

Games Workshop's Monthly Hobby Magazine

WHITE DWARF

CRAFTWORLD ELDAR!

The forces of the Eldar are bolstered with a new Codex.

ARMAGEDDON

Take a look at the new worldwide campaign!

BATTLE REPORT!

A Dwarf & Empire alliance faces the vile forces of Chaos in Warmaster.

WOLVES OF RUSS!

Collecting a Space Wolves army in Warhammer 40,000.

WARMASTER CHAOS!

The monstrous armies of the Dark Powers charge onto the Warmaster battlefield.

246 July \$4.99 US \$7.50 CDN



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WHITE DWARF



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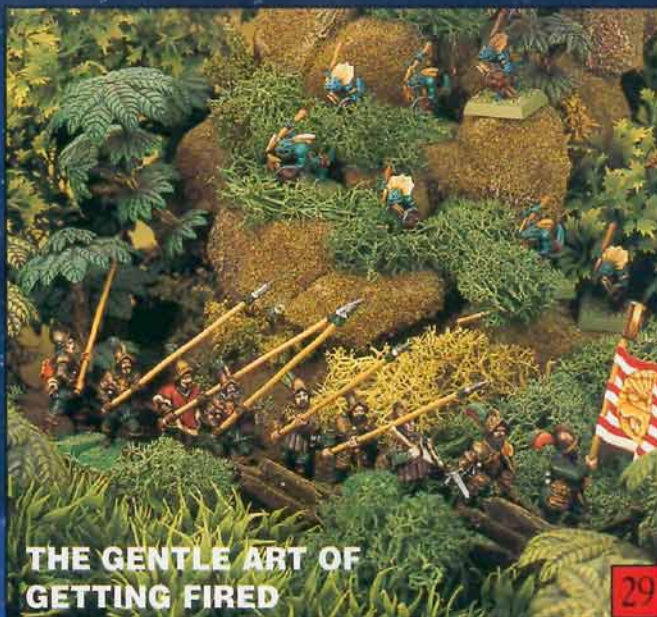
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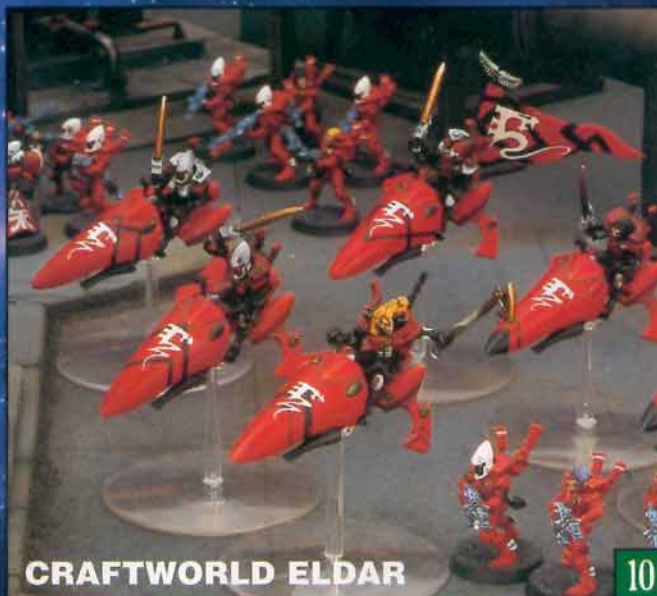
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THE GENTLE ART OF GETTING FIRED

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WHITE DWARF

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WHITE DWARF

Issue Number 246
July 2000

Say "Good Day" to the New Web Guy!



From the frozen tundra of the Great White North (Picton, Ontario, actually) comes the newest addition to the www.games-workshop.com team. **Ken Kennedy** is slowly acclimating to life here at Games Workshop HQ in Baltimore, MD. After graduating with a degree in math from the University of Waterloo, Ken taught high school for seven years. His experience with high school kids prepared him perfectly for dealing with the cast of characters he encounters every day at GW. Watch for his works soon on our official website.

Make it Through the Hot Summer With Some Cool GW Stuff!

Games Workshop products are available all over North America at **Games Workshop Hobby Centers** and **Rogue Trader Independent Retailers**. To find your nearest store look in the Rogue Trader List, the eight page color flyer that is found in every White Dwarf magazine.

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 website. Along with all the latest releases, news updates, and upcoming conventions, you'll find our **Mail Order Online Store** where you can browse, purchase games and miniatures, individual bitz, and a whole lot more!

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

Well, well, well, gosh it's hot. As the sun blazes down through the window behind me, it looks like it's time for me to fill you in on a little bit of what's going on here at **Games Workshop HQ**.

Games Day 2000 is a scant number of days away, and we're all pretty much caught up in the pre-event frenzy. There's always room for more people. Even if you haven't gotten your tickets yet, if you're going to be in or around Baltimore on the 30th of June and the 1st of July, stop by and get a ticket at the door. As the old saying goes, the more the merrier.

As you're reading this, the **2000 Chicago Grand Tournament** will have come and gone. As I'm writing this, however, the final touches are being put on preparing for what may be the final US Grand Tournament of the year. That doesn't mean the tournament season will come to a close, however. You can't forget about the **Canadian Grand Tournament** later this summer (details were in the last couple of issues), and who knows, there just might be a little bit more GT, American style later this year. Keep your ears out and your eyes on these pages for the latest word.

And while I'm on the subject of tournaments, this is the perfect opportunity to tell you some news I just heard about **Rogue Trader Tournaments**. You may or may not know about the tournaments running at Games Day this year, and you should always check in White Dwarf to find out about any tourneys running at your local RT store. But I just heard the word that we'll be running official Rogue Trader Tournaments at both Origins and the mighty GenCon conventions this year. These will count towards players' point total in the **Hall of Heroes** on the official GW Website. More info should trickle down in the next month or so, and you can bet I'll keep you up to date right here in the news pages.

If you check out the advance order area of this month's **Troll** (the free Mail Order supplement for White Dwarf subscribers) you'll notice plenty of goodies including the new **Codex: Armageddon**. This ties in directly to the **2000 Summer Battle Tour**, where the battle for the Hive World Armageddon will be played out at different locations throughout the Summer in massive multi-player slugfests across the country. The tour is scheduled to start up just after Games Day. For more on what's going on, read the blurb elsewhere in these news pages, and check next month for more details. Well, that's about all I can tell you at this point. I'm still trying to get clearance to drop a bombshell on you, but it's not easy. (A phrase involving "pulling teeth" comes to mind.) So stay tuned to these pages and keep abreast of what's going on. See you next month!

William "Goat-Boy" Stilwell

CUSTOMER SERVICE

Do you have any questions about Games Workshop? The gang in Customer Service can handle them all - whether they're about our products, independent retailers, or odd rules. If you're missing pieces from a model, looking for a store, or have a rule that's giving your gaming group headaches, don't hesitate to call at:

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The Customer Service Department is open from 9 am to 8 pm (Eastern Standard Time) Monday through Friday.

If you have more than three rules questions, please mail them to:

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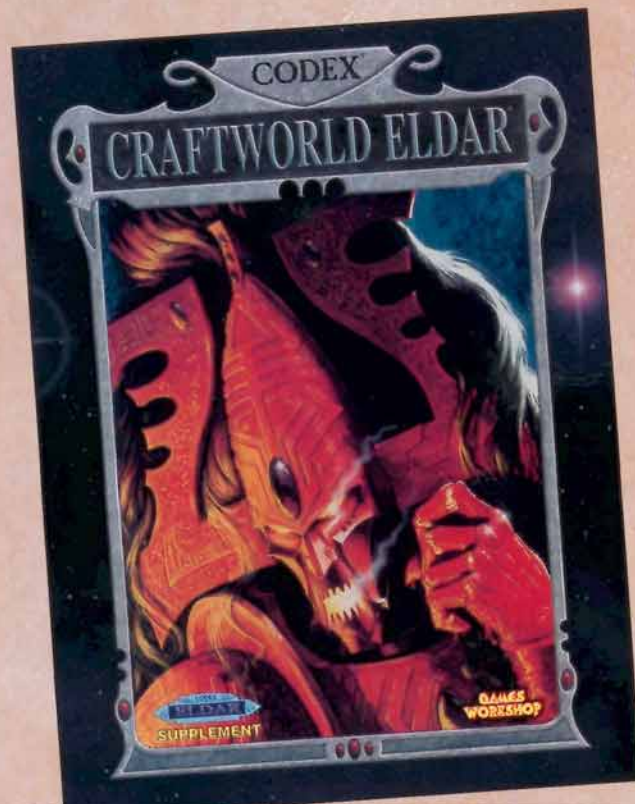
By e-mail you can reach us for rules questions, at:

roolzboyz@games-workshop.com

or anything else at:

custserv@games-workshop.com

CRAFTWORLD ELДАР



One of the new Eldar Support Weapon Platforms

The Eldar are spread throughout the galaxy. As you may expect, this leads to a great amount of diversity among the different craftworlds they inhabit. A look at five of these unique cultures is contained within the pages of **Codex: Craftworld Eldar**. The book contains five variants to the army list found in **Codex: Eldar** (which you need to use the contents of this book).

Accompanying the new army book are three Craftworld-specific Eldar army boxed sets. The **Biel-Tan Swordwind Army** showcases that world's proficiency in following the Path of the Warrior with plenty of Aspect Warriors to decimate your opponents. The **Ulthwé the Damned Army** displays the Ulthwé's deeper connection with psychic powers and the warp than anyone else, as well as their highly trained Guardians. And the **Iyanden Ghost Warriors Army** is a (sort of) living demonstration of that craftworld's use of "soul-grafting" to make their fallen warriors fight on in the form of Wraithlords and Wraithguard squads.

And if you happen to want to add some extra power to your existing Eldar army, check out the new **Aspect Warriors** making their way to shelves this month. Striking Scorpions, Dark Reapers, and the Howling Banshee Exarch are all available this month. And don't forget the new **Eldar Support Weapon**, ready to give some covering fire to your front-line troops.

WARHAMMER
40,000

JUNE/JULY RELEASES

		Canada	U.S.
0211	Codex: Craftworld Eldar (Warhammer 40,000 Army Book Supplement)	\$12.00	\$9.99
1576	Space Wolves Long Fangs (Boxed Squad of Space Wolves Heavy Weapons)	\$38.00	\$24.99
1916	Biel-Tan Swordwind Army (Craftworld Eldar Army Deal Boxed Set)	\$300.00	\$200.00
1917	Ulthwé the Damned Army (Craftworld Eldar Army Deal Boxed Set)	\$300.00	\$200.00
1922	Iyanden Ghost Warriors Army (Craftworld Eldar Army Deal Boxed Set)	\$300.00	\$200.00
8006S	Space Wolf Scout w/Plasma Gun (1 Scout and 1 with Plasma Gun per Blister)	\$10.00	\$6.49
8024A	Dark Reapers (2 Eldar Aspect Warriors per Blister)	\$11.00	\$7.49
8027A	Striking Scorpions (2 Eldar Aspect Warriors per Blister)	\$11.00	\$7.49
8028B	Howling Banshee Exarch (1 Eldar Aspect Warrior Leader per Blister)	\$9.00	\$5.99
8042F	Eldar Support Weapon Platform (1 Weapon Platform and Crew per Blister)	\$20.00	\$15.49



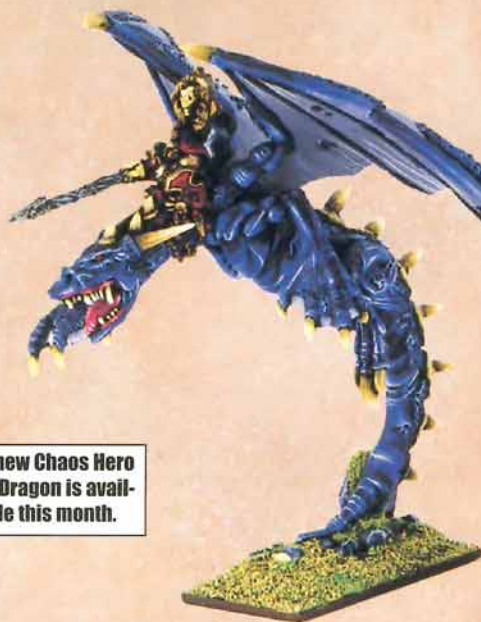
The Howling Banshee Exarch (left) and one of the new Dark Reapers herald the arrival of the new Aspect Warrior models this month.

WARMMASTER®

THE SCOURGE OF CHAOS CONTINUES



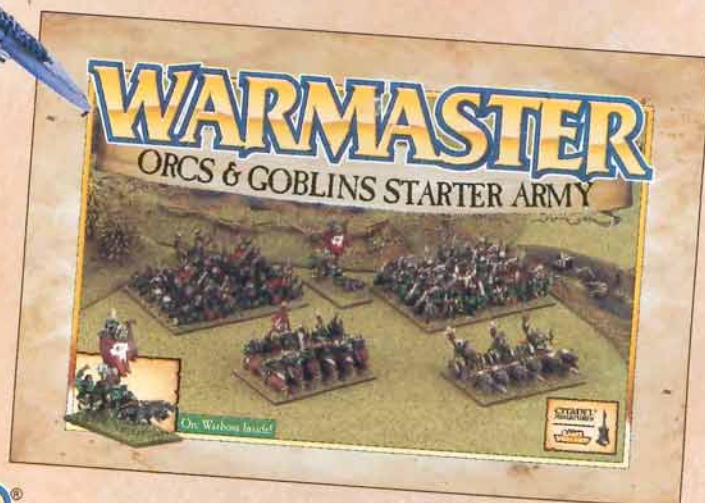
The flying menace of Harpies is sure to make your opponents cringe.



The new Chaos Hero on a Dragon is available this month.

Continuing to spread like an unmedicated virus throughout the Old World, the forces of Chaos appear to be unstoppable. This month's releases don't seem to give any indication that reinforcements will be lacking. Three new units and two monsters are now part of the foul legions of Chaos in Warmaster.

The **Chaos Hero on a Dragon** presents an imposing figure, as well as a practical asset to join your ranks. And speaking of ranks, expand yours this month with the individual release of the **Chaos Warriors** and **Chaos Marauders**. **Harpies** add a fast-moving contingent to your army that is sure to make your opponents think twice about leaving a flank open. The true glory of Chaos is represented by the pure-evil creations known as **Chaos Spawn**. And (cue the broken record) as with all Warmaster armies, each blister pack contains enough to assemble one complete unit of troops.



THERE'S NOTHING TO SAY BUT WAAAGH!!!

Greenskins, Da Boyz, whatever you call them, the Orcs and Goblins are a menace to the entire Old World no matter where they go. Now they make their way to the fields of Warmaster beginning with this new boxed set, the **Warmaster Orcs and Goblins Starter Army**. It contains all of the basic requirements you need to field a snarling mob and wreak havoc on the world.



The ferocious Orc Warboss leads his Boyz into battle. This stand can be constructed with the bits in the Starter Army boxed set.

WARMMASTER®

JUNE/JULY RELEASES

		Canada	U.S.
1606	Orcs & Goblins Starter Army (Warmaster Orcs & Goblins Boxed Army)	\$65.00	\$44.99
8305B	Chaos Warriors (1 Unit of Chaos Troops per Blister)	\$12.00	\$7.99
8305C	Chaos Marauders (1 Unit of Chaos Troops per Blister)	\$12.00	\$7.99
8305F	Chaos Spawn (1 Chaos Monster per Blister)	\$13.00	\$8.99
8305H	Chaos Harpies (1 Unit of Chaos Harpies per Blister)	\$12.00	\$7.99
8305K	Chaos Hero on a Dragon (1 Chaos Monster per Blister)	\$14.00	\$9.99
8306A	Orc Characters (Collection of Greenskin Characters in a Blister)	\$13.00	\$8.99

The Latest Hearsay about the

Black Library



EPHRAEL'S BACK!

Everyone's favorite Sister of Battle, Ephrael Stern is back for the beginning of Book II of Daemonifuge. The story of the stranded Seraphim picks up right where the last one left off.

TAKE A LOOK

This month a book of artwork from all eras of Warhammer 40K hits stores. "Inquis Exterminatus" contains visions of the 41st millennium from Rogue Trader through today.

DEATH GUARD

The warped and diseased members of the Chaos Death Guard are featured in Citadel Journal #38. Along with all of the other features you've come to expect from the Journal.

Catch all the action in the depths of the Black Library by surfing in to our website:

www.blacklibrary.co.uk

	Canada	U.S.
Warhammer Monthly #30 (Warhammer Comic: mid-June)	\$4.25	\$2.95
Inquis Exterminatus (Collection of Warhammer 40,000 Artwork)	\$TBA	\$30.00
Planet Killer #1 (Battlefleet Gothic Rules and Articles)	\$10.00	\$6.95
Citadel Journal #38 (Alternate Rules, Scenarios, Conversions and More)	\$10.00	\$8.00
Blood Bowl Compendium #3 (New Rules and Articles for Blood Bowl)	\$7.50	\$4.99

THE BATTLE FOR ARMAGEDDON

THE GAMES WORKSHOP SUMMER BATTLE TOUR 2000

The fervor and excitement of the Battle for the Hive World Armageddon is on its way to a store near you! The fine tradition of Games Workshop Summer Battle Tours continues with a multi-player blowout pitting the forces of the Imperium against the terrible WAAAGH! of Ghazghkull Mag Uruk Thraka. It's sure to be a stompin' good time, so stop by and play.

LOOK FOR ALL OF THE DETAILS LATER IN THIS ISSUE AND CHECK IN THE COMING MONTHS FOR EVEN MORE INFORMATION!

GAMES WORKSHOP

BATTLE BUNKER

JUNE/JULY EVENTS



Rogue Trader Tournament

Open Gaming ALL THE TIME!

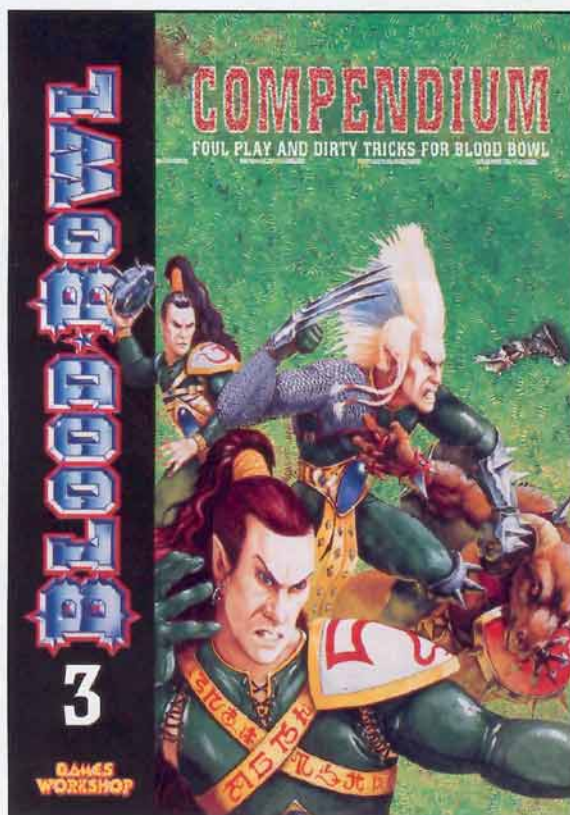
No matter what GW game you play, there's a spot for you. Bring your Blood Bowl team, Mordheim gang, Gothic Battlefleet, Warhammer or 40K army and prepare for battle! Play somebody new or challenge the GW staff!

July 29th

This officially sanctioned Rogue Trader Tournament will earn all participants points in the Hall of Heroes at www.games-workshop.com. For more info on the Rogue Trader Tournaments, see last issue of White Dwarf or visit our website. Check with the Battle Bunker to get more details on registration, troop requirements, etc. for this tournament.

BY GAMERS FOR GAMERS!

FANATIC PRESS



TOUCH DOWN!

Hot off the Fanatic Press this month, the third Blood Bowl Compendium is crammed full of top teams, tips, and tactics. In this issue:

- 2-4-6-8, Who do we annihilate? – Inspire your team to sporting glory with race specific cheerleaders.
- Deathbowl! – Four player carnage, it's Blood Bowl on a grand scale.
- Super Blood Bowl Teams – Kick Start your season with a veteran line up.
- The Quest for the Cup – The noble Bretonnian teams hit the pitch.
- Brand new league rules.
- Plus Daemon Prince and Giant star players Slugglutton Deathspike, and Thundershout Gristlegasher.

All this as well as readers' letters, photos, and special features.

BLOOD BOWL COMPENDIUM 3
\$4.99 US, \$7.50 CDN

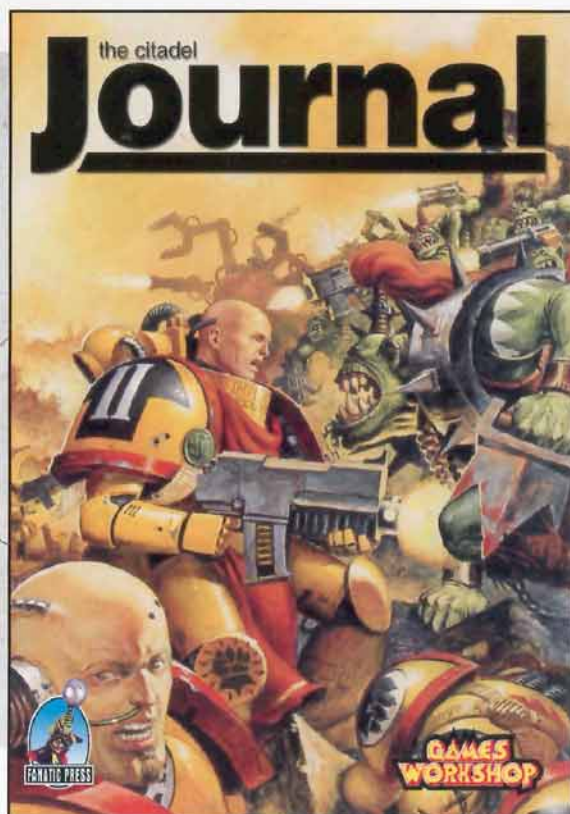
CALLING ALL FANATICS!

The Citadel Journal brings you the best in new rules, army lists, conversions, and features in every jam-packed issue. This month:

- The pustulent Plague Marines of Nurgle's Death Guard – an exciting new Chaos army list for Warhammer 40,000.
- Bombz Away!! – Take to the skies with the new Ork Fighta-Bommer and Ork Bommer kits from Imperial Armor.
- Can the Empire withstand the full force of an Undead incursion in a special new Warhammer scenario, 'The Dead of the Night'?

All of this plus: Warwick's World, readers' letters, and much, much more.

JOURNAL 38
\$8.00 US, \$10.00 CDN



CODEX

CRAFTWORLD ELDAR



"There is no art more beautiful and diverse than the art of Death."

Laconfir of Biel-Tan



Bemenacth's tall form was silhouetted by red sheets of lightning playing across the night sky. Against the ruddy glow, her long limbs seemed even more slender as she stood awaiting the others. Spiritseer Shear'ann looked around at his assembled Wraithguard, each standing motionless, lost in their own dead world until he gave the command.

"Your spirit is pensive," said Bemenacth suddenly, turning her armored head towards him. Her voice was low and melodic, calming to hear, carrying hidden wisdom in its tones.

"The omens are not good," he confessed. "We fight under a blood sky against barbaric mon-keigh who use the red moon as their symbol. It does not bode well for you, honored Bemenacth."

"You refer to the Battle of the Dying Sun, Shear'ann," Bemenacth stated. "You fear I shall fall again?"

"I fear many things," admitted the Spiritseer, "but I do not fear that your presence and that of your kin will not swing the battle for Iyanden."

"When one passes through the veil, fear is left behind," she informed him, leaning forward to rest a large hand on his shoulder; her blank face turned towards him. "The ghosts of the past are amongst us, and the future can hold no more horrors."

The sound of crude engines echoed across the darkness, snapping Shear'ann's head to the south.

"They come," he whispered, sending the message with his mind to the Wraithguard around them. Filled with sudden animation, the Wraithguard raised their heads and looked towards him expectantly.

"We shall advance with the great Bemenacth!" he cried to them, filled with a fierce joy now that the waiting was over. To fight in the company of such heroes was most pleasing to him. The Wraithguard nodded.

"We fight once more for Iyanden," came the sibilant voice of Kyarna, dead for seven generations since the Battle of the Deadly Tide.

"The mon-keigh will learn to fear us again," Miraai's whisper came to the Spiritseer.

Looking into the darkness, Shear'ann could see the Orks now, crammed onto their clumsy, wheeled transports, firing wildly at shadows. The muzzle flare of their raucous weapons illuminating fanged faces twisted in savage excitement. At the head of the speeding column was a monstrous Warlord, standing atop his battle wagon, his huge chain-axe pointed at the Eldar lines.

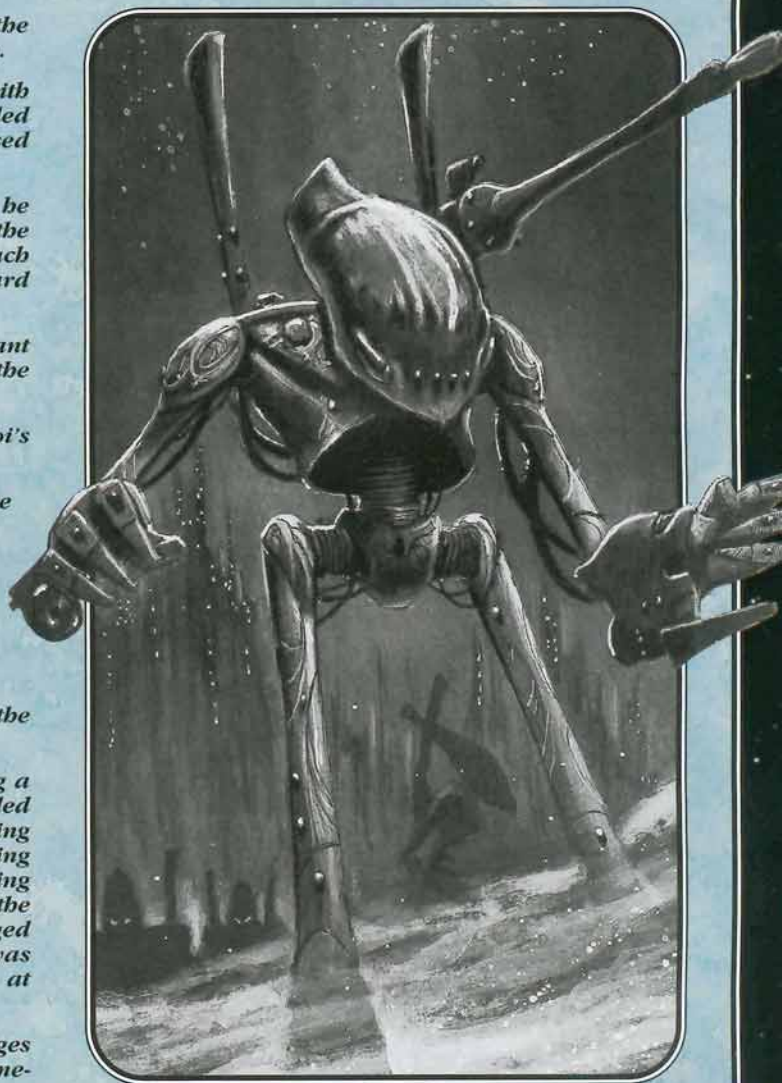
"Isba's eyes," cursed Shear'ann at the sight of the enormous beast.

"That one is mine," declared Bemenacth, pointing a finger at the Ork leader. Her starcannon swivelled on its shoulder mount to aim at the fast-approaching Orks. In a space of a heartbeat three bolts of burning blue energy spun through the darkness, impacting with bright explosions on the spiked roller at the front of the battle wagon, turning it into a ragged metal scrap heap. Already Bemenacth was advancing, her starcannon spitting more death at the other Ork vehicles.

Quickly, the Spiritseer followed, his unliving charges to either side of him. He watched with awe as flame-

tailed missiles and huge shells exploded off Bemenacth's body, swaying her in her advance, but not stopping her relentless stride. A bright energy beam scorched out of the gloom, scouring a fist-wide gouge across her leg, almost toppling the great Wraithlord. She paused for only a moment before her implacable assault continued, until she was stood over the wreckage of the battle wagon. Fists sheathed in writhing arcs of white energy, she began to pound at the metal heap, tearing lumps of iron from the wreck and hurling them aside.

Freed from the twisted ruin of his transport, the Warlord pushed himself to his feet, scattering ripped armor plates around him. Roaring in his unintelligible tongue, he swung his chain-axe in a wide circle, its sharp teeth causing a fountain of sparks to spray from Bemenacth's armor. Almost contemptuously, she reached down and grabbed the Warlord's arm in a single fist, crushing it to a pulp, the creature's roars of anger turning to howls of pain. Releasing her grip on the shattered limb, she picked up the huge Ork in both hands, lifting it several feet off the ground. With artificial sinews, she pulled, ripping the beast's torso from its legs, throwing the bloodied remnants to the ground, her head held back, a triumphant scream echoed from tongueless synthesizers.



CRAFTWORLD ELDAR

BY GAV THORPE

Codex Craftworld Eldar is the latest Warhammer 40,000 Army Book detailing the members of the alien Eldar race. There are many different Eldar craftworlds scattered throughout the galaxy, each one with its own social structure, history, culture, traditions, and different approaches to war. The Biel-Tan Craftworld, for example, follows the Path of the Warrior and its Swordwind armies are predominantly made up of Aspect Warriors. To represent this, most Aspect Warrior squads are available as Troop choices. The Iyanden Craftworld on the other hand includes many Wraithguard and Wraithlords in its armies due to its small number of living Eldar.

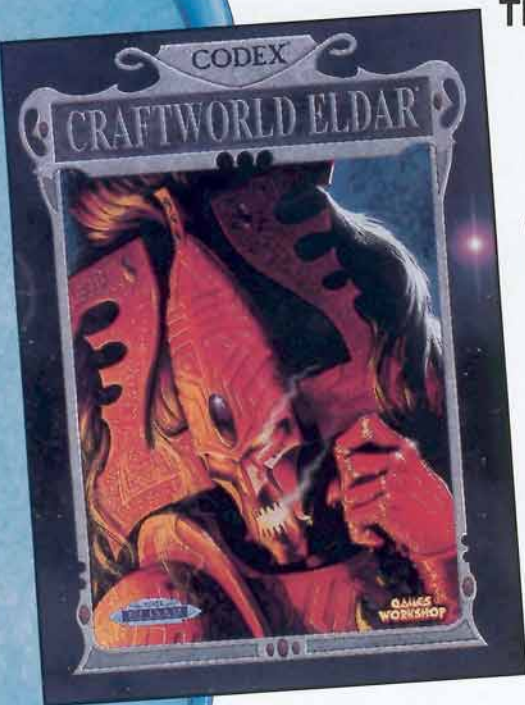
Most of these five craftworlds also have new troops types available to them. Ulthwé, for example, have the Black Guardians and a Seer Council, Saim-Hann have Wild Riders, and Alaitoc have Path-Finders.

All this makes for a huge variety of choices for an Eldar player. Each craftworld has its own style of fighting and requires different tactics to use it well. What works for one craftworld may not necessarily work for another.

The Codex also contains several pages showing examples of the color schemes of the different craftworlds and includes tips on how to paint your own Eldar army.

This month heralds the arrival of the eagerly awaited Codex Craftworld Eldar. This latest army book details the five most well known of all the craftworlds, Alaitoc, Ulthwé, Saim-Hann, Iyanden, and Biel-Tan. As if that wasn't enough we're also unveiling new Aspect Warriors, heavy

weapons platforms, and support weapons. We have also asked a few experienced players to tell us how they use Eldar in their own games of Warhammer 40,000.



Joe Hill's converted Wild Rider Chief and Kinsmen.

Mike Major: The most effective combination of troops I've seen is a unit of four or five Dark Reapers behind two Eldar Guardian squads each with bright lance weapons platforms. By keeping the Farseer near these units, his Guide psychic power allows one of the squads to re-roll its misses. These squads used in such a combination have the potential to devastate most enemies at range. Against power armored Space Marines or light vehicles, the Dark Reapers can do the job with their reaper missile launchers. Against charging hordes of infantry, the shuriken catapults of the Guardians are a healthy deterrent and the bright lance weapons platforms can bring down the most heavily armored of foes. The Farseer should always use Guide on the squad that you need to succeed the most each turn. In addition, the Guardian screen can greatly extend the lives of your Reaper units. The best place for this formation is along the front of a wood where all models can also gain cover from possible ordnance fire.



Dark Reapers take up position behind a Guardian squad.

DARK REAPERS EXARCH



DARK REAPERS

The Dark Reaper Aspect Warriors wear heavy armor and carry sleek but deadly missile launchers. They embody the aspect of the War God as Destroyer, the dark reaper of souls, most sinister and lethal of all the warrior aspects. Their armor is predominately black, signifying their embrace of the dark and destructive forces of the Eldar psyche.

HOWLING BANSHEE EXARCH



Exarchs are the high priests of the Bloody Handed God. They are warriors who have become trapped in their Warrior Aspects, so that their entire being is devoted to war and death forever.

Tuomas Lahdeoja: I often play against Eldar armies, and Otso, one of my regular opponents, usually uses the following to maim my Space Marines army.

Two Wraithlords and an Avatar form a loose defensive line (with about 8" or so between them, the Wraithlords slightly nearer the enemy than the Avatar). There are very few assault troops that can actually kill a Wraithlord, especially if it gets support from the Avatar and Aspect Warrior squads on the next turn.

A large squad of Banshees with an Exarch (fully kitted out) in a Wave Serpent is quite nasty. This is kept back to either plug the gaps in the battle line or take the fight to the enemy, dealing death to Devastators and suchlike. The same goes for Fire Dragons in a Falcon or Wave Serpent as they will be able to move 12" and still fire the twin linked starcannon (or single starcannon, in the case of the Falcon) plus a firepike and a few fusion guns. All of the Aspect Warriors in Falcons or Wave Serpents are effectively the fast reserve squads, able to adapt to the enemy's movements.

**STRIKING
SCORPIONS
EXARCH**

STRIKING SCORPIONS



Striking Scorpions are close assault specialists who excel in dense terrain. They use every nook and crevice to get close to the enemy before springing an attack. The sting comes from the deadly mandiblaster, spitting a hail of laser fire. Only the toughest Eldar can become warriors of this Aspect, as a strong physique is needed to wear the heavy armor of a Striking Scorpion.



Striking Scorpions go head to head with Catachan Jungle Fighters.

A squad of Striking Scorpions could be used in place of Fire Dragons as they are more useful against lightly armored infantry where Fire Dragons would be overkill.

Two largish squads of ten or more Guardians with starcannon platforms hiding well behind the main defensive battle line provide some extra firepower. These squads also keep the army break point up in tournament games. Support weapons can be placed with them too as they will be better defended than if placed out on their own. By keeping the Avatar in the center of the battle line, he can be in the best position to confer fearlessness on his troops and keep the battle line from falling apart.

Basically, this whole battle plan relies on Wraithlords' ability to hold just about anything for a while, the ability to shoot any transport vehicles to bits so that the Wraithlords can charge the troops inside, and the high speed of the close combat squads. The Guardians and the support



A battery of Lyanden shadow weavers hold position at the back of the Eldar army.

weapons bolster the army and provide some heavy support. However, this type of army is vulnerable to enemies laden with heavy weapons who can destroy the Wraithguard and Avatar by shooting.

Phil Kelly: I have been experimenting with support weapons quite a lot in my recent games. Of all the variants available to the Eldar my favorite has to be the vibro cannon. As long as it hits a vehicle it causes an automatic glancing hit – handy against Land Raiders!

By placing the Farseer with a battery of three support weapons, his Guide psychic power will allow all three weapons to re-roll their to hit dice; a very powerful combination when used with three D-cannons!

Gav Thorpe: I always try to include 30 Guardian Defenders in my army, in units of ten, each with a Warlock. Conceal is a great Warlock power in this case, giving the squad a guaranteed 5+ save except against flamers and the like. No single Guardian will ever amount to much, but the potential of 60 shuriken catapult shots is enough to make the enemy think twice.

I often add a ten strong squad of Dire Avengers as well, for even more shuriken firepower and, combined with Guide from a Farseer, these Aspect Warriors can tear through most foes. The essential Exarch is often given a power weapon, or a dreadsword if I'm facing Orks or Tiranids. Both Distract and Defend are essential Exarch skills because your Dire Avengers have to get close to shoot and are therefore vulnerable to assault. Any extra protection the Exarch can give you is always handy (I used this to great effect in the 'Bloodied Souls' battle report of WD241).

I also have a converted Wave Serpent which will usually carry a full squad of Howling Banshees or Fire Dragons. They lurk in safety until an opportunity presents itself, then dart forward, disembark and do their work. If used in conjunction with the Guardians, this proves devastating, but if sent off on their own, they won't come back.

I normally take two Wraithlords, though of late my opponents have got wise to these close combat beasts and they don't usually survive to the end of the second turn. Depending on how dense you like your terrain, two Wraithlords can advance together taking what cover they can, and there's nothing that can stop them once they get stuck in.

I don't usually take Dark Reapers as they scare opponents so much that every heavy weapon that can be brought to bear on them will annihilate them as soon as possible, even with a Farseer nearby using Fortune to allow them re-rolled saves. Instead I opt for long range firepower that can survive. Rangers are my preferred choice to fit this role. Get them some nice cover to skulk in, but don't use their infiltrate ability to put them closer to enemy, just get them somewhere with good lines of fire. They'll sit there all day pinning people down, and are even good against armored troops like Space Marines. It takes an assault to shift them properly, especially if you go for an eight to ten strong squad as I do.

Finally, jetbikes are another favorite of mine. Don't forget to use their free move in the assault phase to get extra speed or to hit and run from behind cover. If you have a couple of Vypers nearby, each with a crystal targeting matrix, the two units can be a real thorn in the enemy's side and very difficult to retaliate against.



An Iyanden Wraithlord.



An Ulthwé distort cannon and a Guardian squad's starcannon platform weapon.

Genesis of the Eldar

By Gav Thorpe and Jes Goodwin

The Eldar have been a part of the Warhammer 40,000 universe since its inception a decade and a half ago. Gav and Jes look at how these enigmatic aliens have changed and developed during their lifespan...

In the beginning, there was Rick. And he looked at the void and said, "Let there be Rogue Trader", and there was...

Okay, I admit it's a dramatic start, but I had to get your attention somehow. For me, the Eldar have been something more than just a Warhammer 40,000 race, they are more of a way of life. Ever since joining Games Workshop I've wanted to have a crack at the Eldar myself, and with the release of the 3rd edition of Warhammer 40,000 I got my chance. Not only was I allowed to cooperate on Codex Dark Eldar and write Codex Eldar, I've been given further reign to mold the Eldar to my will with Codex Craftworld Eldar, and more Codexes are being planned for the future. But, as Sir Isaac Newton once said, "If I have seen further it is by standing on the shoulders of giants." Let's have a look at what's gone before, shall we? For some of you, this will all be fresh and new, while the old lags like me can enjoy a misty-eyed trip down memory lane...

The Eldar Race

First off, let's have a look at how the background of the Eldar has evolved over the years. The Eldar made their initial appearance in the first ever edition of Warhammer 40,000 – the volume generally known amongst gaming supremos as *Rogue Trader* (because that's its name? – *Fat Bloke*). As with all the other forces in *Rogue Trader*, there was only the briefest amount of background information for the Eldar.

However, here we were established some of the core principles that remain true to this day. In *Rogue Trader* we were told of the craftworlds, vast starships that drift across the galaxy. We first learned that there are many different craftworlds, each with its own society and history. It was suggested that each craftworld contains a warp gate that allows the Eldar to travel vast

distances across the galaxy without the use of starships. We were also told of the mercenaries and pirates: bloodthirsty Eldar renegades who sell their swords to the highest bidder, famed for their treachery and callousness. As we shall find out, these seeds were indeed to grow into mighty oaks.

When 'Chapter Approved – Book of the Astronomican' appeared in 1988, it contained the first 'proper' army lists for Warhammer 40,000, including one for an Eldar pirate band. This detailed the legendary Eldritch Raiders, a collection of cunning, cruel, and dangerous corsairs. It was mentioned that it is not unheard of for a pirate leader to have a cadre of loyal troops to protect



Warhammer 40,000
Rogue Trader



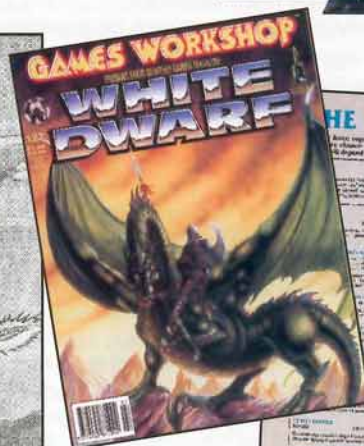
Chapter
Approved
Book of the
Astronomican

him from his own subordinates (unfortunately, it then goes on to say that their preferred choice of bodyguards are things called Zoats, which are perhaps better forgotten).

From the Book of the Astronomican, our journey takes us through months of White Dwarf articles (gathered together in the Warhammer 40,000 Compendium) which added all sorts of interesting things to the Eldar. We get all kinds of exotic hardware turning up, including their Distort Cannon, the War Walker, the Ghost Warriors, and the spirit-driven Dreadnoughts. All of these things begin to layer on the detail of the Eldar race, their predilection for lightly armored but sophisticated weapons, and their superior psychic technology. We learned of the infinity circuits the Eldar use for controlling and powering their



This is one of the first illustrations of the Eldar shown in *Rogue Trader*.



White Dwarf 127
July 1990

THE ELДАР ARMY

CHOOSING THE ARMY



creations, including their craftworlds. The Eldar are by now becoming a force to be reckoned with.

Then came the Harlequins. Out of the blue, a whole new type of Eldar somersaulted and flipped onto the pages of Warhammer 40,000 history. The Harlequins were the Eldar taken to the very extreme. They were highly skilled and well armed (in fact, in the first list they were almost unstoppable, even with only sixteen models in your army!). But more than that, ideas regarding the myths and prehistory of the Eldar began to filter through. We started getting mentions of Fallen Gods, of how the Eldar created their nemesis, the Chaos God Slaanesh. The Black Library, a receptacle of great knowledge beyond space and time, was introduced. The Harlequins articles marked the establishment of the Eldar origins, their myths and their future. Suddenly, these flimsy, piratical, ne'er-do-wells take on a tragic pathos. They become a shattered race struggling to avoid extinction. They become the victims of their own tempestuous emotions. They become the Eldar we know today.

But wait, the Eldar background didn't stop developing there, did it? Oh no, we knew now of their lost empire and their conflict with Chaos, and particularly Slaanesh. But what of those craftworlds, the ones the Harlequins visit? What are they like?

The answer was to come in another pivotal moment of the Eldar's genesis. It was perhaps the single most important moment in my career as a gamer, and certainly marked a turning point in the future development of the Eldar. Those who know whisper its name with awe. White Dwarf 127. Yes, White Dwarf 127 (reprinted in the Warhammer 40,000 Compilation) was the introduction of the new craftworld army list. Wow, was that an issue to remember. I recall being blown away by Jes's sketches and reading about Farseers and Warlocks and Avatars. But the most important and fundamental change was the introduction of Aspect Warriors.

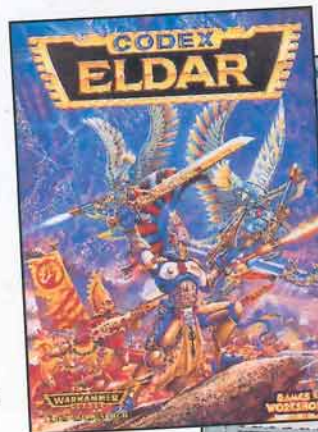
Not only did this change the army of the craftworlds, it introduced the concept of the Eldar Path; the lifestyle by which an Eldar dedicates themselves to one facet of their life at a time and allows them to perfect it, enabling them to control their heightened emotions and sensibilities. The Aspect Warriors introduced a darker edge to the Eldar, the part of their personality that lusts

after bloodshed and the exhilaration of battle. The description of the ritual to awaken the Avatar of Khaine is superb, and gave me shudders of fear and excitement in equal measure. I had a few Eldar in my miniatures collection at the time, including a Harlequins army, but, from that moment on, I *needed* them.

They called to me and I set about collecting an entire army of these enigmatic but deadly aliens. I've never looked back.

White Dwarf 127 also firmed up the events of the Fall, the collapse of the ancient Eldar empire. It spoke of the Exodites fleeing to their primal worlds and the craftworlds setting off on their eternal wanderings across the stars. We found out about the spirit stones which the Eldar wear to protect them from the predations of Slaanesh, the Great Enemy. In White Dwarf 127, the warp gates within the craftworlds become the Webway, a labyrinthine maze of warp tunnels that bind the Eldar together across the vast distances of space. In my opinion, it was White Dwarf 127 that heralded the Eldar as a race and not just an itinerant threat to the Imperium.

From that momentous article, things have settled down into the familiar territory we know and love today. In the 2nd edition of Warhammer 40,000, Codex Eldar changed little, a few new ideas were introduced, like the Phoenix Lords, but there was little need to add or change anything. It was at this point that the characteristics of some of the different craftworlds were examined, giving rise to the Wild Riders of



ELДАР PHOENIX LORDS

ASPECT WARRIORS

WARLOCKS

AVATARS

WILD RIDERS

WARRIORS

WARRIORS

WARRIORS

WARRIORS

WARRIORS

WARRIORS

WARRIORS

WARRIORS

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WARRIORS

Warhammer 40,000
(2nd edition)
Codex Eldar

Saim-Hann, the Black Guardians of Ulthwé, and other distinctions between the various Eldar societies.

And so this was the position of the Eldar background when we came to writing the latest Codex Eldar. What was I to bring to this magnificent race? How could I further enrich this wealth of myth and background? Well, by going back to basics, as it happened. Over the years, as the Eldar had become more established as a race, there was a growing feeling amongst gamers that they were somehow 'good guys'. It is easy to see why this might be the case, as they have a special hatred for Chaos, the eternal enemy of Mankind. It was this falsehood, that the Eldar were somehow fighting for a higher cause other than their own survival and benefit, that I wanted to correct. So, I went back to the origins of the Eldar, in Rogue Trader, and set about working out just what it was about them that made them a threat there. I decided to emphasize the capricious, self-centered nature of the Eldar. I wanted to remind people that they are aliens, not to be trusted if at all possible, and certainly not your friend, except in the most short-term circumstances.

It was also the original roots of the Eldar that gave us inspiration for their wicked cousins – the Dark Eldar. Dark Eldar had been mentioned in passing before, but were generally seen as Chaos worshipping Eldar who had remained on the Eldar homeworlds. We wanted something more than just Chaos Eldar, and returned to the Eldar's roots for inspiration. As the Eldar of the craftworlds had grown into something much larger and more wonderful, so the piratical renegades from Rogue Trader and the Book of the Astronomicon became the malevolent, vicious, and downright evil Dark Eldar. The idea of the neutral bodyguards was reborn in the form of the Incubi, and overall the pirate theme was imbedded in every part of their culture and army. The Dark Eldar introduced another facet to the Fall of the Eldar, demonstrating another survival strategy against the all-devouring presence of Slaanesh.

With Codex Craftworld Eldar, we've taken a closer look at the differences between the various craftworlds, hopefully demonstrating the great variety of cultures within the Eldar race. Not only do we look at their military formations, but take a peek at the history and temperament of these different cultures, examining why they are different and how they have adapted to their own needs, opportunities, and goals.

And hopefully, in time, there will be more to come, when we get around to the Exodites and the Harlequins...

The Craftworld Army

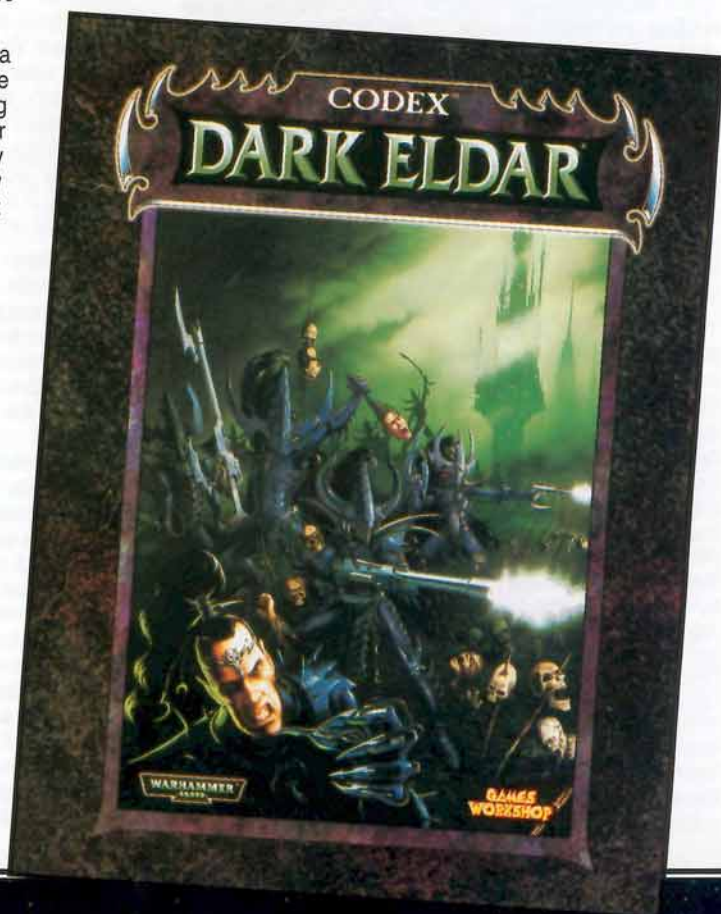
As with the background, the fundamental principles of the Eldar army on the tabletop were laid down in Rogue Trader. It's hard to recognize this because of the format of those first army

**Warhammer 40,000 3rd edition
Eldar Codex books:
Codex Dark Eldar, Codex Eldar
and the new
Codex Craftworld Eldar**

lists. For those of you who haven't seen them, they consisted of a number of random tables which a player could use to generate the weapons, armor, and equipment of the squads and characters in their force. If you were to examine the tables closely, a few things are revealed. Firstly, the Eldar's predilection for shuriken weaponry is already evident, the shuriken catapult being far the most likely choice for standard Eldar fighters. Similarly, mesh armor is the most prevalent type of armor, and skimmers (or hoverers as they were known back then) make up the bulk of vehicles. These three army characteristics have held true throughout the long life of the Eldar army. This continued with the pirate army list in the Book of the Astronomicon, with the vast majority of squad types and characters carrying shuriken catapults and wearing mesh armor. Jetcycles were established as an important part of the army as well (admittedly, the same Mk 14 Bullock Jetcycles used by the Imperium, but it's a start!).

As I've mentioned before, a number of war engines, like the Dreadnought and War Walker, were introduced over time, until the big shake up of White Dwarf 127. Again, as with the background, the army list in White Dwarf 127 was to create the structure of the Eldar army that has survived until the present day. Aspect Warriors became an integral part of any fighting force, while the psychic Warlocks and Farseers were also given a vital role. Eldar-specific psychic powers were introduced to represent the rune lore used by the seers, and it was here that we first learned of many new and exotic Eldar weapons which have since become commonplace – the brightness, the scatter laser, the lasblaster, and the web of skulls. Exarch Warrior powers were introduced, demonstrating the superb fighting abilities of these centuries-old fighters.

Since White Dwarf 127, there has been little change to the overall shape of an Eldar army. The second edition Codex introduced the Warp



Spiders and Shining Spears as new Aspect types, Exarchs became horrendously powerful and Farseers were awesome combatants as well as devastating psykers. The idea of the Ghost Warrior was resurrected (pun intended!) in the form of the Wraithguard, and the Vyper and Falcon made their first appearances.

