Balin has Durin's Axe. The Evil side consists of Durbûrz, 1 Moria Goblin Drum, 1 Goblin Captain, 2 Goblin Shamans, 12 Moria Goblins with swords and shields, 12 Moria Goblins with spears, 12 Moria Goblins with Orc bows, and 1 Cave Troll armed with either a Troll chain or a spear.

POINTS MATCH

If you want to play this game with other forces, choose 600 points of troops for both sides. Neither player may spend more than 50% of his points on Heroes, and neither side may have more than a third (33%) of its models armed with bows.

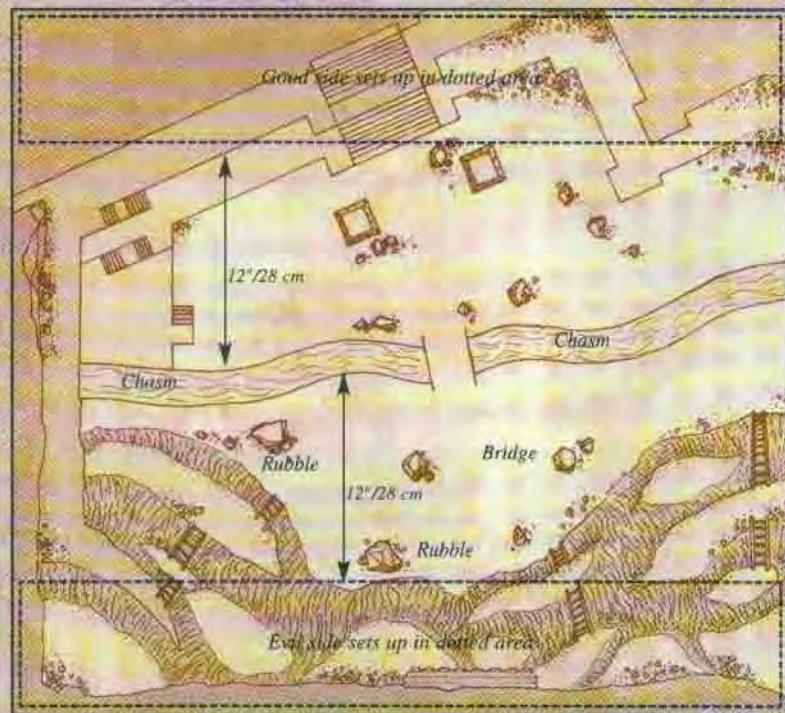
LAYOUT

This scenario is fought on a low level of the Mines of Moria, where the Dwarven living quarters meet the mine workings. A chasm runs through the center of the board, counts as impassable terrain, and should be no more than 2"/4 cm wide such that all models may attempt to leap it. A narrow bridge (approximately 4"/10 cm wide) crosses the chasm in the middle of the board.

The rest of the board is built up as a succession of levels. These are smooth,

BATTLE FOR THE DWARROWDELF

A Battle Report for The Lord of The Rings



finished stone on one side (the Dwarven living quarters) and rough scree on the other (mine workings). The floor is covered with rocks and debris.

STARTING POSITIONS

The Good player deploys half his force first on the living quarters side of the board, anywhere more than 12"/28 cm from the chasm. The Evil player then deploys half of his force on the mine workings side, anywhere more than 12"/28 cm from the chasm. The Good player then deploys the rest of his force as described above, and finally the Evil player does the same.

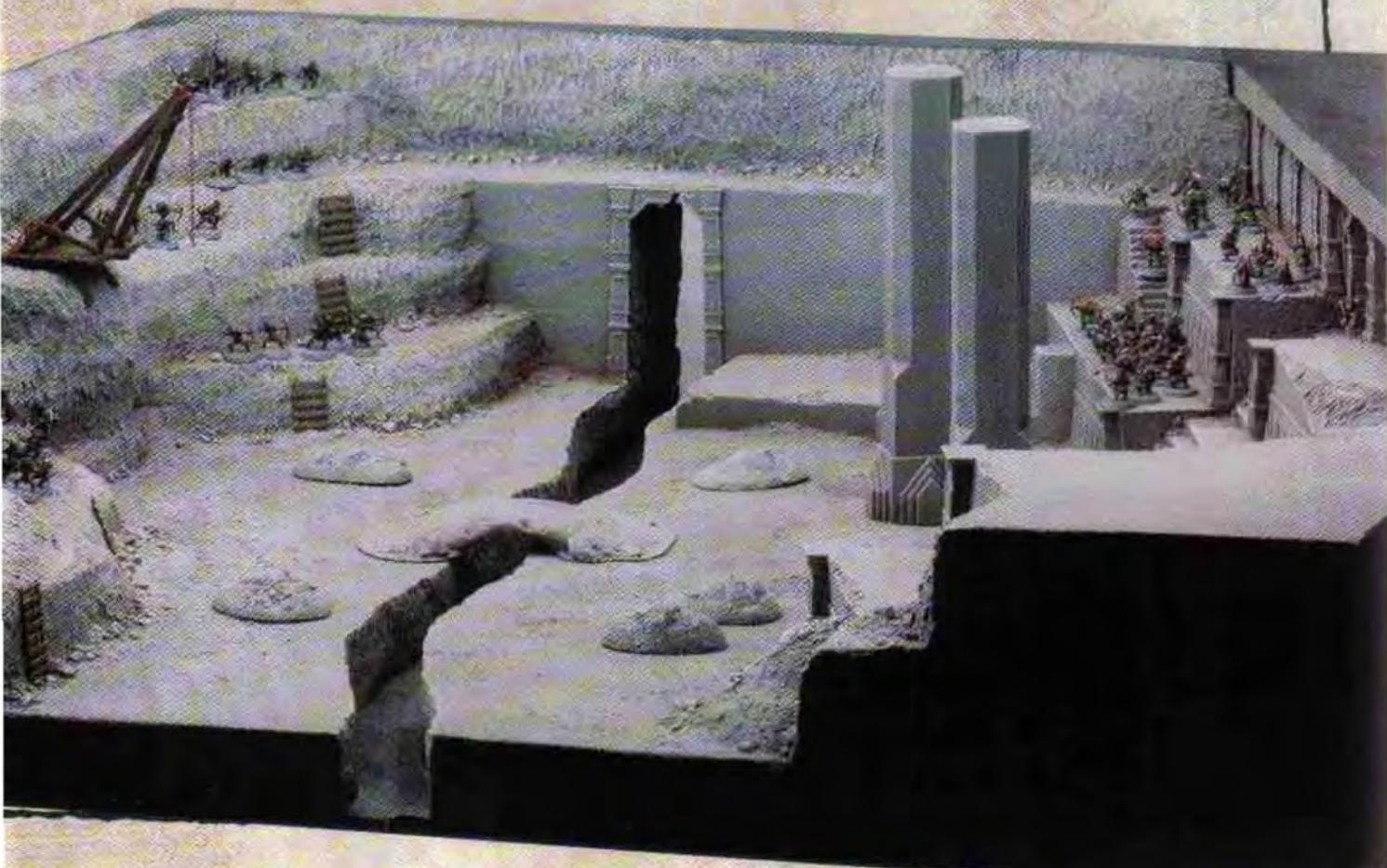
OBJECTIVES

The first force to reduce the opposition to a quarter (25%) of its original numbers at the end of any turn wins the game. Should both forces be reduced to a quarter of their original numbers at the end of the same turn, the final result is a draw.

SPECIAL RULES

Chasm. The chasm is an obstacle and may be jumped as described in the main rulebook. However, if a model fails to jump the gap, it is removed as a casualty, as it has fallen to its death.





THE GOOD SIDE

HAMMER INTO ANVIL



Matthew Ward

To misquote Goethe, "You must be an anvil or a hammer." As I was to be fielding the Dwarves in the first battle report for *Shadow and Flame*, this quotation

seemed apt. Dwarves have a great love of metalworking, and so the philosophy of "the Hammer and the Anvil" would doubtless be one that they would apply in their battles. The principle as I interpreted it was simple: either I could be hammered upon, or I could be the one that does the hammering. A fairly obvious advice really, but when I thought about it in wider terms, a cunning plan began to emerge.

Goblins, when faced with a superior but less numerous foe (which, let's face it, is pretty much everyone but Dunlendings), tend to attack *en masse* and hope to overwhelm a section of the enemy line through sheer weight of numbers.

Occasionally, Goblin forces will include a few stray models to give the Evil player a little versatility, but there will almost always be a main group, the Anvil. With this understanding of Goblin tactics, I decided to use Balin and the majority of the Khazad Guard as my Hammer. However, I had to figure out how to keep the Anvil in one place long enough for me to hit it. To do so, I would need a second group of Dwarves to hold the Anvil in place long enough for me to strike it – not an enviable task, as these Dwarves would be heavily outnumbered for several turns. If Alessio chose to go for an attack across the full frontage of the cavern, I would be equally happy, as I could then throw my two groups at the weak spots in his line. Once the Goblins were broken, the going would get a lot easier – if only I could keep my Dwarves intact long enough.

Three things in the Goblin force were worrying me: the Troll, the Shamans, and the Drum. The Shamans and the Drum would interfere with my intention of breaking the Goblins and make the late game that much harder. The Cave Troll is just annoyingly hard. With a higher Fight value than most of the

Dwarves and three Strength 6 attacks, this brute could easily tear through the heart of the Dwarven formation. My plan for dealing with the Troll depends on where it goes. If it strays too far from support, I could ambush it with a knot of Dwarves and hope that I get lucky. By far the best option, though, is to try and avoid it and, if necessary, sacrifice one Dwarf at a time to keep it locked down and away from the key fights.

With these thoughts in mind, I chose to split my forces into two groups: a large force of warriors led by a Captain to cover both the ledge and form a solid defensive position below, while Balin and his guard formed the second group. I hoped that Alessio would go after one group of Dwarves to bring his superior numbers to bear. That group of Dwarves would then hold the Goblin Anvil in place long enough for my second group to Hammer them apart. Of course, this whole plan relied solely on the unfortunate luck being able to survive long enough for help to arrive. However, Dwarves are incredibly tough, and I have every confidence that they would endure. They would have to...

THE EVIL SIDE

WE HAVE A CAVE TROLL!