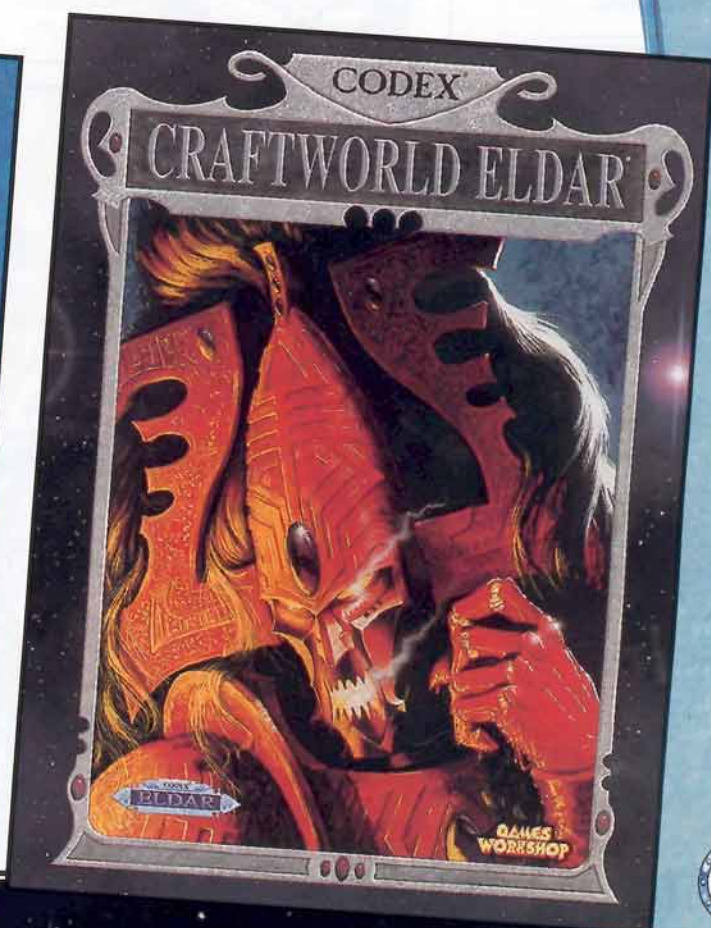
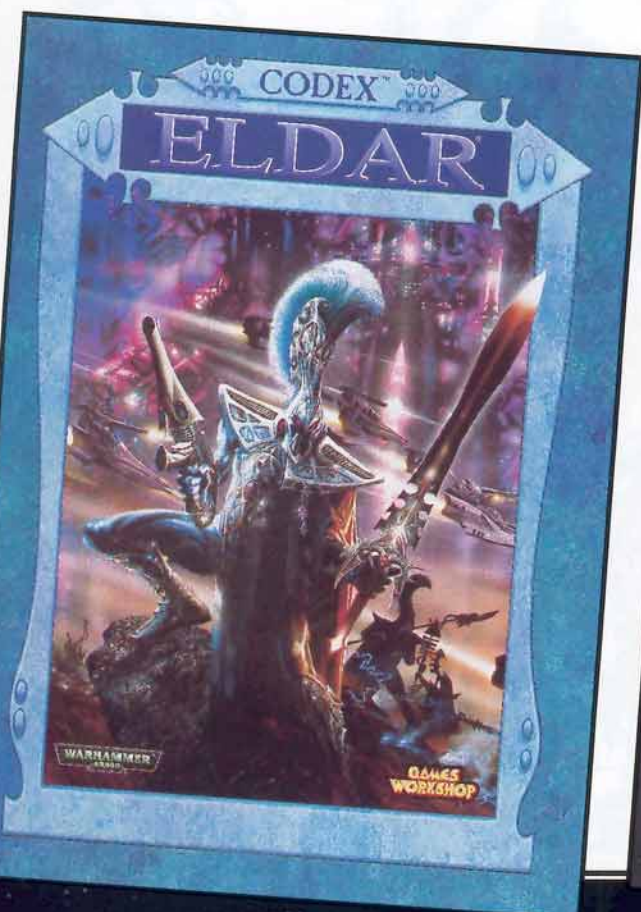
With such strong material to work with, changing the Eldar over to the new army list format of the latest Warhammer 40,000 was straightforward. There were a number of things that needed addressing in terms of game balance, such as toning down the Exarchs to be good squad leaders rather than the death dealing combat masters of the 2nd edition. I like the old White Dwarf 127 Farseers and Warlocks, who were not brilliant at fighting, but were invaluable to the Eldar for their powerful psychic abilities. I also wanted to re-establish the humble Guardian as the principle unit of a craftworld army. For me it's a matter of numbers more than anything else. The Aspect Warriors may be the best fighters on the craftworld, but they are few in number compared to the bulk of the Guardians, and hence most craftworld armies will have a sizeable proportion of Guardian squads and Guardian-piloted war engines.

We also put a great deal of effort into ensuring that each army had its own selection of weapons, and that aliens were not to use Imperial weapons except for special reasons. Guardians with lasguns had to go, therefore, returning to the shuriken catapult as the most numerous weapon in the Eldar host. Similarly, the lascannons, missile launcher, and plasma cannons of the 2nd edition had to be replaced, and were combined with ideas from the old wargear such as the brightness and firepike to create a unique Eldar armory.

The Guardian-heavy army is my take on the Eldar, but to say that all craftworlds are the same is like saying all Space Marine Chapters or Imperial Guard Regiments

are identical. It just isn't true. Also, the flexibility of the 2nd edition lists allowed all sorts of interesting armies to be created, some of them better on the tabletop, some of them not quite as good. To cater for those who wanted the all-skimmer army, or who wanted just Aspect Warriors, we devised the lists in Codex Craftworld Eldar. Although presented as the army of a specific Eldar craftworld, this was more to give us an opportunity to show more details about those craftworlds than to restrict the lists to certain paint jobs on your models. Thus, the lists in Codex Craftworld Eldar are designed so that people can choose an army that is centered on their favorite part of the Eldar miniatures range. If you like jetbikes and Falcons, you can use the Wild Rider host to pick your army. Similarly, those who have a need for lots of Wraithguard and Wraithlords can use the Ghost Warrior army (it's a good name and deserved to be used again!), while the Aspect Warrior fans can play with a force chosen from the Swordwind host. If Warlocks and psykers are your thing, the Ulthwé Black Guardians are just your ticket, while the Ranger force provides you with the opportunity to field loads of Eldar Rangers and a new type of 'super Ranger' called Pathfinders. These new army lists have been balanced with the selection of units in mind, so you don't have to fear that by not taking Guardians, or Aspect Warriors, or whatever, you're going to be inhibiting your chances of an even contest.

I found working on Codex Craftworld Eldar immense fun and hope that, as the latest step in the genesis of the Eldar, it gives gamers everywhere the same enjoyment. Right, that's the wordy bits dealt with, over to Jes to talk toy soldiers! Take it away, Mr Goodwin...

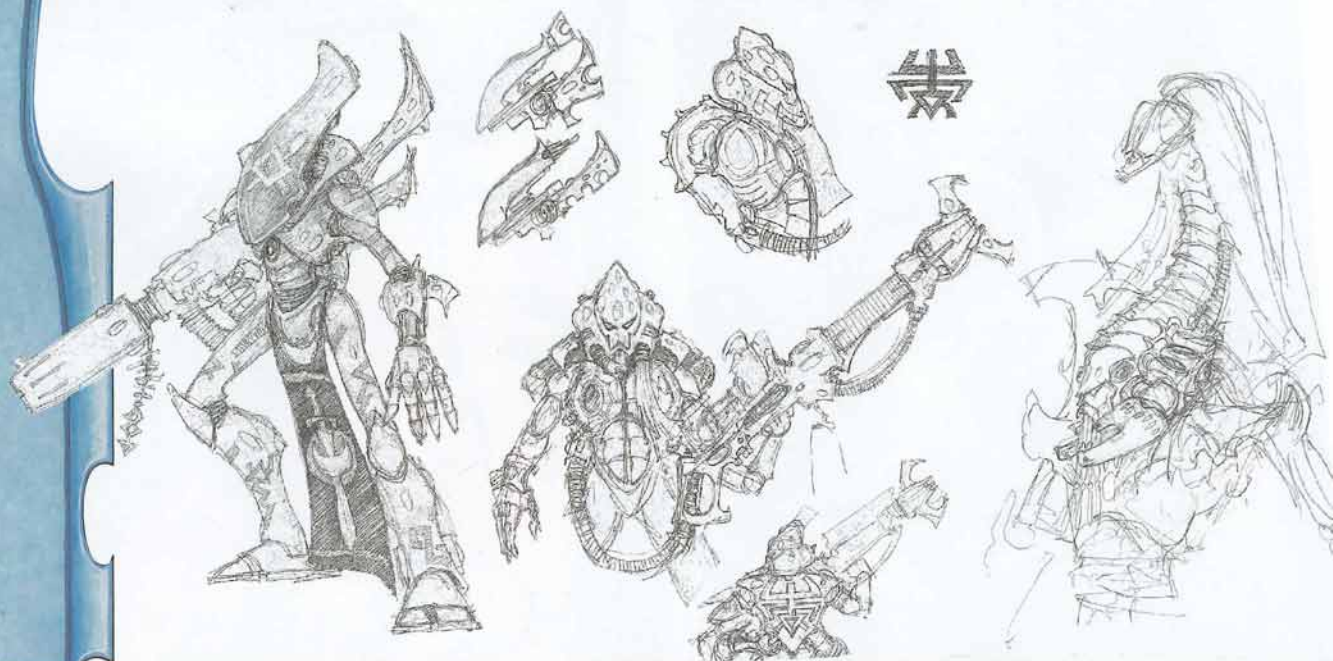


The Eldar range has taken a long time to become what it is today. Here Jes talks us through the different stages of its evolution.

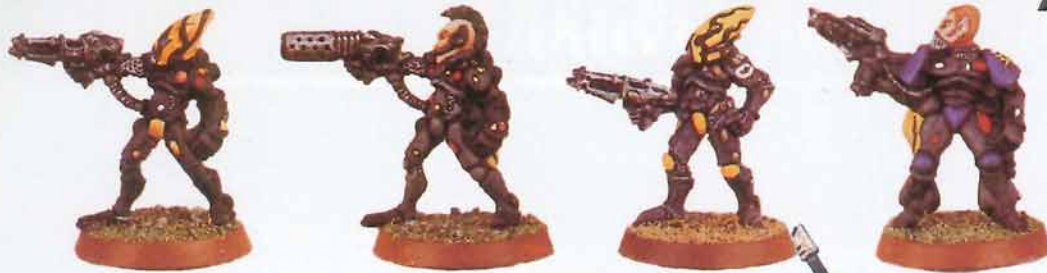


These drawings date from 1988. At the time several fancier armor styles were tried out, in this case with lots of texture. What works well on a drawing, however, does not always translate well to a miniature and, after a couple of tries, a plainer mesh (ie, chainmail) and plate design was adopted. As you can see, the distinctive tall helmet was already in place, but many of the helmet shapes were later developed further (compare the helmet on the top right to the Swooping Hawk helm).

The advent of Aspect Warriors in 1990 expanded the Eldar range considerably. There is a sheet of drawings for each aspect, including runes, banners, and designs for warpaint, although none of the Aspect Warriors ended up with bare heads. By this time, the mesh and plate armor was looking very dated and the distinctive form-fitting body suit was adopted, as well as new looks for the Eldar weaponry.



The Dreadnought (now Wraithlord) was a very early Eldar design. This drawing of a Wraithguard was very much a redesign of that form but smaller, replacing a couple of old figures known as Ghost Warriors. It was always the intention to expand the amount of Aspect Warriors we made, but finding sufficiently different battlefield roles was always a problem. The Warp Spider was one distinctive troop type that made it through. The end of this period of design also saw the making of the Phoenix Lords, which took the basic Aspect Warrior and pushed it in a much more ornate direction. Elements of these designs would eventually return on the newer Aspect designs.



Eldar Pirates

1987

These are Eldar 'Pirates' from a time when the Aspect Warriors did not exist. They wear plate and mesh armor and the weapons show little difference from the weapons of all the other races at the time.



1988

'Pirates' have now become 'Guardians'. The helmets are more upright and the armor, although more varied, is beginning to evolve into the lighter suits of today. The Ranger dates from the end of this period and shows a distinctive new design for the Eldar weaponry.

Biel-Tan Guardian

Ulthwé Guardian

Ulthwé Guardian

Eldar Ranger



1990

These three Aspect Warriors show the new, distinctive style of Eldar weaponry even more. The armor is almost standard, with the character of the Aspect expressed more in variant helmet designs. The Warlock is a different (but fruitful) direction of design; the helmet will eventually spawn the current Guardian helm.

Fire Dragon

Striking Scorpion

Dire Avenger

Warlock



1994

The Eldar range always lacked character models, so these Phoenix Lords gave an opportunity for some very exotic variations on the Aspect Warrior theme. The Wraithguard model gives an indication of the smooth, organic shapes that would increasingly show up in Eldar vehicles.

Biel-Tan Wraithguard

Jain Zar

Karandras

1999 and beyond...

The new plastic Guardians are a substantial redesign of the old ones. They have adopted the Eldar body suit, an all new shuriken catapult and a new helmet design derived from the Warlock helm. The use of plastic allowed much finer details including the shoulder sights and backpack vanes. The Howling Banshee shows elements that derive from the Phoenix Lord; note the armored sleeve.



Iyanden Guardian

Striking Scorpion

Dark Reaper

Howling Banshee

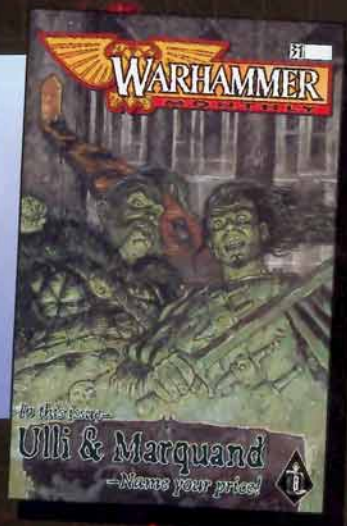


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In this month's explosive installment: Mordheim – City of the Damned. Wyrdstone hunters Ulli & Marquand face the terror of the Undead. Hellbrandt Grimm, the notorious warrior, is caught up in a wicked tale of deceit and betrayal as an ancient burial mound is unearthed. In this issue's episode of Bloodquest, Leonatos and his exiled Space Marines near the end of their titanic quest – but first they must face their greatest fears in the insane labyrinth of the Chaos God Tzeentch. Meanwhile, in Titan, the intrepid crew of Imperius Dictatio come face to face with the utterly alien Eldar. Finally, swashbuckling bounty hunter Kal Jerico sticks to his guns in Code of Honor.

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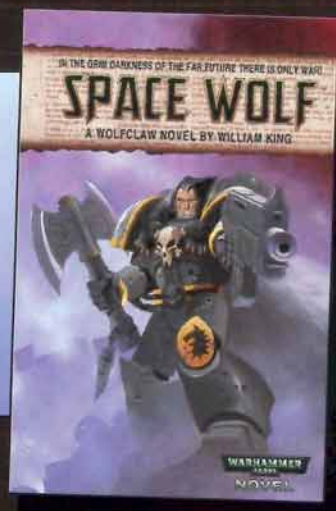
From the ice world of Fenris come the Space Wolves, the most savage of the Emperor's Space Marines. Ragnar's Claw explores the bloody beginnings of Space Wolf Ragnar's first mission as a young Blood Claw warrior. From the jungle hell of the planet Galt to the sprawling polluted cities of Hive World Venam, Ragnar's mission takes him on an epic trek across the galaxy to face the very heart of Evil itself. A searing new epic adventure in the series that began with Space Wolf.

COMING SOON!

SPACE WOLF – A novel by William King

The planet of Fenris is a world of fire and ice where only the strongest, bravest and fiercest survive. It is home to the barbarous warrior tribes who eke out an existence, battling vicious sea monsters and surviving the apocalyptic climate changes. It is also the home world of the Space Wolves, the most savage of the Emperor's Space Marines. Each and every Space Wolf is born of this hostile world; for them, there are few places in the universe that hold any terror. Space Wolf begins the saga of Ragnar of Fenris, a young warrior whose destiny lies amongst the distant, war-ravaged stars of the galaxy.

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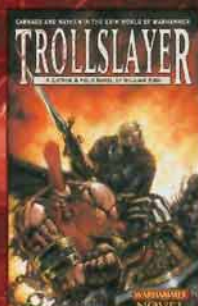
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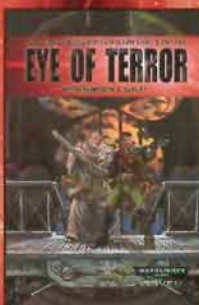
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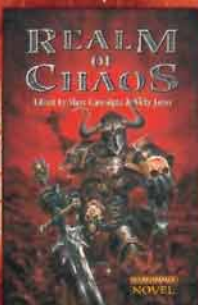
DAEMONSLAYER
NOVEL



INTO THE MAELSTROM
STORIES



EYE OF TERROR
NOVEL



REALM OF CHAOS
STORIES



HAMMERS OF ULRIC
NOVEL

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SOON:
STATUS
DEADZONE

LET THE GALAXY BURN !



Nick Davis



Mark Jones

A ROUGH GUIDE TO

Last month we finished building our Land Raider and it looked great, although it was lacking one minor niggling detail – paint! To solve this problem Nick got together with 'Eavy Metal modelmaker Mark Jones and produced this rough guide to painting a Land Raider.

IN THE BEGINNING...

This is how we left the Land Raider last issue – an unfinished plastic grey. It's still an impressive model even in this state, but now it is time to give it a coat of paint and really bring it to life.

Over the next few pages is a rough guide to painting the Land Raider. You can apply what we are going to be showing you to any tank (like a Leman Russ) not just a Land Raider. This is not the definitive guide to painting a Land Raider, as the technique we are showing is only one of the many ways to paint a tank, but it is one of the easiest! We've also packed this feature with little ideas which even the most experienced of figure painters might find useful. If this is your first time ever painting a tank, take your time and follow our advice and you will end up with a Land Raider to be proud of.



This is how we left our Land Raider last month (WD245). The interior was painted prior to construction. The tracks (which we have initially painted Boltgun Metal) have been blu-tacked onto the model, so they can easily be removed, along with the gun shields, heavy weapons, and cupolas when we begin to paint the model.



PREPARATION:

Before you dive in and begin painting your Land Raider, there are couple of things you should do first. Make sure your paints are close at hand and your painting area is free of clutter. Also have a couple of large brushes handy – the Citadel tank brush and a 1/2 inch flat brush are ideal.

You may want to blu-tack the cupolas and heavy bolter sponson to old paint pots to make them easier to handle whilst painting. Plus, if you are spray painting the Land Raider to begin with, blu-tack the lascannons and gun shields to the top of a box so that you can spray them all at the same time.



PAINTING THE LAND RAIDER

UNDERCOAT & BASE COLOR

After finishing your preparation you should undercoat the Land Raider. The undercoat depends mainly on the colors that you have chosen to paint your Land Raider. All of the 'Eavy Metal Land Raiders were painted up from an undercoat of Chaos Black to give all the colors a duller appearance and the Land Raider a heavier look. I have chosen to paint mine in the colors of my Space Marine Chapter named the Emperor's Eagles. Their assigned colors are black and bone with the main color being black – we have included a chart below showing which colors to use for five of the more famous Chapters in Imperial history. Whatever color you choose to use, the painting technique is exactly the same. I recommend you use spray paints for the undercoat and base color where possible as these give a more even coverage than brush painting.



Once you have applied the undercoat and it is dry you can start on the base color. If you are using a spray, build up the base color in a series of light coats instead of one heavy spray. This prevents the spray paint running on the model and stops it drying all patchy. Plus, using several light coats means the recesses of the tank will be slightly darker (as the paint builds up) automatically shading your Land Raider for you. If you are using a brush, thin the paint down and apply a couple of coats, especially if you are using a light color.

Quick tip: If you have painted the interior of your Land Raider, plug up the cupola and heavy bolter sponson holes with blu-tack or the interior will change into whatever color you choose to undercoat and basecoat with.



HIGHLIGHTS

One of the best ways to highlight a model this big is to drybrush it in progressively lighter shades of the Chapter's color. You need a large brush for this – the Citadel tank brush is perfect. A 1/2" flat brush would work fine as well.

I find that it's best to use a circular motion as this prevents the streaking effect you sometimes get. Keep the drybrushing to the raised areas and edges as you are aiming to pick these out rather than drybrushing the entire Land Raider.

For the second drybrush use a lighter color and rather than using the point of the brush, use the edge. Again you don't need to drybrush the entire Land Raider, just the corners of the armored plates and some of the raised areas. Again, be careful of streaking and try just to catch the edges.

Quick tip: You can practice your drybrushing on the underside of the Land Raider until you are happy with your highlight colors and drybrush technique

Drybrushing: Drybrushing is a very easy painting technique to master. Take a brush and wet it in a lighter shade paint than the base color. Then wipe the brush on a tissue until nearly all of the paint is cleaned off. Then flick the brush gently over the model. This leaves a trace of the color on raised areas of the model, making them more pronounced.

STAGE 1



STAGE 2



CHAPTER COLORS:

Here is a list of the colors used to paint the Land Raiders of five of the most famous Space Marines Chapters in Imperial history.

CHAPTER	BASECOAT	HIGHLIGHT 1	HIGHLIGHT 2
ULTRA-MARINES	Ultramarines Blue	Ultramarines Blue mixed with Space Wolves Grey	Space Wolves Grey
SPACE WOLVES	Shadow Grey	Shadow Grey mixed with Space Wolves Grey	Space Wolves Grey
BLOOD ANGELS	Blood Red	Blazing Orange	Fiery Orange
DARK ANGELS	Dark Angels Green	Snot Green	Scorpion Green
BLACK TEMPLARS	Chaos Black	Chaos Black mixed with Codex Grey	Codex Grey

PAINTED HIGHLIGHTS

A technique that deserves a quick mention is painted highlights – like the ones Matt Hutson has used on his Black Templars Land Raider, instead of drybrushing. He picked out all of the edges of the Land Raider in a lighter color, giving it a simple but very effective highlight.



A ROUGH GUIDE TO PAINTING THE LAND RAIDER

BARE METAL & LASCANNONS

The Land Raider is a tank so there are going to be many areas of metal, including exhausts, gun barrels and anything else you choose to paint as bare metal. This technique treats all of these different surfaces the same.

First, make sure that these areas are painted Chaos Black – don't worry too much about getting paint on the hull for now as you can always come back and tidy that up later. Now drybrush these areas quite heavily with Tin Bliz. To finish off go back over the Tin Bliz with a lighter drybrush of Boltgun Metal.



STAGE 1

All metal areas are drybrushed with Tin Bliz...

BEFORE YOU BEGIN

Before you start to paint large areas of your Land Raider in bare metal have a quick think about what you want painted. The main areas to consider are the lascannon and rear engine/exhaust system. Check out the examples shown below for ideas.

When you finish painting all the bare metal on your Land Raider, tidy up the areas where you have got metallic paint on the hull. Then finish constructing your lascannon sponsons. Follow the Stage 4 instructions in last month's (WD245) 'Building the Land Raider' article but now you can glue the gun shield into place.

STAGE 2

...and now finished off with Boltgun Metal



LASCANNONS

You can paint the Land Raider's lascannons in a number of different ways. The easiest method is to paint them completely bare metal. Or you could paint the weapon cowlings, leaving only the cables and barrels painted bare metal.



ENGINE/EXHAUST SYSTEM

The main decision you need to make with the engine/exhaust system is whether to paint the engine's covers as bare metal or not.

The two different examples here are the 'Eavy Metal Dark Angels Land Raider and Matt Hutson's Black Templars Land Raider.



TRACKS

Remember back in last month's 'Building the Land Raider' article, when we told you not to glue your tracks into place at Stage 3? Well before you start to tidy up and finish the detail on your Land Raider you can now glue your tracks into place, following the assembly guide opposite.

However, before you begin clipping the tracks off the frame for assembly, paint the tracks (if you have not done so already) on the frame, using the same technique as we have already described for bare metal painting. Any chipping of the paint caused when you clip off the frame can easily be painted over before you begin the track assembly.

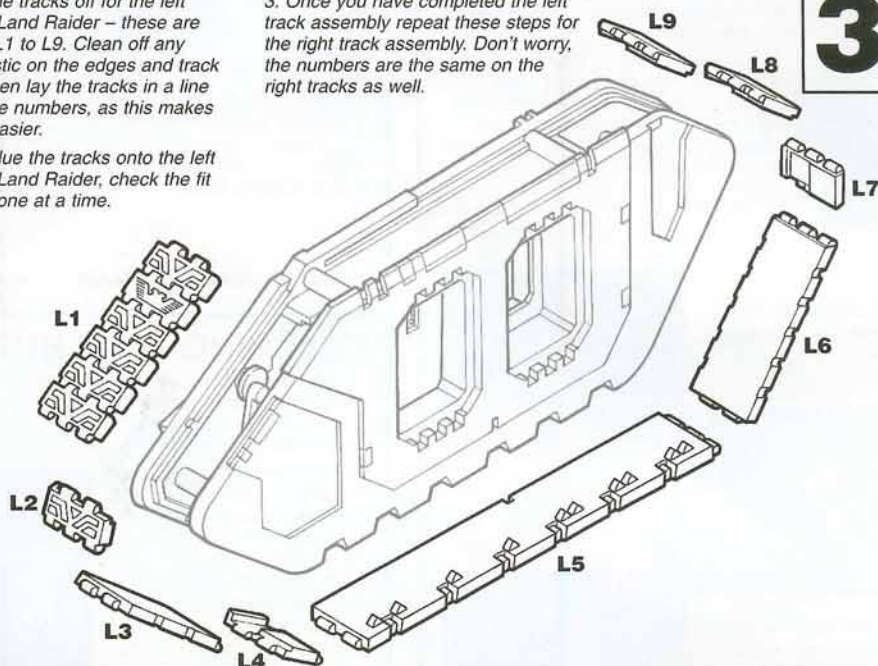


TRACK ASSEMBLY

1. Clip all the tracks off for the left side of the Land Raider – these are numbered L1 to L9. Clean off any excess plastic on the edges and track links and then lay the tracks in a line following the numbers, as this makes assembly easier.

2. As you glue the tracks onto the left side of the Land Raider, check the fit as you go, one at a time.

3. Once you have completed the left track assembly repeat these steps for the right track assembly. Don't worry, the numbers are the same on the right tracks as well.



DETAILING – HATCHES, CUPOLAS, & OPTICAL PICK UPS

The next thing to paint is the hatches and cupolas. The optical pick ups are those little oblong shapes around the rim of the hatches. Here are a few ideas on how to paint your hatch assemblies.



DETAILING – HEADLIGHTS, GUN CAMERAS, & MACHINE SPIRIT EYES

It's time to finish detailing your Land Raider. Rather than tell you a set way to paint these features, here are a few ideas.

HEADLIGHTS GUN CAMERAS

MACHINE SPIRIT EYE



FINISHING TOUCHES – MARKINGS

Most of the markings that you'll want to put on the Land Raider you will find on the kit's transfer sheet. However, there may be a marking, say, for example, a circle that you might want to paint onto both sides of your Land Raider before you apply any transfers. The quickest way of doing this is to make a template or stencil. This is how you do it...



1. The best material to cut a template out of is a clear tape called magic tape (available from most stationers). Lightly stick the tape to a piece of card, then draw a line on the tape that corresponds to a horizontal point on your Land Raider. Measure where you want the marking to be on your Land Raider and then mark that point on the tape, then draw your template shape.

2. Carefully cut out the shape with a modeling knife.



3. Stick the tape into position on your Land Raider.

4. Now using the end of a large brush, stipple the paint first around the edge of the shape then move into the center.



5. Wait until the paint is dry then gently lift the tape off the side of your Land Raider, leaving your marking on the side of the vehicle.

FINISHING TOUCHES – TRANSFERS

Transfers are the easiest, quickest, and most effective way of adding markings to your Land Raider. There is a large sheet of them included in the kit. Applying transfers is very easy. This is how you do it.



1. Carefully cut out the transfer you are going to use with a modeling knife.



2. Dip the transfer in some luke warm water for about 30 seconds.



3. Use a paint brush to slide the transfer into position. To reposition the transfer keep it wet. Once you are satisfied, remove the excess water with a tissue.

FINISHING TOUCHES – WEATHERING

Once all of your transfers and markings are in place, your Land Raider is ready for battle. However, you can still take the Land Raider a couple of steps further and weather it. Now I am not going into great detail about weathering as it's a whole article in itself. Below though are a couple of examples of what you can do.

Both Land Raiders shown have had flock or sand glued directly onto the tracks. Notice how there is a build up of debris on the upper track guard. This is where the earth churned up by the tracks is scraped off.

If you don't want to go to all the trouble of gluing flock onto your tank you can just drybrush the dirt on (check out the completed Land Raider below). Use natural browns like Snakebite Leather, followed by Bubonic Brown and concentrate on the areas where the earth would collect, like the front of the Land Raider, side of the tracks and the rear as earth is thrown up as it thunders forward.



COMPLETE...

Phew... our Land Raider is finished and ready to smite the Emperor's foes. Of course this is only one way of painting your Land Raider and you can add as much detail as you like. We have included a few examples opposite to give you some ideas.



ALTERNATIVE LAND RAIDER COLOR SCHEMES & IDEAS

Below are a selection of Land Raider color schemes and markings.

IMPERIAL FISTS

Night world color scheme.



WHITE SCARS

The main Chapter color is contrasted by the striking lightning markings.



SPACE WOLVES

Note the pack markings on the top of the Land Raider.



HOWLING GRIFFONS

The quartered color scheme is an exact copy of heraldry found on the Chapter's power armor.



DARK ANGELS

This Land Raider has honor markings and a mural of their Primarch painted on the side.



BLACK TEMPLARS

Note the shield heraldry on the side of the Land Raider.



Nick's Emperor's Eagles Space Marines Chapter add the powerful Land Raider to their growing ranks.

GAMES WORKSHOP

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Even if what you're interested in isn't listed here, we still want to hear from you! Opportunities are appearing faster than we can keep up with, and you never know when your name will come up!

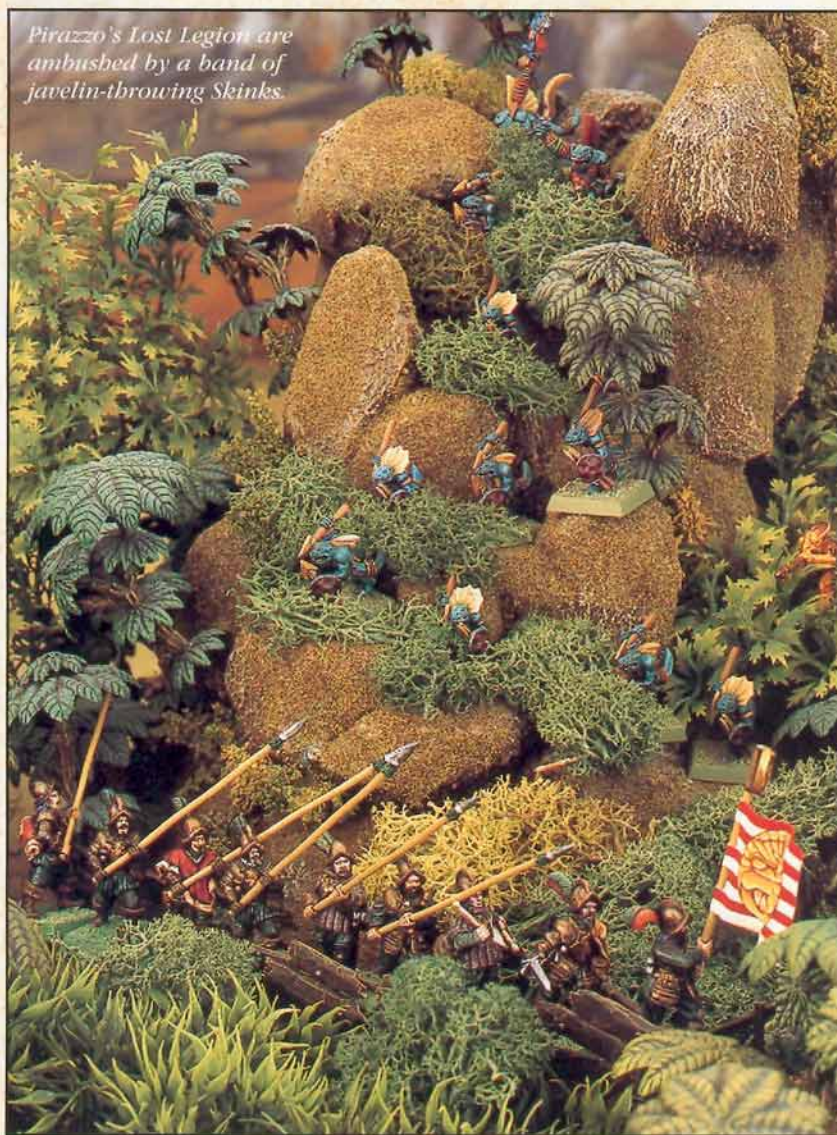
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In his last article **MIKE WALKER** took a look at close combat. This month he applies his unique style to the finer points of missile fire.

Pirazzo's Lost Legion are ambushed by a band of javelin-throwing Skinks.



¹Unlike the sling and arrow users in my armies – they would have difficulty hitting Little Dave's shed whilst they stood inside it.

²If you count whooping like a wild man and then skipping three times round the table bellowing Queen's "We are the Champions" complete with overhead clapping as 'quietly'.

³I love this name for the repeater band gun. In the same vein I have now called my Halflings the Podgy Purveyors of Pathetic Projectiles and my volley gun the Mischievous Machine of Malicious Misfires.

That Shakespeare fella was utterly brilliant.

I have realized that his insights on human endeavor even extend to my attempts to master Warhammer. All that stuff about "suffering the slings and arrows of outrageous fortune" has proved to be unerringly accurate.¹ My "outrageous fortune" with all things ballistic has changed.

A few months ago my armies were being smashed and pummeled by every passing Ungor and Nurgling. I then began to develop and persist with firepower oriented forces. Gradually and quietly² I began to win a few games. By continuing to use armies that brandish missile weapons, I began to rack up more and more victories. Eventually I was winning most of my games (well more than half anyway).

So how have I done it? Loaded dice? Bribery with cheap donuts? Drugging my opponent's soda? I'd like to think I have come up with a few good measures that have worked consistently under various tabletop conditions.

Now those readers with ballistically challenged armies might think this article has little interest to them. Well, some of my ramblings do apply to non-missile using troops and there's quite a funny bit about measuring body parts later on, so I recommend that you persevere.

Two armies have been involved in this success: firstly, Lord Mellanthrope's Murderous Multitude, a Dark Elf force. An army in which every model is armed with a repeater crossbow, except the repeater bolt thrower crew.

Second, Horst von Cornetto's Hochland Host. An Empire army festooned with bows, crossbows, and Von Meinkopt's whirling cavalcades of death.³

Von Cornetto's boys have been the most successful, but using both armies has taught me that for any of my tactics to work I need firepower, LOTS of firepower. Which is why every figure that can has to lug a missile weapon onto the battlefield.

Firepower, more firepower!

Every wizard, hero, and the General in my army is represented by a model that has a crossbow or bow superglued to them. Especially the Dark Elf Assassins. With a Ballistic Skill of 9 these guys can be taped to an angry Chimera, made to wear an old pair of Nurgle's underpants on their heads and still shoot the nominated leg off any Snotling in range.

The three Assassins in Lord Mellanthrope's Murderous Multitude all start the game fully deployed in a front rank, ready to fire (*Aroo-ab! Aroo-ab! Beard alert! – Fat Bloke*).

When selecting your missile troops you are often going to be faced with a choice between quality and quantity. Forty short-sighted yokels with string and stick weapons or eight sharp-eyed killers with long-range slaying machines. Which should you take? Here's my quick rule. If facing firepower take quantity, or if you can't, take quality.

A brief explanation of the reasoning

If they are facing missile troops, yours will get shot. Eight casualties on the yokels will impair them a bit. The same number of dead killers and they are not contributing at all to your chances of victory. If the enemy has no missile troops then use small highly skilled units. These are easier to maneuver and to concentrate into groups to deliver devastating volleys.

One final thought before moving on; try to select lots of different sorts of firepower.

Here, as an example, are the different troops from the Dark Elf army.

Characters with repeater crossbows

Really good at: Shooting long-range skirmishers.

Not good against: Large quantities of tough, well armored troops.

Crossbowmen

Best against: Other firing troops and unarmored targets.

A bit terrible: When trying to shoot difficult to hit targets.

Scouts

Effective against: Other skirmishers and flying troops.

Not so good at taking on: Firing troops, tough guys in armor.

Repeater bolt throwers

Devastating against: Big blocks of troops and smug gits with really good saving throws.

Still worth firing at: Skirmishers and other troops one line deep.

Pathetic against: Seriously tough guys and other war machines

It takes quite a few games to build up an accurate feel for how your troops will perform. Knowledge of how effective each troop type can be is essential for the next lesson: listing how you will deal with each enemy unit.

Repeater crossbow user tip:

Always fire twice. This does not increase the average number of hits only if you need 6 or more to hit.

List how you will deal with each of your opponent's units

When using my new missile armies I now do three things at the beginning of each game. I remind myself that I must pay careful attention to every measurement made during the game. I hum a happy little ditty in my head to counteract Stuart's (more on Stuart latter) relentless pre-battle psychological attack. Before, during and after deployment I determine and mentally list how I will deal with each of the units my army is facing. Now the term 'deal with' is interesting in this context. It does not just mean killing the unit. Some units will be much too hard for me to even consider trying to destroy. I may well deal with these by running away from them, sacrificing units to them, or by distracting them from destroying major parts of my army. Thinking about each enemy unit forces me to realize where my own army's strengths and weaknesses are, where on the battlefield I can expect to win, and where I will lose. I find that by having a plan for each of my opponent's units, my opening moves are more decisive and put more pressure on my adversary. It is surprising how much this one discipline has improved my overall play.

Von Meinkopt's tip:

In your unit of Outriders always have a Champion. This individual's good Ballistic Skill will fully exploit the Repeater Handgun's ability to fire again each time it hits.

Sacrificial units

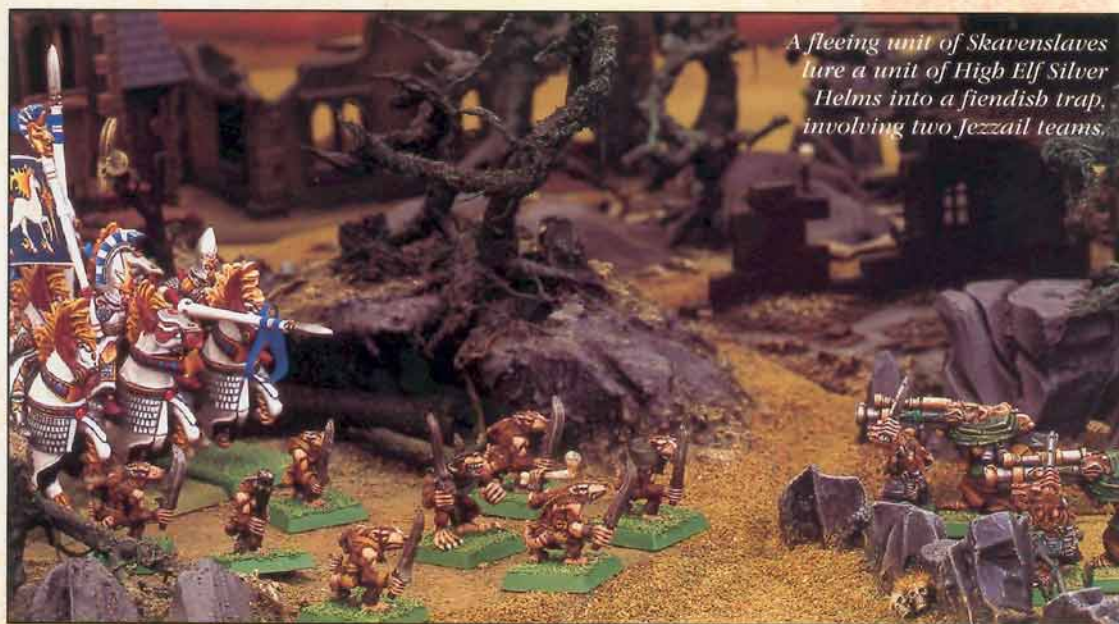
And now it's time for me to mention sacrificial units. I have two in my Empire army. Each is a unit of 10 Halfling bowmen. These are perfect examples; they cost less than 50 points, their pitiful Toughness of two usually ensures complete destruction by even a moderately good fighting unit and no one in the army will miss them.⁴

In the next section, the use of sacrificial units to slow down an attack will be mentioned, but here is a ruse using them that has been tried and tested.

Put them right in front of the enemy's nastiest unit. The enemy must either charge or waste time going around them. Most will charge. The cannon fodder then run. They will either get caught and killed or escape. You, however, will now have the nasty unit a charge move closer to you, right where you wanted them, in close range of your volley gun and now in the arc of fire of a couple of other previously ineffective units. Stuart's Vampire Counts army has twice fallen victim to this trap. On the first occasion, 33 Zombies, a Battle Standard, and a Necromancer Lord were perforated and separated from their life-force in a single round of firing. The Caliph of the Continually Cadaverous was favored by his dark gods on the second occasion as his Wight cavalry escaped with minimal losses due to an early volley gun jam and a whole coffin full of successful saving throws. Which just goes to prove that, no matter how brilliant the plan, in Warhammer fortune always has the final say. Whilst on the subject of Stuart I must move onto that thing about the happy little ditty.

Most gamers complain. Stuart has moved the pre-game

⁴Except the Ogres who think they are much better than olives in cocktails.



A fleeing unit of Skaven slaves lure a unit of High Elf Silver Helms into a fiendish trap, involving two Jezzail teams.

whining onto a new level. Every opponent is now subject to a remorseless tirade, detailing how every aspect of the Warhammer game system operates against his Vampire Counts army. This will be reinforced with an incredible amount of examples, some from ancient games that can barely be recalled by most other players. Stuart remembers them all and can recollect every loss he has suffered in technicolor.

No countermeasure will work. Stuart can whine far beyond the normal limits of human endurance. He buries any attempt at logical argument beneath a further fusillade of unfairness he has suffered. The unprepared will start feeling sorry for him, underestimate the effectiveness of his army and think that he will shut up some time soon. Stuart will mercilessly exploit any doubt he has caused. The Regent of the Recently Reanimated will regularly be able to seize upon slight hesitations or minor slips in concentration from his opponent and spectators are forced to watch horrified as he tears the still pulsing lifeblood from their army. He is otherwise quite a nice guy.

Measurement

Finally, in this section I must mention the importance of measurement. If you are using missile troops you get to wield your tape measure an awful lot more than those commanders without. Checking if troops are in short range or within range at all will yield lots of lovely measurements. Are those troops in charge range? Will they be able to charge next turn? Is it imperative to stop them moving more than a couple of inches forward? With a bit of concentration you can have this information and use it to great advantage. It has been a failing in my game that I would measure things and then instantly forget the distance. Now I really try to focus on this important activity. Consider this situation. You have a Great Cannon and deployed next to it is a unit of Crossbowmen. Both are due

to fire at a fairly distant unit. The rules state that you can fire your troops in any order. I bet if you declare you are firing the Crossbowmen first, after brandishing your trusty tape to measure if the enemy are in range, that your guess for the cannon will be a lot more accurate.

If a slight gasp passes your lips that the last tactic seems incredibly unsportsmanlike⁵ then sit down before reading on.

I have known players who have measured body parts. They know exactly how far it is from their elbow to the tip of their index finger. Be suspicious of lots of unnecessary pointing.

Little Dave was fascinated by this idea and measured himself all over. Unfortunately, the only exact distance he could remember was that maximum bow range was the same distance as from the unsightly birthmark on his right inner thigh to his left nipple. His attempt to use this information during a close game resulted in a rather ungainly belly flop onto the tabletop, some crushed scenery and a three week ban. On to the next lesson.

Dark Elf bolt throwers tip:

Always fire four bolts except against targets with a toughness 4 or more, with more than 2 wounds.

Take every opportunity...

...to shoot vulnerable targets

...to slow down the enemy

Try to give yourself lots of options as to the type of target your missile troops can engage successfully.

⁵In fact this tactic was first mentioned to me by no less a personage than Tuomas Pirinen when I met him at Games Day (I think it was meant as a warning, not a tip – Fat Bloke).

Three Wood Elf Eagle riders slow the advance of a band of attacking Savage Orcs, allowing the Wood Elves' superior marksmen more shooting time.



You have ten Dark Elf Scouts hidden in a wood. Hammering straight for them is a huge block of forty well armored and hygienically challenged Beastmen Gors. Even with three or four rounds of above average shooting there is no way the Scouts are going to significantly inconvenience the Gors. Much better that they slink away to see if they can have a go at a much more vulnerable target, like some chariots.

In the last section I discussed the idea of having a solution for each of your opponent's troops. This means that early in the battle you should recognize that certain troops need to be repositioned in order to fulfill your battle plan. Move them straight away, do not allow them to get pinned into positions where they can do little damage. A key to using your missiles successfully is to identify vulnerable enemies and bring your weapons to bear on them. One good shot at a vulnerable target will give you more success than several rounds firing at troops you can hardly affect.

I must just mention that after completing a deadly missile attack, please resist the temptation to flick over your opponent's carefully painted models and then jab a finger at each prone figure whilst informing it, "NAAAAaargh you're dead," even if you achieve this against Wardancers. Now I have been known from time to time to mention the thrill of successfully slaughtering Wood Elf Wardancers and imply that they are a bit effeminate and silly. Whilst I was helping on the White Dwarf stand at the U.K. Games Day once, a visitor, barely higher than the table, fixed me with his gaze and said steadily and slowly, "Stop having a go at Wardancers." The cold chill that passed down my spine made me resolve to be more sensitive in the future. So I have tried really hard to be careful what I write about those simpering, painted, cavorting, big girls' blouses and never again type an insult that... damn.

The other absolute key to winning with missile fire is to slow the enemy down. Obvious really, the slower they move the more shots you get. The easiest way to slow the enemy down is to deprive them of march moves. Four types of unit really excel at this:

Flyers and Fast Cavalry

Flyers and fast cavalry are the first two. These units excel at getting to the flanks and behind the enemy. Get them within 8" and get rid of those march moves. The only trouble with these guys is they can be a bit expensive, they do get taken out by enemy missile fire and most of the time want to avoid combat. For these reasons they can get chased off by a well prepared enemy.

Stand & die and sacrificial units

The stand & die units are those that do not take Break tests. Von Cornetto's army has a big unit of Flagellants to fulfill this role.

Both these units will hurl themselves at the center of the enemy force to sell their lives for inches. They cut down the movement of the unit they fight (sacrificial units have to be small and pitiful enough to die completely so the enemy cannot pursue survivors) and to strip the march moves from nearby units.

Volley gunner's tip:

Fire a couple of barrels at long range, small, difficult to hit targets, like Skirmishers in woods or Censer Bearers. Surprisingly effective with no roll to hit.

At least with a sacrificial unit you do not have to worry about the next lesson:

Protect your firers

Most obviously, use any cover you have to hide your firers in. Less obviously, look at where your opponent's missile troops are. Will a screen of skirmishers or well armored troops prevent unnecessary deaths amongst the units providing your main firepower?

Examine where his fast moving stuff is. Do you need to put some troops to intercept these and keep your missile troops firing?

If you have weapons with huge ranges (eg, Great Cannons with 60") make sure they are placed well out of range of any enemy firers.

Quite often my really dangerous volley gun might be placed where it cannot be seen by the enemy at all. This is almost impossible to achieve without removing its ability to fire also. But it does not matter, so long as it can see the enemy when they get into short range and can discharge.

Naturally if your unit can skirmish it should do so for added protection. Skirmishers are a pet peeve of mine. Just how far apart do they have to stand to count as skirmishing? The rulebook states 'up

to 2" apart'. So when Scott deploys his Wood Elf Scouts in a skirmish formation that is barely discernible from the line his normal (non-skirmishing) archers are deployed in, and when challenged proceeds to slide a piece of (very thin) paper between the bases to prove they are not touching, that's all right then. The -1 to hit modification is gained because a whole bunch of arrows hit the fresh air between the skirmishers. I will argue long and hard with anyone who claims to be in skirmish formation and I cannot lay a finger between figures (that's one of my fat, podgy fingers).

One final thought on protection. My General deploys in the center of his army to maximize the number of units that will benefit from his Leadership. My gun crews seem especially prone to running away without his shouts of support.

Last Bit

So the next time you use missile armed troops just remember that there is no need to FLOP. That's because FLOP is the easily remembered acronym for the suggestions I have made in this article.

Master Gunner's tip:

When firing full charge roundshot from a Great Cannon, aim about 7.5" to 8" short of the target.

Firepower

List

Opportunity

Protection

I have found focusing on these things improved my game no end.

That's about it. I wonder just how long my run of outrageous good fortune with missile armies will continue?

Right, I'm off to write one hundred times "I must try harder not to be rude to Wardancers."

Mike

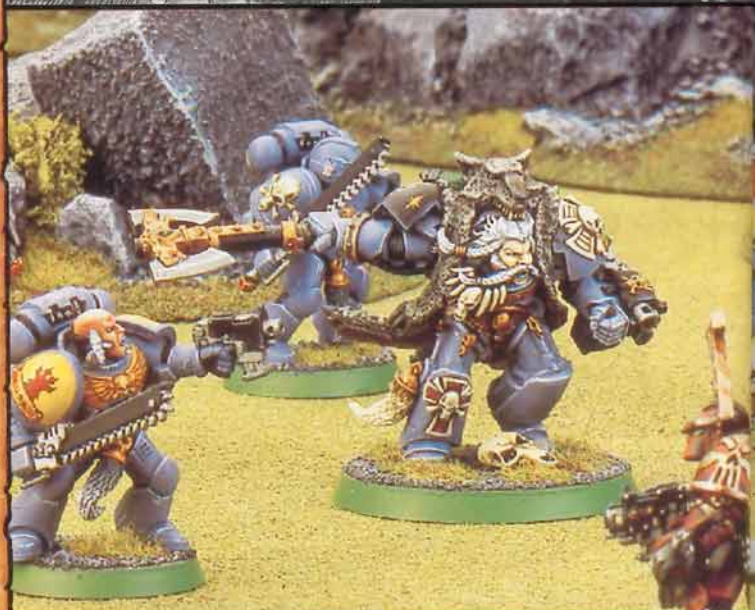


The Gentle Art of Getting Fired

THE GREAT WOLF

Of all the Chapter Masters, the most belligerent and headstrong is Logan Grimnar of the Space Wolves. Like his predecessors and his fellow Space Wolves, Logan is a fearsome warrior, with an immense martial pride. He tolerates no interference in the running of the Chapter by any outside authorities, and is more willing than any other Chapter Master to fight for the Space Wolves' independence. Logan's suspicion of other Imperial organizations, including other Space Marine Chapters, runs deep and, if I may offer my humble opinion, this is with good reason. Ever since the Age of Apostasy, the Space Wolves have been wary of the intentions of others and have had numerous clashes with the Ministorum of Terra. Logan's leadership, whose saga runs for some seven hundred years, has endured for five centuries. During this time, the Old Wolf (as he is known amongst his battle-brethren) has willingly, some would even say joyfully, led his Great Company and the forces of his fellow Wolf Lords in open battle against the forces of other Imperial organizations whose actions he deemed to threaten the Space Wolves and their thinly scattered domains. This has led to many accusations of heresy and treason being levelled at Logan, along with the usual rumors of genetic deviancy within the Chapter. However, more than any other Chapter, the Space Wolves stand ever ready to fight the foes of the Emperor. Under Logan's guidance, and fuelled by his own renowned thirst for battle (which many of his supporters claim equals that of the legendary Leman Russ himself), the Space Wolves have defeated many threats from without and within the Imperium, and the vast majority of the Imperial commanders within the sectors surrounding Fenris are grateful to be under the Old Wolf's watchful eye. Personally, if I may make so bold, I find the existence of a Chapter Master such as Logan heartily reassuring, for he is a cunning and resourceful leader of the Space Wolves, and yet has about him a charming demeanor and familiar manner which is at odds with the usual aloofness one associates with a commander of the Adeptus Astartes.