Alessio Cavatore

Let's face it, against enemies whose lowest Defense value is an outstanding 6 and will mostly be 7 with peaks of 8, a lumbering brute with Strength 6 is definitely

going to be your best friend. I will try and bring the Troll into combat without exposing it to too much bow fire and then support it with some of my Heroes that have Might. I'm thinking in particular of a combination Cave Troll/Durbürz attack, maybe with a Shaman not too far behind.

To break the Dwarves, I'll have to concentrate first on the Defense 6 warriors, which my Troll wounds on a nice 4, my fighters on a 5, and my archers on a 6 (which is better than needing a 6 followed by a 4). The Dwarf archers and two-handed axemen are definitely the softer targets, and I should

go for them whenever opportunities presents themselves. Only after these Dwarves have been cut down should I try and wound the much harder enemies, against which many an attack is bound to bounce off harmlessly. Hopefully, the Dwarves should break, and that's when my Drum would prove very useful.

Another vital thing to keep in mind is trying to surround as many of the Dwarves as possible in order to exploit our numerical advantage and bury as many enemies as possible under a veritable avalanche of Goblins.

The dynamics of the game are intriguing. The Dwarves have superior firepower, and that means that I have to close in quickly. Also, it's easy to identify two critical points on the table, the only two points where my Cave Troll could cross the chasm without risking a deadly fall, the bridge and the ledge on my left. I believe the Dwarves have two main tactical solutions. The Dwarves can concentrate on these two points either by coming forward to meet the Goblins as they jump across the chasm (thereby forcing them to fight with their backs to

the abyss) or by fighting more defensively, letting the Goblins through, and delaying contact as long as possible. The latter approach will give the Dwarves time to reduce the enemy numbers as much as possible with bow fire.

Having the advantage of deploying half of my force last, I will hold back my hardest things for the second half and decide whether to concentrate all my best stuff on a central assault or split my force into two assault groups. The latter would be my first choice. I would have Durbürz, the Troll, and a Shaman lead the main force and the Captain and the other Shaman lead the second.

The idea is to feint by initially threatening the Dwarves in two areas in order to split them into two halves. If that works, then both of my assault groups will suddenly converge on one of the Dwarven halves and destroy it! Failing that, we'll keep our fingers crossed and hope the Cave Troll wins the game for us.

THE DWARVES



THE GOBLINS



The Dwarven contingent prepares for the onslaught of Durbürz and his Goblin horde.

TURN 1

With Balin's arrival at the entrance to the mines, the first sparks of battle spread across the cavern. As the Dwarf Lord and his escort began to descend the stairs, the remainder of the Dwarves held their positions and remained content to cede the narrow stone bridge and allow the Goblins into range of their bows. Across the chasm, the Goblin horde, effortlessly skipping from rock to rock, began their climb down to the rocky floor. The cavern rang to the guttural chanting as both Goblin Shamans cast Fury, inciting their companions to battle. With both armies out of bow shot, the turn ended with no blood spilled.

TURN 2

Spurred on by their fiendish commander, the Goblins stole Priority away from the Dwarves and continued to swarm towards them across the stalagmite-cluttered and debris-strewn floor. In the center, Durbürz led a cluster of Goblins towards the bridge. The Cave Troll strode on easily ahead. The remainder of the vicious creatures moved into flanking positions on either side of the main group, and a small force struck out across the ledge. On the other side of the subterranean vault, Balin and his guard, willing to let the Goblins decide the strategy of the battle, took up flanking positions on the stairs. On the southern end of the ledge, the knot of

Dwarves reformed, readying themselves to counter the Goblins that threatened their position. Náli, one of the Dwarf Captains, hurried forward to join the Dwarves on the southern ledge. As the Goblins had all surged forward at full speed, the Dwarves weren't threatened by archery, and single Dwarf archer was able to take a hasty shot at a Goblin on the far side of the chasm. Some sixth sense warned the Goblin of the incoming missile, and he crouched low behind his shield. The Dwarven arrow stuck fast into the crude surface and left the Goblin uninjured.

TURN 3

With the Dwarves content to let the Goblins come to them, Priority remained with the Evil side, and the Goblins advanced all across the vault, some of them readying their bows as they came. Again content to allow Durbürz's tactics reveal themselves, Balin commanded his folk to hold their positions, the only exception being Náli who finally reached the group by the ledge. In the Shoot Phase, a handful of Goblins let fly with their bows, but their aim went astray, and nary a Dwarf was hit. In return, fully half a dozen Dwarves took careful aim. Though all the shots flew true, only a single Goblin fell – one of the Drummers. Oblivious of his colleague's fate, the remaining Drummer played on.

TURN 4

Priority stayed with the Goblins, and Durbürz made his strategy known. His group changed direction towards the bastion of archers, and the eastern flanking group leapt the chasm and scampered on towards the Dwarves. In response, Balin commanded the other Dwarves to reform to meet the threat with half moving to join Balin's group and the rest moving eastwards to counter the Goblin force there. Only the archers remained in position, the better to lay down covering fire. Unfortunately for one bold Dwarven archer, Goblin archery proved to be more accurate this turn. The Dwarf fell, pierced by many black-feathered bolts. Furious at the death of their kinsman, the Dwarves proved to be mostly inaccurate, and only a single Goblin was plucked from Durbürz's entourage.

TURN 5

Both forces were now within charge range of one another, making Priority crucial. In a stroke of fortune, Balin was able to steal the initiative from his loathsome opponent. In response to his orders, the Dwarves on the eastern end of the battlefield bellowed their war cries and charged headlong into the Goblins. This maneuver gave Durbürz a tempting group to outflank and destroy. Balin held his group in check, waited to see if Durbürz would go after the bait, and hoped his forces could hold off long enough to close the trap on the usurper. Seemingly



unaware of the Dwarf Lord's strategy, Durbürz led his group towards the eastern force of Dwarves but was unable to reach the combat that turn. Across the cavern, Goblin archers shuffled forward, searching for targets among the rubble. In the brief but fierce flurry of shots that followed, both sides suffered casualties, with three Goblins falling to Dwarven skill and only a single Dwarf archer slain in the return fire. In the Fight Phase, the impetus of the Dwarven charge helped Balin's troops win the fights easily, but their axes failed to cleave even a single Goblin.

TURN 6

Fortune and Priority remained with Balin this turn, and he finally gave the order for his reinforced bodyguard to advance on the enemy. Further to the east, the two Dwarven Captains led the charge on the Goblins both atop the ledge and far below on the cavern floor. In response, Durbürz ordered his group of Goblins forward but

directed the Cave Troll towards the Dwarf archers. The low wall did not hinder the Troll. Finding handhold after handhold, he clambered up to engage the archers above him. Even though some of the Dwarf archers couldn't shoot because of the charge of the Cave Troll, Dwarf archery managed to claim another Goblin from Durbürz's entourage. Better still, but for the intervention of Fate, a wound would have been scored on the Shaman atop the eastern ledge. Alas for the Dwarves, Goblin archery again took its toll and pitched yet another Dwarf archer onto his face. As the Fight Phase commenced, blow after blow rang out upon the ledge. Náli and the Goblin Captain were apparently well matched, and neither could find a weakness in his opponent's defense. Below them, it was a completely different story. The Dwarves managed to crush two of their cursed foes beneath their keen axes. Finally, with a mighty bellow, the Cave Troll easily beat aside the defense of the Dwarf archers and plucked one off the ledge as the great beast hauled himself up into the Dwarf's place.



Durbürz orders his troops forward under the protection of a vicious Cave Troll.