"Leaders of the Adeptus Astartes" - A most secret report, compiled for his Most Supreme Excellency the Paternal Envoy by his Humble Servant Master Maximus Pliny.



Logan Grimnar leads a headlong charge against the forces of Chaos.

At last! The biggest, loudest, and best loved Chapter Master in the Imperium, Logan Grimnar, has finally arrived. Famous for his charisma and legendary skill in battle, Logan Grimnar has earned the respect and admiration not only of the Space Wolves but of the Adeptus Astartes as a whole. Equally eager for a pitched battle or a drinking contest, this Wolf Lord is a hero to his friends and a dreaded foe to his enemies. With this fantastic new miniature designed by Jes Goodwin you can really lead your Space Wolves army in style!

WOLF LORD LOGAN GRIMNAR

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Grimnar	250	6	5	4	4	3	5	4	10	2+

A Space Wolves army of 2,000 points or more may include Logan Grimnar. If you decide to take him then he counts as one of the army's HQ choices. He must be used exactly as described here and may not be given extra equipment or wargear. In addition, he may only be used in a battle where all players have agreed beforehand to allow the use of special characters.

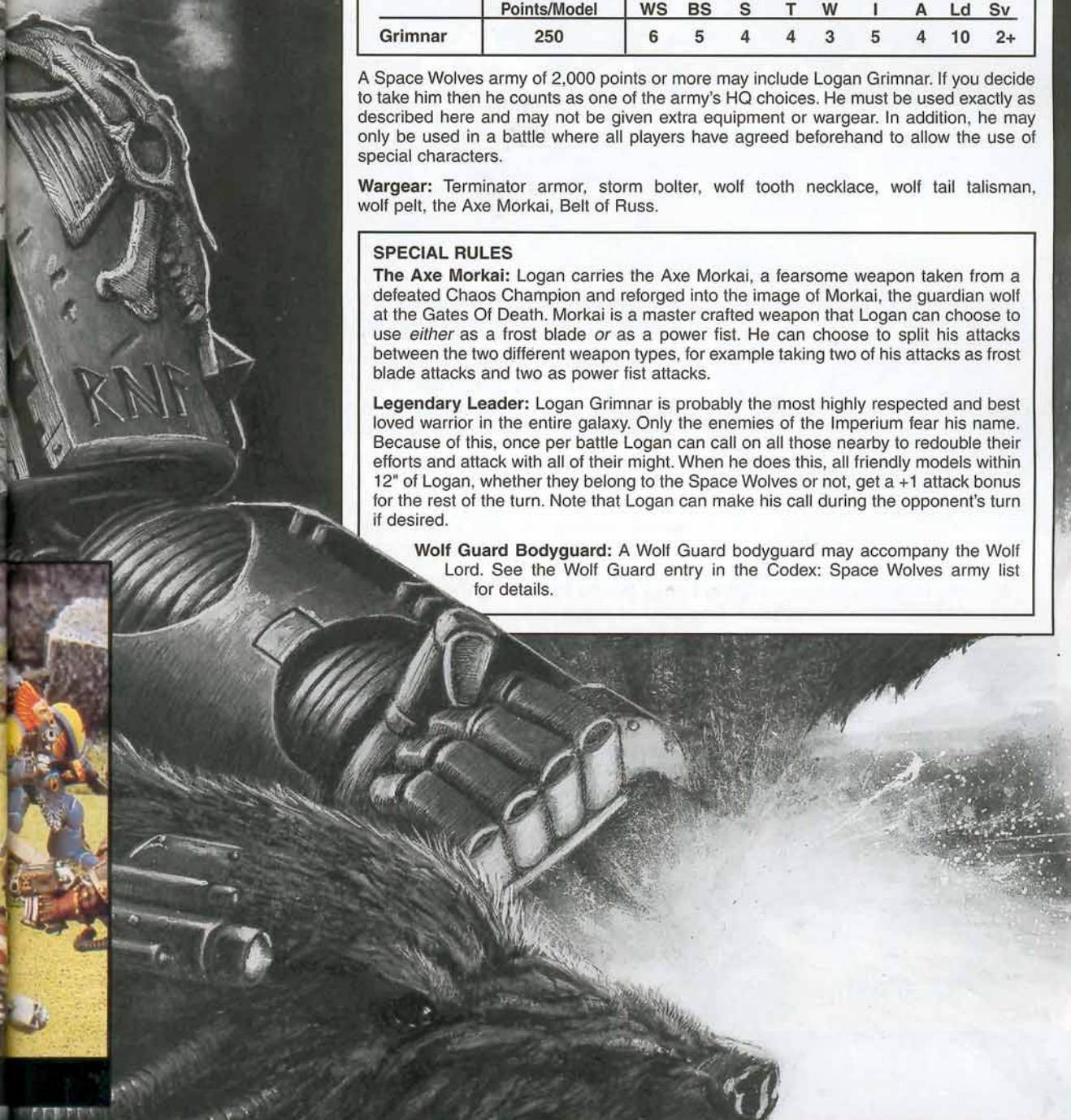
Wargear: Terminator armor, storm bolter, wolf tooth necklace, wolf tail talisman, wolf pelt, the Axe Morkai, Belt of Russ.

SPECIAL RULES

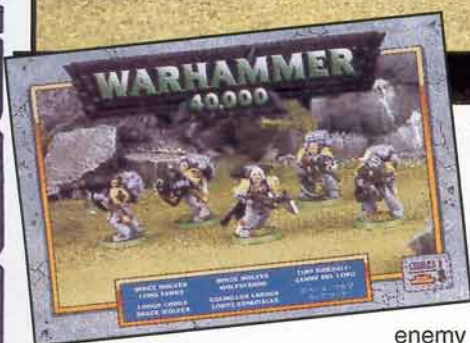
The Axe Morkai: Logan carries the Axe Morkai, a fearsome weapon taken from a defeated Chaos Champion and reforged into the image of Morkai, the guardian wolf at the Gates Of Death. Morkai is a master crafted weapon that Logan can choose to use *either* as a frost blade *or* as a power fist. He can choose to split his attacks between the two different weapon types, for example taking two of his attacks as frost blade attacks and two as power fist attacks.

Legendary Leader: Logan Grimnar is probably the most highly respected and best loved warrior in the entire galaxy. Only the enemies of the Imperium fear his name. Because of this, once per battle Logan can call on all those nearby to redouble their efforts and attack with all of their might. When he does this, all friendly models within 12" of Logan, whether they belong to the Space Wolves or not, get a +1 attack bonus for the rest of the turn. Note that Logan can make his call during the opponent's turn if desired.

Wolf Guard Bodyguard: A Wolf Guard bodyguard may accompany the Wolf Lord. See the Wolf Guard entry in the Codex: Space Wolves army list for details.



FANGS OF FENRIS



SPACE WOLVES LONG FANGS

The most experienced and level-headed Space Wolves are organized into a pack of Long Fangs, proud and wise soldiers equipped with an awesome amount of firepower. Due to their age, their hair has grown thick and grey and their fangs have grown long and sharp. These squads fulfill a crucial role in battle, raining down a withering curtain of shells and laser beams as they support the Space Wolves' assault. Due to decades of training together under the Pack Leader, the Long Fangs can target two separate enemy squads, splitting their fire in the same shooting phase! This means that these packs of grizzled veterans are amongst the most feared support troops in the Imperium.

With the new Space Wolves Long Fangs boxed set hitting the shelves in July, an aspiring Wolf Lord can benefit from the unsurpassed firepower of these experienced and deadly warriors.



Heavy bolter



Multi-melta



Lascannon



Plasma cannon

WARHAMMER
40,000

KITTED OUT

The last few months have seen the release of no less than three plastic boxed sets for the Space Wolves army: the savage Blood Claws, the resolute Grey Hunters and the experienced Long Fangs.

By now, most generals who field Space Wolves will be counting themselves very lucky indeed. These boxed sets are an excellent value for the money, and enable you to buy a complete squad in one purchase. Not only that, but the multipart plastic kits allow you to pose the miniatures yourself. This means that your models will be unique, and that your Space Marines can be in dynamic poses, very appropriate for the bloodthirsty Space Wolves.



SPACE WOLVES BLOOD CLAWS

The Blood Claws: ferocious, savage fighters who will charge headlong into enemy lines without a thought. These fierce young Space Wolves are famed for taking huge risks in the name of Leman Russ.

The Space Wolves accessory kit, shown at the top of the page, provides an ideal opportunity to customize your Space Wolves. The kit includes torsos adorned with Space Wolves iconography and badges, special weaponry, shoulder pads, and even that most essential of accessories, the wolf pelt. Not only this, but the kit provides a variety of detailed wolf tail talismans.

One of these added to the stock of a boltgun or the hilt of a chainsword will mark that model apart from his battle brothers that little bit more. Finally, the selection of Space Wolves heads provided with the kit really let you go to town. With a bit of imagination you can assemble a variety of howling, battle-hungry warriors ready to tear at the throat of the enemies of the Emperor.



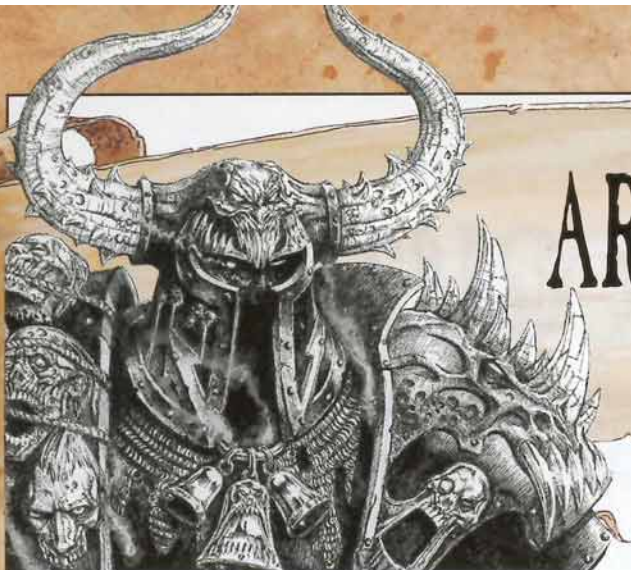
The Grey Hunters: strong and determined troopers, these packs of proud warriors form the core of the Space Wolves army. Tempered in battle, the Grey Hunters are a must for any Wolf Lord.



SPACE WOLVES GREY HUNTERS

ARMY OF DARKNESS

Chaos in Warmaster



The Old World is a dangerous place where malevolent monsters and supernatural magic threaten even the most secure of human cities. Yet in all the world there is no peril as great as the power of Chaos.

Chaos is the source of all magic. It hates all living things and would, if it could, feast upon the souls of those foolish enough to open their minds to it. There are many who are so driven by their hunger for power that they give themselves to Chaos. They willingly surrender their immortal souls in return for the nebulous promises of the Chaos gods. These gods are worshiped by the sick and insane, by men ambitious for power and by the desperate and depraved.

In the north, armies of vile warriors gather. Score after score of cruel soldiers array next to violent berserkers and towering daemons. Through the foul ranks the Lords of Chaos stride, marshalling forces comprised of abominations and maniacs. Soon, the Legions of the Damned will march once more, and a flood of Chaos will drown the hated Empire forever.

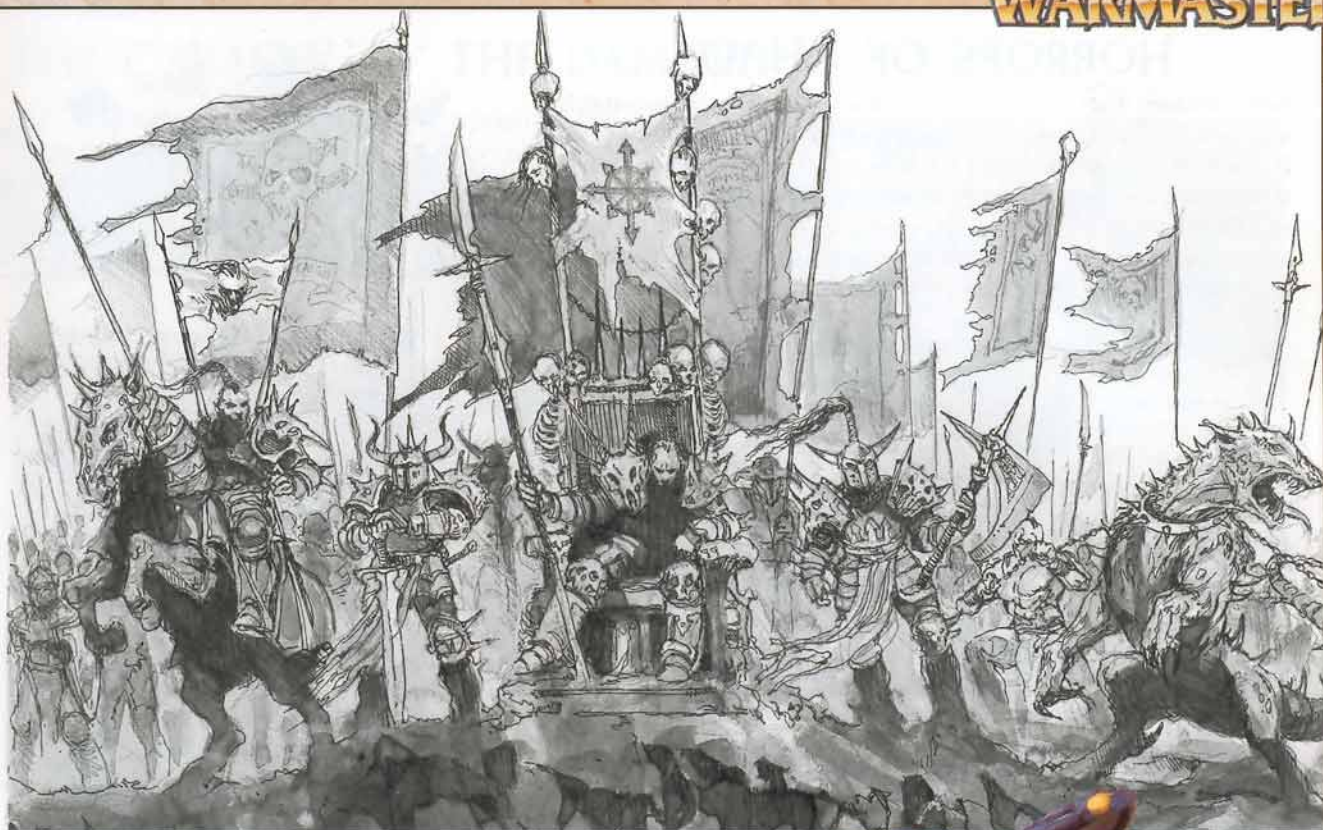
► *Chaos Wizards are those who attempt to channel the raw essence of Chaos to their own ends, often resulting in mutation and insanity. With spells like 'Curse of Chaos' launching three shooting attacks that ignore armor saves, these sorcerers are exceptionally powerful.*



◄ *The Chaos General has a Command value of 9, the highest in the Chaos army. His position was gained through years of ruthless bloodshed in the name of the Chaos gods. A Chaos General adds +2 to the Attacks of the unit he accompanies.*

► *A Chaos Hero is a champion even among the elite forces of the Chaos Warriors. He adds +1 Attack to the unit he accompanies.*





▲ *Chaos Warriors are possibly the most dangerous soldiers in the Old World. Highly trained, well armored, and filled with hate, these warriors have sold their very souls to Chaos.*



▲ *Chaos Generals, Wizards, and Heroes may ride a Chaos Dragon.*

These monstrous creatures increase their rider's Move from 60cm to 100cm and add +3 Attacks to those of its rider. The Dragon can also breathe fire! The fire breath has a range of 20cm. In addition to this, the unit the Chaos Dragon is with causes terror.

▲ *In the far north of the Empire, men have worshiped the Chaos gods for centuries. These Marauders, as they are called, are brutal barbarians who live deep within the Chaos Wastes. They openly welcome the horrific scars and mutations bestowed by the fickle powers they worship, and are all too eager to burn and pillage a fiery trail of destruction across the lands of men.*

HORRORS OF CHAOS

Any creature that comes into contact with Chaos inevitably changes, mutating and twisting into a horrific parody of what it once was. Chaos armies play host to a huge variety of these dangerous and bloodthirsty monsters, from shrieking flocks of Harpies to slithering, spitting Chaos Spawn. These abominations are sent crashing into the enemy ranks, a fearsome wave of shock troops few have the mettle to face.



► *Dragon Ogres are huge, violent behemoths that revel in crushing all that stands before them. These towering monsters are exceptionally skilled in battle, rolling a mighty 6 Attack dice per base!*



▼ *Harpies are half men and half creatures of the air. They flock in the northern skies and feast upon the slain once battle is over. Harpies follow the armies of Chaos like crows. They can fly and as they are such wild and bestial creatures, a unit of Harpies cannot be joined by a character.*



◀ *Chaos Spawn are hideously malformed and twisted monsters, shaped by the raw essence of Chaos into many-headed nightmares. They spurt acid and bile at their foes before charging deep into the enemy ranks. Chaos Spawn are totally mindless. They cannot be given orders on their own but only as part of a brigade which contains more non-Spawn units than Spawn.*



THE CAVALRY OF THE DAMNED

The mounted soldiers of the Chaos legions are rightly feared throughout the Old World. At the forefront of the army ride the silent Chaos Knights, accompanied by howling Marauders, and snapping Chaos Hounds.



▲ The infamous Chaos Knights are the elite cavalry of the Chaos army, men whose forms are fused into perverse armor and whose mutant steeds snap and bite with the fury of Daemons. The Knights of Chaos are extremely skilled fighters, and their extra mobility means that a devious General can use them to deliver a hammer blow at even the strongest enemy line.

▲ Chaos Hounds are mutated, slaving canine giants that bear little resemblance to the warhounds of Man. These daemoniac packs hunt down the enemy without mercy, the cruel whips of the Beastmasters at their backs.

► Marauder Horsemen are barbaric savages who fight in the name of the dark gods, but have not yet earned favor enough to become Chaos Knights. However, despite their lesser discipline and equipment, these wild men are no less ferocious in battle. The Horsemen fight in greater numbers, their great love of war driving them into a frothing battle-lust.



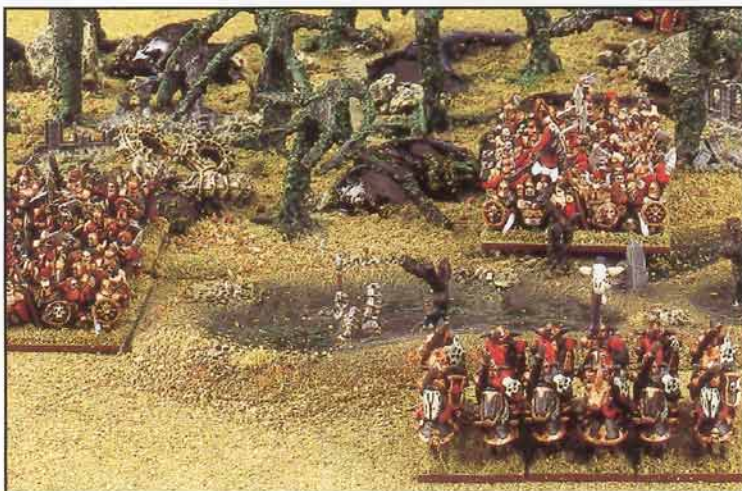
The Chaos forces, led by their violent and twisted leader, amass once more to wage war upon the Old World.

THE BATTLE OF GAPING MOOR

A Warmaster Scenario by Rick Priestley

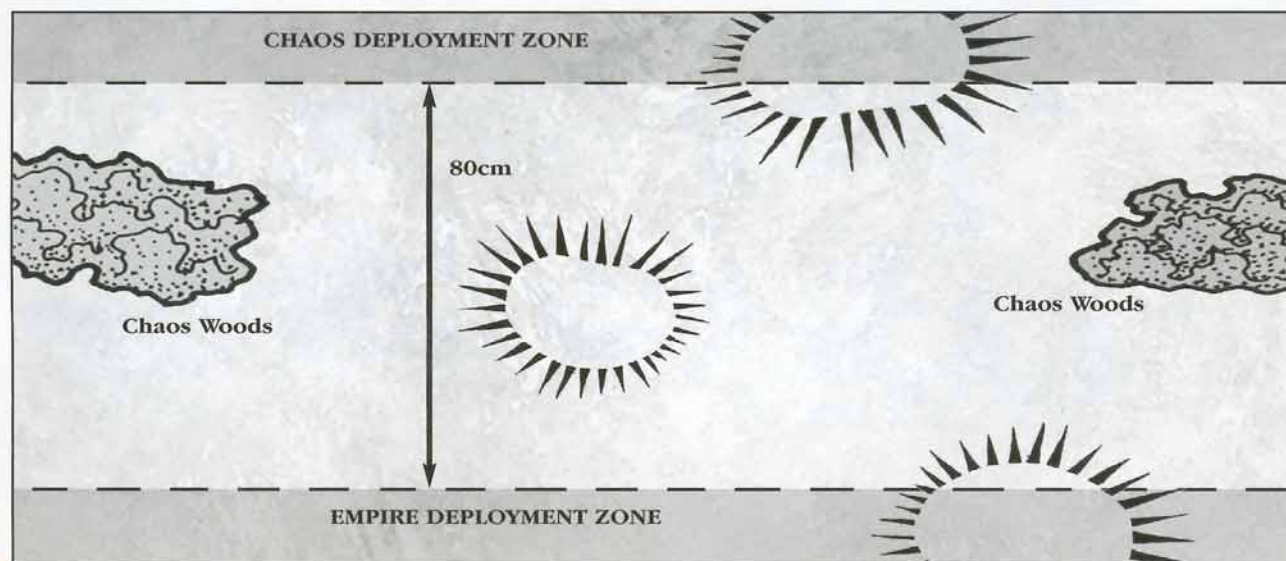
During the Great War Against Chaos, armies of daemonic, gibbering monstrosities poured southwards over the Empire. The horde advanced upon a tide of magic so that as it fought its way southwards all the territory behind was warped by the awesome power of the Chaos gods. Lands that had once been verdant and fertile were turned into deserts of broken bones. Trees were twisted into wooden Daemons of branch and root. Rivers of rancid blood bubbled across the bone-filled plains and in them swam fish with scales of flame. During the Battle at the Gates of Kislev the Chaos armies were halted by the combined armies of the Empire led by Magnus the Pious. In the following weeks Magnus' zealots pursued the retreating armies of Chaos over the magically warped lands, hunting down and destroying the remnants of the once great horde of the Chaos gods and restoring the world to its natural order.

The Battle of Gaping Moor was fought between vengeful humans and a fleeing army of Chaos. The Empire army that had beaten Chaos at the Battle at the Gates of Kislev comprised a ragtag mix of professional soldiers, brigands, and religious zealots. After Magnus' victory, this army split into many factions. Some returned home, whilst others, despite Magnus' best efforts to bring them to order, took off after the defeated enemy. Many men had been touched by the power of Chaos during the fighting and had gone crazy as a result. Quite a few, though, were crazy to start with. For the most part, these small armies disappeared into the Chaos Wastes and their stories are lost to history. The Battle of Gaping Moor is one battle of which some details survive.



Chaos troops emerge from the twisted woodland.

Following the defeat of Chaos, a large body of Chaos troops retreated northwards together with a great prize they had plundered during the war. This was an icon from the Temple of Ursus in Kislev – an ancient relic revered amongst the Kislevites for its magical powers of healing. The army was led by a mighty Lord of Chaos called Helgrim Darkblade, a warrior of almost supernatural power who had for many years enjoyed the favor of the gods of Chaos. Now he found his retreat blocked by a heinous landscape transmuted during the advance of the Chaos horde. This was the Gaping Moor, a gigantic barren moorland where the ground had taken on the form of thousands of gnashing jaws hidden just beneath the surface. These were impossible to see or avoid, so the first thing a warrior knew of his peril was





A foul, leering mouth emerges from under the earth to snap at the passing Dragon Ogres.

when the ground rose up around him and gulped him down whole! Lord Helgrim realized that his army was slowly vanishing around him whilst his enemy drew ever closer, seemingly oblivious to the loss of its own men. In fact, the Empire army was driven onwards by the fanatical witch-burning, mutant-hating, rabble-rouser Nikolai Mouss – a crazed but charismatic defrocked

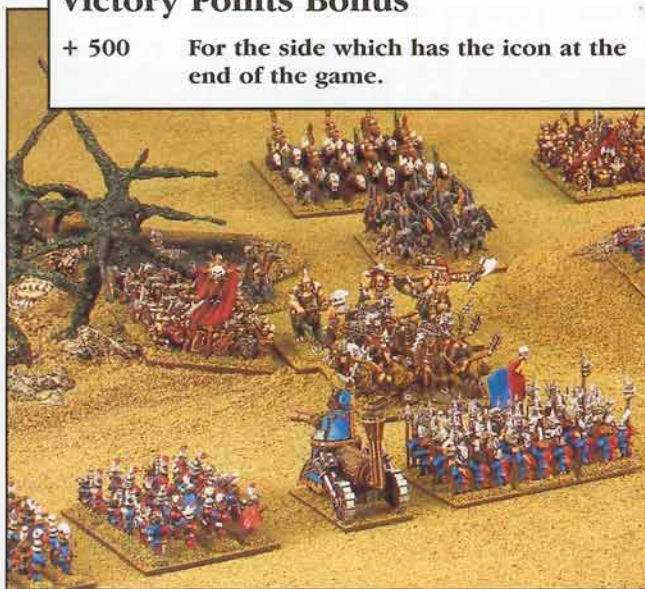
priest of Sigmar. Nikolai had sworn to die rather than let Helgrim get away with the icon he had stolen from the Temple of Ursus, and had gathered round him a group of similarly minded warriors. Their pursuit of the retreating armies of Chaos had been relentless. The army had lost many troops in the Chaos-warped landscape, but rather than deterring Nikolai, this simply made him more determined than ever to recover the icon.

This battle was fought between Chaos and Empire armies in the magically twisted lands of the Chaos Wastes. Although it could be fought between any two opponents, it is especially suited to Chaos because of the terrain which is typical of the weirdly altered land of the Chaos Wastes. The icon provides the attacking army with a particular objective. Although it is possible to win without possessing the icon, it is very difficult to do so.

The defenders (the Chaos army in the story) deploy their army along the northern table edge. The attackers (Empire) deploy along the southern edge once the Chaos army is fully deployed.

Victory Points Bonus

+ 500 For the side which has the icon at the end of the game.



Right: Crazy Flagellants charge into the Chaos cavalry's flanks from the cover of a hill eaten away by the very earth.

To represent the carnivorous terrain of the Gaping Moor, troop units which move either because they receive an order or use their initiative must roll a D6 to determine what happens. Flying units do not have to roll – they are assumed to fly above the twisted landscape. Make this test immediately before moving the unit. Roll a D6 and consult the chart below.

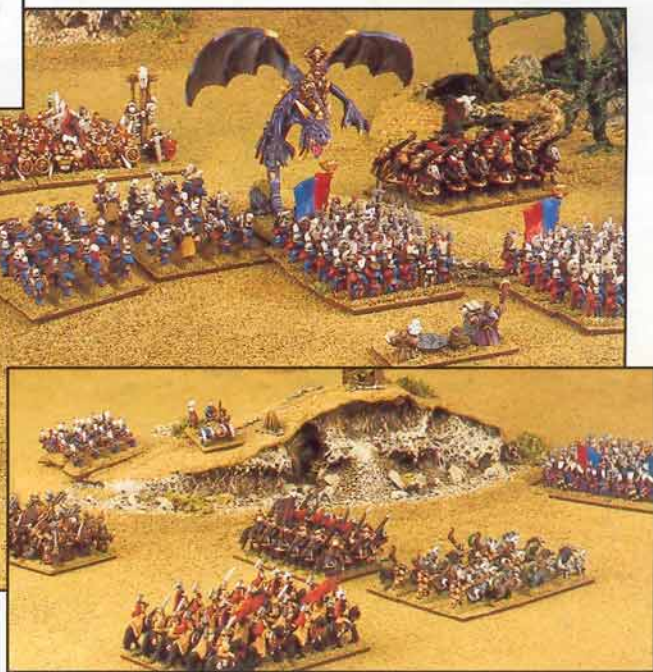
- | | |
|----|---|
| 1 | Roll a dice. On the score of a 1-3 one stand is destroyed. On the score of 4-6 the unit escapes unharmed. |
| 2+ | The unit escapes the predations of the Gaping Moor this turn. |

To represent the near-crazed nature of the attacking army, none of its troops are affected by terror during the battle – they are not afraid of anything! This means that the usual -1 Attack penalty will not apply when fighting terrifying opponents.

The icon from the Temple of Ursus is in the possession of Lord Helgrim Darkblade. Its power is such that a unit Helgrim is with does not have to roll for the effect of the Gaping Moor and can automatically disregard the first hit it suffers in any turn. If Helgrim is slain in combat then the Empire side automatically recovers the icon. If Helgrim is slain by shooting then the icon is lost and neither side may claim it.

In this battle the Empire player can have up to three units of Flagellants for each 1,000 pts to represent the crazy zealots that made up such a large portion of the Empire's army at this time.

Below: The righteous fury of the Empire is met head-on by thousands of frenzied Chaos troops, as the warped terrain takes its unnatural toll on those who lag behind.



THE WOODS OF GAPING MOOR

After last month's success with the Battle of Death's Gate scenery, Nick Davis has had a go at something a little different – the Chaos woods for the Battle of Gaping Moor, a Warmaster scenario featured in this month's White Dwarf. Here's how he did it...



Nick Davis

Time for me to have a go at some more Warmaster terrain – woods. Not just any kind of woods, but Chaos woods infested with Daemons and other nasties.

As with the Death's Gate terrain, the Chaos woods were created with a specific scenario in mind (although they are excellent for use in any game set in the Chaos wastes) which, although always a challenge to build, will help to bring the scenario to life. The Battle of Gaping Moor calls for two large Chaos woods, some of the only cover in the blasted Chaos landscape that is the Gaping Moor.

STUFF I USED

With my budget at breaking point from last month's barrow terrain, almost all the materials for this project had to be cheap and easy to get hold of. I managed to collect together some metal and plastic bits to help complete the scenery. This is what I used:

- Hardboard
- Thin garden wire
- A handful of small stones
- Masking tape
- DAS modeling clay
- A bag of coco flower shells (available from stores that sell dried flowers and plants)
- A loose collection of metal pieces, Epic Tyranid arms and heads, Great Unclean One belly, and some Chaos Spawn tails
- 2 Warmaster cannons
- Lots of PVA glue (white glue) & texture paint!

Now to me Chaos woods are twisted, evil, wasted, rotten, blasted, and malevolent. I wrote these words down and this helped me to form a picture in my head. I then took a look at the woods built by Owen Branham and Mark Jones for the Warhammer Chaos scenery and decided to use a similar look. With the style of the trees sorted out I began. The only thing I had to remember is that the scale of Warmaster allows you to really go over the top!

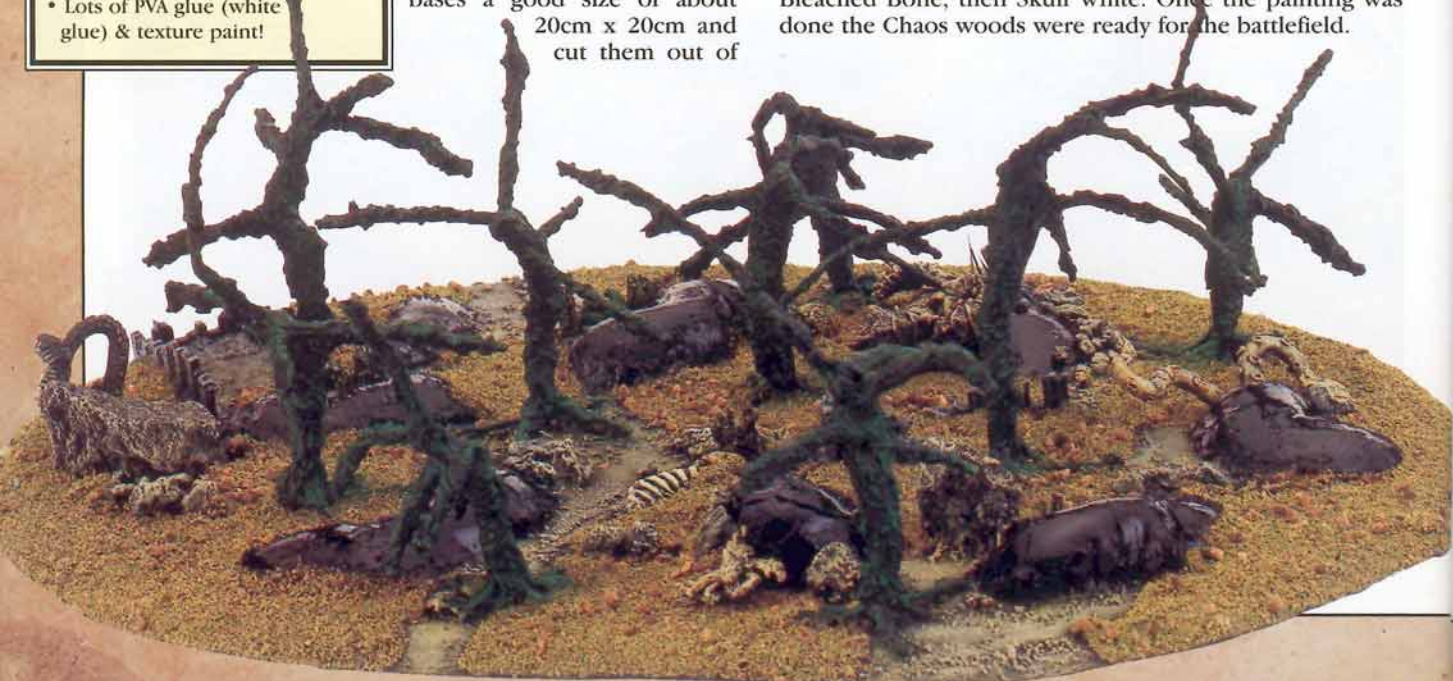
The first thing to build was the bases for the woods. This would give me an idea of how many trees I would have to build. I decided to keep the bases a good size of about 20cm x 20cm and cut them out of

hardboard. This gave me two fairly large woods with enough space to put some features on the bases. After a little thought I decided on a fetid lake and an embankment. I also remembered an old Hammer Horror movie that had giant silicon-like beasts in the woods. This was something I was keen to represent on the Chaos woods, something slug-like that you were not sure if it was a hillock, alive, or both.

The embankment was easy to build. I glued on an old bit of blue insulation board I had in my bits box (it's sort of a compact polystyrene – remember the first rule of modeling, never throw anything out) on to one side of the base and cut it into shape with a modeling knife. The fetid lake's banks were made out of modeling clay, then the lake was filled with PVA glue and left to dry (see box right). The hillock/slugs I wanted on the second base required a little more thought. At first I was going to make them out of modeling clay, but then I found a bag of coco flower shells in my bits box. I'd bought them to add some strange alien plants to my jungle terrain. Turning them upside down I had the perfect hillock/slugs (see box right). These were then glued all over the second base. To finish off the bases I added some small stones, a few metal bits for the woods' denizens and a couple of Epic 40K plastic ruins.

With the bases ready I 'guess-timated' I would need about sixteen Chaos trees and set about making them out of garden wire and masking tape (see box far right). The trees were then glued to the base (it turned out I need seventeen). Both Chaos woods were painted with coarse texture paint and then with Chaos Black.

I flocked the bases leaving large areas uncovered so I could do a little drybrushing with Bubonic Brown followed by Bleached Bone, then Skull White. Once the painting was done the Chaos woods were ready for the battlefield.





In both Chaos woods, metal components were added from various Citadel Miniatures.



FETID LAKE



The banks of the fetid lake were made with DAS modeling clay. The water is PVA glue in which I placed a hand from an old Pink

Horror miniature. I painted the water Chaos Black and then Dark Angels Green. The wet effect is created using gloss varnish painted directly onto the lake.



HILLOCK/SLUG



The hillock/slug things are a little unusual in their shape. I found that upturned coco flower shells are suitably strange. Once painted black and given a coat of gloss varnish they looked positively disturbing.



CHAOS TREES

The trees in the Chaos Wastes are blasted, rotten husks, warped by the powers of Chaos into evil looking, gnarly, twisted shadows of their former selves. In short this makes them incredibly easy and fun to build. Here's a guide to how I did them...



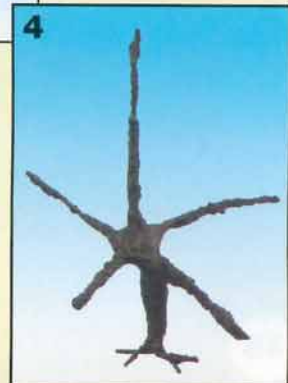
Stage 1. Cut about 5 lengths of garden wire, of 4-5cm in length. Then start twisting them together to form the trunk. Make sure you leave enough wire clear for the branches. This is your wire armature.

Stage 2. Get a length of masking tape and cut it in half length ways. Wrap the tape around the wire armature to bulk the tree out.



Stage 3. Paint the tree with textured paint. I used Polytex coarse texture paint.

Stage 4. Spray or paint the tree with Chaos Black. Then drybrush with Goblin Green. Your Chaos tree is now ready to be based.



Chaos Marauders retreat to the woods to defend against the Empire knights.

GAMESDAY 2000

**TICKETS ARE
ALMOST GONE!
CALL MAIL ORDER
1-800-394-GAME
TO GET YOURS**



**This year's
Games Day
T-shirt features
the stunning cover from *Codex: Space
Wolves* by Dave Gallagher. They've consistently
sold out in the past, so make sure you get yours!**

Sound the trumpets for Games Day has come again and this is your **LAST** chance to preorder tickets! The largest, most game-filled event on the Games Workshop calendar is fast approaching. On the following pages you will find out what the excitement is all about and a few last minute reasons why you must come to Baltimore, Maryland and join the fray!

IT'S ALL ABOUT THE GAMING - Want to play on fantastic terrain across elaborate battlefields? Want to try a new army just for the day? Want to get involved in the largest jungle battle of Warhammer 40,000 ever seen on this planet? Want to pillage and burn an entire Warmaster city? Interested in bringing your own army to get into a Bring and Battle with new friends, or to compete in one of the many Mega-Battles being waged throughout the hall? How about signing up for one of the Games Day Tournaments and battling for fame and glory? While gaming may be top dog, there are loads of other things to see and do . . .

MORE STUFF THAN EVER - In between games there are plenty of other activities going on at Games Day. How about the perennial favorite Speed Painting, Door Prizes, the Banner Contest, and silly events like Skaven Obstacle course? We encourage all Game Day visitors to stop by and talk to our special guests - games designers, figure sculptors, and more - about their work, new designs, game rules, new releases, and more. The Games Day store will have the full line of products, with some great special offers and new releases. We also have Forge World coming with a huge booth with their full line of character busts, tanks, scenery, and more!

This will be the biggest and best Games Day yet, so start making your plans to attend. We hope to see you there!

GAMING FOR EVERYONE!

With the different types of gaming available, everybody should be able to get in on the action!

DEMONSTRATION GAMES

If you're looking to give a new game a try, or maybe introduce a friend to the hobby, there's no better place to do it than the Demonstration Tables at Games Day! All the models, scenery, and instructions are provided, all we need is you!

REGISTERED GAMES

Most of the tables at Games Day are set up for Registered Games with Gaming Session Time Slots (see the chart). All the models and terrain are provided. To be safe, it's advised that you register in advance when getting your ticket through Mail Order (see the ticket information), but we'll be more than happy to register people for remaining games at the door.

BRING & BATTLE GAMES

If you'd like to pit your own models against the world, then the Bring & Battle Games are for you! With scenery and scenarios all set, you can step in when there's an opening without having to register. Be sure to check the points, list restrictions, and other rules for each table before gathering your troops.

MEGA-BATTLES

The Mega-Battle tables give players a chance to take part in a large scale battle with a special scenario and holding, in some cases, up to six players on each side. You must have your own models (check the game description for points and restrictions) and you **MUST BE REGISTERED** to play in the Mega-Battles.

TOURNAMENTS

The Two Tournaments we are running this year are for gung-ho gamers who want to spend an entire day battling it out in a quest for fame and glory. Each separate Tournament lasts all day (three games each, with only a few breaks in between) and is only open to those players who have purchased a special Tournament ticket. There are still a few openings left for both, so make sure you reserve your space while you can!

SPECIAL GAMING EVENTS

This year, in addition to the multitude of gaming tables available above, we've added some special, unique events. The Rumble in the Jungle is a monstrous Warhammer 40,000 game that YOU are welcome to join in on. This could be the largest game ever attempted - just stop by and play.

There will also be another fantastic Display table from the same Canadian team that created the Slave Raid at Melfa River seen at last year's event (and White Dwarf # 243!). This year you can even play on a part of the display! Don't forget Sentinel Racing, the Skaven Academy, & more.

Games Day 2000 - Friday, June 30th and Saturday, July 1st, 2000
Baltimore Convention Center, Baltimore, Maryland
For more information (ticket prices, package deals, times, etc.), call
Games Workshop Customer Service - 1-800-492-8820

RUMBLE IN THE JUNGLE

WARHAMMER
40,000

**Multi-Player
Slugfest!!!**

Come by and join in on what could be the largest Warhammer 40,000 game in the known world. We will be running this non-stop, carnage-filled game throughout BOTH days of Games Day.

THE SCENARIO: A massive Hive Fleet has just invaded the Imperially protected Jungle Planet of Zorn IV - bad news for the Catachan army stationed there! Reeling from the initial attack, the Catachan are trying desperately to set up a defense. The Tyranid force is just starting to gain momentum!

COME AND PLAY - ALL MODELS PROVIDED!

**FINAL VICTORY & TOP PRIZE WINNERS WILL BE
ANNOUNCED DURING THE
GOLDEN DEMON CEREMONY
ON SATURDAY!**

Look for: * Big Prizes * Schaeffer Last Chancers
* Hideous bio-constructed Monsters
* Guys in silly costumes * Last Stands
* I was there souvenirs * Battle Honors
* Medals for fallen heroes * A human eating contest (for the Tyranids)* And more!



SPECIAL GUESTS

So who is coming over from the UK to help Games Day 2000 be even bigger and more spectacular? This is your chance to meet, greet, and question some of the veritable giants of the Games Workshop Hobby...

Paul "Fat Bloke" Sawyer - White Dwarf editor and all around (or is that all round?) good guy, Paul will be on hand to talk about all the upcoming great games and miniatures. Rumor is that we'll even be raffling off a chance to thrash Paul in a game of Warhammer. Don't pass this up!

Andy Chambers - Andy is in charge of the Warhammer 40,000 games developing team - so anything you ever wanted to know about new Codexes, models, rules, and upcoming events in the 41st Millennium, then Andy's your man! We have even persuaded him to bring over the brand new *Codex: Armageddon* so you can get a sneak peek at it before its release! Look for special "Andy seminars" throughout the weekend!

Chris Fitzpatrick - Chris is the sculptor extraordinaire who brought you many of the fantastic Dark Eldar models. Chris will be on hand to discuss (and show off!) his latest projects, sculpting techniques, and more.

So stop by, drool on the new releases, ask about your favorite armies, and get the inside scoop on how to beat your best friend's army. There are rumors of even more special guests, like battle report veteran (and Australian White Dwarf Editor) **Dave Taylor**, Scenery experts **Tracey & JB Coulter** along with **Joe Krone** will also be on hand to answer all your "how to" terrain questions.



Andy Chambers (above) will be on hand all day Friday and Saturday to talk about games design, upcoming projects and more!



Tony Cottrell, the man behind Forge World, will be on hand at Games Day 2000, while some of the coolest Forge World creations will be on display, and of course, for sale in the store. Don't miss out of lots of new, never before seen stuff!



GOLDEN DEMON™

"Isn't Golden Demon part of Games Day?" It certainly is, but it's such a huge part, it deserves its own special mention. For those of you who don't know, Golden Demon is the most prestigious competition among miniature painters anywhere. Each year, some of the most exquisitely painted Citadel Miniatures are brought to compete in this "Super Bowl" of brushwork. Everything from single miniatures to massive battle scenes vie for the overall victory and the honor of hoisting the Slayer Sword above the crowd. It's free to enter (with admission, of course) and everyone's invited to take part - even if you don't enter yourself, it is spectacular to stroll down the aisles and look at all the fantastically painted entries. So get your brushes in gear, and get started on those Demon-winning entries!

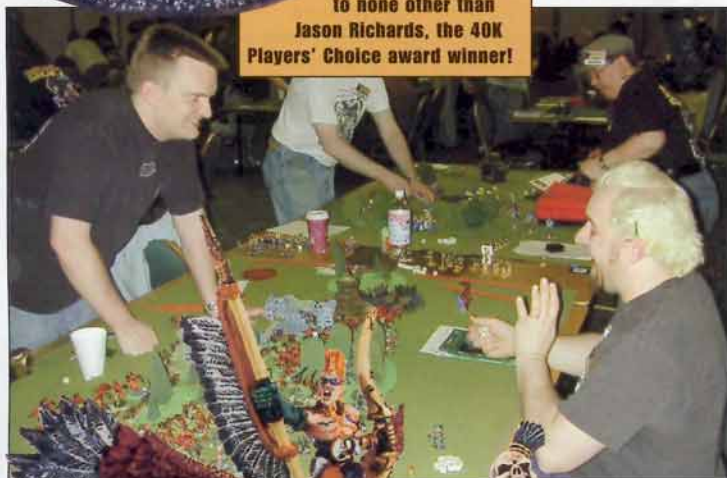
Chris Borer
1999 Golden
Demon
Winner
Crimson Fists
Command Squad



GRAND TOURNAMENT 2000 SEATTLE

The state of Washington was ground-zero during two days of gaming mayhem and plain, old raucous good fun. Throngs of Warhammer and Warhammer 40,000 enthusiasts converged on the Doubletree Guest Suites in Seattle and made their presence known!

This Lictor belongs to none other than Jason Richards, the 40K Players' Choice award winner!



Marc Robson has played a myriad of other armies in the past, but decided to bring his well-painted Wood Elves to the Seattle GT!



Who would want to mess with Dan Siger's Squig Hopper?



The Seattle Grand Tournament was our largest yet. One hundred and forty rabid gamers turned out and had a blast! This tournament combined both Warhammer and Warhammer 40,000 into one action-packed weekend with the opportunity to play an assortment of armies and meet new people. Combatants that arrived early enough had a chance to warm up and get a few battles in on Friday night, but Saturday morning gave the contestants a chance to truly test their mettle! The hall rumbled for two days in a row, gauntlets were thrown down and blood flowed freely. For an extra challenge the dreaded knowledge quiz was passed out to blow the minds of the participants. Finally it was time to see who had come out on top. After the dust had cleared and the crows had eaten their fill of the fallen, the awards ceremony commenced. Curious about the outcome of this massive event? Check out the following pages to see the winners and what they brought to play with!



Phil Valdez's Space Marine Chapter was filled with conversions and had definite anime overtones. Check out this cool Chaplain on a bike.



Over one hundred and forty gamers turned out for the Seattle Grand Tournament and with their help it was a complete success!

THE WINNERS



WARHAMMER 40,000

OVERALL

Tom Van Dyke - Chaos

BEST ARMY

Don Riddick - Dogs of War

BEST APPEARANCE

Ron Kruize, Jr. - Beastmen

BEST SPORTSMAN

Greg Matthews - Chaos Dwarfs

BEST SELECTION

Heath Hathaway - Skaven

BEST GENERAL

Mark Havener - Lizardmen

PLAYERS CHOICE ARMY AWARD

Shelly McKittrick - Knights of the Holy Grail

WARHAMMER 40,000

OVERALL

Kenneth Wilson - Blood Angel Successors

BEST ARMY

Robert McKittrick - Orks

BEST APPEARANCE

Jason Dyer - Dark Eldar

BEST SPORTSMAN

Brian Holovec - Chaos Sp. Mar.

BEST SELECTION

Jeff Burcham - Tyranids

BEST GENERAL

Cameron Stolz - Space Marines

PLAYERS CHOICE ARMY AWARD

Jason Richards - Tyranids

Left to Right

FRONT ROW: Jason Dyer, Tom Van Dyke, Kenneth Wilson, Ron Kruize Jr., Mark Havener, and Shelly McKittrick.

BACK ROW: Brian Holovec, Robert McKittrick, Heath Hathaway, Jeff Burcham, Cameron Stolz, Jason Richards, and Greg Matthews.

TOM VAN DYKE - Overall Champion



Tom felt that his Marauders wouldn't spend the time to cover themselves with tattoos and body paint. Instead, they let Nurgle's blessing of sores and pox cover their bodies!

This outstanding hand-sculpted chariot formed the centerpiece of Tom's Army!



The Tribe of the Crow never looked so foul! Tom Van Dyke and his Nurgle Marauders took the weekend by force (plague?) and came out on top with the title of Overall Champion. Tom considers himself a bit more adept at modeling and sculpting than at painting, so he couldn't

refuse the urge to let his imagination run wild with a Chaos army. His Marauders took him nearly five and a half months to complete; two of those months were devoted to the chariot alone! When Tom sat down to paint his creations, he wanted to use the Nurgle color scheme of green and purple in such a way that it wouldn't blend into the battlefield. He decided to keep his troops bright and clean, but made sure that details like exposed metal appeared suitably corroded and rusty. As you can see, the results are fantastic and really unite the entire army.



Best Sportsman
Greg Matthews



Best Army
Don Riddick



Best Selection
Heath Hathaway



Best General
Mark Havener



For the Minotaur Champion Ron used half a dozen different model parts (most of which came from the menacing Bloodthirster) to come up with this terrifying final product!

RON KRUZIE JR. Best Appearance



Ron raided the plastic zombie sprue to decorate his Beastmen chariot. The severed body parts add to the bestial nature of his army.

Ron Kruzic, Jr. who, as you can probably see just by looking at these few examples is an incredible painter. His Beastmen took him a long time to paint but it definitely paid off. He was so excited about his win that he swore to participate in Games Day's Golden Demon competition this summer here in Baltimore and we hope he makes good his promise! Special touches like hand-made standards and awesome conversions (like his Minotaur Standard Bearer), make Ron's army a pleasure to look at!

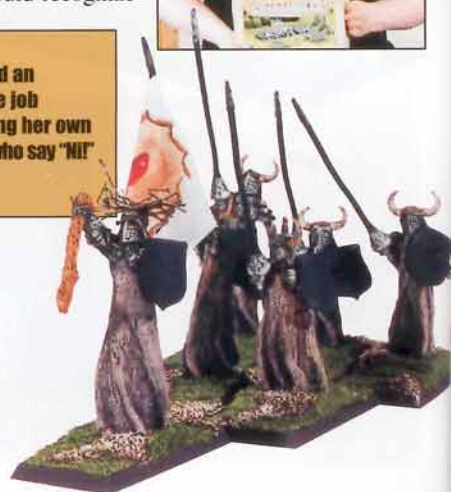
SHELLY MCKITTRICK Players' Choice Army



Shelly McKittrick admits that while assembling and painting this army she must have watched Monty Python's Search for the Holy Grail at least 50 times. She had hoped to include even more characters from the movie but she ran out of time. Shelly would test out her finished models on friends and her husband Robert to see if they could recognize her masterpieces!

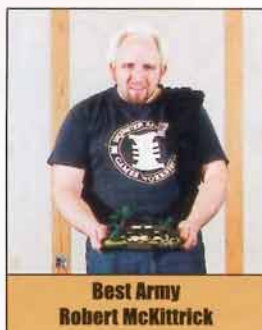


Shelly did an awesome job converting her own Knights who say "NI!"





Best Sportsman
Brian Rotovec



Best Army
Robert McKittrick



Best Selection
Jeff Burcham



Best General
Cameron Stolz

JASON DYER

Best Army Appearance



The Kabal of the Bone Collectors are the creation of Jason Dyer, who by the way was our very first Games Workshop Outrider in Canada. He has been playing since the dawn of Rogue Trader, the first installment of Warhammer 40,000. Jason started painting his Dark Eldar in October and at 11:30am, the day he travelled to Seattle, he was done! He decided to stray from the normal dark colors associated with evil and went for a bone color. What could be creepier than wearing armor made from the bones of your victims?



Jason's color scheme was inspired by Martin Footitt's warrior in Codex: Dark Eldar. However, he had to simplify the paint scheme in order to get so many troops completed, a good painting tip to anyone planning to make a huge army!

Robert McKittrick wanted an army that he would have a lot of fun playing. So his attention fell to Codex: Orks and, in particular, the Cult of Speed. Robert's Evil Suns force contained not only these sleek looking choppers, apply named Kreele's Kroozers, but these great converted Tankbustas too!

ROBERT MCKITTRICK

Best Army



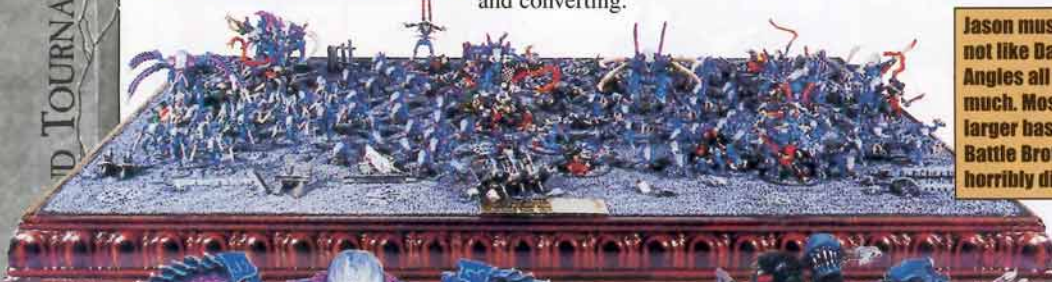


JASON RICHARDS

Players' Choice Army

Jason Richard's Hive Fleet Colossus definitely captures the feeling of a Tyranid swarm descending on a helpless planet. Just look at all those bugs! The general consensus was that Jason really did a great job in capturing the menacing feeling of the Tyranids. In just seven short weeks he completed his army, while still maintaining such a high level of detail in both painting and converting.

Jason must not like Dark Angles all that much. Most of his larger bases have Battle Brothers being horribly digested!



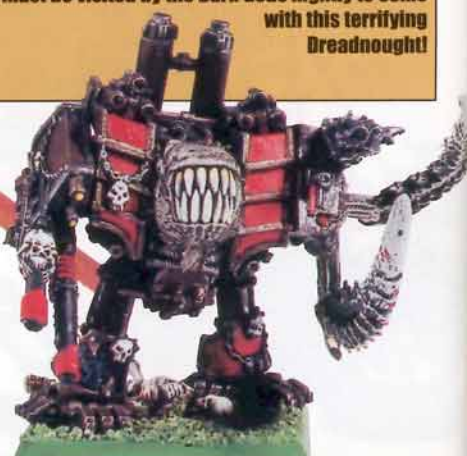
This massive Xerus Legion Space Marine Dreadnought is the creation of Cameron Stolz. You'd almost have to pity the poor Hive Tyrant!

Brian Rotovec spent one and a half years putting together his Night Lords army! Check out those converted halberds and his Chaos Lord Gorgamere.



Ever wonder what the warping powers of Chaos can unleash upon the universe? John Miller must be visited by the Dark Gods nightly to come with this terrifying Dreadnought!

Corey Stelton has based his entire Empire army on Ash and the Army and Darkness! Talk about a fanatic! Shop smart, Shop S-Mart.





Mailbox

This is the chance to have a say on the topics that you're passionate about – be they gaming, painting, other gamers, White Dwarf, or Games Workshop's games. All you have to do is drop us a line at the address on the bottom of the page.

Dear White Dwarf

Just a couple things to note: I just had a look at Forgeworld, and I think you have taken your line of gaming just that much higher. I mean WOW!!!, that stuff is hot! I started to drool when looking at the quality, and more importantly the variety. To all the readers out there, if you haven't looked online at Forge World, do so NOW!!! Next, the Tyranids: I am ready for the new Codex to come out. They are the last Codex of the large armies, and I realize that you have saved the best for last, but how about an update? Lastly, your Mail Order group has nothing but praise from me. They have responded to every whim that I could toss at them and were very helpful, friendly, and knowledgeable. Any who, thanks for listening; keep up the good work!

Steve J. Phythian

Thank you for all the kind words, Steve. Forge World has definitely been churning out some beautiful resin cast scenery bits and figure busts! Also, as the time nears for the invasion of the bugs that you know and love, I'm sure you'll be getting lots of little teasers to get you ready for the Tyranid insurgency. System by system the Hive Mind draws nearer!

Dear White Dwarf

I have been playing Warhammer for two years, having collected a 3,000 point Lizardmen army, and as a devout fantasy player I am writing to you to ask: Where has Warhammer gone? Warhammer hasn't had any exciting new releases for several months. I know that the Perrys and

the rest of the sculpting crew have their hands full with Warmaster (and hats off to them by the way - how they sculpt things that tiny is beyond me). Still, it might be nice to have a juicy new regiments box to get our hands on. Perhaps some plastic Elves? (hint, hint.) Secondly, I would like to comment on something that I saw in issue #242 of White Dwarf that really impressed me. In the Catachan army that battled the Dark Eldar in the battle report, ten out of the fifty-something models in the army were black. I think that this is definitely a good thing, the human armies of Warhammer and 40K should be integrated (it's only fair). I'm not suggesting you stop there, though. No, no, no! I think that the armies of the Imperium, the Empire, the Bretonnians, and even the warbands of Mordheim should have a mixture of black and white models. Next time those wonderful Studio chaps decide to paint some more humans, make sure they pull out their Dark Flesh: it's not just for painting equipment, after all.

Sincerely,

Mike Wood

We couldn't agree with you more, Mike! When we received our office copy of Codex: Catachans from our UK compatriots, we were all very pleased with the cover! It is about time that our artwork and models portrayed the mixed culture that is our world today. As for your other question, don't give up on seeing Warhammer new releases in future issues. Make sure you get to Games Day for some very exciting news on Warhammer and keep your eyes peeled on White Dwarf in the near future. You won't be disappointed!

As you may remember from White Dwarf 244, Zack Baum had passed along the idea of a fan art section for the magazine. While we couldn't spare a page or two due to limited space(White Dwarf would burst at the belt!), we do think it was a great idea. This is a magazine dedicated to the bobby enthusiast after all, so how could we not show what creative minds are capable of? Our first spotlight falls on Brian Braden has graced us with this creative take on a White Scars Space Marine Dreadnaught!

This is a perfect opportunity to show off a favorite bit of modeling or an illustration that you have been laboring over! Remember though, please send focused and well lit photographs or drawings (preferably unfolded) to the White Dwarf Mailbox.



Want to send a letter to the Mailbox? Write us at: Games Workshop, Attn: White Dwarf Staff, 6721 Baymeadow Drive, Glen Burnie, MD 21060. Or, send us some email at WhiteD@games-workshop.com, but remember to give us permission to print your emails. We can't use them if you forget!



White Dwarf 230 heralded the release of the Keeper of Secrets, last of the four colossal Greater Daemon models. These remarkable monstrosities, beautifully sculpted by Trish Morrison, are equally suitable for use in either Warhammer or Warhammer 40,000. Here, Jonathan Green takes a look at how battles between the minions of the insidious Chaos powers can be re-enacted...

The Powers That Be

by Jonathan Green

In the Warhammer world it is written that within the Realm of Chaos, vast armies dedicated to the different Chaos powers march forth to war against each other, solely for the pleasure of their warped patrons. Following the release of the Greater Daemon of Slaanesh, and inspired by the background found in the 'Realm of Chaos' armies book, a thought seeded itself in my mind, spreading like one of Nurgle's virulent diseases, as I considered fighting a massed battle between all four of the major Chaos powers simultaneously. But of course, this isn't only limited to Warhammer.

I looked into the gothic future incarnation of Chaos in the 41st Millennium, where vast warbands battle incessantly over a myriad of worlds, vying for dominance of the warp/realspace interface, thousands of light years across, that is known as the Eye of Terror. Such a conflict could be fought out in an exciting game of Warhammer 40,000 or even Epic!

So, with my mind consumed by Chaos, I began work on two scenarios which would pit the followers of the four powers against each other – one for Warhammer and one for Warhammer 40,000 – considering how such a battle

A Keeper of Secrets leads its Slaanesh warband into combat against the foul Daemons of a Nurgle warband.



would be fought out, as well as what restrictions should be put on army selection.

The Greater Daemons – big, bad, and ugly!

Physical manifestations of malice, cruelty, and pure evil, the Greater Daemons of Khorne, Tzeentch, Nurgle, and Slaanesh have their own particular strengths in a game of Warhammer or Warhammer 40,000. For those of you not yet totally dedicated to the worship of the dark gods, check out the side bars in this article for a brief overview of each.

Fighting four ways

Fighting with four armies at the same time isn't as hard as it first sounds. To be victorious in such a battle may require some brilliantly thought out tactics and the ability to change your plans in an instant, but the actual process by which four gamers can fight against each other simultaneously is quite straightforward.

Simply roll a dice to determine in what order the players take their turns, the one rolling the highest making the first move.

So that the battle doesn't merely become a war of attrition, temporary alliances could be the way forward. In more usual games of Warhammer, allies are, of course, already allowed, with Wood Elves supporting Bretonnian armies or mercenary regiments being employed to back up Imperial forces. However, during a battle these allies do not suddenly turn on each other – how dull! But have no fear, the temporary alliances that the fickle forces of Chaos form allow for just such a thing to happen. Having gained the upper hand against a Khornate warband, suddenly the Slaanesh General abandons his erstwhile Tzeentchian allies and slaughters them to a man (or Daemon)!

Where Initiative scores are the same simply roll a dice: highest score goes first. Who deploys first? Again your trusty dice will provide the answer. Probably one of the trickiest things about fighting a battle with four opposing armies at the same time is keeping track of whose turn it is and where you are in that turn (a piece of paper could prove useful here.)



Keeper of Secrets, Greater Daemon of Slaanesh

The First Book of Indoctrination of the Imperium states that 'the Daemon has many forms and just one of them is the perversely beautiful and yet terrifyingly grotesque, multi-limbed, hermaphroditic Keeper of Secrets. Clad in delicate silks and bedecked with exquisite jewels, this monstrous, lithe, and powerful Daemon takes great delight in inflicting its sadistic and torturous desires upon its enemies.'



Great Unclean One, Greater Daemon of Nurgle

With its pustule-ridden body, slavering rotten maw, and grotesquely horned head, the Great Unclean One is a stomach-churning living embodiment of the Plague God himself. Its huge body is bloated and decaying, its green, leprosy skin torn in places to reveal diseased and decomposing internal organs. As it drags its vile bulk into battle, a host of crawling, scuttling and slithering things that infest its carcass swarm in and out of rents in its putrid flesh.







Khorne Berserkers follow a mighty Bloodthirster into combat.

Restrictions on army selection

Whether you are fighting battles in the fantastical Warhammer World or in the war-torn far future of the Warhammer 40,000 Universe, restrictions on troop selection are again pretty straightforward. Obviously, Daemons or troop types only available to one power, such as Bloodletters or Noise Marines, would not be able to fight for an opposing Chaos force (as they would in more conventional games). In the kind of set-ups that I am suggesting, you would never have Tzeentchian Daemons such as Pink and Blue Horrors fighting in a Nurgle warband.

In a game of Warhammer, an army of any of the four powers could contain the appropriate Chaos Warriors or Marauders. Each side could have Beastmen fighting for them, along with Chaos Spawn and other creatures from the Monstrous Host section of the Realm of Chaos book.

In the extensive Warhammer 40,000 background there are numerous troops available to any side, be they Chaos Dreadnoughts, Chaos Terminators, Chaos Space Marine Bikers, Raptors, Havocs, Obliterators, or vehicles such as the Chaos Predator or Land Raider. You can always bulk out your army with cultist followers of the appropriate Chaos Power, whether it be in the gothic future or the traditional fantasy setting.

Lastly, there are those who serve Chaos Undivided. You can treat troops of this nature in one of two ways. You can either exclude them from your game altogether or allow them to fight for any of the four sides. So there you have it: how to select the warriors of your warband to fight against other Chaos hordes. Simple, isn't it? Now all you need is a scenario that will pit the followers of the Fell Powers against each other...

Bloodthirster, Greater Daemon of Khorne

The greatest of the servants of the Lord of Skulls, the Bloodthirster, is the most dangerous creature in all the

Warhammer World (as was proved in the WD 22's Arena of Death, contest of champions - Dice for the Dice Throne of Khorne!).

These Greater Daemons of Khorne appear on the earthly plane as a terrifying amalgam of human, dog, and bat. With bloodstained fur, their mouths full of teeth like knives and clad in the ruddy bronze armor of the god of battle, they well deserve the reputation of being the greatest fighters of all daemonkind. Savagely ferocious monsters driven by an insatiable desire to kill, as their name might suggest, they exist purely for combat. Armed with the blood-hungry Axe of Khorne and cruelly barbed Whip of Khorne, Bloodthirsters stride into battle on great cloven hooves, bat wings unfurled behind them - and their bloodlust knows no bounds!



Lord of Change, Greater Daemon of Tzeentch

Wise in the ways of magic, as befits a servant of Tzeentch, the Master of Sorcery, the Lord of Change is the subtlest of all

the Greater Daemons. Nonetheless, it is still an awesome monstrosity to behold. Its body is covered with iridescent plumage and its vast, multi-colored wings flash with radiant hues of yellow, red, and blue. With horrific avian aspects, the Lord of Change is a terrifying creature whose gaze can penetrate a victim's soul to expose their innermost hopes and fears. Its raptor's beak and tearing talons are equally adept at exposing a victim's bones and intestines!





WARHAMMER

Massacre at the Monoliths

The Proving Ground

The lands that border the northern Chaos Wastes, such as the Troll Country and frozen Norsca, are littered with ancient monuments. These totems were raised over the millennia by primitive tribes and mighty warbands, to glorify champions of legend who once fought for the Chaos gods, furthering the reality of their masters' dark dreams of conquest and dominion.

One such place is known simply as the Plain of the Four Monoliths, or the Proving Ground. During times long past, four mighty champions of the Four Powers (whose names have not survived the passing of so many centuries) fought a superhuman battle to see which of the Chaos gods was the strongest. But, as is the way with the whimsical, sadistic Lords of Chaos, not one of them could best his rivals and, as a consequence, all died of the wounds they suffered during their titanic struggle. To mark the site of the battlefield,

which witnessed this clash of titans. The followers of the nameless champions erected great monoliths, each one quite unlike the other, reflecting the unboly qualities of each champion's dark patron. These bizarre and perverse monuments have stood for hundreds of years, like ancient sentinels watching over the blighted battlefield.

Marauders, Chaos Warriors, and other devotees of the dark gods have come to this place since that legendary time to make offerings to their unboly masters and pay homage to the heroes in the hope that just a fraction of their rumored power might be conferred upon them and advance them on their way towards attaining daemonhood.

A Time of Woe

The portents have been clear. At this spot, on the edge of the Realm of Chaos, storms of unnatural magnitude and nature have been brewing.

Sickly purple clouds, like great hemorrhages against the sky, have discharged lightning bolts on an unprecedented scale. Farm animals in this border country have turned on their masters, eating them and each other. In places it has even rained blood while trees and boulders have screamed out in agony. It is time for the forces of Chaos to make an insurge into the lands of mortal men once more to claim skulls and souls for their dark masters. But before such an unboly campaign can be undertaken, a champion must be found to lead the hordes of evil to victory.

For such a purpose, champions of Chaos have converged on the Plain of the Four Monoliths with their loyal followers, each one representing one of the four main Chaos powers. All that remains is for battle to be joined and a champion found through trial by combat, even if it means that all the other factions are slaughtered in the process.

The set-up

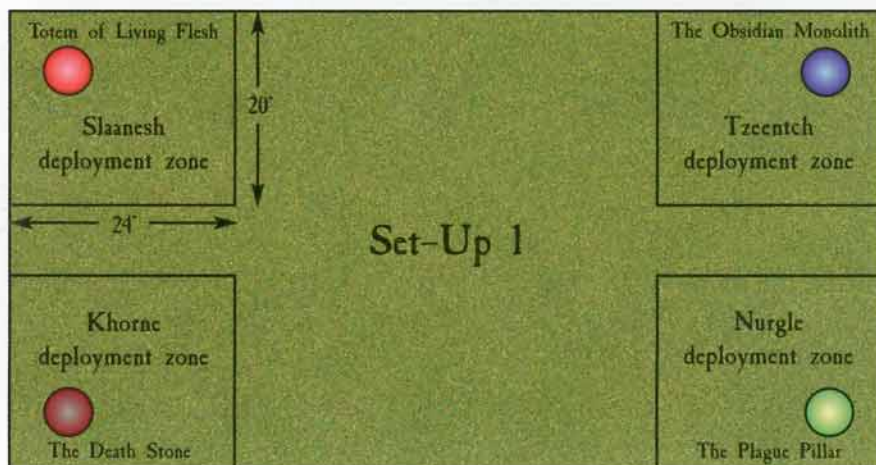
Place each of the monoliths at a different corner of the battlefield, 4" from any table edge. It should be very straightforward to represent the monoliths on the gaming table. You may well already have something suitable in your scenery collection, such as a Beastmen herdstone, which would make an ideal Death Stone. If you don't have anything appropriate, and you don't fancy sculpting each of the ancient monuments, you could just use a stone marked with the relevant Chaos rune.

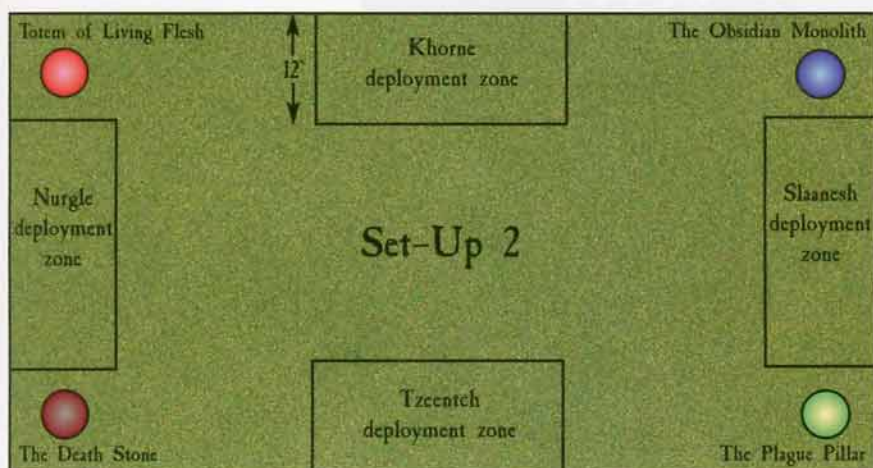
To determine which of the four armies deploys first, roll a dice to determine an order. The players then place one unit of troops on the battlefield at a time, with the player who rolled the highest dice score setting up first.

There are two ways that you might like to deploy your troops. You could either have each side massed around its own monument, with Khorne's

warband roaring their battle-cries from in front of the Death Stone and the entourage of Slaanesh cavorting before the Flesh Totem, or you could have each army lined up along one table edge. To make it even more interesting and to give the game yet more purpose, the four sides could deploy opposite their respective monoliths, rather than next to them,

so giving them a different advantage (in some cases) right from the start. Hence Nurgle's cavalcade might be deployed between the monoliths of Khorne and Slaanesh, while Tzeentch's cabal mount their attack from between the Plague Pillar and the Death stone. Of course, which table edge the four armies deployed from could be decided by the throw





of a dice, as if they had come upon the Proving Ground from all over the Chaos Wastes.

Play this as if it were the Pitched Battle scenario (see page 24 of the Warhammer Battle book). Play ends after six rounds of battle.

Special rules

The Monoliths

Each of the four monoliths acts as a rallying point for the respective army, just as a banner would. Any fleeing unit of troops will automatically rally if it is within 12" of the monolith of the appropriate Dark Power. However each of the ancient, warped totems also confers added bonuses on the followers of whichever Chaos power it was raised to glorify.

The Death Stone, Monolith of Khorne

The monolith raised to praise the Blood God is a huge, uncarved menhir, daubed with Khorne's skull rune and other sigils of Chaos. It is bedecked with skins and skeletal remains while piled around its base are countless skulls, be they human, Beastmen, those of Trolls and Chaos Ogres, or even that of a Dragon. Any Khornate troops coming within 6" of the Death Stone are driven into a rabid frenzy as an overwhelming bloodlust consumes them. As long as the Blood God's warriors stay within 6" of his monolith they are affected by the rules for frenzy.

The Obsidian Monolith, Monolith of Tzeentch

The winds of magic flow in a vortex of esoteric energy around the Obsidian Monolith. Carved in the form of a perfect octagonal prism, from a huge block of the blackest volcanic glass, the Obsidian Monolith collects these mystical energies so that those skilled in the ways of wizardry may tap into

the great store of magic contained within it to enhance their own spell-casting. Any sorcerer within 6" of the Obsidian Monolith can draw one extra magic card during the Magic phase. A sorcerer of Tzeentch may draw two cards on a roll of 1, 2, or 3 on a D6.

The Plague Pillar, Monolith of Nurgle

The monolith raised to the glory of the Lord of Decay is nothing more than a heap of festering refuse and rotting remains. Bubonic rats and bloated maggots feast on cankerous filth that drops from intestinal-like openings, while gibbering Nurglings wallow in the vomit and pus that collects at its base. A disgusting cloud of flies fills the fetid air surrounding the excremental mound of decay that is the Plague Pillar. Any troops who do not follow Nurgle that come within 6" of the monolith are unavoidably distracted by the swarm of buzzing, black bodies and must reduce all dice rolls to hit by -1.

The Totem of Living Flesh, Monolith of Slaanesh

Unlike the inanimate monuments raised to his brother gods, the Totem of Flesh is a living thing, even though such a thing should only exist in the nightmares of evil men. It is a writhing column of pink flesh that sprouts half-formed limbs all over its surface while mewling mouths open in the sickly white skin and moan in agony or ecstasy. The Totem of Flesh is all that remains of the orgiastic entourage of Slaanesh's long-dead champion, granted their final wish to be joined in vile bodily union for all eternity. The perverse blasphemy against nature that is Slaanesh's monument exudes an intoxicating musk that causes enemy models within 6" of the totem to deduct -1 from all their dice rolls to hit.

And I saw before me the place of slaughter, a barren field where no tree or other plant grew, where no waters ran and nothing that was not born of evil walked. At each corner of this blighted plain stood a monument raised to one of the dark gods of Chaos (whose names we are forbidden to speak by the Holy Church of Sigmar). These monoliths and totems were as dark and twisted as those they had been raised to edify. I could speak of mounds of putrescence, crawling with carrion-creatures, or ancient stones adorned with the broken skulls of men and half-human beasts, but the Archlector would declare me heretic and have my tongue cut out.

Then I saw, as though through a pink mist, a creature not born of flesh and blood but of the essence of that nightmare realm itself. Its skin was as white as ivory and its eyes shone with an emerald light. It had taken on the appearance of the most beautiful of women but this vision of loveliness was ruined by sharp, pointed teeth and a darting snake-like tongue. In place of delicate hands this siren had dreadful pincers, like those of a crab. Mounted on the back of yet another unspeakable creature of Chaos, the Daemon raised its three arms and I heard an ululating cry issue from its unnatural throat.

And so battle was joined among the foul armies of the Four Powers.

From the Visions of Mandrus the Heretic



The conquest of M'Laar XIII

The Domain of Daemons

On those worlds throughout the galaxy that are held by the Fell Powers or controlled by Daemon Princes, the normal physical laws of the universe hold no sway. Days can pass in mere minutes or last a thousand years. Planets orbit frozen stars in burning skies. Even the form of these worlds can be altered beyond rational comprehension. Worlds shaped like skulls or drifting island asteroids linked by void-spanning bridges all exist within the warp/realspace overlap known as the Eye of Terror.

But not all such worlds lie within the shifting tides of the Immaterium. Some are planets captured by the forces of Chaos. One such world is M'Laar XIII.

The Blackstar Crusade

In the 34th millennium, 3,000 years after the Emperor's Great Crusade to reunite humanity across the galaxy, the forces of Chaos mounted their own black crusade in the distant Ganglax Sector. Aboard his flagship Desolator class vessel, the *Blackstar*, Ekrak, traitor Space Marine Lord and Champion of Khorne, conquered the planet designated M'Laar XIII by the Imperium and brought it under the influence of Chaos.

As reward for his great victory, Ekrak was elevated to daemonhood by his master Khorne and granted dominion over the newly taken planet. However, now a domain of Daemons, the other warbands that made up the Blackstar Crusade broke their allegiances to fight for possession of M'Laar XIII themselves. Ekrak was no longer ruler of this world. Other pretenders vied for his throne. War was at hand, and it was not a war Ekrak was prepared to lose.

Overview

All sides are attempting to wipe out any opposing troops. Not one of the enemy may remain alive!

Scenario Special Rules

This mission uses the Deep Strike, Infiltrators, and Sustained Attack scenario special rules.

Forces

As there are four forces I suggest using armies of 500 points.

Set-up

Each player rolls a dice. The player that rolls highest chooses his deployment zone, which can be any of the four corners. He may deploy his forces as shown on the map below. Note that no models should be within 8" of an opponent's force.



The other players then deploy in the other corners in turn, in descending order of their initial dice rolls.

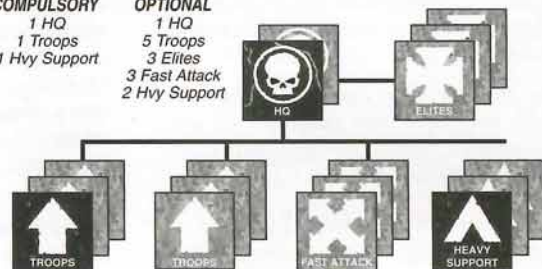
Mission Objective

To win the battle each of the four sides must try to wipe out as many of his opponents as possible. Quite

The conquest of M'Laar XIII

COMPULSORY
1 HQ
1 Troops
1 Hvy Support

OPTIONAL
1 HQ
5 Troops
3 Elites
3 Fast Attack
2 Hvy Support



simply, whoever has the largest number of troops remaining at the end of the battle wins.

Reserves

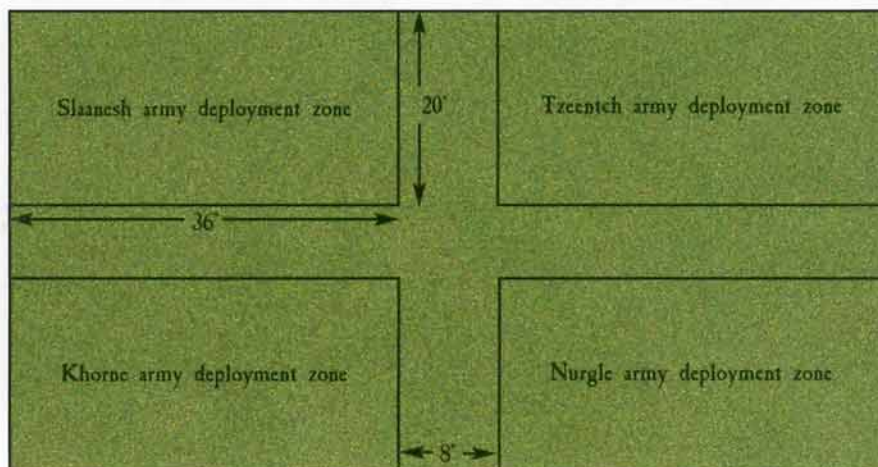
None.

Game Length

The game lasts for six turns.

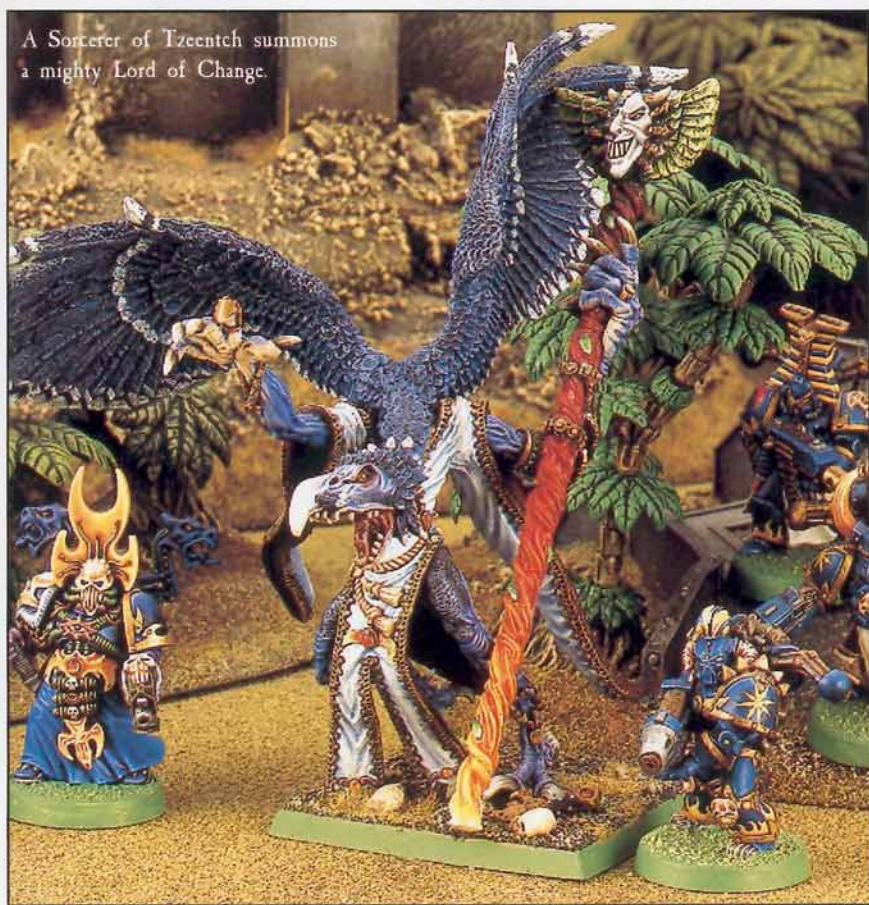
Line of Retreat

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.



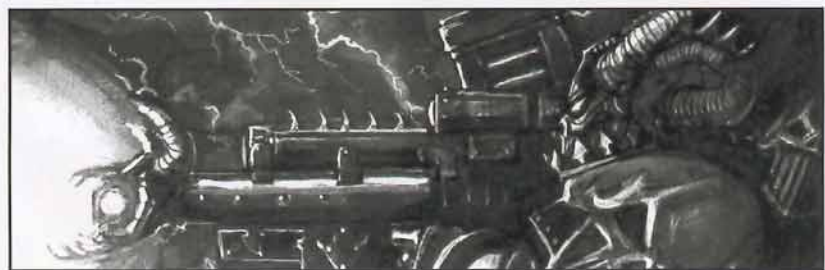


A Sorcerer of Tzeentch summons a mighty Lord of Change.



A Campaign of Epic Proportions

The battle between four mighty armies for an entire planet would be vast – so vast in fact that the size constraints of Warhammer 40,000 might prove too restrictive. So instead, why not fight the battle in the Epic 40,000 setting, with great war machines of living metal and massed armies of Chaos Cultists determining the future of the doomed world. Converting the core armies above really couldn't be simpler to any experienced player of Epic. And having won the battle for M'Laar XIII, why not take the battle into space in the Battleship Gothic incarnation of the Warhammer 40,000 universe?



Conclusion

So there you have it: some suggestions for how you might like to fight a civil war style battle between the followers of the four Chaos powers, whether it be in the Warhammer fantasy setting or the grim, gothic future universe of Warhammer 40,000. I have only really scratched the tip of the iceberg with this concept. There is so much more that you could do if you just take a look at the volumes of background material that exists for both games. But whatever you decide to do, I have just one thing more to say on the matter:

*Blood for the Blood God,
Skulls for the skull-throne of Khorne!*

An incessant moaning, fuelled by the agony and despair of a thousand tormented souls, echoed across the ravaged plain heralding the inexorable approach of the Plague Towers. An obscene jumble of rotten timbers and rusted metal, the towers rolled on over the charred and fissured ground, crushing beneath their titanic wheels the bodies of the fallen of a thousand days of battle. The monstrous vehicles were surrounded by buzzing, thunderhead-sized clouds of black insects. An awning of pock-marked, flayed skin was stretched taut over a rotting framework of fungi infested wood. Each macabre edifice rumbled across the battlefield on massive tank-wide wheels, their moldering joists creaking and arcane engines groaning in tortured defiance. The fetid stench of pestilence and decay lay heavily over the war machines of the Plague God like suffocating shroud.

The constant rumble of distant bombardment formed a backdrop of cacophonous sound to the unceasing battles that covered the fractured lands of the young Daemon world. Other warped engines of war dedicated to the gods of blood, magic and perversion, strode over earth that had been fused to glass by the heat of a hundred nuclear explosions. And beneath the feet of these great titans scurried a million mortal followers of the Fell Powers, harried to their deaths by the Warlords of Khorne, Tzeentch, Nurgle, and Slaanesh. Where one hundred Chaos cultists fell, screaming praises to their dark masters, ten times that number rose up to continue the fight.

The black sun has risen and set on this scene a thousand times. The battle for M'Laar XIII would not be won quickly. But then, time meant little in the realm of the Immaterium.



GAMES WORKSHOP HOBBY CENTERS

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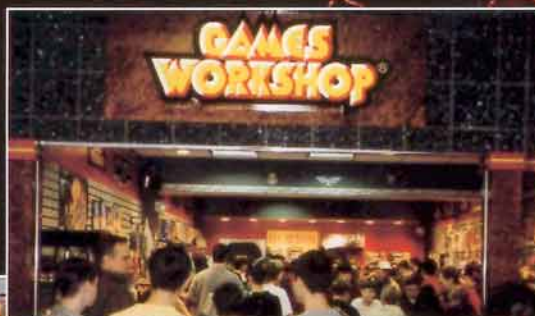
Whether you've just picked up your first issue of White Dwarf or you're a veteran hobbyist, our Games Workshop retail stores have something for you. Our stores offer demonstration games to anyone interested in getting started in the Hobby and all you have to do is walk in the doors of the Games Workshop Hobby Center nearest you. If you've never tried one of our games before, then a introduction battle is just what you need to show you how exciting the Hobby can be. For those of you who have tried one of them out, utilize our expert staff to help you get started in the next game you wish to tackle.

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about all your hobby needs, like painting tips or scenery-building advice. If you want it, they'll help you figure it out.

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New York, NY 10003
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When you hear the name **Anarchy Comics**, an image of unruly barbarians throwing caution to the wind and causing a general ruckus may come to mind. Nothing could be further from the truth at this fantastic gaming establishment. They've got open gaming every day, tournaments and leagues each month, demos on demand, and some of the most comfortable and well-constructed customer-built gaming tables ever!

Their gaming schedule in July is packed with events like Sentinel Races and a whopping big Warhammer 40,000 tournament. For the best in Games Workshop entertainment make sure you attend their Blood Bowl tournament on July 8th!

Kerrrrrunch!!!



**Anarchy Comics
& Games**
Omaha, Nebraska
402-493-4955



FUN STUFF COMICS CARDS

If you're looking for a sight to see this summer, make sure you stop by **Fun Stuff Comics and Cards** in San Jose. That blue thing in the picture is a giant piece of scenery featuring a maze of underground tunnels and caverns. It's great for skirmish battles in Warhammer and Warhammer 40,000, and of course, it's a great setting for Mordheim warbands to fight to the death.

Sometime in July the fine folks at Fun Stuff will be running a Warhammer 40,000 tournament. If you've got the notion to play and want to find out how to get in, give them a call today!



**Fun Stuff Comics
& Cards**
San Jose, California
408-532-1059





Traveling down the east coast interstate, on your way through Virginia, you're likely to come across Spotsylvania Mall. There you'll find **Other World Adventures**, a veritable haven for Games Workshop enthusiasts in the mid-Atlantic region. They're a full-service gaming store featuring the complete line of Games Workshop games and supplements. And of course, they've got plenty of Citadel Miniatures to fight for you on one of their many open gaming tables.

And when we say you'll find everything you need to play your games there, we mean everything, including opponents! You're almost sure to find someone to go up against in any GW game. But it's on every Wednesday and Saturday evening, starting at 5:30 pm, that the store truly comes alive with Warhammer 40,000 action. If you can't find somebody to play against one of these nights, you're just not looking. Now that school's out, it should be even easier to find someone to challenge. They've even got an on-site GW expert, Seth Heywood, serving as the man to see if you need to know virtually anything about all of our games.

**Other World
Adventures**
Fredericksburg,
Virginia
540-785-5589



Other World Adventures also runs a fair amount of GW events on a regular basis. Recent ones included the 40K Gladiator contest, in which players were challenged to pick one named and fully painted character out of their army and see if he could stand up against the competition (a Warhammer version is scheduled for July 22). There was also a marathon multi-player bridge assault where players slugged it out all day long until one side emerged victorious.



On top of all the product they carry, all of the great events they run, the open gaming, and the demo games available to anyone, Other World Adventures also has the unique distinction of being one of the inaugural sites for the Rogue Trader Tournaments! That's right, on July 15th, the store will be hosting the first Rogue Trader Tournament in their store. In the weeks leading up to the event, there are going to be special "preparation events." Things like a painting clinic night (July 5), and a warm-up night (July 8) that will serve as a sort of "pre-season" for the big event on the 15th.

If you want to get in on the action, give the folks at Other World Adventures a call and see about joining the fun. And be sure to tell 'em White Dwarf sent 'ya!

**WE WANT TO
HEAR FROM
YOU!**

That's right! If you happen to go to a store that you think is worth getting a mention in these pages, don't hesitate to drop us a line and let us know!

Contact: Rogue Trader Pages; 6721 Baymeadow Drive,
Glen Burnie, MD 21060-6401

ROGUE TRADER™ TOURNAMENT

Be one of the first to take part in the gaming madness of a Rogue Trader Tournament in July!



June 30th - July 1st



July 15th



July 22nd



July 15th



July 29th



For more information on these tournaments, including full rules, player limits, directions to the locations, and more, visit us online at:

www.games-workshop.com

You mean you haven't heard about Rogue Trader Tournaments?

The all-new Rogue Trader Tournaments are your chance to compete in officially sanctioned Games Workshop events that will count towards the newly-created standings in the GW Hall of Heroes on our website at www.games-workshop.com.

If you're one of the well over 1,000 people who have participated in one of our yearly Grand Tournaments, you'll be familiar with the system. If you haven't been able to make it into one of these marquee events, then now is your chance to get a taste of what all the fervor is about.



The most important aspect of these tournaments is that the winner is not based solely on win/loss record. Other factors, like painting skills, fair army selection, and sportsmanship are equally important in figuring the final standings. And those standings will be kept track of in the illustrious Hall of Heroes, the complete record of all the competitors in Rogue Trader Tournaments wherever they take place around the world.

So assemble the troops, keep an eye on the calendar, and get ready to play!



If you are looking for even more gaming excitement then get ready for

THE BATTLE FOR

ARMAGEDDON

SUMMER BATTLE TOUR 2000

Once again the Hive World of Armageddon has come under Ork attack. By coming to these stores in the Battle Tour and at other participating Games Workshop and Rogue Trader stores you can be a permanent part of Warhammer 40,000 history, as it's being written based on the outcome of this huge event!!!

Here are a few of the stores that we will be stopping at on our Summer Battle Tour! Keep an eye on the next White Dwarf as we add even more stops all over North America to the list!

July 31st

Phantom of the Attic
Pittsburgh, PA
412-682-6290

August 1st

Ground Zero Games
Erie, PA
814-4559-0086

August 2nd

Glass City Games
Toledo, OH
419-474-0304

August 3rd

Neutral Ground
Garden City, MI
888-426-3734
Gamer's Guild
Harrisburg, PA
717-561-8140

August 4th

Fortress Comics and Games
Lansing, MI
517-333-0435

Cap's Comics
Allentown, PA
610-264-5540

August 5th

Fantasy Games
& Collectibles
South Bend, IN
219-299-1133

August 5th

HobbyTown USA
West Chester, PA
610-696-9049

August 6th

Challenge Games
Joliet, IL
815-729-1332

August 7th

Showcase Comics II
Media, PA
610-891-9229

August 7th

Games Plus
Mount Prospect, IL
847-577-9656

August 9th - 13th

GenCon
Milwaukee, WI

August 9th

Jersey Shore Hobby
Sea Girt, NJ
732-449-2383

August 10th

Wizard World
Nanuet, NY
914-624-2224

August 11th

Gamz Kingston
Kingston, RI
401-782-9520

August 12th

Elite Hobbies & Models
Dover, NH
603-749-0800

August 13th

The Keep
Games & Comics
Brunswick, ME
207-729-9255

August 14th

Crossroads Games
Standish, ME
207-642-2612

Game Preserve
Indianapolis, IN
317-571-9110

August 15th

Soldiery of Dayton
Kettering, OH
937-428-4996

August 17th

Game Parlor
Chantilly, VA
703-803-3114

August 18th

One Eyed Jacques
Richmond, VA
804-359-5163

Your Move Games 2
Providence, RI
401-455-2300

August 19th

World's Best Comics
Newport News, VA
757-595-9005

Grandmaster Games
North Dartmouth, MA
508-994-5474

August 20th

Time Warp
Cedar Grove, NJ
973-857-9788

Eagle & Empire Games
Alexandria, VA
703-360-5363

August 24th

HobbyTown USA
Winston-Salem, NC
336-774-2324

August 25th

Heroes Aren't Hard to Find
Charlotte, NC
704-375-7463

August 26th

Borderlands
Greenville, NC
864-235-3488

August 27th

Mageworks
Alpharetta, GA
770-649-118

August 28th

War Room
Norcross, GA
770-729-9588

August 29th

American Cards & Comics
Chattanooga, TN
423-490-501

August 30th

Comics Book World
Louisville, KY
502-964-5500

August 31st

HobbyTown USA
Cincinnati, OH
513-697-8224

September 1st

Ravenstone Games
Columbus, OH
614-844-6463

**Check
back next
White
Dwarf for
even more
stores!!!**

"With your help and by the Emperor's light, Armageddon will throw back the green hordes and rid them once and for all from this planet!" - Commissar Yarrick



ARMAG

The hive world of Armageddon, the principle world in the Armageddon sector, lies roughly 10,000 light years to the galactic northeast of Terra. It is a vital node at the center of the Armageddon sector's navigational channels and its thousands of weapons shops supply arms to Imperial Guard regiments several thousand light years away.

The loss of Armageddon would pose a serious threat to the Imperium's power in this area of the galaxy, as was proved when a massive Chaos host invaded in the mid-41st millennium. Although that titanic battle has long since passed into history, a more recent conflict has shown how vulnerable the Imperium's control is.

In 941.M41, the Ork Warlord Ghazghkull Mag Uruk Thraka invaded Armageddon at the head of a massive Ork Waaagh. At the time, Armageddon was under the command of Overlord Herman von Strab, who was once described by Princeps Prime Kurtiz Mannheim of the Iron Skulls Titan Legion as *"the greatest waste of flesh and bone born in the last five hundred years"*. It was von Strab's complete lack of preparation that cost the Imperium dearly. Even when a hulk of massive size was sighted in the Armageddon system, von Strab did nothing to investigate or report its

appearance to other Imperial authorities. When the Orks crashed onto the western continent of Armageddon Prime, von Strab sent out his planetary defense regiments piecemeal, and they were smashed to pieces by the vastly superior Ork armies. Armageddon Prime quickly capitulated, its supply lines were cut and Ork warriors stormed through the tunnels of its hives. It was Commissar Yarrick who ordered the Astropaths to send a signal for aid, which earned him von Strab's displeasure and his subsequent exile to Hades Hive. However, it was this act which was to ultimately save Armageddon from Ghazghkull.

Von Strab was not concerned with the loss of Armageddon Prime, declaring that the Orks would never be able to cross the thick jungles that separated them from Armageddon Secundus. He was wrong. Ghazghkull's forces swept out of the jungles and embarked on a massive conquest, crossing the Stygies and Diabolus rivers and marching on the hives of Armageddon Secundus. Von Strab ordered Princeps Mannheim to lead his Titans into battle against the Ork armies, unsupported by other forces. Mannheim had little choice but to obey, though he knew that it would lead to the destruction of his forces.

Although they inflicted heavy casualties on the

Ghazghkull's back and



EDDON

Orks, the Legio Metalica were all but annihilated by the numerous Ork Gargants that opposed them. Everywhere the Imperial forces were being driven back in disarray.

The Orks swept onwards, storming Infernus Hive as the Season of Storms broke in full fury. Refugees numbering in tens of thousands marched across the inhospitable ash dunes, dying from exposure to the harsh environment or falling prey to the rampaging mobs of Ork Speed Freeks which constantly harried them in their flight. As the Orks moved southwards they split, descending on the Hades and Helsreach Hives. When the Orks besieged the massive cities, von Strab unleashed a secret weapon, a massive stock of virus bombs from his personal arsenals. However, the ancient devices frequently malfunctioned and although they took a heavy toll on the unprotected Orks, many humans were lost too as missiles flew out of control and plunged into Imperium lines or exploded in the refugee camps. At Helsreach, converted supertankers took those unable to fight across the Tempest Ocean and once the last ship had left, those who remained grimly swore to defend the city to the last man. Suicide teams charged into the Ork encampments and detonated home-made explosives, while the dockside loaders welded themselves into the armored cabs

of their cranes and fought with the gigantic Gargants rampaging across the city. The fighting was bitter, but in the end, Helsreach fell to the Orks.

Although the battle for Armageddon had been ferocious, it was at Hades Hive that the conflict entered a new stage of savagery and fierceness. Led by Commissar Yarrick, the defenders of Hades Hive fought as though they were possessed. The Orks made so little headway against such stiff resistance that Ghazghkull himself joined the attack, leading his forces from the front. Thus the stage was set for the greatest contest of wills in the entire war. For weeks, Ghazghkull tried every stratagem taught to him by Gork and Mork, making lightning assaults and feints, attacking in massive waves and trying to reduce the hive by bombardment. Yarrick countered every ploy sending out sabotage parties to destroy the Ork Warlord's siege engines, counter-attacking along a flank when the Orks tried to storm the barricades, and falling back from diversionary attacks to draw the Orks into ambushes. When Ghazghkull mustered all of his Kommandos into a huge infiltration force, Yarrick assembled volunteer cadres of men who were once maintenance workers in the labyrinth of the hive's air and fuel ducts. A deadly battle was

this time it's Waaagh!



fought in the darkness between these drug-crazed psychopaths and the Ork Kommandos, and in the end it is said that not a single Kommando escaped alive.

As Yarrick and Ghazghkull fought over Hades, the remaining Ork columns rumbled southwards towards the only other surviving settlements – Acheron and Tartarus. At Acheron, as the Orks made their assault, the defenders swore to die rather than surrender. Such dedication was admirable but, in the end, unnecessary. The Orks were ripped asunder by the thunder of bombs and the crash of gigantic cannons as the sky overhead filled with the shapes of Space Marine Thunderhawk gunships. The Blood Angels led the reinforcements, the military commanders of Armageddon ignoring von Strab's authority to follow Dante's legendary leadership. Von Strab was arrested for his crimes against the Imperium, though he later escaped.

With the coming of the Ultramarines, Salamanders, and Blood Angels, the tide began to turn on Armageddon. The factories of Acheron and Tartarus churned out weapons and vehicles by the thousands, whilst the Space Marines began to force the Orks to retreat from the south. If Ghazghkull had turned his attention southwards and made immediate plans to thwart this sudden counter-attack, Armageddon may still have fallen. However, the siege of Hades Hive had become something more than simply a military objective. Yarrick's uncompromising resistance challenged Ghazghkull's ability and reputation as a Warlord – a challenge he could not back down from. The Ork Warlord gathered every available warband to his army and, with this almighty force, fell upon Hades Hive with the hatred an Ork reserves only for his greatest enemy. Despite desperate rationing, supplies in Hades had all but run out, and seeing the mass of Orks preparing to attack, Yarrick

decided that the city could no longer stand. Those who could be were evacuated by daring shuttle runs, risking the Ork anti-aircraft fire and interceptors to escape.

The Space Marines arrived too late to save Hades, attacking the Orks even as they smashed their way inside. Yarrick was almost slain, but his iron will stopped him succumbing to the near mortal wounds he suffered. Whilst the fate of Hades was being sealed, Ghazghkull revealed the true extent of his cunning. Masses of Ork reinforcements poured in from the west, intent upon Tartarus Hive in the south. If Tartarus was overrun, the industrial power in the south would be smashed and the Orks could easily consolidate their position while the Imperial armies moved down from the north. As the Orks assaulted Tartarus, their vanguard already pushing into the streets of the hive city, Dante made his move. Transporting his Blood Angels back to their orbiting ships, he led a massive drop pod assault into the heart of the Orks. Though horrendously outnumbered, the Blood Angels set to massacring any Ork unlucky enough to be caught by them. Fuelled by their righteous hatred, the Blood Angels slew nearly half of the entire Ork army, and it was rumored that Ghazghkull himself had been felled, though this later proved to be false. Leaderless and assaulted on



Check out the Armageddon Campaign website now:

**** LAST KNOWN TRANSMISSION FROM TASK FORCE TRAJAN ****

Priority level:Military Intelligence-utmost urgency
Transmitted:Fire of Heaven, Fleet Flagship, Desadna System
Date:3453999.M41
Transmitter:Astropath Prime Spartax
Receiver:Astropath-terminus Ragnafar
Author:Admiral Trajan
Thought:Sorrow awaits the foolhardy

Over the last 48 hours (Earth standard), I have received transmissions from over two dozen Imperial planets in this sector, indicating that they are under attack from Ork raiders. Attacks are spread over a five hundred light year radius. All indications are of a major Ork assault on a scale unknown in living memory. In all cases the Ork attackers have appeared on the planet without warning, and have used the element of surprise to their advantage. Our best estimate is that seven sparsely populated worlds have already been lost (see attached sub-files Alpha 1-7 & Beta 8-29).

Upon learning of the Ork attack I positioned picket ships at the periphery of our system. Within the last hour their long range sensors have picked up Ork ships entering the outer reaches from deep space. I am proceeding to attack and destroy the invaders. We are the Emperor's sword! They cannot stand before us.

**** END TRANSMISSION ****

all sides by the Emperor's forces, the Orks refused to surrender. Some fought to the death, others slipped into the ash wastes and eventually made their way to the jungles between the two continents of Armageddon.

As is the way with Orks, the greenskins were never fully eradicated from Armageddon, and it is unlikely that they ever will be. In the depths of the jungles and in the ruins of fallen hives they continued to breed, only to be hunted down by Imperial kill-teams. Hades Hive still lies shattered, whilst the rebuilding of Tartarus and Infernus has only just begun. The legacies of the Second Armageddon War are still plain to see.

What happened next...

Ghazghkull was not idle following his defeat in the Second Armageddon War. Retiring to his stronghold – a network of systems controlled by his forces in the Golgotha Sector – he carried on with the master plan that had been revealed to him by Gork and Mork years before. If the Imperium made one terrible mistake following the Second Armageddon War it was to believe that Ghazghkull had been defeated. This was far from the truth. What the Ork gods had revealed to Ghazghkull, or rather what he said they had revealed to him, was that in order to destroy your foe you must first know him. For Ghazghkull, the war had been a way to learn how the Imperium would react and deal with a major invasion. In effect, Ghazghkull had been doing little more than testing the Imperium's defenses.