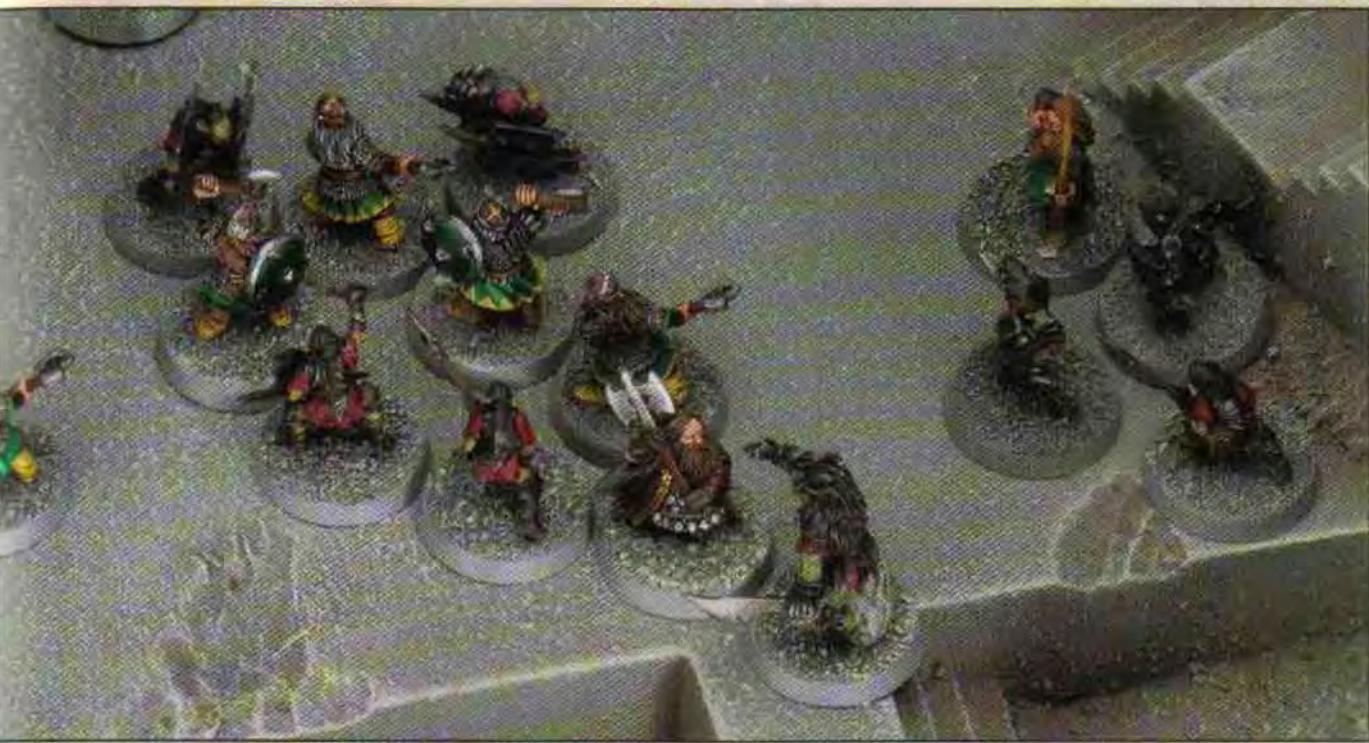
TURN 7

With Priority crucial this turn, the Goblins managed to wrest the initiative from the Dwarves, and Durbürz urged his followers on. Seeing the danger at the foot of the ledge, Frir, another Dwarf Captain, declared a Heroic Action in hopes of keeping Durbürz pinned that much closer to Balin. Conscious of the proximity of the Dwarves behind him, Durbürz desperately countered the Captain's Heroic Move with one of his own. The dice favored the forces of Evil, and Durbürz threw his forces into those of the beleaguered Captain, pinned him in place, and left Balin without an opponent for another turn. Above the head of the Goblin King, the Goblin Captain once more led his group into combat against the Dwarves who challenged his control of the ledge. Further along, the Cave Troll charged into the remaining two archers who readied

themselves once more for an uneven fight. On the other side of the vault, the western force of Goblins was slowly dragged itself into range of Balin and his entourage. Balin hustled his group forward but left behind a solitary axeman tasked with keeping the Cave Troll clear of the others should it manage to defeat the brave archers. In a change of tactics and to try and contain Durbürz's group, the Dwarven archers near the east ledge leapt down from step to step to reinforce the outnumbered lower group. In the Shoot Phase, all the Goblin archers on the far side of the chasm and on the bridge let arrows fly at Balin's entourage, but not a single shot hit home. With all the Dwarf archers otherwise engaged, there was no return fire from Durin's folk, but they did manage to hack down two Goblins from Durbürz's retinue in close combat. The feeling of victory was fleeting, however, as



With the three Dwarves at the Cave Troll's mercy, Balin looks on in frustration.



Durbürz throws himself into combat against a Dwarven captain.

Durbürz claimed a kill, as did a Goblin spearman. On the ledge, the tale was no better, as the darting blade of the Goblin Captain found a chink in the armor of the Dwarf Captain and scored a wound that fickle Fate did not prevent. At the close of the Fight Phase, the Cave Troll once more proved his worth, and his hammer bludgeoned another Dwarf archer to a ruined mess on the ground.

TURN 8

As he lost Priority to the Dwarves, Durbürz declared another Heroic Move to try and retain advantage and bellowed at his underlings with a ferocity he probably thought was motivating. While the Goblins milled in disarray, Frár made a Heroic Move of his own, led his warriors forward once more into the fray, and hoped to hold the Goblins at bay until Balin could reinforce him. Sensing victory slip away, Balin hurried his bodyguard forward and detached two Dwarves to engage the Goblin archers by the bridge. Seemingly unworried by his near fatal wound, Náli clashed once more with his bitter rival upon the ledge. In a selfless display of bravery, the remaining archer opposing the Cave Troll hurled himself back into combat with the beast, while the axeman held back once more to keep the Troll away from Balin should it kill the archer. With more than two Goblins for every Dwarf that opposed him, Durbürz directed his forces in an attempt to maximize his chances and even flung himself into combat with a Khazâd Guard. Near the bridge, the western force finally made contact with the

Dwarven lines and charged the two Dwarves that Balin had dispatched to guard his flank. In the Shoot Phase, the Goblin archers tried to shoot the lone Dwarven axeman into eternity, but all the shots went wide. In the Fight Phase, Náli once more failed to tell his adversary and wasted 2 points of Might in the process. In the thick of the fight around Frár, the tide of battle swung against the Dwarves with three falling in quick succession, one to the crooked sword of Durbürz himself. In return, only two Goblins were felled, although the Goblin Shaman lost both the fight and the effects of Fury. In a desperate struggle, Balin's rearguard was able to contain the Goblins by the bridge but did

not inflict any damage. In a valiant effort, the Dwarf archer managed beat back the Cave Troll but failed to wound it.

TURN 9

Fortune smiled on Balin this turn, and Priority went to the Dwarves. However, before Balin could capitalize on his good fortune, Durbürz initiated a Heroic Move. The suddenness of the action took Balin by surprise, and his attempt to counter the move failed, which allowed Durbürz to charge deeper into the roiling tide of life and death combat below the eastern ledge. Denied an adversary, Balin had to be content to order his guard into combat with



Matthew watches with interest as Alessio makes his move.



The battle rages in a circle of destruction.

stray Goblins around the edge of the fight, while two Khazâd Guard and a Dwarf axeman charged a lone spearman on the edge of the plinth that the two sides now fought over. Nâli, determined that this fight should be the final clash with his Goblin adversary, once more charged forward into combat on the ledge. By the bridge, the two members of Balin's rearguard, thinking nothing of their own lives, charged headlong into combat once more, while the archer and the Cave Troll continued their deadly dance along the south wall of the cavern.