In the decades that followed the war, Ghazghkull carried on with his master plan. Having learned all he needed to know about Imperial strategy he began practicing the tactics that he felt would lead to his enemies' defeat. As he did not want to draw undue attention to himself, these experiments were carried out on a much smaller scale than the invasion of Armageddon. From 945 to 959.M41 the Imperium received numerous reports of small

raids and attacks against Imperial bases and outposts that were led by Ghazghkull Thraka personally.

Then, in 962.M41, an Imperial military base on Buca III was annihilated by missiles fired from an Ork base hidden on an asteroid. The asteroid entered the system from deep space and bypassed all the Imperial sensors undetected before unleashing its deadly missiles at the unsuspecting outpost. In 972.M41 the Imperial agri-world of Chigon 17 was overrun by a massive force of Orks allegedly under Ghazghkull's command. Despite the fact that the Imperial Guard defenders were well-equipped with tanks and other vehicles, they were defeated by the Orks in a lengthy guerrilla campaign which rendered the Imperial defenses utterly useless. In 986.M41 the Imperial Battlecruiser, the *Radiant Way* and its attending escorts were lost with all hands in a sudden attack by Ork pirates, again led by Ghazghkull. The Imperium responded in force but discovered that the Orks had disappeared by the time they arrived.

Most recently, Ghazghkull allied with the Ork Warlord Nazdreg Ug Urdgrub to make a vicious assault on the Imperial planet Piscina IV. The Orks used a previously unknown type of teleportation device which enabled them to maneuver their troops directly onto the planet from a space hulk located a massive distance away from the planet. The Imperial garrison was taken completely by surprise and only the presence of Space Marines from the Dark Angels Chapter saved Piscina from being overrun by the alien hordes.

However, this second defeat was of little consequence to Ghazghkull, for, with the completion and testing of his new 'tellyporta', he was finally ready to unleash his full force against the Imperium. A plan that had been fifty years in the making was about to reach fruition...

PREPARE FO



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R INVASION!



The return of one of the Imperium's deadliest foes, the Ork Warlord Ghazghkull Mag Uruk Thraka, meaning that once again the fate of a thousand worlds hangs precariously in the balance and billions of lives depend on the outcome of the coming Ork invasion.

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Whilst the Third Armageddon War is primarily a conflict that rages between the Ork invaders and the combined forces of the Imperium, there are also other allied or mercenary forces involved. The Orks have Dark Eldar and Chaos Space Marine contingents within their midst whilst the enigmatic Eldar have reportedly been seen aiding both sides! Even Tyranid players will be able to lay waste to the planets of the sector as recent reports have shown an ever increasing number of sightings of Tyranid hive fleets in the inner galaxy and Armageddon is no exception. So as you can see, anyone with a Warhammer 40,000 army will be able to take part in this gargantuan conflict.

To coincide with this gaming extravaganza, the next issue of White Dwarf sees the release of Codex: Armageddon. This new Codex focuses on the return of Waaagh! Ghazghkull to the strategically important Armageddon sector and in particular the colossal war that threatens to consume the planet of Armageddon – a planet whose name has become a byword for war and destruction on a massive scale.

Codex: Armageddon doesn't merely feature a single army as our other Codexes have. Oh no, it features four brand new army lists. That's right FOUR army lists! It also features all the background from past conflicts on Armageddon and detailed information on forces and famous (or infamous, depending on your viewpoint) individuals on both sides of the imminent Ork invasion. The army lists included in Codex: Armageddon are Salamanders Space Marines, Black Templars Space Marines, Ork Speed Freaks, and the Armageddon Steel Legion, a mechanized Imperial Guard regiment.

And still there's more! We'll also be cramming as much extra stuff about Armageddon into the pages of White Dwarf as we can over the next few months, as well as showing off a plethora of superb new miniatures due to be released alongside this remarkable new Codex. So don't miss the next issue of White Dwarf, as it will introduce the start of the Third Armageddon War and bring you details of how you can get involved.

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Volume VI, part I of the Liber Honoris
—————→ The Space Wolves ◀—————

WOLVES OF FENRIS

◆ Edited by scribe Jervis Johnson from the original works of Adepts Chambers, King and Priestley ◆

"The unholy ones stand before us
and do not fear us. Their bravery is
born of ignorance, for they know
us not. We are the warriors of
FENRIS! Forged by ice and fire.
Tempered by battle. We live for
WAR! Follow me my brothers, and
let us teach these simple-minded
fools what we are made of and let
us teach them fear."

Ulrik the Slayer, before the
cleansing of the Temple of the
Precious Gift

The following volume on the Space Wolves Chapter has been compiled and condensed from the Codex Astartes. This massive tome contains detailed information on all of the Space Marine Chapters, and is kept constantly up to date by Imperial scholars. Each entry in the book is thousands of pages long, and it is therefore impossible to reprint even a fraction of the entry that describes the Space Wolves. After all, the very idea that one could describe the proud history of a Space Marines Chapter in a few pages, or even a few dozen pages, is clearly ludicrous! Instead I have confined myself to giving the reader some idea of how the Chapter was founded and how it is organized. Hopefully this overview will prove of use to those who, like me, study the history and background of the different Space Marine Chapters.

Scribe Jervis Johnson, 000.M2

CHAPTER HISTORY

Every Space Marine Chapter reflects the world on which it was raised and the character of its founder. The Space Wolves reflect the world of Fenris and the personality of their Primarch, Leman Russ. The cold, deadly world of Fenris schools its people in survival and constant warfare. The Space Marines, or Space Wolves as they call themselves, are chosen from the best warriors of a warrior race and the most able survivors of a folk for whom each day is a struggle to stay alive. They are hunters and trackers without peer, and fearless warriors for whom dying in battle is the noblest of achievements. They learn early in life that loyalty to their clan and their leader is the highest virtue and carry this loyalty over to their Chapter.

The Creation of the Space Wolves

The Space Wolves were one of the original twenty Space Marine Legions. They were created to take part in the Great Crusade, the Emperor's conquest of the galaxy which established the Imperium as it is today. As part of the Great Crusade the Emperor created a number of genetically engineered super-humans with extraordinary powers, which he called the Primarchs. Fearing the growing strength of the young Emperor, the powers of Chaos spirited away the Primarchs before they could reach maturity, and scattered them on different planets all across the galaxy. Only later, during the Great Crusades themselves, was the Emperor able to recover all of the Primarchs.

Before then the Emperor was unable to duplicate the long and arduous work which had created the Primarchs. Instead, from the residue genetic helices of the Primarchs the Emperor created twenty Space Marine Legions, each utilizing the genetic material derived from one of the Primarchs. Thus the warriors of the First Founding Legions echoed to some degree the particular strengths and powers of the Primarch whose genes were used to develop their implants. The implants of the Space Wolves were developed from the genetic helix of the Primarch Leman Russ, and so Space Wolves to this day have some of the qualities of this great man.

Leman Russ

As already described, the young Primarchs had been stolen by the powers of Chaos and cast to planets across the galaxy. At this time the Emperor had no idea where they were or even whether they were alive at all. By the time they were recovered during the Great Crusade, the Primarchs had grown into adulthood amongst whatever civilizations existed on the planets where they happened to be. Leman Russ was found and raised upon the planet of Fenris.

The world of Fenris was discovered early on during the Great Crusade, lying, as it does, in the north-western part of the galaxy. The youthful Leman Russ was identified by the Emperor's agents and united with the Space Marine Legion that bore his genes. Legend has it that it was the Emperor himself who finally confronted the barbaric Primarch and won his fealty by defeating him in single combat.

Fenris

The Space Wolves hail from the planet of Fenris, a world of ice and fire that lies on the edge of the Imperium closest to the Eye of Terror, from which come the raiders and despoilers of the foul Chaos gods. For the most part its surface is covered with water, and its tiny land mass is made up of small islands scattered sparsely upon the mighty sea. The only sizeable continent, Asaheim, lies at the north pole.

The climate of Fenris is erratic and deadly, and any life form that survives here has to be tough in order to do so. The planet follows an elliptical orbit round its pale sun. The Great Year, the period it takes Fenris to orbit its sun, is approximately two Earth years. For much of the long year the world is bitterly cold, and when the planet reaches the furthest point from the sun all of its seas are covered with a thick mantle of ice. As the planet sweeps closer to the sun, the Wolf's Eye, as it is known, swells in the sky and a brief summer blazes. The sky burns as great tectonic plates clash. Blazing islands rise from the sea, lava streaming down their slopes. Volcanoes erupt and churn the oceans. Mighty tidal waves scour the coasts and lands sink as quickly as they rise. Sometimes entire mountain chains erupt and ash clouds black out the sun, creating the conditions of virtual nuclear winter. At other times, when the planet basks in summer, the heat is trapped and greenhouse warming sets in. As continents break apart and new lands erupt from the sea, whole populations

take to their longships to settle the newly formed islands or escape the scorched remains of their previously fertile homelands. This continual migration results in constant, bitter warfare as each tribe attempts to take possession of and establish supremacy on the newly formed lands.

Kraken and sea dragons lurk in the depths, surfacing to prey on the unwary. Razor-jawed ripperfish, capable of stripping the flesh from a man in seconds, dwell near the surface. From the warm caves in the islands, mighty dragons emerge to soar on the thermals. In the cold lands of the uttermost north, packs of iron-furred Fenrisian wolves hunt teeming herds of elk and caribou. This deadly world breeds deadly men. Here only the strong survive and the weak perish quickly. Born on such a harsh world, few places in the galaxy hold any terror for the Space Wolves.

The Helwinter

Fenris is one of the deadliest worlds in the Imperium. Its weather is infamous: winters are cold and icy; the brief summers are almost intolerably hot. However, once every few years or so comes the season known as Helwinter. The planet's long orbit takes it far from the sun, and it becomes cold for many standard years. At the same time the planet passes through a swarm of meteors that bombard its surface like a rain of missiles. The contrails of the descending meteorites fill the night skies, and the impacts cause the earth to shake like a frightened beast.

During this period the tribes of Fenris take to their ships and search the icy seas for places of safety. Loading all their possessions onto their longships they navigate through the icebergs in search of harbor. Some make their homes on the very surface of these floating islands of ice. Others are lost to the mighty tidal waves caused by meteorite impact. Many more will die when attacked by ice whales and kraken.

Kraken are the most terrifying monsters of the deep. They come to the surface only during Helwinter, which is just as well, for full grown kraken can measure as much as five miles long with tentacles that lay a full twenty miles. Normally they dwell only in the deepest of ocean trenches but the tectonic shifts caused by the constant meteor impacts disturb them and cause them to rise.

Some have speculated that kraken are the remains of a Tyranid bio-weapon left from the invasion of the Hive Fleet Kraken, hence the name. Others say that they gnaw out the roots of continents and will one day devour all the land.

One of the most ancient tales of Russ tells of how he went fishing one day and

caught the Father of Kraken, the legendary monster whose tentacles girdle the world and hold entire continents in their grip. Russ is said to have pulled the monster from the sea by lifting it by its tentacles. When his awed comrades shuddered in terror, Russ declared it was too small and threw it back, saying he would return later when the tiddler was full grown.

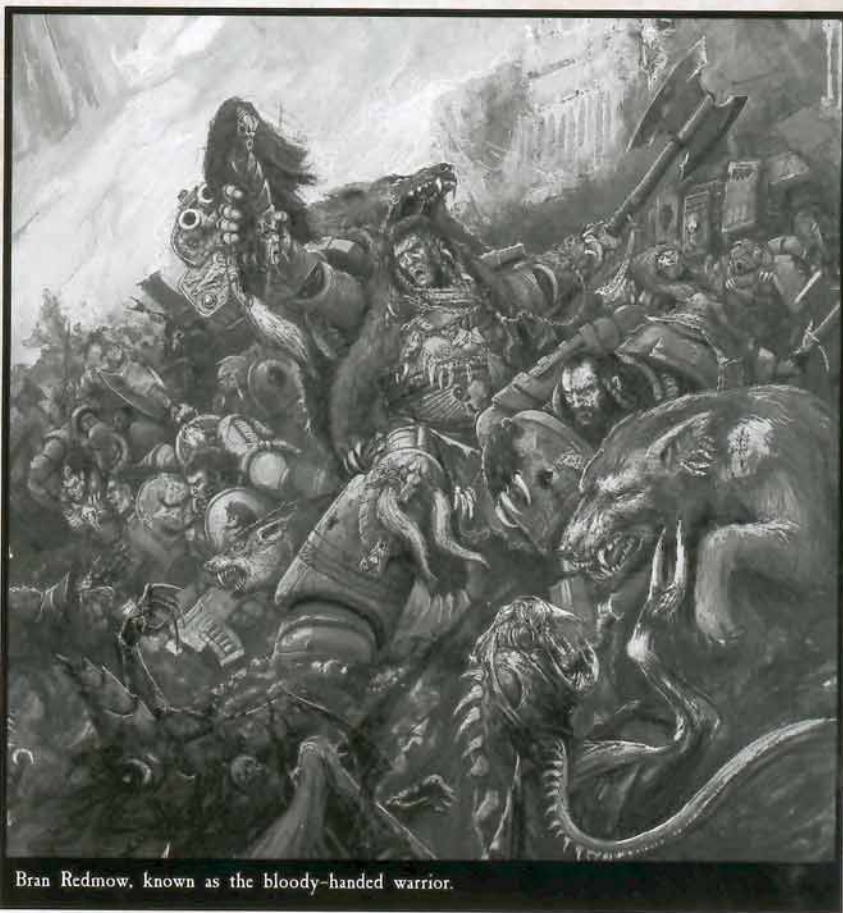
Imperial scholars think that this story is mere legend but with a core of truth. Russ may have encountered a kraken and killed one. It would not have been beyond the power of a Primarch such as he. Indeed, this kraken may be the source of the so called kraken's egg, a giant leathery piece of flesh more than fifty foot across that lies within the trophy room of the Fang.

The Lion and the Wolf

The relationship between the many Space Marine Chapters have not always been cordial despite their common loyalties to the Emperor and the Imperium. Ancient rivalries, territorial conflicts, and all manner of other circumstances exist to create discord amongst them. Few rivalries, however, are as deep-rooted or as well known as that between the Dark Angels and the Space Wolves.

The Space Wolves maintain that it was Lion El'Jonson, Primarch of the Dark Angels, who began the feud with the Space Wolves. Supposedly the Space Wolves and Dark Angels were fighting alongside each other when, suddenly and without orders, El'Jonson broke ranks and led the Dark Angels into the attack. The Space Wolves found their flank unprotected, and many warriors were slain when the enemy counter-attacked. More galling to the proud Leman Russ was the fact that the Dark Angels swept all before them and easily won the battle.

After the conflict, hot-tempered and fearless, Russ stormed after El'Jonson and set about the Dark Angels leader. After a long and close fought battle the two Primarchs collapsed with exhaustion, each swearing vengeance upon the other. Thus began the long and bitter feud between the two Primarchs, which never really ended and which continues to this day, after a fashion. Though the two Chapters have fought alongside each other since, and won many battles together, their mutual loyalties have done little to dispel their enmity. More than once they have fought each other, and suffered greatly as a result. Yet neither is prepared to forget the vows of vengeance made by their progenitors so many years ago.



Bran Redmow, known as the bloody-handed warrior.

The Horus Heresy

The rebellion of Warmaster Horus tore the Imperium apart at its very birth. Horus was the Emperor's most trusted General and commanded almost a third of the forces of the Imperium at the time he rebelled. The conflict set Space Marine against Space Marine as Legions (as the Chapters were then known) sided both for and against Horus. At first, few suspected the heinous evil that was to be revealed as the Horus Heresy, and some Legions stood aside from the conflict unsure of what to do. Some of the Legions that sided with Horus did so out of a sense of loyalty to their old Warmaster. Legend has it that Horus denounced the Emperor and convinced his followers that the leader of humanity had been stricken with a murderous insanity spawned of warp-contagion or worse still, daemonic possession. His loyal troops had no reason to suspect Horus at the time. It was only later that they had cause to regret their decision, for it was Horus who had pledged allegiance to the Chaos gods in return for powers unimaginable to mortals, even such mortals as the Primarchs.

The Space Wolves remained loyal to the Emperor throughout the Heresy and took part in some of its most renowned actions. From those times, ten thousand years ago, come few details of any certainty. It was a time of legends. It was an age of war. Such records as made have not survived, and only later did chroniclers of the Administratum describe the bloody events of those days. According to their own tradition, the Space Wolves were pivotal in one of the early campaigns of the war, when the entire Legion attacked and devastated the Thousand Sons Space Marines on their home world of Prospero. The Primarch of the Thousand Sons, the

cyclopean giant Magnus the Red, is said to have fought Leman Russ whilst all around the rival Space Marines battled for supremacy. Eventually the Thousand Sons gave way and Magnus the Red fled with what remained of his forces. It was while pursuing the Thousand Sons that the Space Wolves lost the Thirteenth Company, the Wulfen. Since then the Space Wolves have never had a thirteenth Company nor has any Wolf Lord born the badge of the Wulfen.

The Space Wolves were not present during the final battle for Earth which ended the Heresy and doomed the Emperor to a living death in the stasis field of his Golden Throne. Afterwards, Leman Russ was to rage against events that kept him from his beloved Emperor. He led the Space Wolves deep into the Eye of Terror in pursuit of the renegade Space Marine Legions of Chaos.

With the enthronement of the Emperor came a different age, and the rule of the Imperium passed into the hands of the High Lords of Terra. Both the High Lords and the Primarchs feared the resurgence of Chaos. Many worlds were purged. On many planets the tainted were sought out and destroyed. Everywhere the rapidly expanding ranks of the Inquisition prospered.

Never again would the Imperium tolerate the possibility of Space Marine armies falling under the influence of the great enemy. The original Space Marine Legions were broken up into smaller Chapters and a code was drawn up to redefine their role and jurisdiction within the Imperium. The new Chapters that were created became known as the Second Founding. The Space Wolves were never a very large Legion and so were divided only once, creating the ill-fated Wolfbrothers Chapter.

The Ghost Of Russ

No one knows what happened to Leman Russ. Some say he disappeared in the Eye of Terror while searching for his old friend and rival, the Primarch of the Dark Angels. Some say that he was on a secret mission from the Emperor when he was slain in battle by a Greater Daemon of Chaos, and that his spirit is lost in the warp. Others say that, to this day, he walks disguised among mankind, watching over the people of his Emperor and guarding them from the Power of Chaos.

All that is known is that he vanished on the Feast of the Emperor's Ascension in the year 197 after the Emperor was incarcerated within his Golden Throne. It is said that his eyes glazed over and that he had the look of a man who was overcome with a vision. He rose from the great table, put down his drinking horn, and summoned his most favored retainers. Of these, only Bjorn the Fell-handed, the youngest, was left behind when he departed.

No one knew where Russ had gone. The Space Wolves waited for his return. Every year his place was laid at the feast table, and every year his great drinking horn was filled in case he should return. Seven years passed and still he did not come.

After seven years the surviving Wolf Lords gathered and elected Bjorn their leader, awarding him the title Great Wolf. Bjorn gathered all of the warriors together in the Great Hall of the Fang, and announced the Great Hunt. Russ's people would seek their master. The Companies took to their ships and sailed in separate directions across the Sea of Stars. They sought him in many worlds and many places. They fought battles and overcame monsters and the tale of their deeds is too long to recount, save on Allwinter's Eve when the Rune Priests gather to chant the sagas. They sought and they sought but of Russ they found no sign till eventually they were recalled to Fenris bearing nought but a few dismal prophecies and the tale of their adventure. Thus the first Great Hunt ended in failure and sadness.

Since that day there have been other Great Hunts. Sometimes Russ appears to a Great Wolf in a vision and tells him it is time. Sometimes he haunts the dreams of the Chapter's Rune Priests and their words cause the Great Wolf to declare another Great Hunt. These are times of daring deeds and high adventure when the Chapter takes to the Sea of Stars and seeks their lost leader. They have never been successful but each Great Hunt has achieved some great good.

The second Great Hunt led to the recovery of the Russ's armor from the Temple of Horus on Rudra on the edge of



Space Wolves are ferocious at close quarters.

the Eye of Terror. The fourth Great Hunt uncovered the Corellian Conspiracy and foiled its efforts to overthrow the Administration in a bloody coup. The ninth Great Hunt led to the destruction of the Genestealer infested worlds of the Gehenna systems.

It would seem that whenever the ghost of Russ appears to his people he has some mighty task in mind for them. Who knows what the next one will be.

THE MAKING OF A SPACE WOLF

Space Wolves are chosen from the bravest and noblest youths of Fenris. In the constant tribal warfare for possession of land, each youth is given a chance to fight and die in service of his warrior gods, the Emperor and Leman Russ. Space Marines must be selected young for them to have any chance of surviving the difficult transformation from normal human to superbeing. Unwittingly, the tribes aid this process by organizing all their young warriors into packs of Wolfbrothers. These packs are always at the forefront of battle, keen to win the honor and respect of their elders. Another more powerful drive also motivates them; the knowledge that while they are Wolfbrothers, the eyes of the gods are upon them and they may be chosen to join the Sons of Russ.

On Fenris, strangers stalk the lands of men. They are a frightening sight; huge, burly warriors with burning eyes, cloaked in the pelts of wolves. In the long halls, tales are told round the fires of mysterious strangers who arrive in the depths of winter and challenge the strongest and most boastful warriors to tests of strength and drinking. The strangers always out-wrestle the strongest Wolfbrothers and out-drink the staunchest. They pick the worthy and take them away into the dark, never to be seen again by friends and kin. No one can stop them either by pleading or force of arms; few would dare even try.

These same mysterious strangers can often be seen standing on the high ground above the field of battle. Sometimes, when the longships come ashore for battle and plunder, they will be watching, and woe betide any warrior foolish enough to try to strike them. Sometimes the strangers descend after the battle and choose the bravest of the combatant Wolfbrothers. Often the chosen ones are on the point of death, but as long as their wounds are to the fore, the strangers do not care. They take the youths away, brooking no interference. Some say they vanish into the lightning, others that a great flying ship comes down to collect them. All know that the warriors have gone to join the gods.



Wolf Priests can often be seen watching a great battle in search of new aspirants.

At times a Wolfbrother will perform a feat of tremendous bravery such as harpooning a white whale or slaying a dragon. Then the strangers will appear as if drawn by the rumor of courage. They talk to the youth and assess him, and if he measures up to their deeds the youth too will disappear.

These mysterious strangers are the Wolf Priests of the Space Wolves; the Choosers of the Valiant. The youths they pick will be tested to become Space Wolves; these are known as aspirants. If they succeed, the geneseed of Leman Russ will be implanted in their bodies.

The Questioning

When the aspirants next awake they find themselves in the Halls of the Fang. This is the titanic citadel of the Space Wolves, located at the heart of the northern continent of Asaheim, the one geologically stable area on the planet. They are met by the massed ranks of the Space Wolves, and the Wolf Priest who brought them is nowhere to be seen. The assembled warriors ask them why they think they are worthy to join the Emperor's chosen. The aspirants must respond favorably to this first and gentlest of tests. If they are suitably proud and their bearing is noble, the Space Wolves will continue to ask more and more questions. If the candidate quails before the massed ranks of wolf-fanged giants then he has already failed. He will be taken aside and led into the

mountain depths to be given a place among the Chapter's thralls. Having looked upon the interior of the Fang, he can never return to his folk.

The questioning becomes ever more robust and insulting and the aspirant is expected to rise to the challenge, to give as good as he gets. If he does not then once more he has failed. If he does well, then after the questioning he is dismissed to a cold bare chamber, there to meditate upon his fate.

The assembled Space Wolves will, meanwhile, discuss the aspirant. If they decide he is worthy then he will be given the chance to become a member of the Space Wolves. If not, then he becomes a thrall. Only one aspirant in ten is given the chance to become a Son of Russ.

The Feasting

If the aspirant is chosen he is led into a darkened chamber and laid down upon a blood-stained slab. The Wolf Priest re-enters and the operation to implant the geneseed and the extra organs that go to make a Space Marine begin. When the aspirant awakens he finds himself once again in the Great Hall. He is welcomed with a roar and applause and settles down to the feasting table. He is told that he must eat a whole elk and drink a barrel of ale, as Russ once did. The aspirant is given no choice, and must keep eating and drinking. Plate after plate of steaming meat is brought to him; tankard after tankard of foaming ale is raised to his lips. He must keep eating for his new brothers will give him no respite. Eventually the young aspirant will pass out, drunk on strong ale and gorged on venison, his stomach full to the point of being distended. His last memory is usually being put to sleep in a soft bed. This is truly a warrior's paradise, he thinks.

The Bleeding

When the aspirant awakens he is freezing cold. He lies naked in the snow with a knife of meteoric iron close at hand. He is feverish and distressed. His head throbs and his muscles ache. His gums bleed and his mouth burns. Near him stands the Wolf Priest that selected him, who tells the aspirant that the true test has now begun. To prove himself worthy he must make his way back to the Fang and gain entrance. He is now at the other side of the continent, a thousand miles away from home. The Wolf Priest disappears and the aspirant is truly on his own.

Although the aspirant does not know it, the feast had a purpose. The geneseed is beginning to work on his body, rushing through it and restructuring it. Muscle mass is being added, bones are beginning to fuse together, and the very structure of his brain is beginning to

alter, quickening his reactions and heightening his perceptions. Vestigial fangs are starting to emerge. The venison provides the raw protein for this, and the sacred ale was laced with the necessary trace chemicals to fuel the change.

The aspirant knows none of this. He is wracked with pain and his body stretches and grows. His mind is haunted by visions and sanity fades. He becomes wolf-like, feral, maddened by agony and hunger. Now is the worst time, he is constantly hungry because his changing body needs more and more nourishment if it is to sustain growth. Failure to provide this will be fatal as his body begins to cannibalize itself.

These first few days are the most critical. The aspirant must feed often. He is usually left near a source of food such as an elk herd. Near mindless, he must hunt them down, eat their raw flesh and drink their blood. Some aspirants, unable to meet the challenge, perish. Some, whether due to some flaw in themselves or the geneseed, never get beyond this stage. They become mindless creatures, with an animal's cunning. They continue to grow and hunger for flesh, eventually becoming Wulfen, the most feared monsters on Fenris. Others only partially overcome this stage, and in later life will revert to the Wulfen state in times of crisis.

The Returning

If the aspirant survives the first few days then his sanity and intelligence slowly return. He looks on the world anew and finds it changed. His senses are keener. He can see for ten miles, hear the crack of a twig a league away, smell the musk trails of deer and wolf. He finds he has grown strong beyond the imagining of a mortal man, able to uproot trees and run for days without tiring. He is almost immune to the biting chill. He recalls who he is and how he came to where he is, which is just as well, for he will need all a man's intelligence as well as the superhuman powers of a Space Marine to cover the distance to the Fang. The land is full of danger from wild beasts, awful weather, and the constant threat of landslide and avalanche.

The elks of Fenris are huge beasts, standing near twelve foot at the shoulder, with razor sharp antlers ten foot across. They can easily trample a hunter to death and one sweep of their horns can disembowel a man. There are huge white bears, savage engines of destruction twenty foot tall, weighing many tons. Most feared of all are the packs of Fenrisian Wolves, one of the most vicious predators in the known galaxy. The smallest of these great grey wolves are the size of ponies, and the

oldest can attain the size of a Rhino armored personnel carrier. They are amazingly intelligent and always voraciously hungry. Their pack tactics make them the most efficient hunters on the surface of the world. Working together, they isolate and hunt down even the largest prey.

It is these wolves that make Asaheim virtually uninhabitable to man, and tales of these red-eyed, howling beasts are used to quieten unruly children in the Islands. The legend goes that in ancient times mankind lived on Asaheim and grew weak and decadent. Russ saw this and was most displeased, and in his anger unleashed his wolves and they drove man out of his ancestral home. Only when folk are worthy enough to drive out the wolves will they be able to reclaim their land.

To combat the cold, the aspirants make themselves clothing from the hides of their prey and attach their ceremonial knives to branches to make spears. Then they begin to cross the land, passing through wolf-haunted forests and over freezing plains. Slowly the land rises before them and the Fang comes into view, visible hundreds of miles away. To reach their destination the aspirants must now climb cliffs and traverse glaciers. In the mountains the aspirants encounter dragons and blood eagles. Food becomes scarce. Many aspirants die on this pilgrimage. Those who do not will eventually find themselves before one of the Fang's many gates. Here, at the heart of the northern continent, where the mountains meet over the pole, they will see the Fang in all its glory for the first time.

Warriors are assembled at the gate to greet the aspirants. This time their applause has no irony. They are welcomed as a brother. The Great Wolf takes their oath of fealty and they are invited anew to another feast. After this their real training begins. New organs are implanted, changing them even more. But from the moment that they reach the Gates Of Fenris they have become Space Wolves.

THE FANG

The Fang, the famed Citadel of the Space Wolves, is a great tower that rises above the atmosphere of Fenris.

The foothills of this huge artificial mountain cover hundreds of miles, and the Fang itself rises up twenty-five miles, a dagger driven into the belly of the sky, towering out of the planet's atmosphere. It is one of the mightiest citadels in the Imperium outside the fortified world of Earth. The citadel is fortified with resistant armor and cloaked with void shields more powerful than any starship's. Great weapon bays

point defense lasers at the distant stars. A huge geo-thermal spike runs down the core of the mountain and provides power for the Chapter's weapons and workshops. The mountain is crowned with a spaceport large enough for entire space fleets to be re-fitted. Thousands of miles of corridor wind down into the mountain's dark heart where the Iron Priests and their servitors craft weapons forged in fire from the planet's molten heart.

Famous Battles of the Fang

It is one of the greatest Citadels of the Imperium, and several times during its long history it has almost fallen to enemies. The first time was during the 32nd Millennium, after the end of the Horus Heresy. Magnus the Red, Primarch of the Thousand Sons, determined to take revenge for the devastation of his home world Prospero by Leman Russ and his followers, launched a series of devastating raids on the worlds near Fenris. Great Wolf Harek Ironhelm sought for many years to bring Magnus to battle. Several times Magnus appeared to him as a vision among the ruins of devastated cities and taunted the Great Wolf for his inability to stop him. After many fruitless efforts to catch up with the raiders, Harek became obsessed and took to searching worlds along the edge of the Eye of Terror itself. Eventually he found what he believed to be the Thousand Sons' secret base on Gangava and launched a full-scale attack against it.

In this he was deceived. Gangava was held by a strong garrison of Chaos forces allied to Magnus but these were a distraction. Even as Harek attacked Gangava, the fleet of the Thousand Sons and their Chaotic levies appeared in orbit over Fenris. The Fang was held only by a skeleton force of Space Wolves and their thralls. For forty days and forty nights the Thousand Sons assaulted the Citadel. Bjorn the Fell-Handed, most ancient of the Space Wolves' Dreadnoughts, was awakened from his long sleep and took charge of the defense. Under Bjorn's direction the Space Wolves fell back to the innermost chambers of the Fang, collapsing the tunnels as they went. Simultaneously, a force of Scouts, under Haakon Blackwing, managed to escape from the Citadel and take ship to Gangava, bringing word of the siege to Harek.

Harek was overcome with fury and shame at his folly and immediately returned to Fenris, taking the Space Wolves with him. Finally, on the slopes of the Fang itself, he met Magnus in battle. The evil Primarch was too strong for him and slew Harek, but not before taking a terrible wound himself. The Thousand Sons withdrew before the blood-mad Space Wolves. Harek was

buried on the upper slopes of the Fang, and his crypt is now a shrine. It is said that when Rune Priests undergo their ordeal of initiation they must make a pilgrimage there and be warned by the spirit of Harek against trusting visions granted by Chaos.

CHAPTER ORGANIZATION

The Space Wolves are organized in a very different manner to most other Space Marine Chapters. The Chapter dates from the First Founding and its structure owes more to the personality of Leman Russ than it does to the Codex Astartes. It also reflects the preferred fighting style and social organization of the native Fenrisians.

The Space Wolves Chapter is made up of a dozen Great Companies, all of whom owe allegiance to the Chapter's commander, the Great Wolf. Space Wolf Great Companies are rather larger than the companies found in other Space Marine Chapters and are much more self-sufficient. In most ways, each Great Company is a separate army in its own right, and it is very rare for members of one Great Company to be placed under the command of leaders from another. All Space Wolves are headstrong and in the past this has even led to a Wolf Lord forswearing his oath of fealty to the Great Wolf and striking out on his own. This last happened in 815.M41, when Great Wolf Sven Ironhand revoked his oath and led his Great Company into exile on the Eastern Fringes. He was declared outlaw by Logan Grimnar, and a new Great Company was raised to replace the one that was lost. Some say that Sven went on to carve out an Empire in the Eastern Fringes and rules there to this day.

Each Great Company has its own lair within the Fang and its own allocation of starships and weapons. Each company is led by a Wolf Lord and his circle of advisors. The company is known by the name of its Wolf Lord, and will often be identified by the runes which form his name in the Fenrisian language. Each Wolf Lord takes as his totem one of the legendary wolves of Fenris, which according to legend were tamed by Leman Russ in ancient times. The Wolf Lord's totem becomes the insignia of his Great Company and will be worn upon the armor of his followers. When a Wolf Lord dies his replacement chooses a new insignia for the Company. This means that the name and insignia of each Great Company are constantly changing, a fact that has caused some confusion amongst Imperial scholars in the past. For example, Ragnar's Great Company is named after its Wolf Lord Ragnar Blackmane, who took as his



A Great Wolf directs his pack as battle rages around him.

totem the Blackmane Wolf, the Howler in the Night. Previously the Great Company was known as Berek's Great Company, after its Wolf Lord Berek Thunderfist, and it bore as its insignia the Thunderwolf, who is said to still run before Russ around Fenris, the sound of its paws being the thunder, the glint of its teeth the lightning.

Tales are told of a thirteenth Great Company whose Wolf Lord took as his sign the pelt of the Wulfen, the legendary spirit of evil whose curse can

still turn Space Wolves into monsters of that name. This Wolf Lord, his name has been lost to the ages, said that he could overcome anything, even the curse of the Wulfen, and that was why he took it as his totem. His hubris cost him dear; the Great Company vanished into the Eye Of Terror during the Horus Heresy, and none know of its fate. Since then the Space Wolves have traditionally considered the number thirteen unlucky and a portent of bad omen.

In addition to the Great Companies there

is the household of the Great Wolf himself, within whose walls dwell the Chapter's priests and Dreadnoughts. The emblem of the Great Wolf's company is always the wolf rampant, the wolf that stalks the stars; the emblem of Russ himself. When a new Great Wolf is elected his followers from his Great Company will either replace their old insignia with the sign of the Wolf Rampant, or add the sign to their armor so that they bear both their old sign and their new one. The current Great Wolf is Logan Grimnar, one of the Imperium's longest serving warriors. This cunning and fierce warlord has led the Space Wolves for over five centuries.

Each Great Company is made up of various elements. The company is led by its Wolf Lord, who has a personal retinue of picked warriors, the Wolf Guard. The majority of troops in the company are Grey Hunters, warriors of proven ability. Also present are packs of youthful and glory-hungry Blood Claws,

as well as wiser, older Long Fangs.

With the exception of the Wolf Guard, warriors of the Great Companies fight in squads known as packs. These packs are formed when an aspirant is accepted into the Space Wolves, and the members of the pack will usually remain together for the duration of their service. New members are never added to a pack, and this means that the members of a Long Fang pack were inducted and have fought together throughout their long service with the Chapter. In battle, Space Wolves risk their lives for their pack-brothers without a second thought. This creates debts of honor and friendship that may take centuries to repay. Even after pack-brothers have moved on, these bonds remain, binding the members of a Great Company together with chains of honor and loyalty stronger than tempered steel.

It is easy to tell a Space Wolves Space Marine's role by his appearance. Space Wolves grow progressively more grey-

haired as they grow older; their fangs become longer and their skins become even more tanned and leathery. The veterans, called Long Fangs, are the Company's long range support troops. The mature warriors are Grey Hunters who are used in a variety of roles. The youngest and least experienced troops are the Blood Claws, whose role is to act as assault troops.

The structure of a Space Wolf Great Company is less formalized than that of many other Chapters. Forces are organized on a temporary basis with whatever troops seem necessary assigned to the task. If any man has the specialized skill needed to do the job, he will be listened to regardless of his rank. The Space Wolves are a band of brothers and their leaders are first amongst equals; they hold their position because they have the respect and trust of their comrades. It is true that many of the Wolf Lords are held in awe by their men but the forces of the Chapter resemble a

SPACE WOLF BADGES

The Space Wolves use a large array of wolf symbols, emblems and images. Most of these are related to the ancient legends and history of the Space Wolves, wherein are recounted tales of the great wolf-beasts of Fenris.



According to the ancient legends of Fenris, Leman Russ fought and tamed the great wolf packs of Asaheim. He cast down the two-headed wolf Morkai, and made him the guardian of the gates of death, a task which Morkai has endured ever since. There are many stories of how Russ fought Morkai's lieutenants, and banished each in turn to an appointed place.

The most fearsome of all was Blackmane, a terrifying black-maned giant known as the Howler in the Night, whose long howling cry calls the souls of dead warriors from their graves. Russ fought Blackmane and slew him, making his pelt into a magic cloak that allowed him to pass into the realm of the dead. The spirit of Blackmane still calls to the dead, but can no longer summon them into the world of the living.



The badge of the Thunderwolf is highly favored as an emblem by Wolf Lords. It is quite rare for one of the Great Companies not to display this symbol, and many renowned leaders have borne this distinct emblem into battle. It is regarded as a very lucky symbol, and over the centuries many Great Companies bearing this badge have earned everlasting fame.

According to legend, the Thunderwolf was one of the ancient wolves that Russ fought and vanquished. The Thunderwolf ran from Russ and continues to run to this day, forever circling the world of Fenris. The creature can be seen as a constellation in the night sky fleeing across the heavens. As he passes overhead his howling cry is said to create the thunder, and his flashing fangs are the lightning.



The badge of the two-headed wolf is an ancient and significant symbol for the Space Wolves. It is frequently adopted by a Wolf Lord as his personal emblem, and it is therefore often borne by one of the Chapter's Great Companies. The two-headed wolf represents both Morkai, the guardian of the gates of death, and Freki and Geri, the legendary companion wolves of Russ himself.



The badge of the Great Grey Wolf represents Leman Russ. Used on the Chapter's Great Company banners, it is the traditional icon of the Great Wolf.



Sun Wolf



Blooded Hunter



Fire Breather



Night Runner



Sea Wolf



Fire Wolf



Great Devourer



Wolf of the Red Moon



Spirit Wolf



Iron Wolf

warrior band more than a formalized army. Because of this there are no Sergeants in a Space Wolves force; instead the most respected warrior in a pack will act as the pack leader. On a battlefield, leadership falls to whichever senior warrior is present. Thus, depending on circumstance, Space Wolves can be led by Wolf Priests, Wolf Guard, Rune Priests or simply the most respected warrior in the band.

The Space Wolves are sometimes seen by outsiders as being less disciplined than other warriors of the Imperium, but this is not really true. Every man knows his task and knows the honor of his unit depends on him performing it well. As war blazes across the Imperium the Space Wolves are always found in the forefront of battle, keen to get to grips with the foe, frost blades at the ready, mighty howling battle-cries drowning out the screams of the enemy. In battle they always follow Russ' maxim: conquer or die!



A mighty Wolf Priest garbed in the pelt of a mighty Fenrisian Wolf.

LEADERS AND UNITS OF THE SPACE WOLVES

Below are described all of the different warriors and units which make up the Space Wolves Chapter. As has already been noted, the Space Wolves do not follow the precepts laid down by Roboute Guilliman in the Codex Astartes, and nowhere is this more evident than in the unique selection of unit types and leaders that make up the Chapter.

Wolf Lords

The Wolf Lord is a Great Company's finest leader, chosen by acclamation of the Company from the ranks of the Wolf Guard. Bravest of the brave, mightiest of the mighty, the Wolf Lord leads the Company, and all its warriors owe him their fealty.

The Wolf Lord is selected from the ranks of the Wolf Guard on the death of the previous Wolf Lord. His fellow Wolf Guard make the choice after having consulted with the Long Fangs and Priests, and their choice is respected by all. He is a man who has proved himself time and again in battle, who has performed many exceptional feats of heroism and who has also shown wisdom and cunning in battle. The warriors that follow him have total faith in his honor and courage.

Each Wolf Lord vies with the others for glory and a place in the Chapter's sagas. This competitiveness is reflected by their followers, who maintain a fierce rivalry with the other Great Companies. This often manifests itself in a desire to be the first to reach an objective during a campaign but is at its most evident during the great tournaments and drinking contests held on Fenris. Here representatives of each company vie with each other in races, wrestling matches, hunts, and shooting contests. Much honor and gold is won and lost in the wagering. Sometimes this competitiveness leads to friction and the Wolf Priests must step in and arbitrate.

Wolf Priests

Where other Chapters have both Apothecaries and Chaplains, the Space Wolves have their Wolf Priests. The Wolf Priests are amongst the most revered men of the Chapter and are responsible only to the Great Wolf himself. They are hard, grim men, knowledgeable in the sagas of the Chapter's history. They recruit new brothers, oversee their training and minister to their spiritual needs. Wolf Priests are also wise in the ways of medicine. In battle they use these skills to ease the suffering of wounded comrades. They are responsible for performing the benedictio



Wolf Lords are chosen from the ranks of the Wolf Guard.

ultimatus and removing the geneseed of fallen Space Wolves.

Wolf Priests are chosen from the ranks of the Long Fangs. Becoming a Priest means severing all ties with their former pack-brothers and Great Company. It is a great loss, and they are mourned as dead by those they leave behind. To symbolize this they take on a new name when they don the sacred skull-embossed armor. This is important, for the Wolf Priests must be seen as impartial for they arbitrate in any dispute among the Companies. A convocation of Wolf Priests advises the Great Wolf on matters of Chapter law and discipline.

The Wolf Priests guard the Chapter's genetic seed, bio-culturing new implants and maintaining the vigor of the strain by weeding out any weakness or mutation. Their knowledge is deep, and for many centuries they have studied the effects of the cursed Wulfen gene helix in a search for a way to modify it and make safe the Chapter's genetic seed. However, their efforts have only succeeded in preventing the curse spreading, and it is unlikely that the damage can ever be repaired completely.

At least one Wolf Priest always stalks the surface of Fenris seeking promising new candidates to recruit into the ranks

of the Space Wolves. Wolf Priests perform the ritual implanting of the geneseed and supervise every aspect of training the aspirants. Wolf Priests are the first Space Marines any new recruit has dealings with, and they sternly supervise their development. During training, Space Wolves gain an almost religious respect for these grim old men that never leaves them. A brawl between drunken Space Wolves can be broken up by a single word from a Wolf Priest. It is said that a Wolf Priest's face is the first and last that Space Wolves ever see. They look on it for the first time when they are recruited and for the final time when the Wolf Priest performs the benedictio ultimus.

Rune Priests

Rune Priests are selected from those Space Wolves who show traces of psychic power. They are carefully screened to make sure their souls are untainted by the dark powers, then their spirits are strengthened by many tests, hardships, and rituals. They must be utterly strong, secure enough in their faith to resist the whispered temptations of Chaos that all psykers must face. If they come through all the tests then they are deemed worthy of becoming a Rune Priest and are taught how to wield their awesome psychic energies for the good of their battle-brothers. If they fail, they die.

The Rune Priests have the gift of the Sight granted to the Emperor's chosen. By their gift of divination they chart the Chapter's future, and by their knowledge of the sagas they fix the Chapter's past. The Space Wolves keep no written history; their records are committed to the memories of the Rune Priests who learn all the sagas of the old days. These are recited on the Chapter's feast days and during the Festival of the Wolf Time that commemorates the Chapter's founding. This is held every twelve Great Years.

The cult of Russ is old, dating back to the time of the first founding and pre-dating the establishment of the Adeptus Terra. To outsiders, its rituals seem primitive and almost heretical. They stress the power of Russ almost as much as the divinity of the Emperor. At the core of the faith are many prophecies concerning the Space Wolves and the natives of Fenris. Central to its tenants is the belief that the forces of evil will gather and return under the leadership of a resurrected Horus to destroy mankind. It is the duty of the Space Wolves to prepare for this last day, to be ready for the final battle. The Cult Of Russ teaches that the spirit of every warrior who dies bravely in battle joins the Emperor and strengthens him to fight this final battle. This is a grim, savage religion with the power to stir warriors to feats of great heroism.

A Rune Priest begins as a Skald. He is expected to learn the tale of a company's history, starting from its earliest days to the present. Every Great Year he will be assigned to a new Company to learn its sagas. Once he has learned the tale of each company he will be sent to whichever Rune Priest needs an apprentice and his training in the deeper mysteries begins. He learns to carve runes from the fangs of a wolf and is taught how to cast the Runes Of Divination. His armor is covered in runes of power which help focus his energies and allow the Rune Priest to focus his psychic powers in combat. As he progresses, he learns the sagas that tell the tales of the Chapter's Wolf Lords and heroes right back to the time of the First Founding. He will grow in strength and power until eventually he may replace the old and failing Rune Priest. At every Wolf Time festival, great contests of saga-telling and psychic duelling are held to determine if a new High Rune Priest will be chosen. He is the leader of the Chapter's Rune Priests and advisor to the Great Wolf.

Many Rune Priests are psyber-linked to ravens. These creatures are known as the Choosers of the Slain by the Space Wolves, after their distant cousins seen circling over the battlefields of Fenris. The link allows the Rune Priest to see with the animal's eyes and control their actions. The ravens are freed to gather information from far and wide, and can also be used as messengers. The ravens are also used to observe the aspirants as they wander the land of Asaheim during the Bleeding.

A full Rune Priest is an awesome sight. They are giant, weatherbeaten men, about whom hangs an aura of mystical power. Their armor is covered in ancient runes first carved by Russ himself, and when their powers are used these runes glow with balefire, focusing the Rune Priest's psychic energy. They are often cowed with the hides of a great white wolf and lean on the mighty oak runestaves that are seen as their badge of office. These staves are made from wood taken from trees raised in the soil of ancient Earth back in the days when trees still grew wild upon that planet. They are highly prized treasures which gradually absorb the psychic imprint of their owner, becoming ever more closely tailored to his mind. It is said that if the Rune Priest lives to a great age his staff becomes a living part of him, and after his death the staff lives on, preserving something of his thoughts and powers.

Iron Priests

On Fenris, the Forgemasters are men set apart from the bulk of the population by their knowledge of weapon making and ironwork. The secrets of smithing are

passed from father to son. Forgemasters are organized into the mysterious Guild of Smiths, which has links to the Iron Priests of the Space Wolves. Iron Priests are chosen from the apprentices of Forgemasters in secret rituals on the Isles of Iron. Here candidates are picked both by Wolf Priest and Iron Priest. They do not face the mass questioning of the massed Space Wolves but are instead examined by the Master Iron Priest himself, and their knowledge of the mysteries is tested.

To prove their courage they must place their hand into the blazing mouth of a great forge cast in the shape of a grinning Wolf's Head. This is the ultimate test where the aspirant must sacrifice part of his own flesh to achieve unity with the Machine-God. When the blackened stump is removed it is replaced with a servo-gauntlet grafted directly onto the aspirant's hand and linked to his central nervous system. The Machine-God has entered the aspirant's body and he has begun a life-long journey to understanding its mysteries.

Iron Priests must undergo the ritual of the Bleeding exactly like any other aspirant, and they then spend a period of training under the supervision of the Wolf Priests where they learn the use of weapons. At the end of this time they are sent on a pilgrimage to the Forge-World of Mars, where they undergo training with the Tech-Priests of the Adeptus Mechanicus. Here they learn many of the secrets of the Machine Cult.

During this time they may also acquire many bionic enhancements, symbolic of their unity with the Machine-God, and



Iron Priests are seen as mysterious figures by the battle-brothers of the Chapter.

useful to any artificer. When they return to the Chapter they take their place among the ranks of the Iron Priests, looking after the many technical systems of the Fang, supervising building and engineering projects, and all of the myriad of complex technical tasks that are undertaken every single day. In their own workshops they create all of the fine mechanical artifacts and wargear used by the warriors and Priests of the Chapter. The Iron Priests also create Servitor workers, half-human and half-machine creatures which are task-adapted and almost mindless. They serve the Iron Priests and sometimes act as bodyguards in battle. Iron Priests seldom take a direct hand in the fighting but their position within the Machine Cult means that they are well equipped with strange and exotic weapons seldom carried by other warriors.

The Iron Priests are mysterious figures to their battle-brothers. They possess strange skills and obscure knowledge from the elder days and their concerns seem remote and unworldly. They do not take part in any of the great contests and many of their rituals are secret even from their fellow Space Wolves. They are outsiders, even as the smiths are on the world of Fenris. Perhaps because of this, they are not resented. Their brother Space Marines see them as occupying the same position as the mysterious weapon makers did in their old society.

Dreadnoughts

Closest to the Iron Priests are the Dreadnoughts, ancient battle machines inhabited by the shrivelled bodies of crippled Long Fangs and Wolf Guard. When dormant these machines are tended by the Iron Priests; when they awake, the young priests listen to their stories of ancient days. For the Dreadnoughts are virtually immortal and have often been alive for a millennium or more, linked as they are to the life-support systems of their armored carapace. These systems will keep the Dreadnought alive even if it is disabled in battle, and only the near complete destruction of the suit can cause the death of its wearer.

Bjorn the Fell-Handed is the oldest living creature on Fenris. He is almost as old as the Primarchs of the Chaos Space Marine Legions, and they are the oldest known living things in the galaxy, with the exception of the Emperor himself.

Bjorn walked at the side of Russ himself, and was the first Great Wolf of the Chapter after the Primarch disappeared. He led the Space Wolves on the first Great Hunt, the Chapter's epic but fruitless quest to find Russ, and it was he who reluctantly gave the order to cease the Hunt, when it became obvious that Russ was not to be found. As the



Wolf Guard are the only warriors in a Wolf Lord's Great Company to have access to the ancient Terminator armor.

first Great Wolf he was instrumental in resisting the attempts of the newly created Administration to force the Space Wolves to accept the dictates of the Codex Astartes, even going as far as to threaten to rebel if the Administration persisted. Such was the fragile state of the fledgling Imperium that the Administration withdrew its demands. Thus was the unique nature of the Space Wolves preserved.

Bjorn's heroic career as a Great Wolf was cut tragically short during the Proxima Rebellion when he heroically led a raid to free brother Space Wolves trapped in the embattled Dreadsun Fortress. The raid was successful but Bjorn suffered so many wounds that he was left paralyzed and crippled, and not even the best efforts of the Wolf Priests could save him. Eventually, to preserve his life, what was left of his shattered body was transplanted into a Dreadnought.

For the next five hundred years or so, Bjorn was constantly in the forefront of battle whenever the Space Wolves fought. He distinguished himself on Algol Nine when he slew the Daemon Thran'saba, and saved the Planetary Governor from sacrifice. On the desert world of Quaran he slew the Ork Warlord Makrina and thus broke the Waaagh-Makrina. On the Hiveworld of Thranx he slew the rogue psyker Vornalan and thus averted a terrible rebellion. Slowly, though, the years took their toll on this proud and ancient warrior, and he took to spending longer and longer periods dormant, in stasis sleep. Given his exemplary record and long history of dedication to the Chapter, his fellow Space Wolves left him undisturbed.

Since then Bjorn has been lovingly maintained by the Iron Priests of the Chapter, and is revered almost as much as Russ, as a living link with the Chapter's distant founding. Every

thousand years he is awakened and tests the Chapter's Rune Priests on their knowledge of the sagas. He is only otherwise woken during periods of great crisis, when the Space Wolves have need of every warrior, or when his particular brand of wisdom and knowledge is sought after.