Around Durbürz and around the bridge, the Goblins piled forward, trying to overwhelm the still outnumbered Dwarves. The Goblin Shaman near Durbürz cast Fury once more to bolster the flagging spirits of the Goblins. The handful of unengaged Goblin archers loosed their arrows at the Dwarf axeman once more but failed to strike him down. In the Fight Phase, the lone Goblin spearman defending the plinth proceeded to kill two of his attackers and drive the other off, while Durbürz managed to strike down another Dwarf. As yet another Dwarf vanished beneath a flood of Goblins, Frâr

fended off his attackers and sliced one down as they retreated before his rage. Against the south wall, the archer once more managed to parry the blows of the Cave Troll, while on the ledge, Nâli inflicted 4 Wounds on the Goblin Captain that opposed him and hacked him to pieces. Last but not least, the Axe of Durin found a target as Balin effortlessly beheaded a Goblin archer in one massive sweep.

TURN 10

Priority remained with Balin this turn, and with a grim flourish, he threw himself into

combat with Durbürz. All across the battlefield, his folk followed his example and charged their nearest opponents in an attempt to hold back the flow of Goblins. With the exception of the archers on the other side of the chasm and the remaining Drummer, all of the Goblins followed suit. One drew Balin away from the Goblin King, and a series of vicious combats broke out across the cavern. Once more, the only shooting was from the Goblins, and once more, they failed to kill a single Dwarf. As the Fight Phase started, Balin initiated a Heroic Combat, effortlessly cut down his opponent, and then followed up into Durbürz and dealt the brute 2 deep Wounds. Fate, however, was merciful to the Goblin King, and he remained unhurt. Elsewhere, the same Goblin who had dispatched two opponents last turn again managed to kill a Khazâd Guard, while the Cave Troll managed to dismember the archer that had been harrying him for several turns. Seemingly inspired by Balin's example, the Dwarves were fighting ferociously all across the vault, and four Goblins were crushed. Better yet, as both Goblin Shamans lost their combats, the effects of Fury were dissipated. In the closing stage of the turn, a lone Goblin struck down another Dwarf, and uncertainty spread along the Dwarf lines. Half of their numbers lay dead or wounded. Things were not going well for the Dwarves.

TURN 11

With the Dwarves now broken, the Goblins won Priority. Seeing their chances slip away, Balin declared a Heroic Move. After passing his Courage test, he once more clashed with the Goblin King and brought along the remains of his Khazâd Guard. Here and there, lone Dwarves charged dense knots of Goblins and hoped to buy Balin the time he needed to slaughter his foe. With Balin's Heroic Move completed, the remaining Goblins barreled into combat. The archers leapt the chasm to add their weight to the skirmish on the plinth. The Cave Troll chose to ignore the lone axeman by the south wall and instead charged into the fight around the Goblin King. As the lone Drummer continued to beat out his doom-laden rhythm, Nâli's nerve broke, and he fled towards the entrance. Where possible, the Dwarves were shielding, desperate to buy time for Balin to defeat Durbürz in combat. Even so, in the ensuing combats, two more Dwarves fell to the Evil force. One was pulverized by the Cave Troll, and the other was skewered by the same Goblin spearman who had already killed three Dwarves. For their part, the Dwarves managed to kill another Goblin. In the thick of the fight, Balin and Durbürz circled one another warily. With practiced skill, Balin beat aside the feeble parries of his despicable opponent. As Balin raised his axe for the kill, Durbürz tried to back



Alessio and Matt manage to retain some humor in the bloody battle.

away but found his path blocked by two Khazâd Guard. The Axe of Durin came flashing down and cleaved the usurper of Moria from head to toe. Breathing hard, Balin stepped back and looked about to assess the situation.

TURN 12

The Goblins had broken with the death of Durbürz, and both forces were now losing resolve. In the confusion, Balin managed to steal the initiative, held his courage, and threw his warriors into combat with redoubled effort. Nâli's courage failed him again. He continued towards the exit, as did the remaining Dwarf warrior at the bridge. Under the influence of the Drum, the Goblins nearest to the fight passed their Courage Tests, while those that were more distant turned their heels and fled

towards the mines. The Drummer played on, seemingly unaware of what had occurred nearby. With his blood up, Balin disemboweled two more Goblins, while Frâr dispatched yet another. Even the Cave Troll suffered a Wound, his tough hide penetrated by a Dwarven great-axe wielded with incomparable skill by a desperate Dwarf. Finally



another Dwarf was lost under a mass of Goblins led by one of the Shamans.

TURN 13

Priority remained with the Dwarves, and Balin charged down the Goblin spearman who had killed four Dwarves single-handedly. At the last second before contact, a finely crafted hatchet left Balin's hand and buried itself deep in the Goblin's brain. Thus, Balin was free to engage another Goblin. Náli and the Dwarf warrior who had fled the previous turn kept on running for the exit. Otherwise, the Dwarves kept their cool and launched themselves at the foe with a bitter enthusiasm. This enthusiasm was not matched within the ranks of the Goblins, and four fled the fight. The rest were encouraged by the sonorous beat of the Drum. The Cave Troll, however, could take no solace from the sound and lost his nerve. The Fight Phase proved good for the Dwarves with another two Goblins slaughtered where they stood. However, with another Dwarf pulled down by weight of numbers, the Goblins were now dangerously close to victory.

TURN 14

The Goblins managed to steal Priority, and even worse for the Dwarves, almost all the Goblins passed their Courage tests (the Cave Troll being a notable exception) and

set upon the Dwarves with renewed vigor. Save for the fleeing Captain and warrior – both failed their Courage tests once more – the Dwarves were all engaged in combat. Although they cut down another Goblin, two Dwarves fell in exchange.

TURN 15

Priority remained with the Evil side this turn, but the Drummer finally lost his nerve, fled, and left the Drum behind – a welcome sight indeed for the Dwarves. Around Balin, the combat went on, as the Goblin Shaman rallied the remainder of the Goblins to the fight. Even the Cave Troll recovered his wits and lurched towards the fight. Once more, Balin passed his Courage test. Battle was joined as Náli, whose will to fight must have been totally destroyed, came to within two moves of leaving the battleground. Around the Goblin Shaman and Balin, the two sides clashed once more. This time, no casualties were inflicted, although both Shamans lost their Fury.

TURN 16

The Dwarves warily prepared to rejoin battle once again. Before they could do so, the courage of the Goblins evaporated, and many of them darted away from the Dwarves. The Cave Troll, confused by the constant change, decided to go with the

majority opinion and loped off after the fleeing Goblins. Once again, it came down to the two Goblin Shamans to rally their forces and stand against Balin. Fortunately for the Dwarves, the lone warrior by the south entrance recovered his nerve and moved towards the action, but Náli still fled towards safety. In combat, the Goblins managed to pull down another Dwarf, while the combined efforts of Balin and his remaining Khazâd Guardsman managed to dispatch two more Goblins. With the Dwarves needing to kill only two more Goblins and the Goblins having to kill only one more Dwarf, it was going to be a close finish.

TURN 17

In a last desperate gamble, Balin stole back the initiative and passed his Courage test. In a last effort, the remaining Dwarves pitched in once more. Even Náli recovered his courage on the very edge of the board. In comparison, the Goblins appeared to have given up hope, and all the unengaged models fled the fight. In a very tense Fight Phase, both Balin and Frár each killed a Goblin, thereby reducing the enemy force to a quarter and achieving victory. As the remaining Goblins fled the blood-slicked rock, the Dwarves were left the undisputed masters of the field, but the price had been a high one.



Balin finally manages to defeat Durbürz and sends the Goblin horde into disarray.

THE GOOD SIDE

THERE IS ONE DWARF YET IN MORIA THAT STILL DRAWS BREATH



Matthew Ward

Well okay, there's more than one, but that was far too close for comfort. With just barely a quarter of the Dwarves that entered the battle leaving it under their own steam, Balin's

lordship of Moria was earned at a very steep price indeed. It was an incredibly closely fought battle that could have so easily gone the other way at almost any point. If either of the fleeing Dwarves had left the board as they so very nearly did; if the Goblin Drummer had stayed at his post instead of fleeing; or if Balin had joined the fray a turn later, it would have probably cost the Dwarves victory.

By and large, I think that my tactics worked. The Hammer and Anvil approach paid off very nicely with the outnumbered Dwarves holding their ground long enough to give Balin a crack at Durbürz, which, in nicely dramatic terms, broke the Goblin force and probably changed the tide of the battle. Dwarves really are tough warriors for the points they cost. I wouldn't have liked to try this game with any other force, even High Elves. The extra



Matt takes the pain with a smile.

defense of the Heroes really does pay off, and Balin's deadly swinging of Durin's Axe saved me more than once.

Speaking of Balin, he proved to be the star of the battle for me. Seemingly unstoppable, he cast aside Goblins wherever he went and generally engaged in displays of heroism and derring-do befitting a Dwarf of his rank. I was also incredibly fortunate in Alessio's abominable ill-fortune with the Cave

Troll who seemed to have real trouble clobbering his opponents and then promptly dithered backwards and forwards across the battlefield when the Goblins finally broke. That said though, that damnable spearman who skewered four of my brave Dwarves more than made up for the disappointing Troll (in my eyes anyway). All in all, a very closely fought game and tremendous fun.

THE EVIL SIDE

CAVE TROLL? WHAT CAVE TROLL?



Alessio Cavatore

One Dwarf! We only needed to kill one more Dwarf! If I had killed one more enemy in Turn 16, I would have won. The result would have been a draw if I had done it in Turn 17.

But it wasn't to be. The Goblins have been defeated and the Dwarves can have their mines back... for now.

I think what lost the game for me was the appalling performance of the Cave Troll

on the ledge. It took him an unbelievably huge number of close combat turns to kill just a couple of Defense 6 Dwarves. He was losing fights with three dice against one (and with a better Fight value!). Even when he won, he failed to roll the single 4 he needed to kill his opponent! How frustrating! How infuriating!

Trapped on the ledge fighting archers, the Troll wasn't where I needed him the most - in the thick of the fray, where his Fight 6 value would have really helped. If he had quickly dispatched the archers and jumped back down (as I was planning), I might have broken the Dwarves earlier on, which would have been decisive.