Other Dreadnoughts are not so ancient but are nearly as revered. They dwell apart from the Great Companies in a chamber within the Halls of the Great Wolf where they are available to him at an instant's notice.

The Wolf Guard

The Wolf Guard are the elite warriors of the Great Company. They are the pack brothers of the Wolf Lord himself, his companions and most trusted friends.

They have access to the Chapter's sacred Terminator suits as well as many personalized weapons. The Terminator suits are ancient artifacts, giant suits of the mightiest power armor, forged by the ancients and handed down from generation to generation. The honor of wearing one is much sought after by the warriors.

A warrior can only become a Wolf Guard by performing an exceptional feat of heroism such as defeating overwhelming odds in hand-to-hand combat, storming an enemy position single-handed, or slaying a particularly mighty foe. A Space Wolves Space Marine can become part of the Wolf Guard at any age; a Blood Claw is as eligible as a Long Fang. It is by his deeds that he is selected, not his age. They must have proved themselves to be the bravest of the brave, since to become a Wolf Guard is the highest honor the Chapter can bestow.

In battle the Wolf Guard may form a small elite unit that acts as a bodyguard for the Wolf Lord, Priest, or battle leader, or they are used to lead individual packs



Blood Claw packs are trained to use bikes and jump packs to engage the enemy.

of Space Wolves, who welcome such heroes of the company into their ranks like long-lost brothers. A Wolf Guard has the pick of the weapons from the Space Wolves arsenal and is permitted to fight in whatever way suits him best; for most Wolf Guard this is in deadly hand-to-hand combat.

Long Fangs

Long Fangs are the eldest of the Space Wolves, grizzled veterans of a thousand combats. Due to a quirk in the Space Wolves' genes, their canine teeth grow throughout their life so these men have, quite literally, long fangs. They are like old oak trees, gnarled survivors of countless storms.

In their youth they hungered for honor as any Space Wolf does, eager to earn a place in the sagas. Now, after countless wars, their experience stands as a mountain, commanding awe and respect from those of lesser years. Their saga is almost complete. The hot steel of youth has been tempered by honor, the reward of glory, leaving a keen yet finely balanced warrior, as wise in battle as he is strong of arm.

Long Fangs see it as their duty to pass on their lore and to temper the headstrong battlelust of their younger battle brothers. Their cool under fire is legendary. Often Long Fangs have held the battlefield and triumphed after all others have died or fled. Although silver-haired, the Long Fangs are every bit as fit and strong as their younger brethren, and these hard bitten warriors are still able to show the younger Space Wolves a thing or two in a fight.

Long Fang units carry more heavy weapons than any other type of Space Wolves unit. They watch over their rash young battle brothers and give them supporting fire, using missile launchers, heavy bolters, lascannon, and other heavy weapons to cut down the enemy from long range. Their cool heads and age-honed stealth are the very qualities that make for crack shots.

Grey Hunters

Usually by the time Blood Claws develop their first grey hairs the fury of the Blooding has receded, leaving them cunning and rational, as wily and deadly as wolves. They can control the urge to get straight to grips with the foe and are ready for the next stage in their initiation into the Chapter. They are sent out into the Hyperborean Wastes that lie to the west of the Fang to kill a Grey Wolf. The Grey Wolves do not grow as large as a true Fenrisian Wolf, but are nonetheless vicious predators, so a duel with one is far from one sided, even for a Space Marine. The Grey Hunter is expected to run the beast down and break its neck with his bare hands. He returns with the pelt as proof of his victory. Usually some part of the wolf skin is incorporated into his ceremonial dress or worn as a lucky charm.

The Grey Hunters make up the bulk of any force fielded by the Chapter. These are Space Marines in their prime, tempered by battle yet still hungry for a place in the Wolf Guard. They are men with a desire to win glory and they have the ability to do so. They are proud and fierce warriors who have acquired all the skills needed to see them through any combat. They are normally armed with a good mix of bolters, grenades, and close combat weapons. They eschew heavy weapons like missile launchers in favor of tactical mobility.

In battle, the Grey Hunters stalk the enemy and blast at them from close range with their bolters before closing in to tear them apart in close combat. The battle ploys and cunning of the Grey Hunters are legendary. Often they will feign weakness, luring the enemy forward and then pouncing upon their foe. It is their uncanny calm and patience that distinguishes the mature warrior from the fiery young Blood Claw. When the moment comes, the Grey Hunters leap at their foe with the elation

of a savage beast that has long stalked its prey and senses blood at last.

Blood Claws

Blood Claws are the youngest and most ferocious of the Space Wolves. Having only recently acquired the honor of a place in a Great Company they have the most to prove. The memories of the Blooding are still strong in them and they still possess the primitive animal fury that carried them through their time of trial. In battle, their lust for combat sometimes overcomes their discipline and they desire nothing more than to get into close combat with the enemy. They can be found in the thick of any fight, howling their blood-freezing battlecries. Blood Claws are particularly noted for their blood-mad, howling charges. Even the staunchest foe can be overwhelmed by these battle-crazed rushes. After dispatching a foe in single combat it is traditional for them to tear out his heart with their bare hands, and so literally blood their claws.

Wolf Lords make good use of the Blood Claws' ferocity by ensuring that they are well equipped with grenades, chainswords, plasma pistols, and other weapons for close assault and using them as assault squads that lead the rest of the company into battle. Blood Claws are also found acting as a mobile strike force, mounted on bikes or using jump packs. The latter is not much favored by older Space Wolves, but Blood Claws will use them; anything to get them among the enemy as quickly as possible.

Wolf Scouts

Wolf Scouts are very different to the scouts fielded by other Space Marine Chapters, a fact that has caused some confusion amongst Imperial scholars in the past. In most other Chapters new battle brothers are inducted into the Scout Company first, and it is there that they learn the skills required to become

a full Space Marine. This is not the case with the Space Wolves, where new aspirants become Blood Claws upon joining the Chapter.

Instead, in the Space Wolves Chapter, certain battle brothers are promoted to join the Scouts, in a similar manner that others are promoted to the Wolf Guard. However, promotion to the Scouts is based on the warrior's natural character and aptitude, rather than being in recognition of a feat of valor. Certain Space Wolves are simply not well suited to the close-knit and boisterous brotherhood of the pack. Instead they are solitary people who yearn for wide open spaces and isolation. They are taciturn men of few words, whose soul is touched by the call of the wild.

Such Space Wolves can be very disruptive to the smooth running of a pack, and as soon as they are identified by the keen senses and understanding of a Wolf Priest they will be asked if they wish to become a Wolf Scout. Most accept readily, though some are loath to leave their pack-brothers, especially if they owe debts of honor as yet unpaid. In such circumstances they will be counselled by the Wolf Priest until they understand that it would be for the best for all if they left. Any debts that they might owe will be called void, for all know that they will serve their brothers well in the Scouts.

To mark his transition to a Scout the warrior undergoes a ritual to find his Were-Spirit. The initiate must fast for several days, all the time attended by a Wolf Priest. When the time is right, the Wolf Priest calls upon the services of a Rune Priest who, with the aid of a potent hallucinogenic brew, guides the initiate into the spirit realm. There the Space Marine will soul-bind with one of the Were-Spirits of Fenrisian myth. According to Fenrisian tradition these creatures embody the traits and characteristics of the different animals that inhabit Fenris. By binding with such a creature one gains some of the traits of the living creature. Those that bind with the Were-Spirit of the Blood Eagle are said to be blessed with extraordinarily acute eyesight, for example, while one that binds with the Were-Spirit of the Snow Leopard will become unusually fleet of foot. Once the Scout has been bound with his Were-Spirit he is considered to have become a full-fledged Wolf Scout, and can never be accepted back into the Chapter proper. To mark the change, the Scout will have tattoos applied to his body. He may collect and wear totems to show the Were-Spirit to which he has bound.

Wolf Scouts are equipped with lighter weapons and armor than that worn by their battle brothers in the Great

Companies. They are used to range ahead of a Space Wolves army, using stealth and infiltration to catch their foe unawares and cause maximum confusion amongst the enemy. Packs of Scouts will often be dropped deep behind enemy lines, from where they wage an ongoing guerrilla war, striking at the enemy when least expected, and then vanishing back into the wilderness that is their natural home. It is not unknown for Scout packs to operate like this for months, and in some cases years at a time. Such is the nature of a Wolf Scout that they do not find such a lonely duty onerous; indeed they seem to prefer such missions, as they call for little contact with anyone other than the victims that die silently at their hands.

Thralls & Servitors

The whole population of the Fang is supported by the thralls, failed aspirants and other native Fenrisians who have seen the inside of the fortress and cannot be allowed to return home. They are given honorable positions as warriors and guardians of the Space Wolves' home, and are trained to drive and maintain vehicles and spacecraft and use weapons. They are effectively Fenris' planetary defense force. Thralls are adopted by the Great Companies and have the position of privileged retainers.

Servitors are created by the Iron Priests as helpers and servants. Their bodies are grown from human gene-cells in vats of artificial nutrient, and although otherwise healthy, their minds are blank and incapable of development or feeling much pain. Once fully grown, their bodies are implanted with bionic systems and psyberlink feeds that enable them to interface directly with

the Chapter's machines. When the rituals are over, the servitor is little more than an automaton, tougher than a normal human, but robbed of free thought and emotions forever. The Servitors aid the Iron Priests in their multitude of technical tasks, never tiring and never complaining.

The Inheritance of Russ

For ten thousand years since the end of the Horus Heresy, the Space Wolves have continued to serve the Emperor faithfully and with honor. The Chapter has endured ages of constant warfare. It has survived times of anarchy within the Imperium, and periods of occasional isolation from Earth. Through all these years the Space Wolves have held true to the vow of Leman Russ to serve the Emperor.

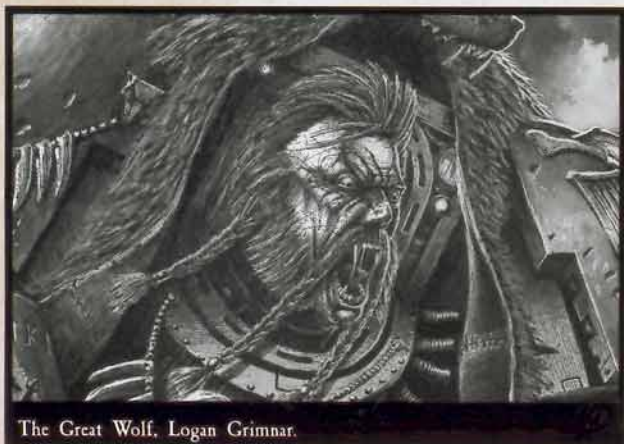
It would be impossible to describe at any length the wars fought by the Space Wolves over their ten thousand year history. Indeed, not even their extensive records give a full account. Legends tell of fierce battles fought against Chaos Space Marines following the Horus Heresy. However, no formal history of those times survives. Some of the Chapter's earliest history is preserved only in the form of epic sagas, tales of heroism composed by Fenrisian bards at the courts of the Wolf Lords. Such tales form an important part of Space Wolves tradition, and it is in this form that Space Wolves warriors habitually recall the deeds of the past. There are many thousands of these sagas. Some seem so improbable as to be pure invention, but most contain a gem of truth, and all are accepted for what they are, a fitting testament to the heroes of the past.



Wolf Scouts are used to perform covert operations behind enemy lines.

SPACE WOLF GLOSSARY

Allwinter's Eve	Ancient ceremony now only rarely celebrated by the Space Wolves, when the Rune Priests gather to chant the sagas.	Cup of the Wulfen	An ancient Space Wolves artefact.
Artificer	Title reserved for highly respected and experienced Iron Priests.	The Fang	The Space Wolves fortress monastery on Fenris.
Asaheim	Principle continent on Fenris.	Fang Morkai	The blade used by Wolf Priests to extract a progenoid gland.
Axe Morkai	Re-forged Chaos blade wielded by Logan Grimnar.	Fanguard Mountains	The highest mountains on Asaheim, which surround the Fang.
Belt of Russ	Ancient Space Wolves artefacts. One is held by each Great Company.	Father of Kraken	Legendary creature whose tentacles girdle Fenris.
Bjorn the Fell-Handed	The most ancient living Space Wolves warrior, a Venerable Dreadnought.	Fenris	Home world of the Space Wolves.
Blackmane	Most fearsome of the wolves of ancient Fenrisian legend, also known as the Howler in the Night. Allegedly slain by Russ himself.	Fenrisians	Natives of the planet Fenris, from whom the Space Wolves are recruited.
Blood Claws	Name given to newly initiated Space Wolves.	Fenrisian Wolf	Name of the huge wolves that inhabit Asaheim.
Blood Feuds	The name given to a millennia long feud against an especially hated foe. Most famously, the feuds with the Thousand Sons Legion and Dark Angels Chapter.	Fergus Forgrim	Legendary Space Wolves Iron Priest who crafted the first frost blade.
Canis Helix	The term used for the first and most deadly of the Space Wolves geneseed, without which none of the other geneseed will work.	First Founding	Name given to the twenty Space Marine Legions raised before the Horus Heresy. The Space Wolves were the sixth of the First Founding Legions.
Charms & talismans	Blessed items worn to provide protection in battle. Most common are runic charms and items made from the tail or tooth of a Fenrisian Wolf.	Freki & Geri	Companion wolves of Leman Russ.
Chooser of the Slain	The mechanically enhanced cybernetic ravens used by Space Wolves Rune Priests.	Frost Blade	A highly prized weapon used by Space Wolves warriors.
Choosers of the Valiant	Fenrisian name for Space Wolves Wolf Priests.	Grand Annulus	Carved stone icon found in the center of the Hall of the Great Wolf.
Codex Astartes	Mighty tome of Space Marine tactical organization and doctrine, ignored by the Space Wolves.	Great Company	The Space Wolves Chapter is divided into twelve Great Companies, each of which is an independent fighting force.
		Great Crusade	Humanity's reconquest of the galaxy, undertaken by the First Founding Space Marine Legions led by the Emperor.
		The Great Evil One	Space Wolves name for Warmaster Horus.
		The Great Hunt	Name given to the crusades the Space Wolves have undertaken to seek the final resting place of Leman Russ.
		The Great Wolf	Title of the leader of the Space Wolves.
		Great Year	Period of time it takes Fenris to orbit its sun. Approximately equal to two Earth years.
		Grey Hunter	Name given to experienced Space Wolves in the prime of life.
		Hall of the Great Wolf	Massive feasting hall at the heart of the Fang.
		Harak Ironhelm	Former Great Wolf slain in single combat with the Primarch of the Thousand Sons, Magnus The Red. His crypt is a place of pilgrimage for Rune Priests.
		Rune Lord Heimdall	Ancient Rune Priest, acclaimed victor of the Tokaran War.



The Great Wolf, Logan Grimnar.

Helwinter	Period when Fenris' orbit takes it far from its sun and through a swarm of meteors.
Hood Of Gnryll	Ancient Space Wolves artifact.
Horus Heresy	Rebellion led by Warmaster Horus in the thirtieth millennium, that almost destroyed the Imperium.
Iron Priest	Title given to the Space Wolves equivalent of a Techmarine.
Isles of Iron	Island to the west of Asaheim rich in iron ore, where native Fenrisians have built a shrine to the Gods of Iron.
Kjarg	Legendary Fenrisian king of Wolfkind.
Kraken	Fearsome Fenrisian sea creature. Also known as Sea Dragons.
Kyrl Grimblood	Wolf Lord who saved Fenris during Age of Apostasy.
Lair	A Great Company's territory within the Fang.
Leman Russ	Primarch of the Space Wolves.
Logan Grimnar	Current Great Wolf of the Space Wolves Chapter.
Long Fang	Name given to highly experienced Space Wolves.
Morkai	Legendary Fenrisian Wolf that guards the Gates of Death.
Pack	Space Wolves equivalent of a squad.
Ragnar Blackmane	Youngest Space Wolves warrior ever to become a Wolf Lord.
Ranulf the Strong	Legendary Wolf Guard hero said to be stronger than even Leman Russ himself.
Rune Priest	Space Wolves warrior who possesses psychic powers and has been taught runic lore.
Runic Armor	Armor inscribed with powerful protective runes.
Runic Staff or Weapon	Artefacts used by Rune Priests to channel their psychic powers.
Sea of Stars	Space Wolves name for space.
Sea of Storms	Name of the ocean that surrounds Asaheim.
Servitor	Half-human machines that serve the Space Wolves Iron Priests.
Skald	Title of a newly initiated Rune Priest.
Sons of Russ	Alternative name for the Space Wolves Chapter.
Thralls	The Fenrisians that act as servants and retainers of the Space Wolves within the Fang.
Thunderwolf	Legendary Fenrisian wolf who is said to create thunder and lightning on Fenris.
Ulrik the Slayer	Most famous of all the Space Wolves Wolf Priests.



Wolf Lord Ragnar Blackmane and Wolf Priest Ulrik the Slayer.

The Were	Legendary Fenrisian monster that lies hidden within the gene-helix of every Space Wolves warrior.
Wolfbrother	Name for young Fenrisian warriors.
Wolf's Eye	Fenrisian's name for their sun.
Wolf Guard	Retinue of a Space Wolves Wolf Lord.
Wolf Helm of Russ	Ancient Space Wolves artefact, said to have been worn by Russ himself.
Wolf Lord	Leader of one of the twelve Space Wolves Great Companies.
Wolf Pelt	The pelt of a Fenrisian Wolf that has been slain by the wearer.
Wolf Priest	Leaders of the Space Wolves cult responsible for initiating new Space Wolves into the Chapter.
Wolf Scout	A warrior selected for his ability to operate on his own.
Wulfen	Those Space Wolves subject to an unstable genetic mutation caused by the Canus Helix.
The Wulfen Stone	Ancient gem worked into a suit of armor that is one of the Space Wolves greatest treasures.
Wolf Totem	Sacred standards belonging to a Great Company.



Listen but closely Brothers, for my life's breath is all but spent. There shall come a time far from now when our Chapter itself is dying, even as I am now dying, and our foes shall gather to destroy us. Then my children, I shall listen for your call in whatever realm of death holds me, and come I shall, no matter what the laws of life and death forbid. At the end I will be there. For the final battle. For the Wofltime.

Last words of Leman Russ,
Primarch of the Space Wolves.

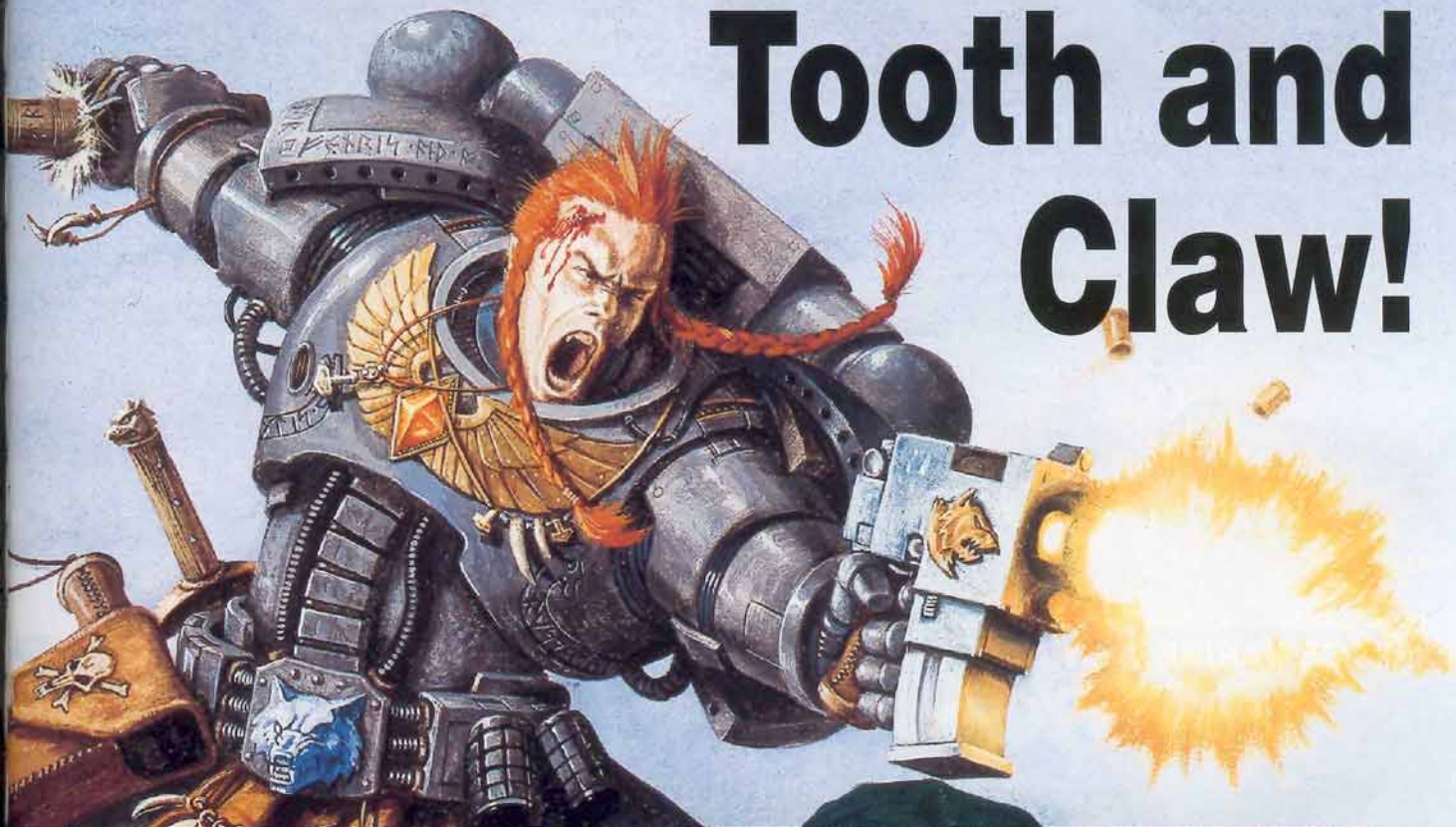


"The Space Wolves are the most barbaric of all the Space Marine Chapters. Their home planet is the harsh ice world known as Fenris, where savage tribes from which the Space Marines are recruited are locked in a continual struggle for existence. Perhaps because of this, Space Wolves have a proud, headstrong nature that makes them difficult to control or direct. But for all of this, the Space Wolves are valiant and noble defenders of the Imperium, and are amongst the bravest and most ferocious warriors I have ever met. I can say without doubt that the Imperium would be a far more dangerous place without the Sons of Russ to protect it."

Inquisitor Bastalek Grim



Tooth and Claw!



The Space Wolves Battle Force is an ideal way to start a new Space Wolves force or to further reinforce your existing Space Wolves army.

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TOOTH AND CLAW

COLLECTING A SPACE WOLVES ARMY



By Phil Kelly

The Space Wolves: savage tribes of proud warriors forged by the might of the Imperium into humanity's finest soldiers. These ferocious and noble fighters comprise one of the original and most characterful Space Marine Chapters in the galaxy. With all the fantastic Space Wolves boxed sets released recently, one question remains: where to start?

Firstly, let's get one thing straight: in my opinion Space Wolves are by far the coolest Space Marine Chapter to collect. Whereas most of the Space Marine Chapters tend to

be dedicated warriors to whom serving the Emperor is everything, the Space Wolves actually 'enjoy' their battlefield role. Their commanders are just as eager to break some heads in the name of the Emperor as the youngest Blood Claws, and will raise many a toast to their victories in the drinking halls after the battle. In a galaxy of woe and strife, the Space Wolves stand out as a maverick force that fights as fiercely as any other Chapter but encourages individuality and acts of reckless bravery.

Another reason to collect Space Wolves is that they have a rich and colorful background. They live in a towering mountain on the hostile ice world of Fenris, a planet where every day is a fight for survival. In conjunction with the harsh training and rigorous initiations that the Chapter demands, only the most dedicated and skilled warriors survive to become Space Marines, the stalwart defenders of humanity.

Getting Started

So how does an aspiring Wolf Lord go about collecting these savage warriors? Starting an army is as rewarding as it is challenging, but it requires quite a bit of forethought. Over the next few pages we'll look at where to start, how to put a small force together, and how to expand it to become a formidable army and strike fear into the hearts of the alien oppressors (or at least your gaming friends!).

Perhaps the most essential item for any army, other than the models, is a copy of the rules. Each army in Warhammer 40,000 has (or will have) its own set of additional rules published in the relevant Codex. Codex Space Wolves was recently released as a supplement for Codex Space Marines, the book that all Space Marine players use as a blueprint for their armies. All the information you need to collect, paint and play with an entire Space Wolves army is contained in these two publications. Although you'll find much of what you need to get started in this article, the first step towards true glory on the battlefield is to read these books. Although that may seem a bit of a task to those who want to get stuck in and begin painting, once you start reading you'll find it hard to put them down.





And now onto the part everybody loves... shopping! You've saved up a bit of cash, you may already have an understanding of how the Space Wolves work as an army, and you've probably got your heart set on a few purchases already. It's a great feeling when you buy the first models for a collection, and it is very important that you choose them carefully. This is where familiarity with the army lists comes in handy, as these first

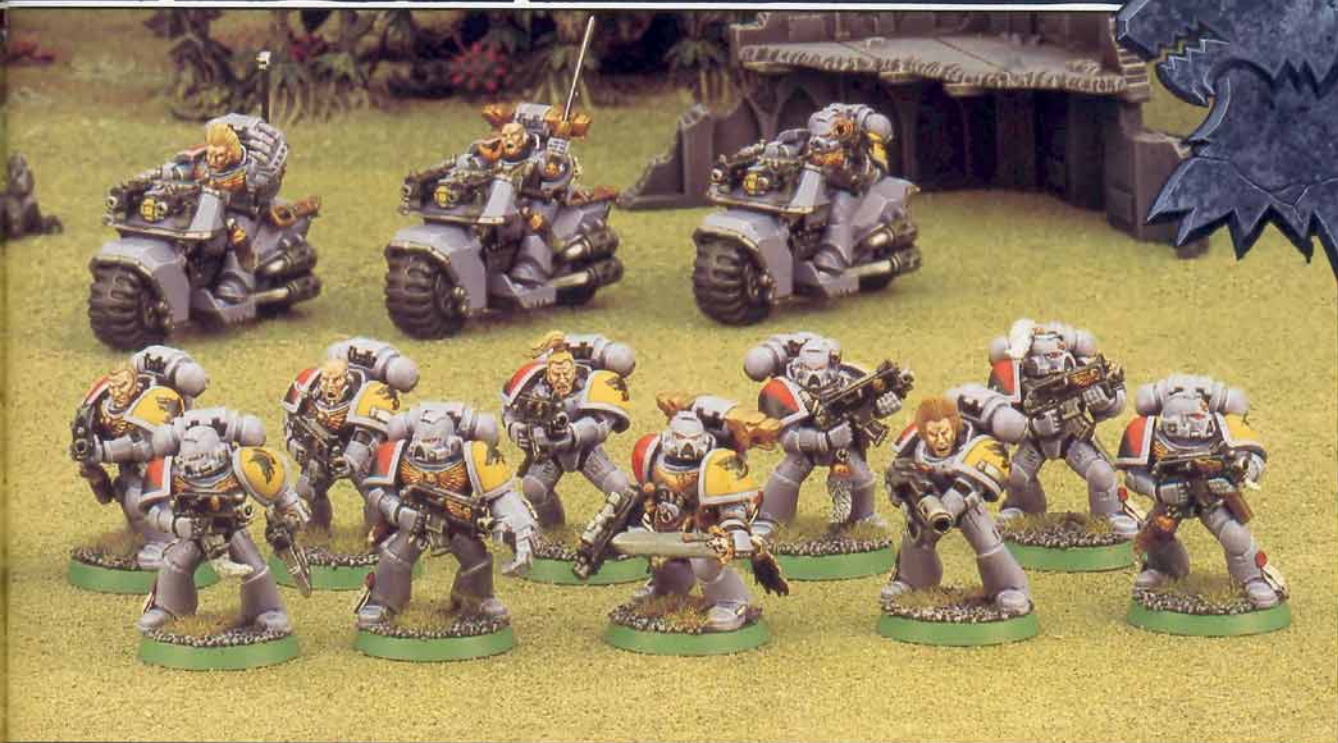
few squads should comprise the core of your force. The good news is that the timing couldn't be better to start a Space Wolves army, as there are now boxed sets of Grey Hunters, Long Fangs, and Blood Claws – the three main unit types in the army.

The only compulsory models needed to play Space Wolves in Warhammer 40,000 are two Troops choices and an HQ unit (see later for details on HQ choices). The boxed sets allow you to make a great start, as the plastic kits are highly detailed, extremely versatile, and fantastic value for money. The best thing about these kits is the scope for conversion and personalization of your Space Wolves. These are multi-part kits allowing dynamic poses for your models; very appropriate for Space Wolves. Add to this the variety and scope possible with the new plastic Space Wolves accessory kit included in each boxed set, and I guarantee your core troops will look as individual as they do exciting.

Special Offers

A good way to start, both in terms of price and army selection, is to look at the offers available on Space Wolves at the moment. First and foremost among these is the Space Wolves Battle Force, a collection of the latest models that will provide a solid core for beginners to base their army on. The boxed set contains 10 Grey Hunters, 10 Blood Claws, 3 Space Marine Bikes, 1 Rhino, & 1 Gothic Ruins kit. This is excellent for a starting army and, once assembled and sprayed, you can rightfully expect it to storm across the battlefield in the name of the Emperor.

One unit of the basic troops, Grey Hunters, is compulsory in a Space Wolves force. These soldiers are armed with bolters, the standard armament for a Space Marine tactical squad. However, the 'True Grit' rule means that they are able fighters in close combat as well (troops and characters with 'True Grit' can use their bolter in close combat and can therefore roll an extra Attack dice if equipped with a second close combat weapon). Two basic units of Troops are needed in any core army, and so it is wise to take a unit of the savage Blood Claws. Space Wolves thrive on close combat, and to enable you to get to grips with the enemy before they take a toll on your numbers, a troop transport is a great choice. Both Grey Hunters and Blood Claws can be carried in a Rhino, which is ideal for delivering a group of hard-hitting troops deep into enemy territory. Another versatile and highly maneuverable choice is a Blood Claws bike pack. These are better equipped, tougher, and faster than the standard Blood Claws troops, and comprise the Fast Attack choice of a Space Wolves army.



The Space Wolves Battle Force. An ideal place to start and a small army in its own right.

The Battle Force will enable you to get started with a small army of around 500 points and, by choosing wargear and appropriate upgrades, you can increase this points value even further. The Gothic Ruins kit makes for great scenery, a useful addition to anyone's terrain collection. However, more astute readers will probably notice one thing missing. Let's face it, everybody likes to see their troops led by an inspirational figure. After all, the General on the battlefield represents you, and therefore you'll want a suitably impressive miniature (preferably with a great paint job) to lead your troops into the fray. Luckily the

Space Wolves have several great HQ models, ranging from the old classics (still available from Mail Order) to the brilliant new releases. At this stage it may also be prudent to invest in a Wolf Guard Battle Leader, one step down from the mighty Wolf Lord, but still an exceptionally ferocious warrior. You might also like to accompany the character with a couple of Fenrisian Wolves, the lupine bodyguards and loyal companions of the Space Wolves characters. We'll look at these characterful additions to your force later on.

Just about any of the Space Wolves character models can be used as a force leader, even those in Terminator



Space Wolves Grey Hunters

You might want to consider the Space Wolves Army Deal available through Mail Order. The sheer number and versatility of the troops contained within it means you'll have a force ready to take on any of the Imperium's enemies! One of the best things about this deal is that it includes a copy of *Codex Space Wolves*, so it's ideal for the fledgling Wolf Lord. As well as having all the troops mentioned in the Space Wolves Battle Force, the Army Deal contains an HQ unit in the form of a Wolf Guard Battle Leader, a Wolf Guard in Terminator armor, an Iron Priest (the Space Wolves equivalent of a Techmarine) and six Wolf Scouts, whose infiltration techniques are so superior they can even turn up behind the enemy! Included in this deal are a couple of free Servitor models which are ideal as Thralls to act as the Iron Priest's bodyguard. This Army Deal will set you up with most of the Space Wolves troop categories and enables you to get stuck into the enemy on a larger scale. Interested? Give the Mail Order Trolls a call on

1-800-394-GAME US, 1-888-GW-TROLL CDN



armor, making for a suitably imposing and lethal commander. As you can see, with one or two extra purchases, the Battle Force is a great way to start collecting and therefore it is the example I will build upon for the rest of this article.

Expanding Your Army

So back to the joys of collecting an army of an appreciable size. By this time, you've got a battle force together, you've possibly even played a couple of games against your friends or in the local Games Workshop or Independent Retailer store. In fact, you probably have a strong idea of what's missing from your force. Maybe it needs more firepower, maybe it needs more punch in close combat, maybe you need an inspirational leader to spearhead the assault deep into the enemy's territory. If the first batch of miniatures

you bought have all been painted and are looking good on the battlefield, it's time to make your next few purchases.

The Space Wolves are famous for their readiness to close quickly and take the enemy apart in close combat. The army as a whole thrives on this tactic, and this may well influence the choices you make the next time you want to add to your army. One good HQ choice to consider is the Space Wolves Rune Priest. These grim shamans of the Space Wolves tribes are both revered and held in awe by their fellow warriors, and fulfill much the same role as Space Marine Librarians. They are just as ferocious in close combat as the Wolf Guard Battle Leader, but they have one major advantage; their psychic power *Storm Caller*, which enables the Rune Priest to summon a violent psychic storm around him and his unit so that they all count as being in cover. Aside from giving them a valuable saving throw against your opponent's more powerful weapons, it also means that when the Rune Priest and his unit charge an enemy unit, they will strike first regardless of Initiative. If the Rune Priest accompanies your unit of ten Blood Claws this potentially means that you get to inflict a mighty thirty-four Strength 4 attacks on your opponent before he gets to strike back! Anybody who has seen troops such as Eldar Howling Banshees using this ploy will realize the level of devastation it can cause. The Rune Priest adds an awful lot more punch to a unit that might otherwise flounder when spearheading an assault. Finally, a major benefit of the Rune Priest is that he may be equipped with a Runic Weapon, one of the most feared close combat weapons in the entire Space Wolves arsenal. The Runic Weapon is inscribed with runes of potent death magic and is so lethal that a successful hit can kill the hardest of creatures or characters



A Wolf Guard Battle Leader leading a pack of Blood Claws.



A Space Wolves Rune Priest
in Terminator Armor.

the enemies of the Imperium before they can even get close. The most experienced and level-headed Space Wolves are often organized into a pack of Long Fangs, veteran soldiers equipped with an awesome amount of firepower ready to rain down a withering curtain of shells and laser blasts to support your assault. Again, there has never been a better time to consider adding a team of Long Fangs to your army: the new boxed set has just been released and the models look fantastic. This troop choice has something extra to recommend them above other Devastator squads: due to their decades of training together under the Pack Leader, the Long Fangs can target two separate squads, splitting their fire in the same shooting phase! The versatility this affords means that it is more than worth paying the extra points for a Pack Leader.

The Wolf Guard

The exceptional Wolf Guard are the chosen battle brothers of each Great Company's Wolf Lord, and comprise the bravest and most skilled of the Space Wolves warrior elite. They are unusual in that not only can they be assigned as bodyguards to the Battle Leader of the army, but they can be split off to lead separate units. It's typical of the Space Wolves organizational style to place one of these experienced veterans in charge of a unit of Blood Claws or Grey Hunters to guide

outright. A version of this character available in Terminator armor is also available, making for a very dangerous close combat opponent indeed.

Perhaps the most obvious hole in the Space Wolves army you have collected so far is a lack of heavy firepower. No matter what Chapter you field, or how long you have been playing, everybody likes to see their heavy weapons teams blasting away

them upon the battlefield. The Wolf Lord of the Company commonly gifts these individuals with rare wargear and even suits of Terminator armor, and thus for the Wolf Guard these upgrades cost less than usual. As a result, it is sensible to get the most out of them, and leading a squad of Marines with a Wolf Guard in Terminator armor allows you access to superior firepower and close combat ability.

At this point we have collected 10 Blood Claws, 10 Grey Hunters, 1 Rhino, and 3 Blood Claws Bikes (all from the Space Wolves Battle Force); also 5 Long Fangs, 1 Wolf Guard Battle Leader, 2 Wolf Guard Pack Leaders, 1 Rune Priest, and 2 Fenrisian Wolves. In total this will cost around \$125.00 US or \$170.00 CDN, and with a good selection of the appropriate wargear, should take you from the basic 932 points up to a fully realized 1,000 point army. The models we have discussed for the expansion up to 1,000 points are among the best in the Space Wolves range and should be a real treat to paint, so get going and then set them loose upon the battlefield!

Further Additions

Most tabletop gaming in the Warhammer 40,000 universe is played on a fairly sizeable scale, giving the impression of a mighty clash of armies. However, to



The Space Wolves Long Fangs: very old and very destructive.



Ragnar Blackmane's Great Company



A Venerable Dreadnought attacks an Ork Dreadnought in close combat.



Ulrik the Slayer leads the Blood Claws attack against the Eldar.



Behind enemy lines Wolf Scouts ambush the Night Lords.



Bloody combat erupts between Grey Hunters and Eldar Howling Banshees.

ensure that the game doesn't take all night, most players find 1,500 points an excellent compromise. This ensures that you can play a really involved and exciting game, and most gamers will have an army of at least that size. Obviously with this in mind it's time to add a little more to your Space Wolves force, to take it to 1,500 points. For the time being, though, we should consider the next few purchases for your rapidly growing army list.

It can be tremendous fun fielding an army whose tactics are basically aggressive, charging your units into close combat at the first opportunity and causing havoc in the depths of enemy territory. However, I find that a little deviousness and planning makes any army a lot more rewarding to play, and when you inevitably win, it is that much more of an achievement. In fact, if I had to level one criticism at the style of the Space Wolves armies I have seen recently, it is that their battleplans tend to be a little predictable.

Luckily there are exceptions in the army list that allow you to get round this and be just as sneaky as the alien scum you have been gleefully slaughtering. Perhaps the most unusual element of the Space Wolves army list is the Wolf Scouts. A full unit of six is an ideal size. These hunters roam far ahead of their companions, their pack often ranges weeks or even months in advance of the main force. Exceptionally gifted at stealth and infiltration, they have the option of actually entering the battlefield *behind* the enemy, inside their deployment zone. They deploy as Reserves, even in missions that do not normally allow this, and will therefore be able to respond to major threats as the battle progresses. For example, imagine you are playing a scenario where the enemy's heavy weapons team is frying Space Wolves whenever they step into



Wolf Scouts behind enemy lines.



The Venerable Dreadnought: staying power.

the open, preventing a charge. The Scouts deploy directly behind the enemy emplacement, shoot and charge into combat, preventing any further fire and possibly exterminating the squad completely. An added bonus here is that with Space Wolves on either side of the enemy, any routed unit is far more likely to fall prey to the Crossfire rule and therefore be destroyed utterly. Furthermore, they have the ability to infiltrate and move quickly through cover. These elite units are gloriously cheap in points and so versatile that you'll appreciate them as soon as they appear on the table.

Another elite unit that is very useful from a tactical standpoint is the Venerable Dreadnought. This model can be taken either as an HQ or Elites choice, and in either capacity it works with fantastic efficiency. The Venerable Dreadnought was once an extremely accomplished warrior who fought for the Space Wolves until he was so badly crippled he could fight no longer. Since that time, the fallen Marine has been interred in a sarcophagus within a vast metal body. The Venerable Dreadnought is among the oldest and most experienced fighting machines in the Imperium, having fought for thousands of years in countless battles. As a result, they are considerably wiser and harder to kill than normal Space Marine Dreadnoughts. In game terms, they allow you to re-roll the dice to see who takes the first turn, and they may force the opponent to re-roll their result on the Damage tables if they are hit. This vastly reduces the chances of losing your Dreadnought to heavy weapons fire. As with any Dreadnought they are just as lethal in close combat as they are at shooting your opponent to pieces at long range. They are great fun to field, and in a small scale battle will put the fear of the Emperor into anyone who knows the havoc they are capable of causing.

The Leader Of The Pack

Because the Space Wolves are organized in their own unique way, unlike the Force Organization templates of other Space Marine Chapters, you will need to remember that for every 750 points in your army you need an HQ choice. Although it is not compulsory to lead a force with a Wolf Lord, it would be a crime to field a Space Wolves army of any real size without one of these mighty heroes howling for blood at the front of your battle lines. Wolf Lords are among the most charismatic and exciting commanders Warhammer 40,000 has to offer, having fought so hard for so long that the clamor of battle is music to their ears and the thrill of the hunt second nature to them. Each Wolf Lord is more than just an unparalleled fighter and leader of men; to many of his battle brothers he is also a friend. The model for Ragnar Blackmane is an ideal choice for the Wolf Lord leading your army, as he looks really impressive and is easily recognizable as a Space Wolves Wolf Lord (also, if you play using the rules for Special Characters he is one of the few that can be included in a 1,500 point army). However, for a force this size it may be wise to use a Wolf Lord of your own invention. Perhaps you might even go so far as to personalize the model somehow, as he should form the focus of your army and spearhead your headlong assault into enemy lines.

Wolf Lords can be accompanied by up to four Fenrisian Wolves. These huge snarling beasts stay within 2" of the Wolf Lord, and fight alongside him with an unfettered ferocity equal to the Marines they accompany. As well as this, these noble beasts drag their master away to safety if he falls in battle, preventing the Wolf Lord from the disgrace of capture. Also, they make great cannon fodder! Before you call the R.S.P.C.A., I might just point out that most Space Wolves players would rather a wolf die in the service of his master than their Wolf Lord takes, for instance, a searing lascannon shot between the eyes. These add a lot of flavor to the army as well, as no other Space Marine Chapter is allowed anything even similar to these loyal companions. I heartily recommend taking at least two of these beasts.

Lastly, to ensure that you have a balanced force, it is a very good idea to consider taking some more troops. Although they do not seem quite so impressive when stood next to the towering behemoth of the Venerable Dreadnought, another unit of Blood Claws would make a great bodyguard for your Wolf Lord. Besides, a balanced force with a healthy amount of infantry will tend to perform far better than an army cobbled together from various unusual and expensive troops. I suggest taking another unit of seven Blood Claws. This way the entire squad (including the Wolf Lord's Fenrisian Wolves) will fit into the Rhino transport. The points left over will allow you to buy an excellent selection of wargear, letting you fine-tune the army you have put together so far into a force that suits your own style, and enabling you to build your own characters with their own unique personalities and equipment. An example of what I would consider for my army list is shown opposite.

So there we have it. Aside from personalization, a few choice weapons, and a few more paint jobs, the Space Wolves army is ready to rumble. Remember, these troops are too good to waste, so think before you commit a unit to a death-or-glory charge. A well placed offensive backed up by a healthy second wave will break a hole through the enemy lines so large you could drive a Leman Russ through it. In the future, you may think of expanding this army to the resplendent size of 2,000 points, maybe adding a Wolf Priest, a Land Speeder or two, even a Land Raider. But for now, you have an army more than capable of taking on any threat in the Imperium, and doubtless you'll be very proud of what you've accomplished so far. Only one thing remains...

Glory to Leman Russ! CHARGE

1,500pt SPACE WOLVES BATTLE FORCE

HQ

1 Wolf Lord	103 pts
<i>Frost blade, wolf pelt, runic charm</i>	
2 Fenrisian Wolves	24 pts
Rune Priest	140 pts
<i>Terminator armor, rune weapon, storm bolter</i>	

ELITES

1 Venerable Dreadnought	155 pts
<i>Assault cannon</i>	
6 Wolf Scouts	106 pts
<i>Plasma pistol, plasma gun</i>	
Wolf Guard Pack Leader	48 pts
<i>Power weapon, Terminator armor, storm bolter</i>	
Wolf Guard Pack Leader	61 pts
<i>Chainfist, Terminator armor, Storm bolter, wolf pelt</i>	

FAST ATTACK

3 Blood Claw Bikes	98 pts
<i>Power weapon</i>	

TROOPS

10 Grey Hunters	195 pts
<i>Power weapon; meltagun</i>	
10 Blood Claws	156 pts
<i>Plasma pistol, power weapon</i>	
1 Rhino	50 pts
7 Blood Claws	106 pts
<i>Power weapon</i>	

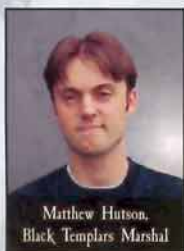
HEAVY SUPPORT

5 Long Fangs	258 pts
<i>Multi melta, lascannon, plasma cannon, heavy bolter, power weapon</i>	

Grand Total	1,500 pts
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ARMORED ASSAULT!

Over the last few months a multitude of Land Raiders have appeared around the Studio in various Chapter colors, destroying all who stand before them. To show you the different ways a Land Raider can be used, Matt Hutson's been out and about to gather the thoughts of the various Space Marine players using this armored beast in their games.



Matt: Firstly I must admit that the main reason I take a Land Raider into battle is because the model looks awesome. It towers above everything else on the battlefield; the fact that it's tough as nails and armed to the teeth is a bonus. There's one thing you can always guarantee when using your latest unit or tank in a game for the first time and that's that they're going to attract an

awful lot of the enemy's firepower. After all, there is nothing more satisfying than destroying your opponent's prize unit in the first turn, especially when they have spent hours painstakingly sticking it together and painting it. The Land Raider allows you to use this to your own advantage. It's Armor Value of 14 makes it great at absorbing lots of the enemy's fire power. This is perfect for my style of play as I tend to tailor my force entirely for close combat. The Land Raider fits in perfectly as it takes my opponent's attention

away from my close combat squads, other troop transporters and my tanks. In one game I played recently my opponent got so focused on trying to destroy it, he completely ignored my Space Marine Assault squad and Veteran squad led by my Chaplain and Emperor's Champion who managed to get into close combat unscathed. They then promptly rampaged through his army winning me the game. Before using a Land Raider, I always think about what role I want it to fill in my army. The Land Raider is equally good at standing off, acting as a pill box to destroy vehicles and squads, as it is at transporting a squad of your best assault troops into the heart of the enemy. It's not wise to try to do both at the same time though. There's no point having a squad of assault troops inside and advancing at the enemy 6" a turn firing one weapon. It will take ages for your assault squad to reach the enemy, increasing the enemy's chances of destroying them and you will be wasting two of the Land Raider's weapons.



Led by a Land Raider, Matt Hutson's Black Templars prepare to close with the enemy.



Andy Chambers

ANDY CHAMBERS GIVES HIS OPINION

Andy: On the battlefield I see the Land Raider as being able to perform one of two tasks. The first of these is as a gun platform and the second as an assault vehicle. Before using it in one these ways, though, there are a number of questions you should ask yourself.

Gun Platform

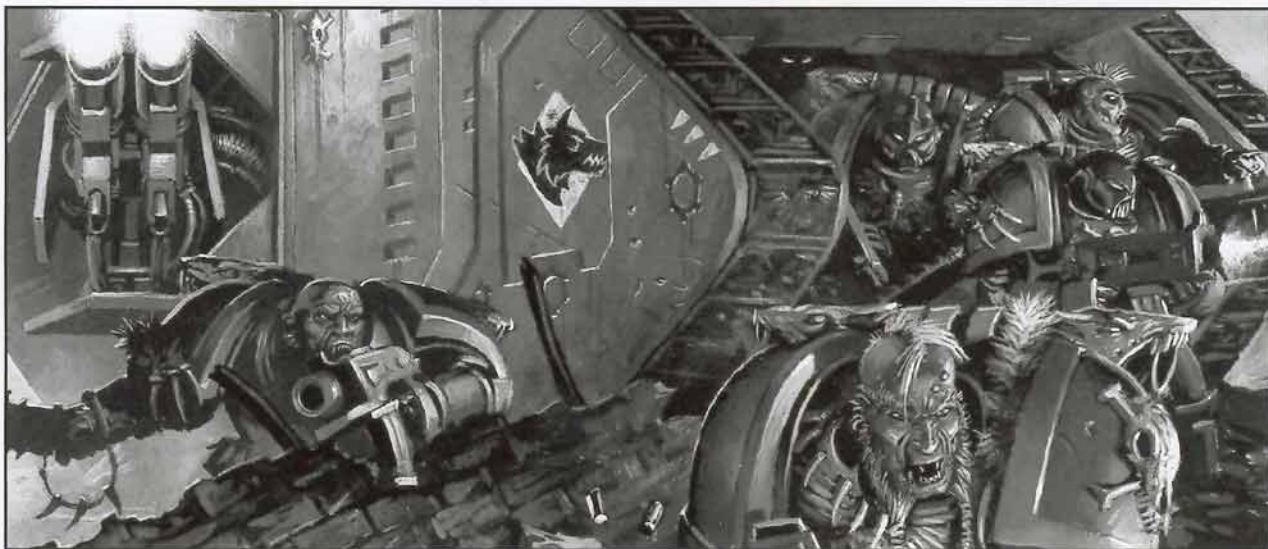
When using a Land Raider as a gun platform the first question you should ask yourself is, what does it have to kill to get back its points cost? If you are fighting against an opponent with lots of tanks, such as Imperial Guard, it will probably be quite easy to recover the 250 points paid for it. Against an army such as Orks, which has lots of light vehicles, you probably won't be able to kill enough of the enemy compared, to say, a Devastator squad. This brings me onto my next point which is what else could you spend the 250 points on. It is always worth making comparisons with a Devastator squad. A Devastator squad armed with two missile launchers, a heavy bolter, and a lascannon comes to 165 points and is capable of taking on infantry

and tanks. This squad doesn't have the staying power of a Land Raider but won't terrify your opponent into shooting everything he has at it, something I will discuss later. If you do decide that a Land Raider is going to be worth the points you must carefully consider where to deploy it. You need to position it somewhere with good broad lines of fire where it can dominate the battlefield. Consider the following quiz:

Quick Quiz:

Where would you deploy the Land Raider?

Answer on next page.



Assault Vehicle

The second way to use your Land Raider is as an assault vehicle, a sort of mobile bunker. A Land Raider hurtling towards his lines will panic your opponent. You don't even have to put a squad inside it as your opponent won't know if it's empty. If you make him paranoid he will probably start doing stupid things as he tries to destroy your tank with everything he's got. This way of using your tank is a great way of attracting fire away from the rest of your army. Even if the Land Raider gets destroyed, it's destruction won't have been in vain if it meant your prized unit of assault Marines made it into combat without a scratch. If you do decide to put a squad in it think carefully about which one. There's no point putting a Tactical squad inside it armed with a missile launcher as you will never

get the most out of it. Troops armed with assault and close combat weapons are much more useful as they can protect the Land Raider from enemy troops once deployed. Remember that every army in Warhammer 40,000 has the means to take out your tank in an assault, so protect it. Also, never underestimate the power of tank shock. This tactic can be devastating but be careful which units you use it against; if you tank shock a unit of Ork Tankbusta Boyz don't be surprised if your Land Raider gets blown to pieces.

The best piece of advice I can give is be bold. Have a clear idea of what you want your tank to do and stick to it.

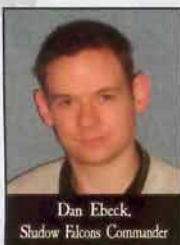
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Mark Raynor,
Deathwing Grand Master

Mark: As a Deathwing player, my choice of units is pretty limited, in fact the only units I can use are Terminators, Dreadnoughts, and Land Raiders. As the new Land Raider represents a third of my forces I started using them straight away. The way I use my army always revolves around one of two tactics (and two Land Raiders!) My first tactic is to get my Terminator squads

into the opponent's territory as fast as possible so that I can destroy his force in close combat. The Land Raiders are an integral part of this tactic as they have an Armor Value of 14 and enough room for five Terminators. My other tactic is to hold back and engage the enemy in a fire fight on my own terms using my superior armor and weapons to grind them down. The Land Raider also attracts a lot of the enemies' heavy weapon fire away from my valuable and very few Terminators, something I had a problem with before the new Land Raider arrived.