Unfortunately though, I was broken with the demise of Durbürz, and the panic attack of my remaining Drummer sealed my fate.

I think I should make a special mention of the Goblin spearman that cut his way through no less than four Dwarves (wasn't one a Khazâd Guard?). How hard was the little fellow? Sadly, the nasty Dwarves finally overpowered him through sheer weight of numbers.

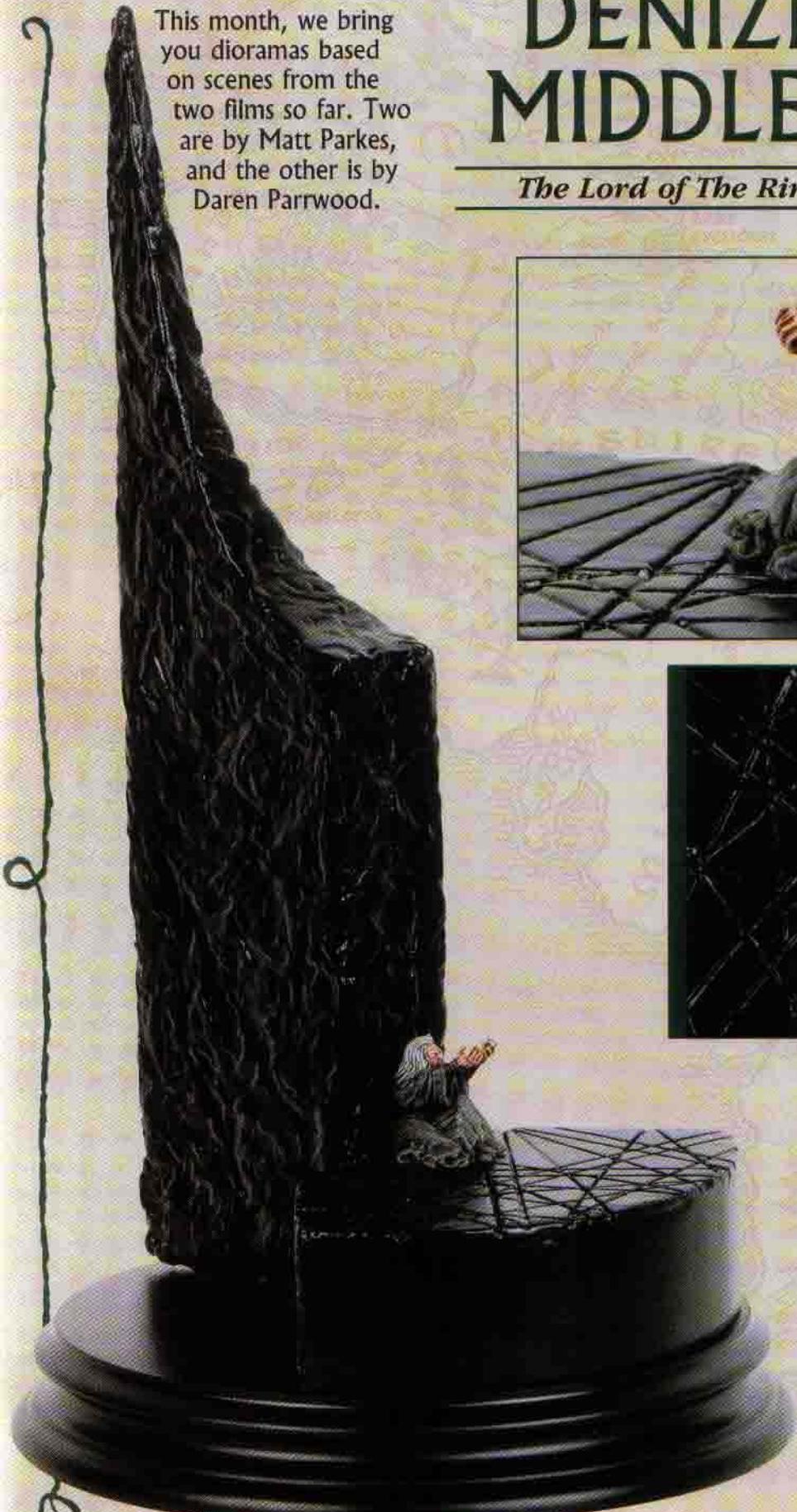
All in all a very interesting game. Well played by Matt and very, very close.

Enjoy your pyrrhic victory, bearded ones! The conquering of the mines will eventually bring about your doom. Keep delving greedily and deep and see what you find... bwa ha ha ha ha ha!

This month, we bring you dioramas based on scenes from the two films so far. Two are by Matt Parkes, and the other is by Daren Parrwood.

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Above and Left: Daren Parrwood was responsible for this diorama of Gandalf delicately giving a message to a moth on top of Orthanc, also known as Mount Fang. Much of the diorama was scratch-built.



Right: This wonderful diorama was made by Matt Parkes. Depicting Sam and Frodo's first meeting with Gollum, Matt made a special effort to capture the light effects from the campfire on the surrounding rocks and on Gollum's face as well.



Left: Treebeard's first encounter with the Hobbits is shown in this great piece; again produced by Matt Parkes.





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