Dan Ebeck,
Shadow Falcons Commander

Dan: I always like to have a strong emphasis on shooting in my Space Marine army. I find the best targets for my troops are the toughest units in the opposition; especially the units which can give a Space Marine commander a real headache – Imperial Guard Leman Russ tanks, Eldar Wraithlords and Avatars, the Dark Eldar Talos, and Ork Nobz are always the first ones I target.

Vehicles fielded in squadrons are also very good targets. Against these, the twin-linked lascannons are great (you can destroy a squadron of vehicles such as an Imperial Guard Sentinel squadron in one turn as even the heavy bolter can rip through their light armor).

Another way I like to use my Land Raider is as a transport for my Commander and Command squad. A nine man Command squad led by my Force Commander packs a real punch in close combat. When I use my Land Raider for this I always equip it with a storm bolter and smoke launchers. My favorite tactic is to drive the Land Raider to within 14" of the enemy and fire the smoke launchers. The Land Raider's thick armor and the effect of the smoke launchers is usually enough for it to survive. In my next turn, the Command squad disembarks and both squad and tank fire everything they have at the enemy to soften them up before the Command squad assaults. This always works well on tough enemies, such as Ork Nobz. The combat after this is usually just a formality.



A Wolf Lord and his Retinue supported by Blood Claws and Grey Hunters destroy the Plague Marine line.

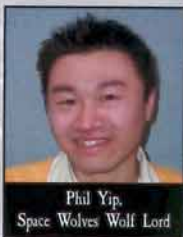
Land Raider Deployment Quiz Answer



▲ By deploying here the Land Raider has some very good corridors of fire and turns the center of the battlefield into a killing ground. The Land Raider's central position also means that the enemy will rarely be out of range.



▲ The Land Raider won't be much good as a gun platform here as the enemy will easily be able to avoid it. But it is an ideal place if you plan on using it as an assault vehicle. The Land Raider can easily use the scenery as cover so that it can deliver a squad of assault troops. The enemy will also have to redeploy its forces to deal with it.



Phil Yip,
Space Wolves Wolf Lord

Phil: Now the new Land Raider is here, no longer will my Wolf Lord and retinue have to slog it across the battlefield getting shot at by the enemy. In fact, one of my favorite tactics is to transport my Wolf Lord and retinue in a Land Raider and have a squad of Blood Claws and Grey Hunters mounted in

Rhinos deployed just behind them. The Rhinos then use the Land Raider as cover as they advance towards the enemy. I drive my troop transporters up to the enemy, unload my troops and fire all their weapons, then charge the survivors with my Wolf Lord retinue and Blood Claws while using the Grey Hunters to support them.

FIGHTING AGAINST LAND RAIDERS

If you are having trouble with Land Raiders, here are some tactics that opposing commanders have used against Land Raiders in games around the Studio.

"Land Raiders! Aargh! They're a pain to destroy and a pain to leave roaming the battlefield. The best way for Orks to take one down is in close combat (no surprise there then)! Nobz and Dreadnoughts with power claws are best, tankbusta bombz in large numbers will also do the job. Beware of Terminators though! You may trash the tank but the troops inside will still be alive and kicking. Whatever you do, support the attack with more troops, or you may find that you destroy the Land Raider only to lose your Nobz to the Terminators."

Grand Warlord Adrian Wood

"Oh, those slow, clumsy Mon-keigh tanks known as Land Raiders. How easy they fall prey to the blasts of beautiful dark energy from our Raiders' lances. Or, if the Mon-keigh commander is trying to use his limited imagination, our clever warriors can close on the ground, fleeing from cover to cover to bring it to bay with blasters and the sting of agonisers. When we have split its hide we can easily deal with the Mon-keigh cargo within, picking them off in a rain of splinters, whilst the Mon-keighs struggle to avert their doom and put off the inevitable – bwah ha ha ha ha ha ha ha!"

Archon Nick Davis – of the Dark Heart Raiders

"For Tyranids, vehicles can be a real nightmare. And of all the vehicles a Tyranid player has to face, Land Raiders are probably the worst due to their all-round Armor of 14. The only creatures in a Tyranid horde able to deal with a Land Raider are Hive Tyrants and Carnifexes. Of these, the Hive Tyrant will require a lot of luck to destroy one. My recommendation would therefore be to take at least two Carnifexes, or even three, against an opponent with Land Raiders or any large number of vehicles. The Carnifexes themselves can absorb huge amounts of firepower and if they are able to hit a vehicle in close combat their Strength of 10 plus the 2D6 Armor Penetration will almost always make a mockery of any vehicle's armor."

Simon Shuker, Tyranid Hive Mind

"My tactic against Land Raiders is to ignore them! Land Raiders are great at blowing up vehicles, but my Chaos army tends to have very few tanks, concentrating on infantry. This denies an enemy Land Raider any good targets to fire at. The best it can do is usually to kill two Marines per turn with its lascannons – a poor return for a 250 point model. My heavy weapons concentrate on Rhinos and Razorbacks which are much easier to destroy. If the Land Raider delivers an assault squad, it will be unsupported because you have stopped all the other transports, and your Chaos close combat specialists should be able to handle the threat of a single unit without much trouble!"

Chaos Lord Graham Davey

ASPECTS OF DEATH

*"The stars themselves once lived
and died at our command, and
yet you still dare to oppose
our will."*

Farseer Mirehn Bielán



The Eldar Battle Force is an ideal way to start a new Eldar force or to further reinforce your existing Eldar army.

The Eldar Battle Force contains:
20 Eldar Guardians, 3 Eldar jetbikes, 1 Vyper
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The Lost Battle of Three Lords

WARMASTER®

This month's Warmaster battle report is based on the events surrounding the Great War against Chaos. With the coming of Chaos, a small army from the Empire joins forces with a contingent of Dwarfs in a struggle to survive.

A Warmaster battle report by Rick Priestley, Alessio Cavatore, Jim Butler, Rich Baker, Dylan Owen, and Simon Shuker.

Rick: Our battle takes place in the dark days of the Great War against Chaos. In those times the very creatures of hell were unleashed upon the world and the lands were corrupted and overturned. Fields that were once green and fertile erupted with gigantic pus-filled buboes that burst and spattered their contagion on the ground. Boiling blood fountained from the stinking soil and lay in scabby nightmare-infested pools. Towers twisted and tumbled to the ground only to arise again in obscenely fleshy form. All the world that lay in the power of the dark gods of Chaos groaned in an agony of change whilst gibbering Daemons skittered over the infernal landscape tormenting such mortal creatures as could be pried from their hiding places.

During those days it is recorded that the demagogue, Magnus the Pious, gathered the people of the Empire and led them north against the armies of Chaos. There, together with the armies of Kislev and a valiant company of Dwarfs he defeated the Chaos forces at the Battle of Kislev Gates. One day, perhaps, we shall refight that mighty battle but for now we must put such thoughts aside until I can convince the dark powers closer to home to help me build that scale model of the city of Kislev and raise the wall-to-wall Chaos army that we all know is essential.

Our battle, the Lost Battle of Three Lords, represents just one of the many that took place during that war, as the forces of Chaos rampaged over the northern part of the Old World. So great was the peril that even old enemies were driven to make common cause. Scattered companies of Dwarfs and Men alike marched northwards to offer what aid they could. Many were never heard of again. They were swallowed by the mutant lands or else died in battle defending the mortal world from the incursion of Chaos. Others escaped to tell horrific tales of insane slaughter and, needless to say, it is upon one such fragmentary account that our battle is based.

FIGHTING THE BATTLE

This battle takes place between an allied force of Men of the Empire and Dwarfs, and a Chaos army led by a Greater Daemon of Nurgle. The battle is similar in format to 'The Confederacy of Sigmar' described in the Warmaster book, but differs in detail as we shall see. The battle could easily be fought using other armies should players wish to do so, although the special rules for Chaos are peculiar to that army and would have to be ignored or adapted in some fashion.

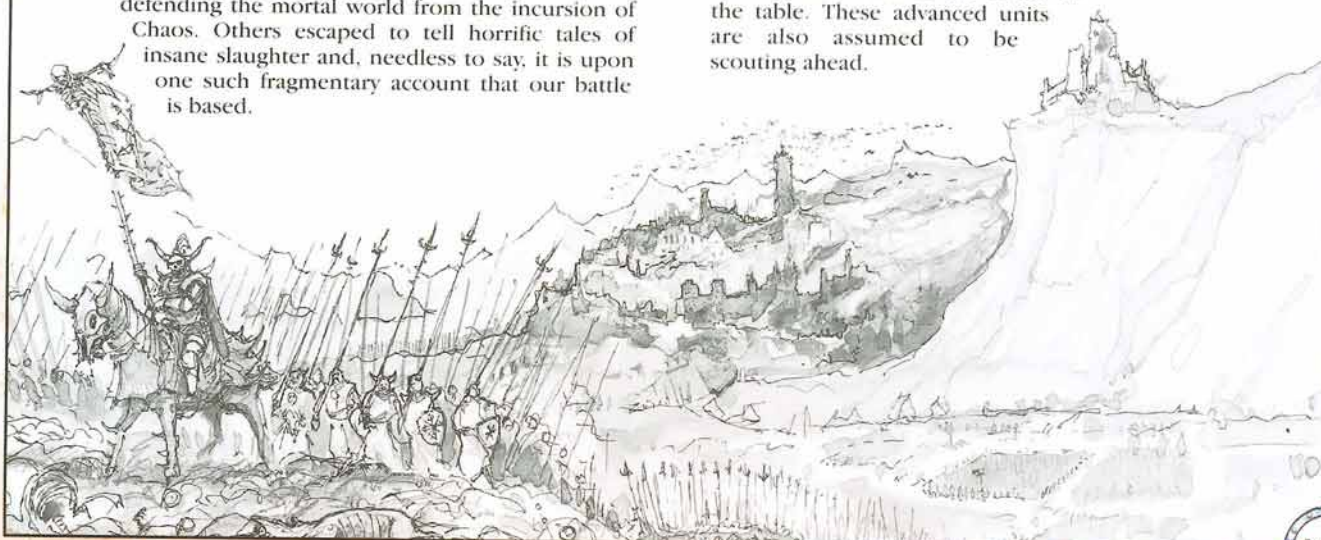
We have taken 2,000 points of Chaos troops to oppose 1,000 each of Empire and Dwarfs over a six foot table. The size of the battle could easily be increased or decreased as required so long as the points remain equal on either side.

The attacking Chaos army has a single General and is represented by one player. The defending Empire and Dwarf forces are represented by two players, the Dwarf General and the Empire General. If you want to accommodate other players, it is easy to do so by allocating them roles as subordinate characters within the Chaos force or other armies. Take a look at the 'The Confederacy of Sigmar' scenario on page 88 of the Warmaster rulebook for suggestions of how to do this.

DEPLOYMENT

The Chaos army deploys first as shown on the map except for a single unit of cavalry which deploys in the position indicated, where it is assumed to be scouting ahead.

The Empire army deploys second as shown on the map except that up to two units of cavalry can deploy anywhere on the table south of the center of the table. These advanced units are also assumed to be scouting ahead.



The Dwarf army does not deploy on the table initially. Once the existing forces have engaged (see below) the Dwarf player can start to move onto the table at the start of each subsequent allied turn. At the start of each allied turn D6 Dwarf units and one character are deployed in the area indicated on the map. The Dwarf player continues to deploy more units each turn until his entire army is on the battlefield. The player can decide which units to deploy first. The Dwarfs cannot deploy within 1cm of Chaos units. Once Dwarf units are deployed, they can move and fight that turn but suffer a -1 Command penalty on the turn they enter the table.

TURNS

The Chaos and Empire players each roll a D6 and the highest score takes the first turn. Once the Dwarfs appear, both Dwarf and Empire players take a single turn together. Although they take their turn at the same time, the Dwarf and Empire armies are given commands separately; the Dwarf player gives orders on behalf of the Dwarf army and the Empire player gives orders on behalf of his army. Dwarf characters cannot issue orders to Empire units or vice versa. A failed Command test from a General will halt his army but not the other.

The Dwarfs can only enter the table once the armies have engaged. As soon as any units have entered combat, the armies are considered to have engaged and the Dwarfs can begin to enter from the following allied turn.

SCENERY

To the north-east lies the abandoned village of Lacwitz, now ruined and burning, which is considered impassable except to infantry. Infantry can also take up defended positions within the village if they wish. Surrounding the Empire deployment zone are three woods. Players may include roads in the set up but this must be agreed by all players.

To represent the chaotic flux, the land occupied by Chaos is subject to weird mutations and we have created a mutant wood of daemoniac trees to represent this.

feature is a wood in all respects except that it is completely impassable to either Dwarf or Empire units. It can be moved through by Chaos infantry but is impassable to cavalry, etc., like a normal wood. The Chaos player can reposition the wood at the start of each Chaos turn. He can place it anywhere north of Lord Gutspew Nurgle but not within 1cm of enemy units.

LORD GUTSPEW NURGLE

The Chaos army's General is no mere mortal slave but a mighty Daemon – a Greater Daemon of Nurgle or 'Great Unclean One' called Lord Gutspew Nurgle. Now, as we know, the Warmaster range doesn't include such a thing, but fear not... we have a cunning plan. Such monstrosities as Greater Daemons are not bound by physical constraints as are mere mortals. They are as big as they are powerful, as vast as their ambition and energy can make them. The Warhammer scale Greater Daemon is as large a model as it is practical to make, but by no means too large to represent a Warmaster scale Greater Daemon at the height of its power!

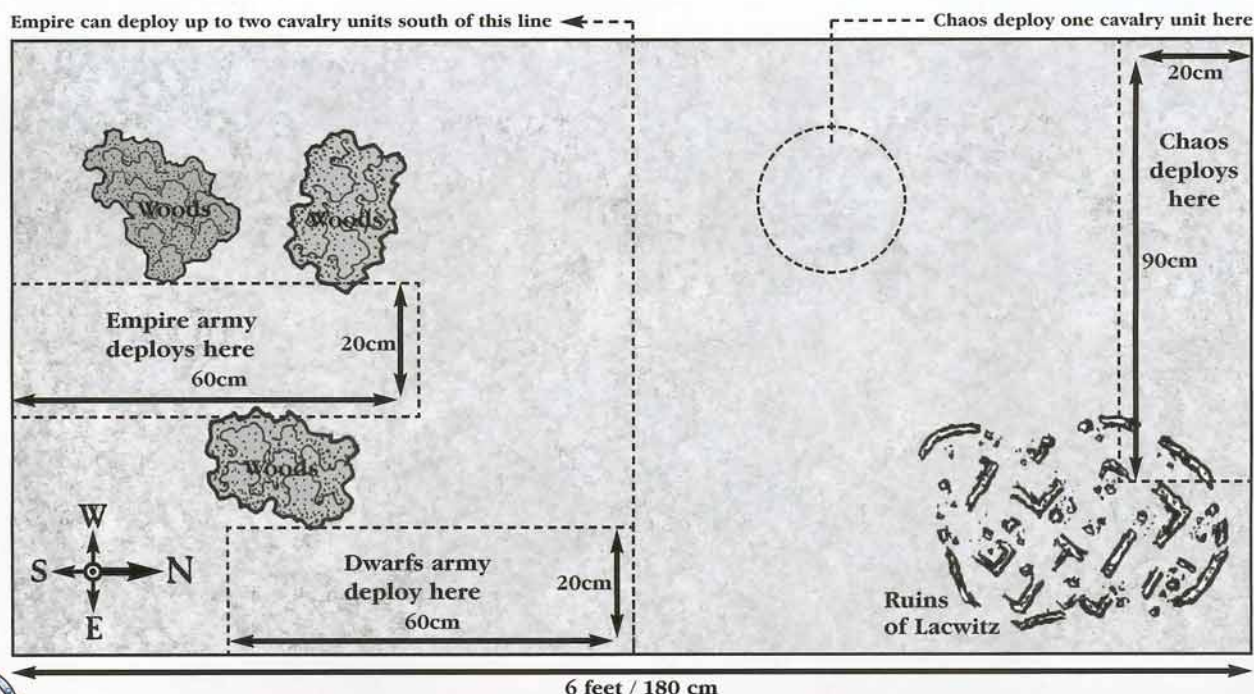
Lord Gutspew Nurgle has the stat line shown opposite. All the usual rules for Generals apply except that no magic items can be carried. His large base size gives him a slight advantage but not an unfitting one, so we won't worry too much about that.

Gutspew Nurgle can spew a stream of maggots as a special shooting attack. This nauseating attack can only be used if he joins a unit and has a range of 20cm. It can be directed towards one target as normal and has 3 attacks worked out in the usual way.

Gutspew Nurgle is large and terrifying. A Chaos unit that has been joined by Gutspew Nurgle causes *terror* in its enemies.

VICTORY

No bonus victory points are allocated for this battle. Work out victory as normal once one side has withdrawn or once you have completed the predetermined or agreed number of turns as usual.



CHAOS ASCENDANT



Rich Baker

Aaargh! A battle report! Cause enough for blind panic! But when you have to play against one of the game's developers (and one of your bosses) it sounds more like cause for hysteria and possibly cowering in a small hole until after the deadline has passed.

Still, never one to pass up a challenge, I sat down with some aspirin and a copy of the

Warmaster rulebook to come up with a plan. Looking at the Chaos army list I immediately saw that there are some hideously powerful but hideously expensive units available to a budding Chaos Lord. I wanted to include most of these in my army but also wanted to have the weight of numbers to sustain casualties from shooting or combat as well. The solution began to form in my mind. If I took an army consisting chiefly of Chaos Marauders and Marauder Horsemen along with their packs of Chaos Hounds, I could add Chaos Warriors, Knights, Trolls, and other monsters as the elite element of my Marauder army.

A total of 480 points bought me four units of Marauders, two units of Marauder Horsemen, and two units of Chaos Hounds; two brigades of troops for very little outlay. To bulk out my infantry I purchased two units of Chaos Warriors, a unit of Trolls, Dragon Ogres, and a Chaos Spawn. Adding up to 770 points, these are some of the most ferocious combat troops in the game and should cause a gratifying amount of carnage. My final troops purchase was a unit of Chaos Knights and a unit of Harpies. I really wanted another unit of Chaos Knights but at 200 points a go I couldn't justify it.

Lastly came my characters. I knew I needed lots of them, (I found that out in my first game of Warmaster!) and decided to take two Heroes and a Wizard in addition to Gutspew Nurgle. Having four characters gave me roughly one per brigade.

My not so cunning plan was fairly simple. I would smash the forces of the Empire, ignoring the Dwarfs until the Empire troops were disposed of, then turn my lines to charge the bearded ones and hopefully win the day!

LORD GUTSPEW NURGLE'S DISEASED

TROOP	Type	Attack	Hits	Armor	Command	Unit size	Min/max	Points
Lord Gutspew Nurgle	General	+6	-	-	9	1	1	225
Agamon Bane	Hero	+1	-	-	8	1	-1	80
Damodred Blackbeard	Hero	+1	-	-	8	1	-1	80
Malus Dire	Wizard	+0	-	-	8	1	-1	90
Chaos Knights (1)	Cavalry	4	4	4+	-	3	-4	200
Sword of Destruction - enemy must re-roll one successful armor save each round								+10
Marauder Horsemen (2)	Cavalry	3	3	5+	-	3	-4	180
Chaos Warriors (2)	Infantry	4	4	4+	-	3	1/-	300
Marauders (4)	Infantry	3	3	5+	-	3	1/-	240
Trolls (1)	Infantry	5	3	5+	-	3	-3	110
Chaos Hounds (2)	Cavalry	3	3	0	-	3	-2	60
Chaos Spawn (1)	Monster	3/3	4	3+	-	1	-2	110
Harpies (1)	Monster	2	3	6+	-	3	-1	65
Dragon Ogres (1)	Monster	6	4	5+	-	3	-1	250
TOTAL								2,000



THE DWARFS MARCH NORTH



Jim Butler

Hmm... you don't get many Dwarfs for your money do you? The problem any Dwarf General has when picking a 1,000 points army is that his minimum units and characters amount to almost 400 points. Actually, it's not such a problem, as the Dwarf General has an awesome Command value of 10, and bolsters any unit he accompanies. The minimum two units of Warriors

were first on my list anyway as Dwarf Warriors are among the best infantry units available in Warmaster.

My next choice was a couple of units of Troll Slayers. I had a feeling this was going to be a very bloody battle, so their ability to steam into the heart of the enemy army and cause havoc, then give you victory points when they are eventually overwhelmed should come in handy. They are very vulnerable to being knocked about by shooting attacks, but against Chaos this isn't likely to be a problem. I had a dilemma about whether to include Rangers or Handgunners, but in the end decided to plump for the

Handgunners. Their armor-piercing shot should be more effective against heavily armored Chaos Warriors.

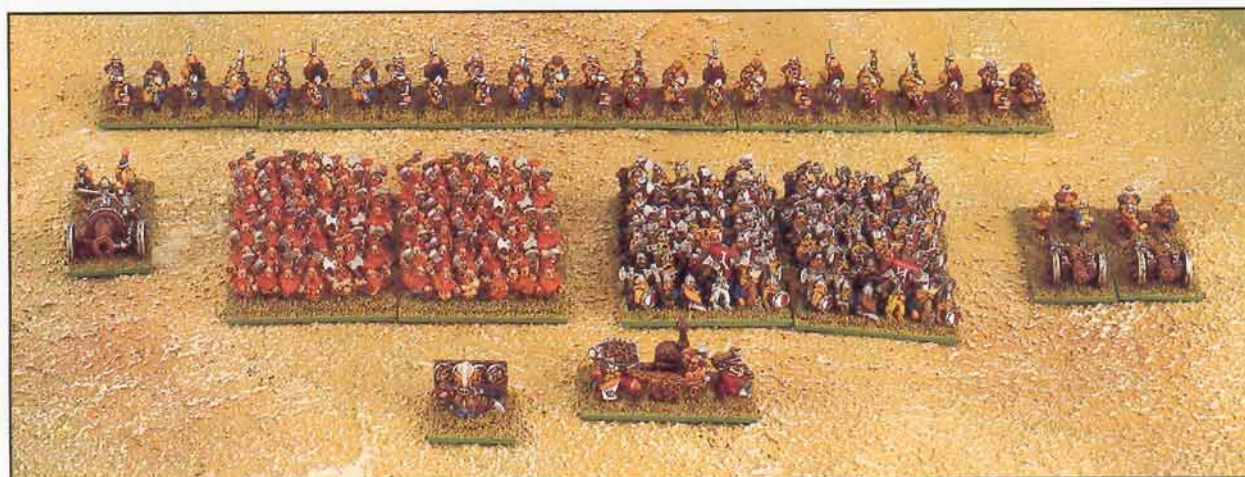
That just left enough points for a unit of cannons and a Flame Cannon (essential, no argument!), and a Runesmith to ward against all that scary Chaos magic. This left an awkward 55 points, so I went for a *Banner of Shielding* for the Warriors unit I intended to put my General with, and a *Sword of Fate* for Arzend, to give him a bit more clout in combat.

My basic tactics would be defensive (Dwarfs defensive? Surely not!), but my deployment zone didn't look like it was a very good position to defend. The woods on the Empire right flank looked like a good bet (unless of course the Empire General also had designs on them). Depending on the Chaos General's first few moves, my ideal position would be the ruins of Lacwitz. If I could get my compact force into those ruins, I felt confident I could hold off the whole Chaos army on my own.



LORD ALTHINN ARZEND'S COMPANY

TROOP	Type	Attack	Hits	Armor	Command	Unit size	Min/max	Points
Lord Altbinn Arzend	General	+2	-	-	10	1	1	155
	Sword of Fate	+1 Attack on first combat						+5
Skaggi Grimbeard	Hero	+1	-	-	8	1	-1	90
Warriors (2)	Infantry	3	4+/3+	-	7	3	2/-	220
	1 Banner of Shielding	+1 to armor						+50
Handgunners (2)	Infantry	3/1	4	6+		3	-/-	180
Troll Slayers (2)	Infantry	5	4	0	-	3	-2	160
Flame Cannon (1)	Artillery	1/2D6	2	6+	-	1	-1	50
Cannon (1)	Artillery	1/2	2	6+	-	2	-1	90
TOTAL								1,000



THE EMPIRE AT BAY



Alessio Cavatore

"And who is going to play the Empire?" was my first question to Fat Bloke. It was obvious that if the Dwarfs failed to turn up early in the game the Empire army would have to face a Chaos horde double its size!

"Me?!"

I gulped at the revelation and asked again "And who are the other players?"

A capable General like Jim commanding the Dwarfs was certainly good news, but the choice of the Chaos player was frightening. I know Rich Baker from Warhammer and Battlefleet Gothic battlefields and I had developed a healthy respect for his skills.

The challenge was serious and I love challenges! I immediately started tinkering with the army list, considering the scenario special conditions. In my opinion, the most important point for the allied players is for the Empire to engage the Chaos army as soon as possible, to bring in the Dwarfs immediately. Achieving this in the very first turn would be great, but the Empire would probably need to sacrifice its scouting cavalry units.

Pistoliers! That was my choice for the sacrificial unit, because they are slightly cheaper than the Knights are and certainly fit better in the role of vanguard.

After the mandatory choices of Halberdiers and Crossbowmen I bought the *Orb of Majesty* for my General. The idea was to push my Pistoliers forward immediately with the first order (not too difficult, just a -1 on my Command for the distance) and then use the Orb to make sure they charged the enemy's scouting cavalry with the second order.

I then picked a Hero on a Griffon, so that I could cancel the terror caused by the enemy General and other Chaos monstrosities. After that I bought a Wizard and all the artillery I could afford, because it is definitely better to shoot Dragon Ogres and Chaos Knights while they are still far away. If you allow them to get to your lines, they will most probably mince your troops with ease. The last points were spent on a unit of Knights, because I wanted at least one unit with a fighting chance against Chaos, ready to counter-charge the enemy where needed.

The plan was quite straightforward. I would occupy the good defensive position of the woods with my infantry and deploy the artillery next to them for mutual support. The Knights would wait at the back until they got a good charging opportunity and the Pistoliers would sacrifice themselves to summon the Dwarfs, trying to cause as much damage and disruption as possible in the process. Then I would only have to hold my ground, open fire with everything I had to slow down the immense Chaos horde and pray for my short-legged allies to make it in time!

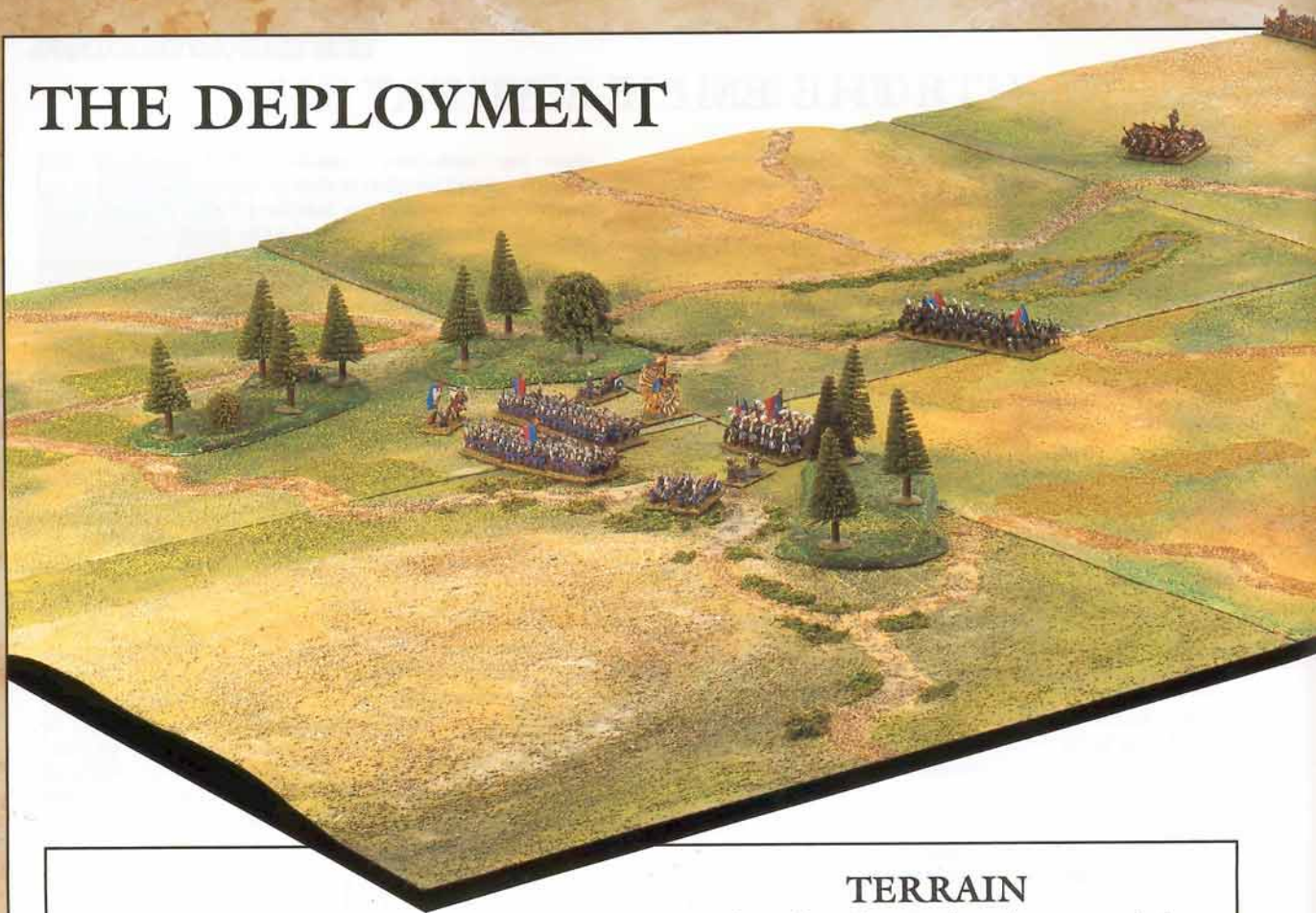
May Sigmar be with us!

LORD HESSELRIGG'S REGIMENT

TROOP	Type	Attack	Hits	Armor	Command	Unit size	Min/max	Points
Lord Hesselrigg	General	+2(+3)	-	-	9	1	1	125
	Orb of Majesty	- may disregard a single failed Command test once						+30
Kapitan Gotrich	Hero	+1	-	-	8	1	-/2	80
	Griffon, Sword of Fate	- +1 attack on first combat						+85
Goetbe Knopf	Wizard	0	-	-	7	1	-/1	45
Halberdiers (2)	Infantry	3	3	6+	-	3	2/-	90
Crossbowmen (2)	Infantry	3/1	3	0	-	3	2/-	110
Knights (1)	Cavalry	3	3	4+	-	3	-/-	110
Pistoliers (2)	Cavalry	3/1	3	5+	-	3	-/4	190
Helblaster (1)	Artillery	1/6-3-1	2	0	-	1	-/1	50
Cannon (1)	Artillery	1/2+bounce	2	0	-	2	-/1	85
TOTAL								1,000



THE DEPLOYMENT



SET UP

According to the scenario, the massive Chaos force had to set up first. Rich's deployment zone was in the north-west of the battlefield, opposite the ruins of the village of Lacwitz. He decided to arrange his army into three main brigades.

Brigades allow a character to command up to four units at a time with a single order. The fewer orders a commander has to give, the smaller the chance of a failed Command roll and the more maneuverable and mobile an army will be. Initial deployment is therefore of vital tactical importance in Warmaster.

Rich deployed his single unit of Chaos Knights ahead of his main force to act as the scouting party.

The Empire had a problem. Their allies, the Dwarfs, would not arrive to reinforce them till later in the game, so Hesselrigg's brave soldiers faced a Chaos force twice their size. The rules for the scenario stated that the Dwarfs could only be deployed after a round of close combat had been fought between an Empire and a Chaos unit. Alessio knew he had to engage the enemy as soon as possible to get his Dwarf allies into the game and so he chose to deploy two units of Pistoliers as his scouting party. He planned to rush suicidally into combat in order to hasten the Dwarfs' arrival.

The rest of his force, he placed near the relative safety of the woods to the south of the battlefield. With the deployment finished the only thing left to do was to agree on the details of the terrain and the game could begin.

TERRAIN

It is always best if every player knows exactly how terrain on the table is going to affect their units before they start. For this game, it was decided that the ruins would count as dense terrain, just like the woods, except that flyers would be able to land there.

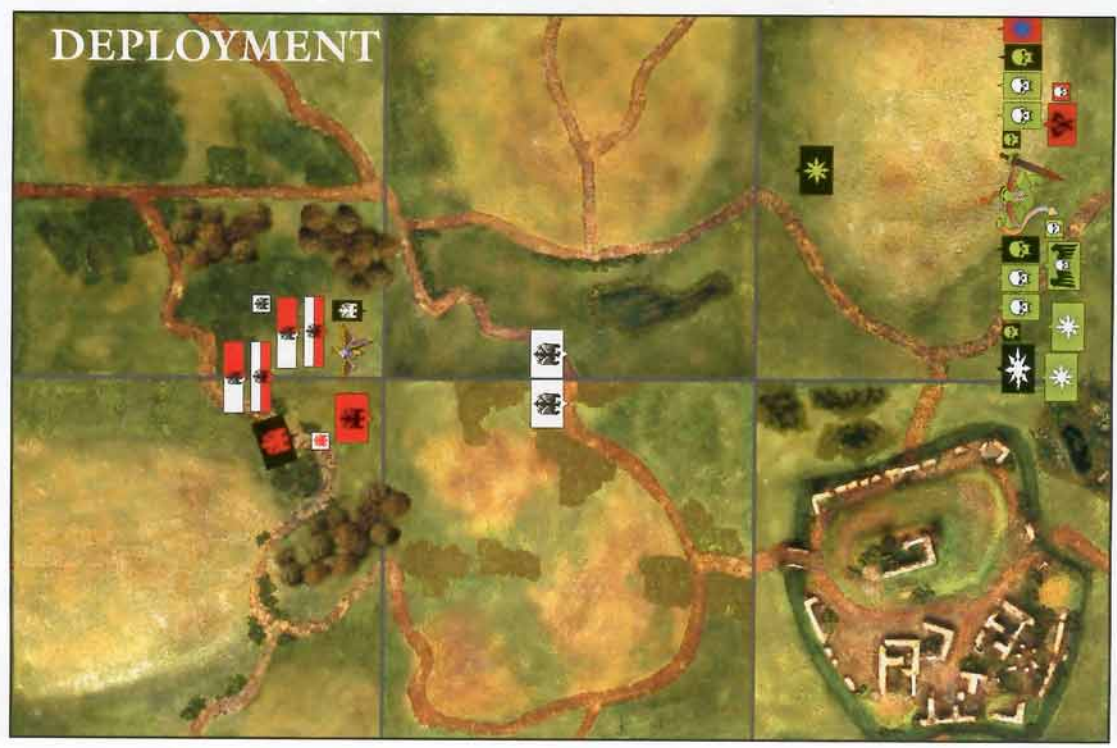
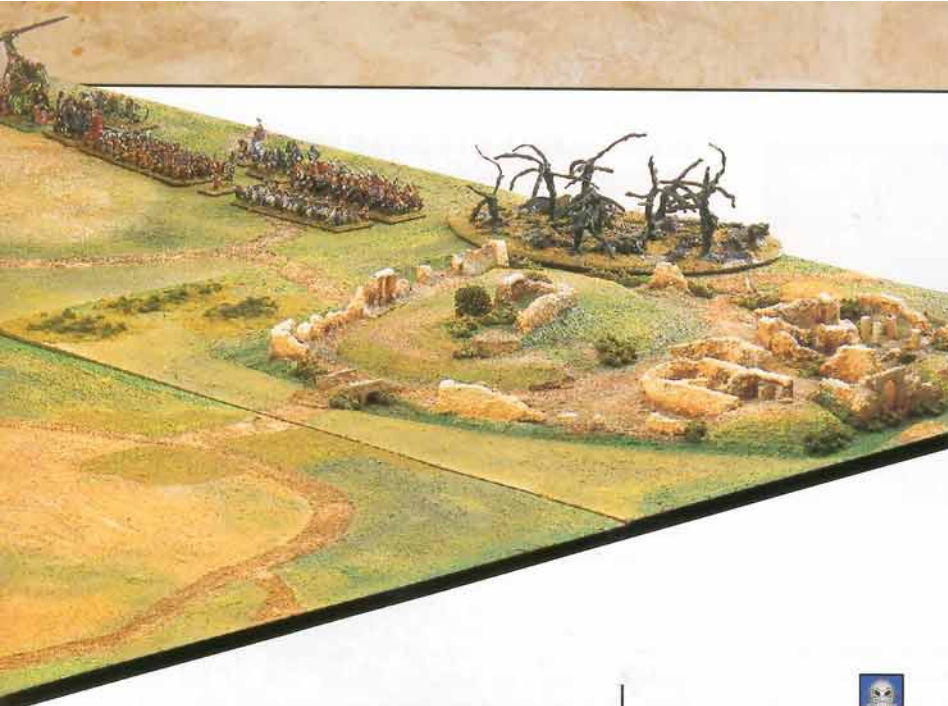
The swamp was going to count as impassable terrain, so no units could move through it and any units pushed back into it would be sucked down and drowned.

The woods followed the normal rules for dense terrain, that is, cavalry and flyers couldn't move into them, and any infantry inside would count as being behind a defended obstacle if attacked in close combat. Stands could only see out of the wood to fire, or be seen themselves, if they were within 1cm of the wood's edge.

VICTORY CONDITIONS

The game would be won once one side had achieved the destruction of over half the enemy's units or the enemy's General. If neither of these requirements were met, victory would go to the side with the most Victory points at the end of turn six.

A question arose over the allied force. Would one of the armies have to retreat if one player lost over half his units or his General was slain? It was decided that the presence of their allies bolstered both the Empire and Dwarf troops, so the units of both armies would be taken into account when working out when the allies had to withdraw from battle. However, if one of their Generals was slain, Jim and Alessio could only claim a draw, even if they scored more Victory points than Rich. To win, both Lord Hesselrigg and Lord Arzend had to survive the battle.



CHAOS TURN 1

Rich won the dice roll to see who went first. He began by placing the Chaos wood between the Chaos army and the ruins of the village.

With an evil cackle Rich surveyed his troops. He began by declaring that Agamon Bane would order the Marauder cavalry and Chaos Hound brigade forwards. It is always a good idea to begin ordering with Heroes first rather than the General as, although the General has the highest Leadership, were he to fail, no further commands could be given.

The brigade swiftly advanced towards the distant enemy, but a second attempt to order them failed. Rich's other Hero, Damodred Blackheart, with two successful orders, directed the brigade on the right flank with the Marauders, Chaos Warriors, and Dragon Ogres over the crest of the hill in front of them and down onto the other side. The Spawn followed, slithering behind them. No doubt emboldened by his success, Damodred once again attempted to order the unit forward. However, there was now a -3 Command penalty and Rich had to roll 5 or less. His face fell as he rolled a double 6. Damodred had blundered! Everyone held their breath as Rich rolled on the Blunder table. A 5, - 'No sense in getting killed sir!'. Evidently aware that they were getting too far away from the safety of the main army, the brigade decided to advance more cautiously, only moving at half pace.

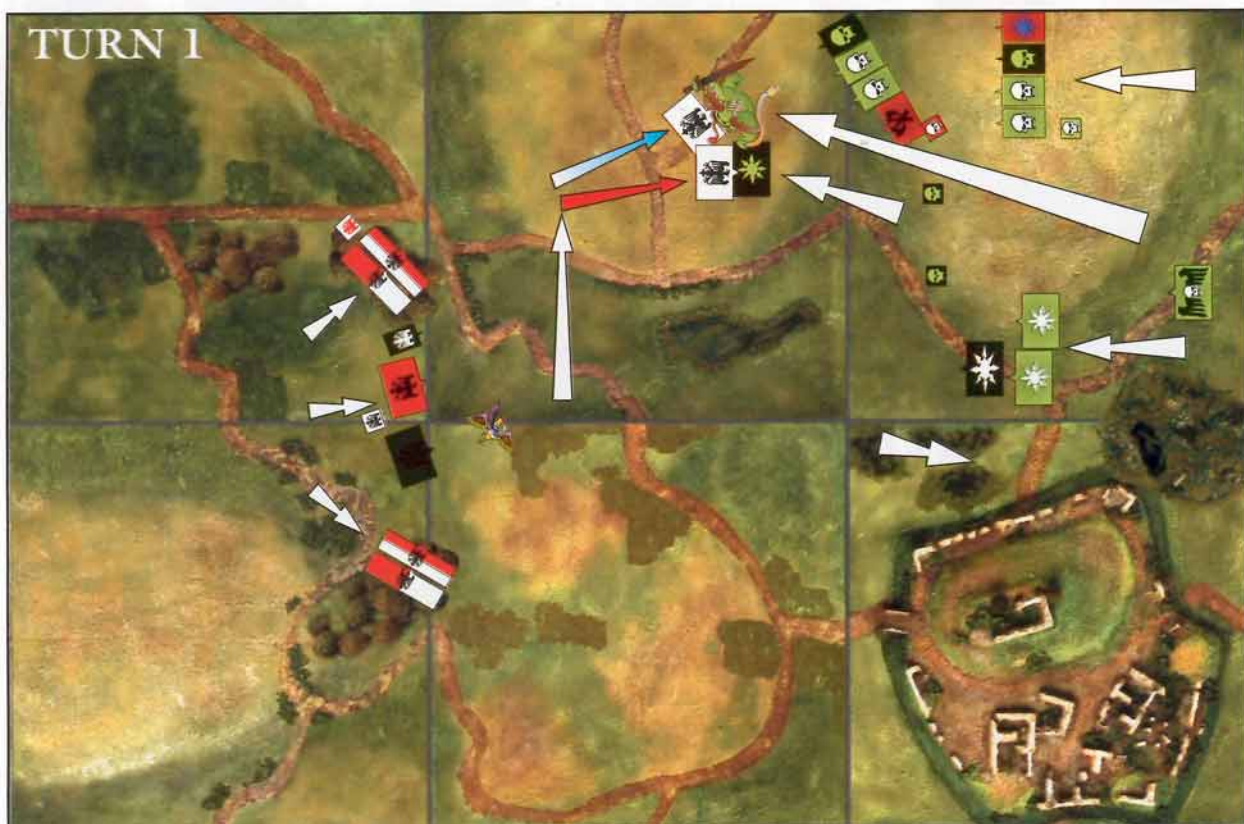
Alessio and Jim could scarcely conceal their disappointment. The Chaos Wizard, Malus Dire, urged the Harpies to support the brigade but his Command roll failed and the winged fiends stayed where they were.

Now it was the turn of the hideous

Gutspew Nurgle to command his troops, and it couldn't be imagined why anybody would wish to disobey that thing! The Greater Daemon ordered the brigade of infantry and Trolls on the left to move behind the leading brigade - two orders. Both times, exactly what was needed for the command to be successful was rolled after the penalty for the Trolls and for the second order was included.

Rich decided not to press his luck with that unit, if he failed he would not be able to move the Chaos Knights who remained to be given an order. This unit was moved in front of the leading brigade. Rich's entire army hugged the western table edge, planning to be as far as possible from the Dwarfs when they eventually arrived.

Lord Gutspew Nurgle moved to the top of the second hill, in front of his army. There was no way that he would skulk at the rear of his troops as Lord Hesselrigg of the Empire seemed to be doing. Despite the model of Gutspew Nurgle being so massive, as a General he was quite safe and could not be targeted by shooting or charged in combat unless he actually joined one of his units. Conversely, he could not harm any opposing units unless he joined a unit. We reasoned that this was because, as a Daemon, Gutspew gained power from the presence of his troops, their life essence feeding the strength of his form in the world of matter.



EMPIRE TURN 1

Unperturbed by the steady Chaos advance, Alessio now implemented his orders. Under the command of Herr Kapitan Gotrich, wheeling above them on his Griffon, the Empire infantry unit accompanied by the Helblaster took position within the woods while the Knights protected the vulnerable flank of the Helblaster. The Kapitan next ordered the rear brigade of infantry and Great Cannon to move into the woods on the right. He gave another two orders, each harder to accomplish than the last, to bring the Great Cannon to line up alongside the Knights.

Most of Alessio's army was now in a well-defended position. Should the Chaos hordes attack the units in the wood, not only would they be harried by shots from the Crossbowmen, Great Cannon, and Helblaster, but they would also need to roll 5+ to hit them as they counted as being defended.

Only the brigade of Pistoliers required orders now. Lord Hesselrigg attempted to convey his wishes for them to gallop bravely towards the Chaos army. Alessio needed them to get into combat this turn so that Jim could start bringing on his Dwarfs next turn. The Pistoliers were more than 20cm away from their General. An 8 was therefore needed. Alessio took up the dice, prayed to Sigmar... and rolled a 9. "Hmm, our clever plan hasn't worked."

"Noooooooo!!!" a cry of anguish escaped Jim. Calmly, Alessio revealed that Lord Hesselrigg possessed an *Orb of Majesty*. He used the power of this potent magical item to turn utter failure into success. The Pistoliers could be moved right in front of the main body of the Chaos horde. However, they still had to get in combat. The nearest enemy unit was the Chaos Knights. Charging them would be suicidal for the Pistoliers, but it had to be done.

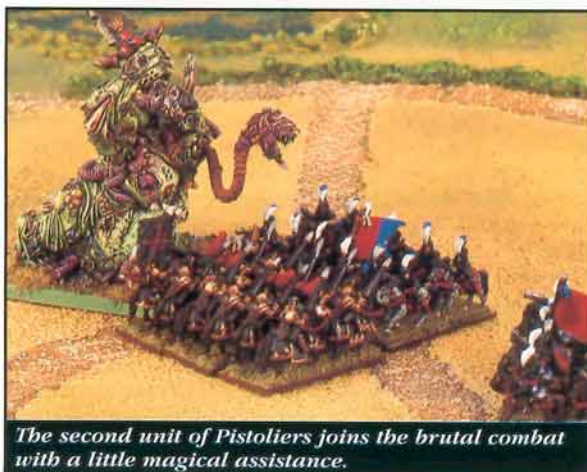
Again, Alessio clutched the dice. He needed a 7 or less now, as this was the brigade's second order. A 5 – success! Normally a brigade must move as one, but if only some units in the brigade can charge, not all of the brigade has to charge. Thus, Alessio was able to give the order for one unit of Pistoliers to charge the Chaos Knights ("In Sigmar's name, attack!"), and the other unit he cunningly moved towards Lord Gutspeew himself. This was because a General, Hero, or Wizard moved through by an enemy unit on the battlefield must retreat to a friendly unit within 30cm or be captured or destroyed. Lord Gutspeew was within 30cm of the Chaos Knights, so had to join them (had they not been there, he would have been destroyed by the Pistoliers!).

However, now a new set of problems emerged for Rich. There was always the chance that, if fate favored Alessio (as it has an alarming tendency of doing), and his Pistoliers somehow managed to destroy the Chaos Knights, then Gutspeew would be destroyed with them (a character is always destroyed if the unit he has joined is destroyed). The game would be won by the Empire in the first turn!!!

To give an extra chance of beating the Chaos Knights, Hesselrigg tried to inspire the Pistoliers to chase Gutspeew and charge the Knights in the flank, but they proved to be too far away.

There was no shooting as the Great Cannons were out of range, but Goethe Knopf could cast a spell. Alessio cast *Voice of Command* on the Pistoliers who had failed to reach combat. He rolled a 6, above the spell's casting cost of 5+, and the Pistoliers could now be moved as though they had received an order.

Combat was met between the two units of heroic (or should that be foolhardy) young Pistoliers and the battle-



The second unit of Pistoliers joins the brutal combat with a little magical assistance.

hardened Chaos Knights. Combat was simultaneous, but we decided to resolve the underdogs' attacks first.

There were two units of Pistoliers in combat, with five stands in contact with the Chaos Knights, each with 3 Attacks. Each stand gained +1 Attack for charging across open ground, but were terrified by the presence of the heaving hulk of diseased flesh that was Gutspeew (-1 Attack), which cancelled out that bonus. Alessio therefore rolled 15 Attack dice. He scored seven hits, only two of which managed to get past the Chaos Knights' high Armor save.

Rich smugly picked up the dice to make his attacks back. Each of the Chaos Knight stands had 4 Attacks, two were in contact with the Pistoliers, so Rich had 8 Attacks. One of the stands was attacked in the flank, a disadvantage which reduced his Attacks by 1, but the presence of Lord Gutspeew increased his Attacks to a grand total of 13, almost as many as the Pistoliers, who outnumbered them two to one. Rich scored six hits, three of which were saved by the Pistoliers. But the Chaos Knights possessed the magical *Sword of Destruction*, which meant that one of the Armor saves was re-rolled. The Pistoliers suffered four hits in the end.

Each stand could only take three hits, so one Pistolier stand was destroyed by the Chaos Knights' ferocious attack. The Pistoliers lost by two points and were pushed back 2cm away from the Chaos Knights, who then pursued. Another round of combat was fought immediately. In Warmaster, combat continues between units until the winner of a combat round decides to fall back or stand his ground, or until the combat is drawn.

This time, each Pistolier stand had only 2 Attacks due to Gutspeew's terrifying presence. Out of ten dice, Alessio scored three hits which penetrated the Chaos Knights' armor. In retaliation, the Knights rolled sixteen dice, scoring seven penetrating hits, the *Sword of Destruction* again responsible for one of the hits, wiping out two stands of Pistoliers. The Empire troops were pushed back 4cm, one unit disengaging from combat in the process.

The Chaos Knights and their daemonic master pursued the single stand from the other Pistolier unit. Alessio hoped that one more attack from the Pistoliers would destroy another Chaos Knight stand, but it was not to be. Instead, the Chaos Knights smashed through the remaining horsemen, Rich rolled a hideous amount of dice and the last stand was removed from play.

Now, with all combat over, the Chaos General and his Knights reformed to face the surviving Pistolier unit.

CHAOS TURN 2

First, the Chaos wood was moved behind the swamp. Rich couldn't move it as far as he wanted to as his General had been forced to retreat by the Pistoliers.

Before any orders were given, Rich decided to take advantage of troops who could use their Initiative to charge. The Chaos Knights, as well as the Dragon Ogres, and the gibbering Chaos Spawn were within 20cm of the Pistoliers so could charge them without having to receive an order. It was a valiant but hopeless last stand for the Pistoliers as they were charged by all three of Rich's most powerful units simultaneously.

Next, Agamon Bane ordered the brigade of Chaos Hounds and Marauder Horsemen to gallop so that they were next to the Chaos wood. He barked further orders at the Hounds and they sped past the swamp towards the main Empire army. Their baying and howling must have sounded terrible to the defenders. The Marauder Horsemen were then moved behind the giant mutated dogs.

The Wizard again screeched orders at the Harpies, which this time took heed and flew behind the Marauder Horsemen. Their move of 100cm meant that it mattered little that they had not moved in the last turn. They had now rejoined the main body of the Chaos army.

Damodred Blackheart ordered the leading brigade of Marauders and Chaos Warriors forward, but he failed to order one of the Marauder units to split from the main group and march forward a second time.

Gutspew Nurgle roared at the brigade in the rear to march forwards. Rich rolled a 9, unfortunately scoring one more than he needed to control the troublesome Trolls, who remained where they stood picking their noses and disrupting the entire brigade.

The Chaos Heroes were moved so they were in range to command their forces next turn. Malus Dire was transported in front of the leading infantry brigade, and Gutspew Nurgle was placed to the right of the brigade. Malus Dire then attempted to cast *Rage of Chaos* on the Chaos Knights, but Rich failed to roll the high score needed for the Wizard to master the spell.

The Pistoliers stood their ground and shot at the Chaos Knights as they charged in. They hit once, but the Knights' armor saved them. Rich resolved the Dragon Ogres' attack first. They were monsters charging so gained +2 Attacks added to each stand's Attacks of 6. The entire unit was in combat, so the Dragon Ogres had a breathtaking total of 24 Attacks! The Pistoliers must have made a fine show of dodging the Dragon Ogres' massive axes, as only 7 hits were scored. Three were saved, so one Pistolier stand was crushed into the dirt and removed from play. The Chaos Knights, with 10 Attacks, finished off the remaining Pistolier stand. The humans fought back before they died but caused no damage whatsoever.

Rich decided to reform the Chaos Knights, Dragon Ogres, and Chaos Spawn into one brigade so that the Spawn could be ordered next turn. Cackling at the mess his units had made of the Pistoliers, Rich passed the turn onto Alessio and Jim, who could now start to move the Dwarfs onto the battlefield.



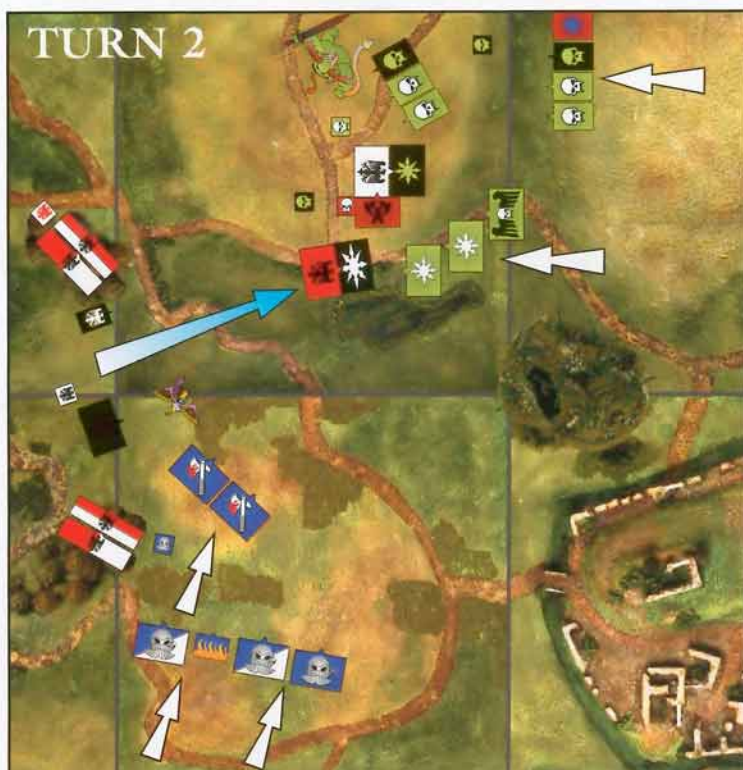
EMPIRE & DWARF TURN 2

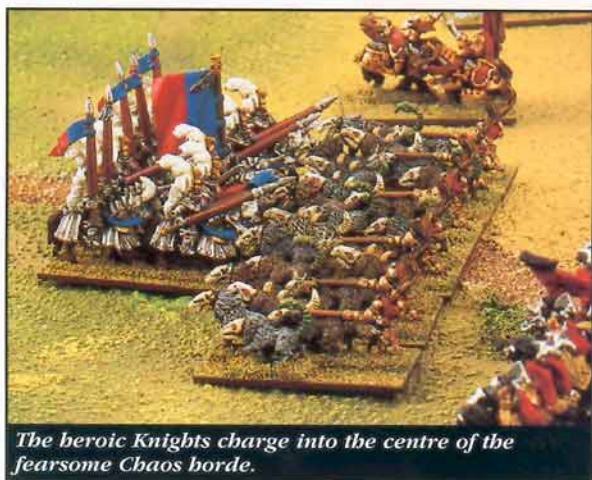
Alessio breathed a sigh of relief as Jim rolled a 6 to determine how many Dwarf units arrived on the table. He brought on a brigade of two units of Troll Slayers, and a brigade of two units of Handgunners accompanied by a Flame Cannon and a unit of Dwarf cannons, all led by Lord Althinn Arzend.

The Dwarf General ordered the Troll Slayers forward twice, so they reformed into a line in front of the brigade of Empire Handgunners and Halberdiers on the right flank of Lord Hesselrigg's army. He also commanded the Dwarf Cannons forward, and the brigade containing the Flame Cannon and the Handgunners to form a line.

Herr Kapitan Gotrich attempted to command the brigade on the right flank. They were difficult to give orders to in the first place, being in dense terrain and further than 20cm away from the Hero and his Griffon, but the incompetent aristocrat completely confused the brigade with his complex commands. Alessio had rolled a 12 – a blunder! A 1 was rolled on the Blunder table, meaning that one unit – Alessio chose the Halberdiers – suffered a permanent -1 penalty to any Command rolls.

Alessio took it very stoically. It hadn't been a vital maneuver he had planned. Not as important as his next order. Alessio wanted Lord Hesselrigg to order his Empire





The heroic Knights charge into the centre of the fearsome Chaos horde.

Knights forward in an attempt to charge the Chaos Hounds who were drawing ever closer. Two dice were rolled. They spun on the table. A 5... and a 6. The General had failed to implement his orders and the Knights stayed where they were. No more orders could be given. Alessio smiled grimly, "That will be bad, I think".

Fearing an imminent attack, Alessio moved his Hero on the Griffon to join the Knights. He then tried to make Goethe Knopf cast *Voice of Command* on the Knights. The spell was cast and the Knights could charge the Chaos Hounds after all, though the Griffon rider could not join them as the spell did not affect Heroes. Alessio brought his Great Cannons to bear on the Chaos Marauder Horsemen who were advancing relentlessly. The unit suffered two hits with no armor save. Then Jim fired his Dwarf cannon at the other unit of Marauder Horsemen, wreaking havoc with five hits out of ten. The cannon shot bounced through the unit hitting the unit of Horsemen beyond. One stand from the Marauder brigade was utterly destroyed, and the remnants of both units were forced to retreat. They were not driven back far enough to be routed, but were pushed back into the Harpies behind them, which refused to give way, thus confusing the Marauders. This meant that they could do nothing but reform in Rich's next Command phase.

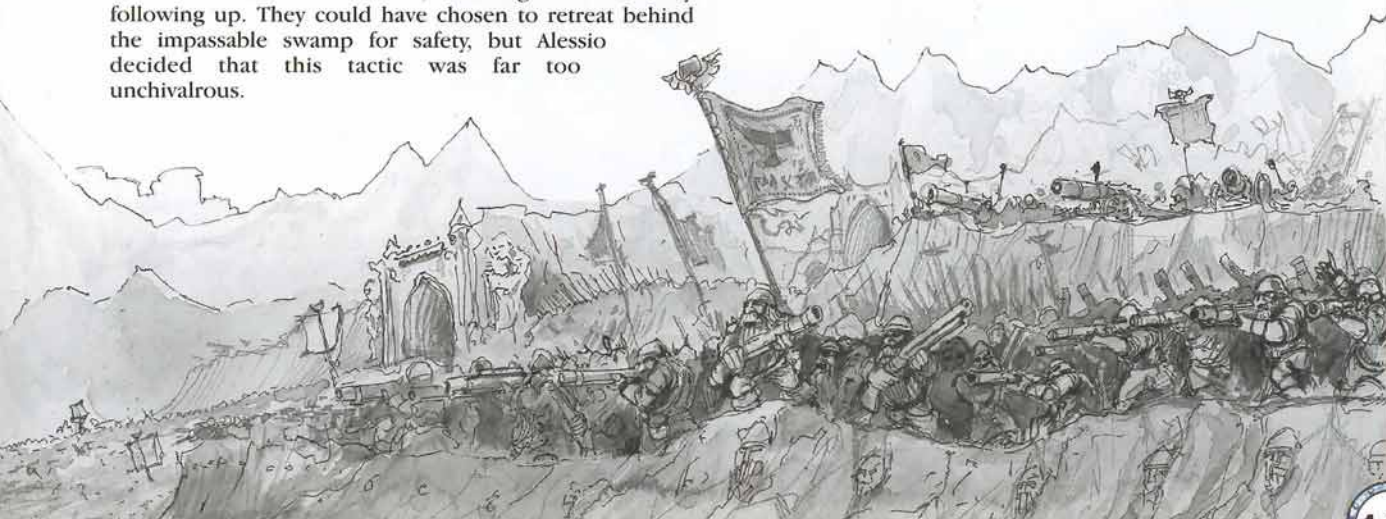
Now it was the turn of the Knights to cause havoc. Charging into the Chaos Hounds, they caused 8 hits, cutting down two stands as the Hounds had no Armor save. The Hounds could only retaliate with 2 hits, not enough to bring down a Knight stand. Losing by 6, the Chaos Hounds retreated 6cm, the Knights immediately following up. They could have chosen to retreat behind the impassable swamp for safety, but Alessio decided that this tactic was far too unchivalrous.

Another round of combat began, with the Knights hacking at the mutated Hounds. Getting a +1 bonus Attack for winning and +2 Attacks for pursuing enemy over 6cm, Alessio now rolled a massive 18 dice for the Knights' Attacks! Six hits massacred one of the units of Hounds, which snapped back at their persecutors, causing only one hit. However, as hits scored in previous combat rounds count until the end of the Combat phase, this meant that the Knights had now suffered a total of three hits, so one of their stands succumbed to the Hounds' desperate attacks. As you can see, the more combats you put a unit through, the weaker it gets, representing the gradual exhaustion of the troops as they plough through enemy after enemy.

As the Hounds had lost again, they were pushed back into the Marauder Horsemen who were forced to give ground backwards into the Harpies. The Harpies were also pushed back. Alessio rolled to see if they were confused, hoping for a 6, but rolled a 2. However, a 6 was rolled for the Hounds, indicating that they were confused as they retreated. The two stands of Knights surged forwards again, smashing the remaining units of Hounds with an impressive 10 Attacks. But the Hounds refused to perish in vain. Before their demise they brought down another stand of Knights, much to Rich's glee.

Unperturbed by the fact that only a single stand of Knights remained, Alessio charged them forwards again into one of the confused units of Marauder Horsemen. A unit victorious in combat is allowed to advance once per Combat phase up to 20cm if it destroyed its enemy in the first round of combat, or 10cm if its enemy was destroyed in a subsequent round. It had taken three rounds to utterly vanquish the Chaos Hounds, and the Chaos Marauders were within 10 cm of the Knights so could be charged by them. With a final burst of energy, the Knights lanced the confused Horsemen, causing one hit. The Marauder Horsemen caused no damage, so were driven back 1cm, with the unstoppable Knights pursuing. The Knights cut down another stand in their second round of fighting with the Marauders, again suffering no damage and forcing the surviving stand to retreat. In the final round, both sides clashed but with no result. The combatants' armor saved them from harm. The combat was a draw, so both sides fell back by D6 cm.

A single unit of Knights had slaughtered two entire units of Chaos Hounds and most of a unit of Marauder Horsemen. Now the two surviving stands faced each other, their troops no doubt exhausted and bleeding from a hundred wounds. It was now Rich's third turn, and his chance to wipe out the bold Empire Knights.



CHAOS TURN 3

Rich moved the Chaos Wood across the swamp so it lay between the Chaos army and the Dwarf Handgunners.

Using their initiative, the Dragon Ogres and the Chaos Spawn charged the Empire Knights stand. Agamon Bane ordered the Chaos Knights to move forward facing the nearest Empire brigade in the woods. Although there was a -1 Command penalty to order the Chaos Knights because they had lost a stand, Rich successfully passed the order. He ordered them again to charge the crew of the Helblaster volley gun. Issuing blasphemous prayers to Nurgle, he rolled the dice. Rich needed a pitiful 5 or less, as it was the unit's second order, it had lost a stand and it was now within 20cm of the enemy. Chaos be praised, he rolled a 4.

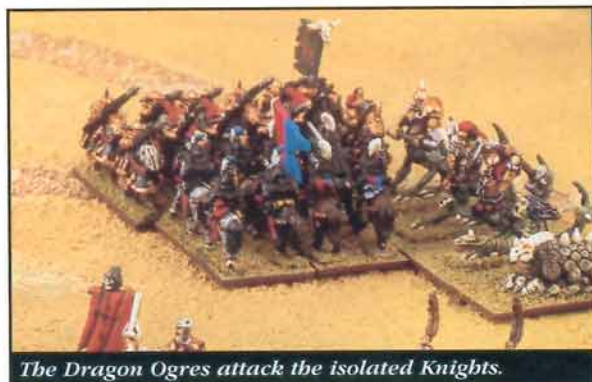
Next, Agamon attempted to command the Harpies, but the intractable creatures refused to move. Rich would have succeeded had it not been for the stand of Empire Knights giving the Harpies a -1 Command penalty for their proximity. No doubt the cowardly Harpies were perturbed by the carnage the Empire Knights had wreaked.

Rich now chose Damodred Blackheart to take the mantle of command. The Chaos Hero managed to order the Chaos infantry unit with the Trolls down from the hill closer to the Empire. Urging them on again, he failed, the Trolls again disobeying their orders.

Lord Gutspew Nurgle then ordered the unit of Chaos Marauders and Chaos Warriors on the extreme right flank of the army to outflank the Empire brigade hiding in the woods. Rich scored a 9 for his Command roll. Alessio checked to see if the Chaos brigade was within 20cm of his Empire Knights. Curses! They were just out of range. The Command roll was unaffected and Gutspew's brigade moved in a column formation past the woods. Should they reach the rear of his army, Alessio would be in dire trouble. Rich ordered the brigade to move behind the Empire troops, but luck failed him and they stopped where they were.

Rich could now reorganize his confused units of Marauder Horsemen and maneuver his leaders. Gutspew Nurgle was moved to the right flank of the brigade to which he had just given orders, the Heroes congregated in the center of the Chaos army, and Malus Dire moved closer to the units in the woods, evil intent, no doubt, in his warped mind. Rich successfully cast *Rage of*

Chaos on the Chaos Knights attacking the Helblaster crew. He could roll one dice



The Dragon Ogres attack the isolated Knights.

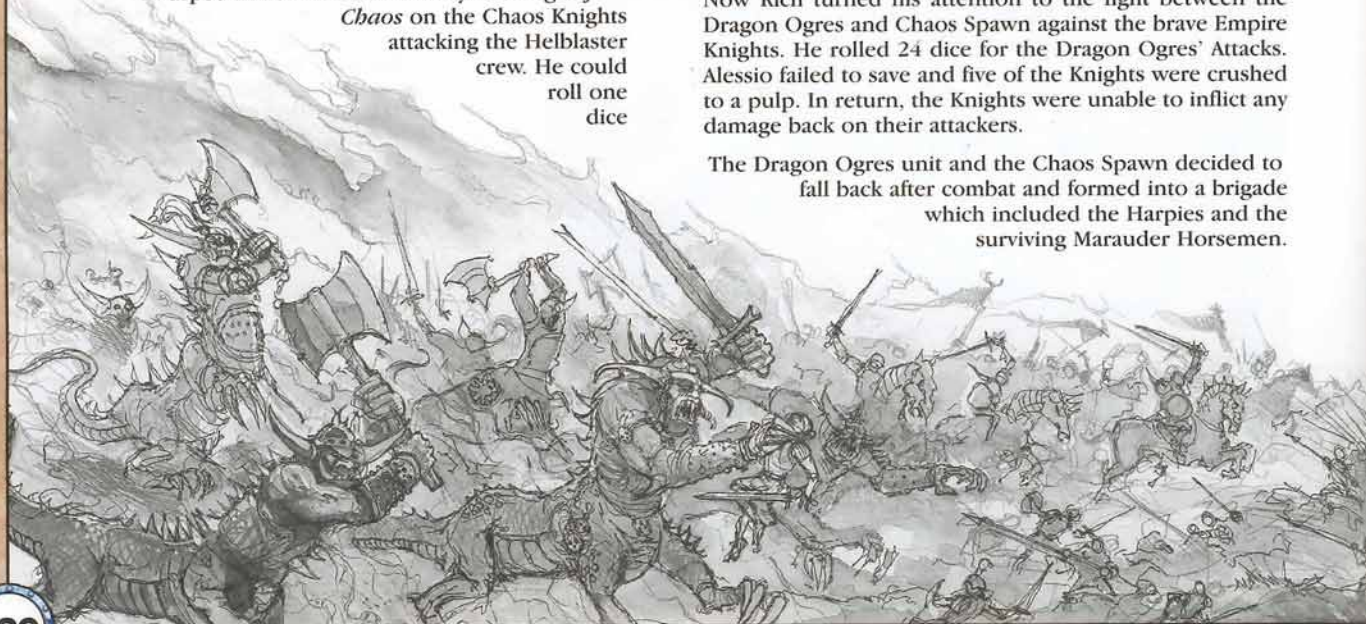
for each stand in the affected unit and add the score to the unit's Attacks. However, if a double was rolled, fickle Chaos would turn the extra hits against the Chaos Knights themselves. Rich rolled 6 extra Attacks for his Knights.

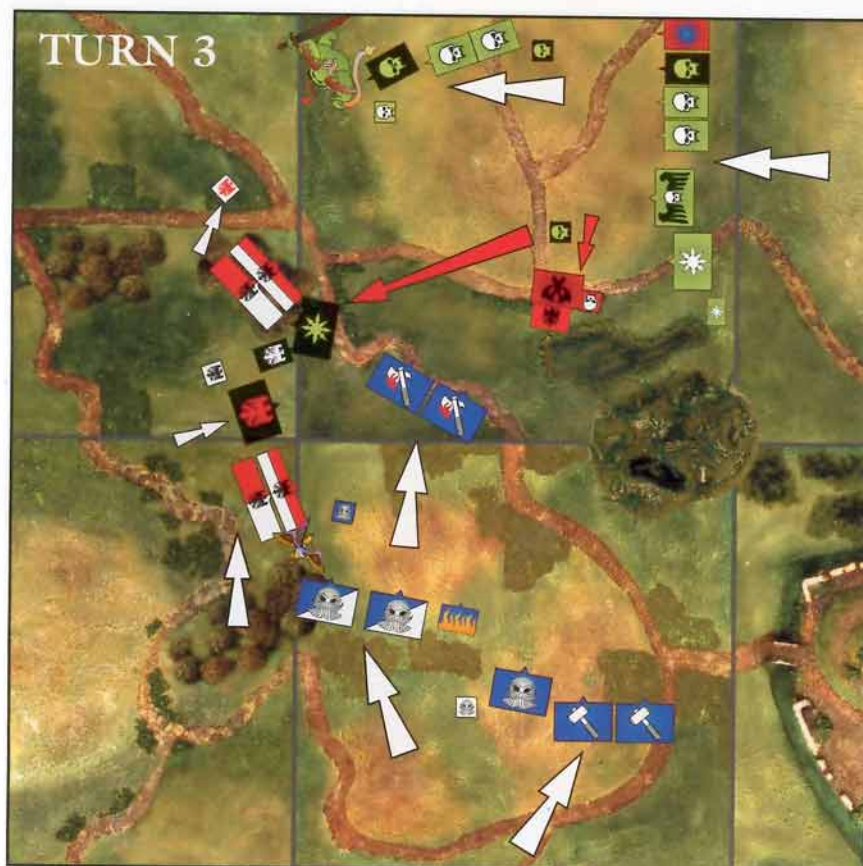
But first the volley gun could stand and shoot at its attackers. The gun could fire up to six shots. Alessio rolled 1, 1, 3, 4, 5, and 6. This should have fired off 20 shots but, as Alessio had rolled more 1s than 6s, the volley gun exploded, killing its crew and causing no damage. It seemed as though Alessio's luck had deserted him for this battle. To rub salt into his wounds, the Knights now redirected their charge into the Crossbowmen in the wood who had been next to the volley gun, and the Crossbowmen all failed to cause any damage to the seemingly impregnable Chaos Knights.

Once in combat, the Chaos Knights proceeded to do what they did best – kill, maim and slaughter. Although they gained no bonus from charging, as their enemy was not in open ground, Rich could still roll 14 dice to attack. As he needed 5s to hit due to the Crossbowmen being in the woods, he only scored 3 hits. With no saves, a stand of Crossbowmen was removed. The Crossbowmen did no damage back, but the stand of Halberdiers behind them counted as support, adding +2 to the combat resolution. The Crossbowmen therefore only lost by one, so fell back 1cm into the wood. The Crossbowmen were not confused in falling back, but pushed back the Halberdiers who did become confused, after Rich rolled a 6. As cavalry cannot move into dense terrain, the Chaos Knights couldn't pursue.

Now Rich turned his attention to the fight between the Dragon Ogres and Chaos Spawn against the brave Empire Knights. He rolled 24 dice for the Dragon Ogres' Attacks. Alessio failed to save and five of the Knights were crushed to a pulp. In return, the Knights were unable to inflict any damage back on their attackers.

The Dragon Ogres unit and the Chaos Spawn decided to fall back after combat and formed into a brigade which included the Harpies and the surviving Marauder Horsemen.





TURN 3

EMPIRE & DWARF TURN 3

Jim was now able to bring on the rest of his army; two units of Dwarf Warriors and his Runesmith. His General, Althinn Arzend, ordered the brigade of crazed Troll Slayers to move so that the Chaos wood was on their right flank and the Empire army was on their left. He commanded the brigade of Handgunners, cannons and Flame Cannon forward so that some of the Handgunners were in the woods, needing a 9, which he scored, as some of the units in the brigade were more than 20 cm away from him. He tried to move the Flame Cannon forward into range of the Chaos horde, but rolled a 12, which would have been a disaster had the order been given by a lesser character, but, for the General, merely meant that the Command phase came to an end.

Jim moved Althinn Arzend towards the Troll Slayers and the Runesmith between the Dwarf Warriors and the Handgunner brigade.

Alessio could now order his troops. Lord Hesselrigg gave orders to the Great Cannon unit to move to the edge of the woods so that their barrels were pointing directly at the Chaos Knights. Next, he tried to move the brigade in the woods on the right flank of his army out of the woods to

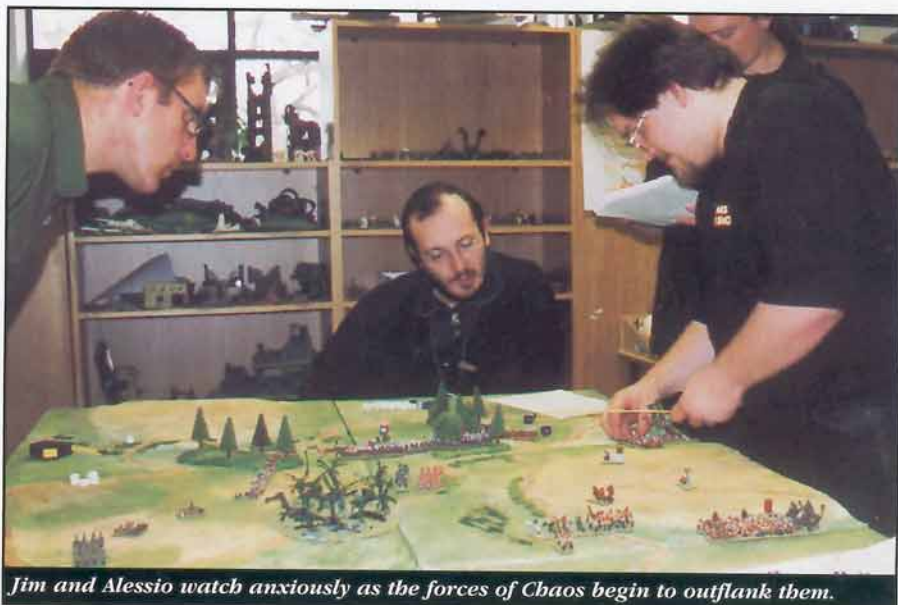
protect the right flank of the Great Cannons. This was a tricky manoeuvre. Alessio needed to score 6 or less, with penalties for the brigade being in dense terrain, for being near the unit of Chaos Knights and for the effects of the blunder on the unit of Halberdiers the turn before. Rolling a 4, his plan was implemented with success.

The Griffon rider, Herr Kapitan Gotrich, flew to join the brigade on the right and Goethe Knopf, the Wizard, moved so that he was closer to the repugnant form of Gutspew Nurgle. The confused Halberdiers reformed in the woods, safe from the Chaos Knights.

Now the Dwarf Handgunners took aim and fired at the Chaos Knights, but with abysmal shooting, only one hit was scored. Jim's Dwarf cannons fired too. The cannonball flew through the air, smashed through the Chaos Knights' ranks, destroying one of the stands, but bounced and hit the Dwarfs' allies, the Empire Crossbowmen in the woods. "Oops!" apologized Jim. The Crossbowmen luckily didn't suffer enough hits from the stray cannonball to be destroyed but

were pushed back by the explosion and became understandably bewildered as Rich rolled a 6 for their Confusion test. Alessio, resisting the temptation to return fire on the Dwarfs, scored two hits against the Chaos Knights. The entire unit was pulverized by cannon fire, having sustained a total of eight hits.

Goethe Knopf failed to cast *Ball of Flame* at the Chaos Warrior unit which was creeping round behind the Empire force. So with that, it was Rich's turn again.

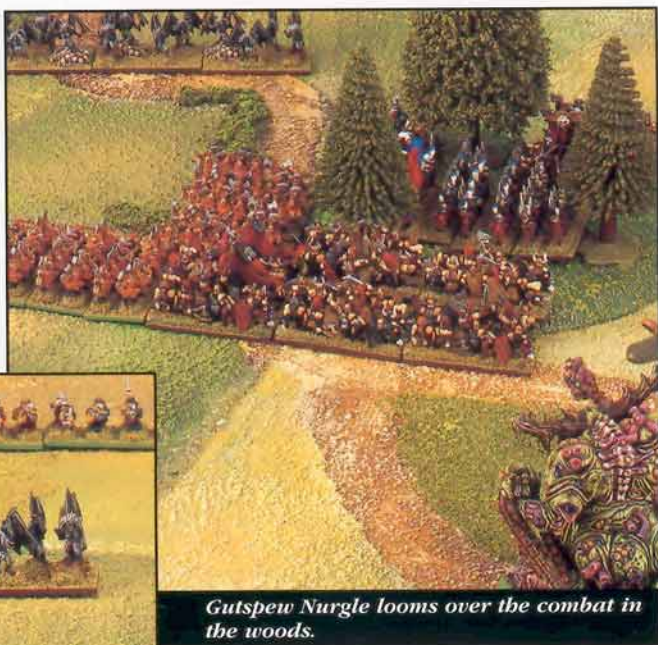


Jim and Alessio watch anxiously as the forces of Chaos begin to outflank them.

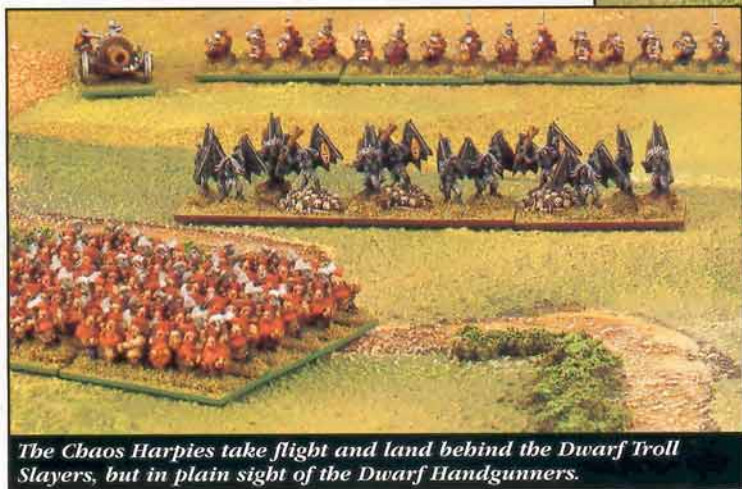
CHAOS TURN 4

The Chaos wood was moved again towards the Dwarf Handgunners to block their line of sight.

Now Rich had a cunning plan. He ordered the Harpies using Damodred Blackheart, so that they flew over the heads of the Troll Slayers and landed behind them. Rich hoped to charge the unit of Marauder Horsemen, Dragon Ogres, and Spawn into the Troll Slayers. There was a good chance that, though the Troll Slayers would cause horrendous casualties, Rich's brigade would just win through and push the Dwarfs back into the Harpies, annihilating them.



Gutspew Nurgle looms over the combat in the woods.



The Chaos Harpies take flight and land behind the Dwarf Troll Slayers, but in plain sight of the Dwarf Handgunners.

Rich rolled to implement the order. To cheers from Jim and Alessio he rolled a 10. Damodred had failed! At the crucial point in the battle, Rich's consistent good luck in rolling for orders had suddenly and cruelly come to an end. No doubt Gutspew Nurgle would deal horribly with his miserable minion when the battle was over.

Agamon Bane tried to move the brigade with the Trolls but again failed to give any orders. It was now up to Lord Gutspew himself to command the rest of the army. He moved the leading brigade of infantry behind the Halberdiers and Crossbowmen in the wood, completing his outflanking maneuver, to the words of "Impending doom!" from Alessio. However, Alessio's units were more than 1cm into the woods, so couldn't be seen by the Chaos units. Rich had to move them at least twice more in order to get them into combat. Rich rolled low enough to move his brigade again so they could now see the Empire troops. This time he needed a 4 or less to charge the

Marauders into the flank of the Crossbowmen and the Chaos Warriors into the rear of the Halberdiers. No chance. Rich failed to give the order, and Alessio's soldiers had one more turn of grace before their destruction.

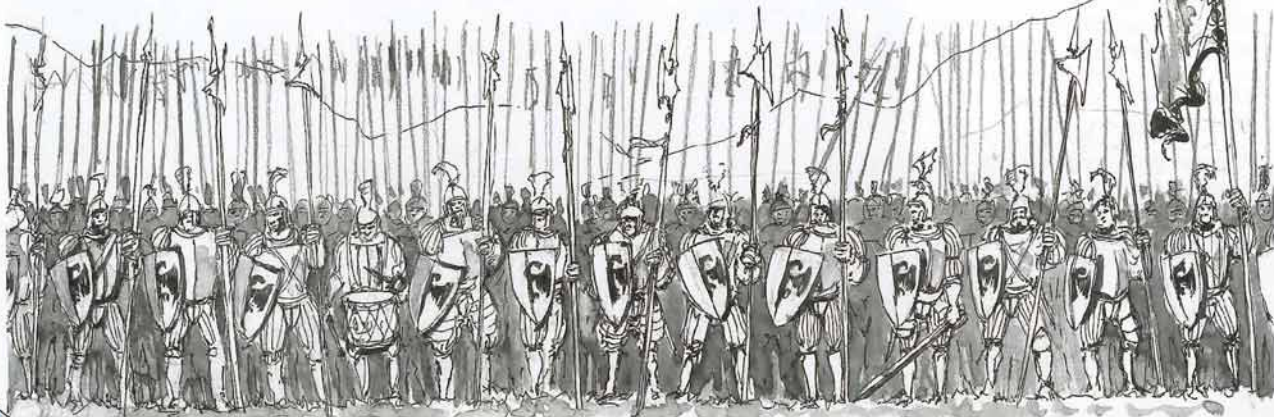
Rich could do nothing more except move Gutspew Nurgle behind his outflanking force and his Heroes to the center of his main army.

His Wizard failed to cast *Curse of Chaos* on the Troll Slayers and there was no combat, so Rich's turn was over.

EMPIRE & DWARF TURN 4

The Troll Slayers were now in initiative range of both the Dragon Ogres and the Chaos Marauders menacing the Empire troops in the wood. Being Troll Slayers they had to charge using their initiative. They wanted to charge the Dragon Ogres, whom they would have massacred, being extremely adept at slaying monsters, but had to charge the nearest enemy which were the Chaos Marauders. Still, Jim expected a bloodbath, so was quite happy to move them into the front and flanks of the Chaotic troops.

Jim's Runesmith successfully commanded the Dwarf Warriors to move round the Chaos



wood towards the rear of the Chaos army, but failed to order them a second time. Confident that his General would order his Cannons to move into a better position, he rolled... another 12. Jim's comments on this turn of events were, to put it politely, unprintable, but understandably so, considering he had rolled double 6 twice in a row for Arzend's Command roll. Obviously the Dwarf General must have been suffering from the ill effects of the barrels of Bugmans XXXXXX he had drunk at the pre-battle victory feast the night before.

Jim moved the Runesmith behind the Handgunners and, though he was tempted to place Arzend right in front of the Dragon Ogres so that he would be captured and deservedly eaten, instead placed him in a more tactically sensible position between the Handgunners and the Dwarf Warriors.

Alessio decided to use the initiative of the Crossbowmen and Halberdiers in the open to evade from the Harpies. As the Harpies were within 20cm of them, they could make an evade move directly away without having to take any orders. They retreated so that they were parallel to the Dwarf Handgunner lines.

The Crossbowmen in the wood were confused, so couldn't be given any orders. The Halberdiers couldn't evade from the Chaos Warriors as they were behind them and a unit can only evade from a visible enemy. Lord Hesselrigg desperately tried to order them away from danger, but failed, leaving them to their demise. All Alessio's Heroes fell back behind the retreating brigade, to the scorn of the Chaos commander.

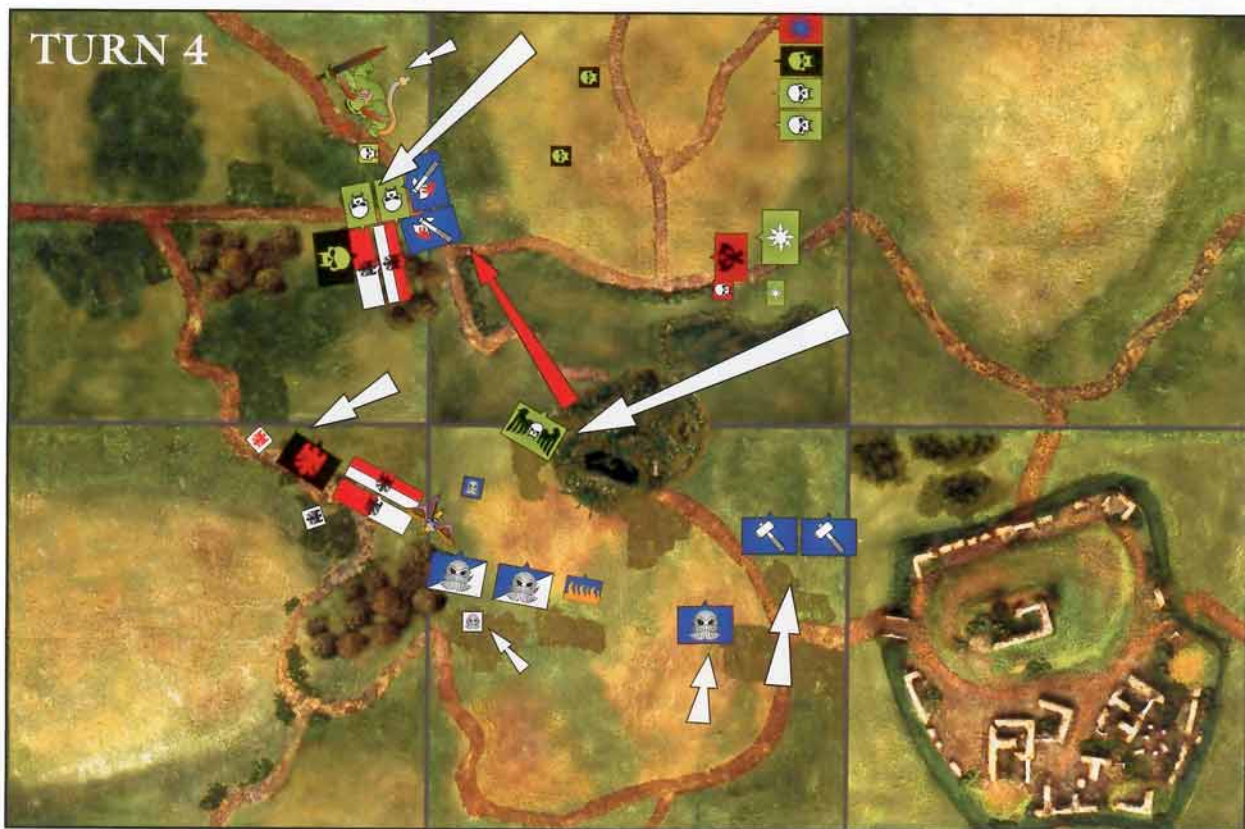
Goethe Knopf again failed to cast his *Ball of Flame* spell. Alessio fired his Great Cannons at the Chaos Warriors destroying one stand and causing another hit. His Crossbowmen peppered the unit with shots, but the Chaos Warriors' armor saved them. The Chaos Warriors

had to fall back the number of cm equal to the roll of 6 dice, as they had been hit six times in total that turn. If Rich rolled more than their Movement rate of 20cm then the Chaos Warriors' retreat would turn into a rout and the entire unit would have to be removed. The dice came up with a score of 19. Rich had just saved his Chaos Warriors from humiliation. However, a 6 was rolled, so they were confused during their retreat. The Empire artillery and missile fire had saved their comrades in the woods. Now it was the Chaos commander's turn to curse.

Jim fired his cannons and the Handgunners at the Harpies who had landed right in front of them. When the smoke cleared, there was only one Harpy stand left. The Flame Cannon should have finished off this remaining stand, but was disappointingly ineffective. Normally, you roll 2D6 to see how many Attacks the Flame Cannon has, and Jim rolled 8, but only 3 of these Attacks actually hit the Harpies. At least Jim hadn't rolled a double, or the Flame Cannon would have misfired!

The Harpies were pushed back a massive 25cm and were utterly confused. As they were flyers their movement was 100cm, so they were not routed (had they been infantry they would have been removed from play).

With the threat of the Harpies so effectively extinguished, the Troll Slayers smashed into the Chaos Marauders. They caused 6 hits, but the Marauders braced themselves for the impact. Rich saved every single hit on the Marauders' Armor save of 5! The Troll Slayers had not even scratched them. Rich scored 1 hit, enough to win the combat. The Troll Slayers unthinkably fell back 1cm while Jim hid under the table in shame. These must have been the worst Troll Slayers in the entire world. A bad Troll Slayer is one who can't get himself killed. These could neither get themselves or the enemy killed!





Lord Gutspew Nurgle is slain along with a large portion of his minions by combined Dwarf and Empire missile fire.

CHAOS TURN 5

Rich gave the brigade with the Trolls orders from Damodred Blackheart to move forward and take the second hill. Leaving the ignorant Trolls behind, he gave a second command to the Chaos Warriors and Marauders to move towards the Troll Slayers. They were now within range to charge the Troll Slayers in the flank. Rich needed a 5 or less to succeed. Would his luck hold out? He rolled a 7 and the advance came to a halt. Not only that, but the brigade of Dragon Ogres, Spawn and Marauder Horsemen disobeyed their orders to attack the Dwarfs a second time as Agamon Bane failed his Command roll.

Gutspew Nurgle moved his Marauders in the woods away from the Troll Slayers they had just fought off, to outflank the Empire Great Cannon unit. It was essential that they charged the unit, otherwise they would be sitting ducks. If Rich could get his Marauders to defeat the weak Great Cannons, his brigade of Marauders could plough through the flanks of Alessio's entire army and win the battle. But he failed to successfully command them and they remained where they were, every crossbow and cannon barrel in the entire Empire army aimed towards them.

Rich had two last chances to wreak havoc among the Empire troops. He joined Gutspew Nurgle with the Marauders so that the Daemon could utilize his special maggot vomit attack. A stream of glistening larvae poured from Gutspew's maw over the Great Cannon unit, but only 1 hit was scored. The Great Cannons were pushed back, but not by enough to reach the rest of the Empire lines and cause the confusion which Rich was hoping for.

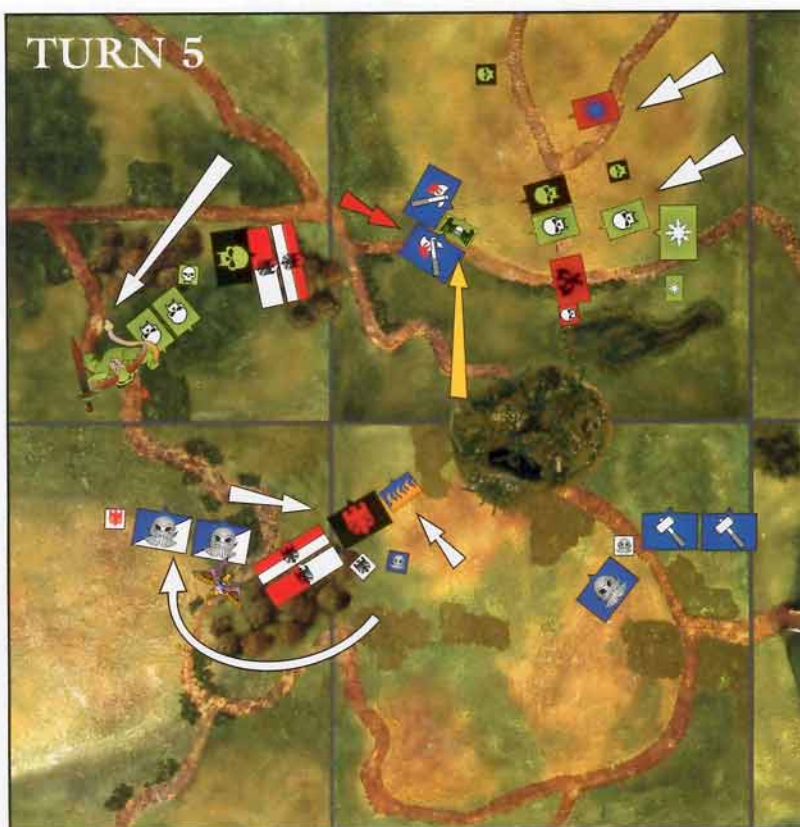
Rich's last chance was Malus Dire, his Wizard. He cast *Curse of Chaos* on the Great Cannons and rolled a 6 – a successful cast! The Great Cannons would suffer another 3 Attacks, enough to push them into their friends and disorganize Alessio's entire battle formation. But Rich had not counted on the Empire's Dwarf allies. The special ability of the Runesmith is that he can cancel a spell on a 4+. Jim rolled a 6. The spell fizzled. The Great Cannons were safe. Rich gulped, "I hate Runesmiths."

EMPIRE & DWARFS TURN 5

With the Marauders, accompanied by their vile General, having broken into the midst of his army, Alessio evaded his Halberdiers, Great Cannons and Crossbowmen, carefully positioning them so that they targeted the unit Gutspew Nurgle was with.

Lord Hesselrigg ordered the Halberdiers in the woods to turn to face the Chaos Warriors and moved the Crossbowmen away to safety. Against all odds, these troops had escaped destruction! Lord Hesselrigg put himself in a safe position behind his Great Cannons. His Captain on the Griffon joined the Crossbowmen who had evaded and Alessio positioned his Wizard alongside the Dwarf Handgunners. Jim's General gave orders to the Flame Cannon and Handgunners, moving them into position to fire at the Marauders, while the Troll Slayers used their initiative to enter into combat to finish off the Harpies.

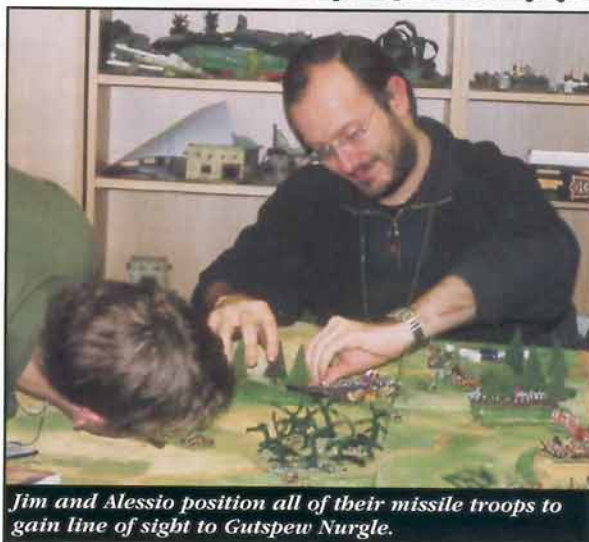
Rubbing his hands together, Alessio started the shooting phase. His crossbows caused one hit on the Chaos Marauders. Again, Goethe Knopf failed to cast his *Ball of Flame*. The Great Cannons scored two hits. Jim started to roll for his troops now, firing at the same target. The Handgunners only scored a single hit, and the Flame Cannon caused a further three hits. Gutspew Nurgle's unit was down to its last stand, with two hits left. It was all up to Jim's cannons to finish the Marauders off. He rolled eight dice for his artillery. Somewhere among the 1s and 2s Jim picked out a score of a 4 and... a 6! The Marauders had only just been wiped out. The rules state that if a unit accompanied by a character is wiped out, then the character is destroyed too!



Nurgle Gutspeew, battered by cannon shot, flamed, and pitted with hundreds of crossbows, was hurled back to the chaotic netherworld he had emerged from. With their General vanquished, the entire Chaos horde panicked and fled back north, the battlefield echoing with the cheers of the victorious Dwarfs and Empire troops, the Troll Slayers desperately running after the fleeing enemy, calling them to come back and fight.

Rich had slain a total of 350 points of Empire troops. He had killed not a single Dwarf, but Jim's Troll Slayers scored him a further 160 Victory points, as the Dwarf's opponent gains points for every Troll Slayer unit that survives (it being a grave dishonor for Troll Slayers to survive a battle).

Between them, Jim and Alessio scored a grand total of 555 Victory points. In the end, it was a close victory. Had the game continued for another turn, and had Gutspeew Nurgle not been destroyed, Rich may well have secured victory. But there is no point pondering over what might have been. So PRAISE SIGMAR! The threat of Chaos has once more been purged from the lands of the Empire.



Jim and Alessio position all of their missile troops to gain line of sight to Gutspeew Nurgle.



Jim Butler

THE TROLL SLAYERS THAT WOULDN'T DIE

In Warmaster, as in war, there are many axioms a General can follow. "Have a plan and stick to it" is a good one, as is "If the enemy General stands in front of your cannons, it is considered rude not to drill him an extra nostril." Alessio

and I did stick to our basic plan of adopting a defensive position and using a few units to slow down the Chaos horde, but in the end it was Rich slightly overstretching his luck which won us the game. A Chaos army on the march is a terrifying thing, and we knew that our only hope lay in breaking the horde up into pieces, which we could deal with separately. This was partly achieved with artillery, and partly by the noble sacrifice of Alessio's cavalry. The Pistoliers and Knights destroyed some enemy units, but more importantly they slowed the horde down, and stopped it attacking en masse.

I did try to support Alessio with my Troll Slayers who, despite a few false starts, trundled across the battlefield and into the Chaos army. They eventually got their chance for a heroic death when they charged the Chaos Marauders on the edge of the wood, but out of six hits, Richard managed to make every single saving throw. Aaargh! Not surprisingly, the Marauders chose not to follow up, and at the end of the battle the Slayers were left cursing the cruel fates which had spared them a warrior's demise. In fact, by being alive, they nearly gave the Chaos General enough Victory points for a draw.

Rich's gambit to outflank the Empire line, protected as it was by the woods, turned out to be just a bit too ambitious. In retrospect he would probably have done better to be more direct with the brigade that attempted to outflank, and risk attacking at a disadvantage, as the Chaos Warriors could probably have carried the battle regardless. Every turn

that the Chaos army delayed gave us a chance to thin them out with our artillery.

I wish there was some brilliant or fiendish piece of strategy on my part I could point to, but in the end it was a mix of Rich's frustration and our opportunism that gave us the result. The Runesmith did the job he was there for, and dispelled the spell that could have destroyed the Empire cannon. Then the Dwarfs and Empire performed an excellent piece of maneuvering under pressure, to bring maximum firepower onto the unit to which the Chaos General was attached. It's very rare in Warmaster that shooting can actually destroy a whole unit, because it's usually very difficult to bring more than a couple of units to bear on a single target. When it happened it was almost an anti-climax: we'd steeled ourselves for the horde to hit but we never faced their full assault. In the event, the Chaos General was destroyed, and his black-hearted minions retreated from the field of battle.

Still, it was a really exciting end to the battle, and I think it showed up the relative strengths and weaknesses of the armies. The Chaos horde was truly terrifying and minced almost anything it got its hands (or claws, or tentacles) on, but it was very difficult to control in a coordinated manner, and vulnerable to being broken up by artillery. The allies didn't have anything that could compete one on one with the toughest parts of the Chaos army, but they proved that a balanced force with a good plan can hold its own against almost anything.





Alessio Cavatore

PRAISE TO SIGMAR

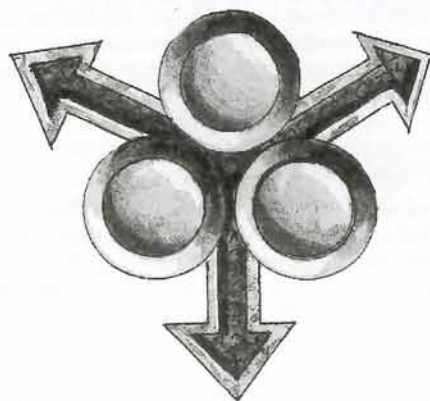
That was close! I really thought that my forces were going to be wiped out before the Dwarfs could do much about it. Luckily I managed to engage the Chaos forces immediately and Jim proved to be a good player by rolling that 6 on the number of units he could bring in on turn two! Rich played the Chaos army

well, going for a quick advance on the Empire while using the 'moving wood' to his advantage to cut out the Dwarfs' line of sight on his left flank. On the other hand, I was surprised by the behavior of his Harpies. I think he wanted to use them to cut the retreat path of Jim's Slayers, an effective tactic to destroy tough enemies (if you win the fight, even by one, the enemy cannot retreat and is killed on the spot!). Against our troops, it was probably a bit of an overkill, since the Chaos regiments tend to have the edge at close quarters anyway. A better use of his flyers could have been to engage and destroy our cannons that caused so much mayhem among his army and eventually won us the game. Harpies (and Carrion, Eagles, etc.) are excellent gun killers.

I think that my worst mistake was to use two units of Pistoliers for the sacrificial attack, when I could have used only one and kept the second back to support the Knights. Another oversight that I won't repeat was not to buy a *Dispel Scroll* for my Wizard. Magic is not terribly powerful in this game, but at the right moment it can prove decisive.

My Wizard was surprisingly useful, proving that *Word of Command* (together with a good dose of sheer luck on the dice!) is one of the best spells in the game, but the Chaos Sorcerer could have changed the outcome of the game. When he cast *Curse of Chaos* at my cannons, I trembled, but the magic resistance of my Dwarf allies protected them, so that the guns survived and fired at the enemy General's unit at point blank range. The battle was over, Rich had gambled and lost, but the outcome was very close to a draw (mostly thanks to my Knights getting butchered by those nasty 'Chaos Dogs' and to the total inability of Jim's Slayers to get killed!).

Sigmar and Grungni once again put a stop to Nurgle's plans and save the Old World!



ACCURSED RUNESMITHS

Damn and double damn! If it wasn't for that pesky Runesmith I could have...mutter, mutter

Anyway, moaning aside this battle was great fun to play, with swings of fortune from side to side as Lady Luck smiled her fickle smile upon one player then another.



Rich Baker

The Chaos Knights and Dragon Ogres proved to be just as devastating as I suspected they would be and even the Marauders were surprisingly tough with their 5+ armor save protecting them from some nasty situations. The only real disappointments were my Heroes. As soon as Gutspew Nurgle took his malevolent gaze off them they broke down into laziness, ineptitude, and a general inability to organize themselves. Words will be said, I assure you, just as soon as Gutspew Nurgle himself finishes answering to the Plague God for his failure.

The move I attempted in the fifth turn was a high risk maneuver with high gains to be had if it came off, as the Empire forces would have been in disarray and the cannons should have been pushed back far enough to rout them. This would have left the Empire army vulnerable to my next charge, but at the end of the day it didn't work out that way. If I were to be given the choice again, I'd probably make the same decision. After all, death or glory are the only options for any real Chaos Lord.



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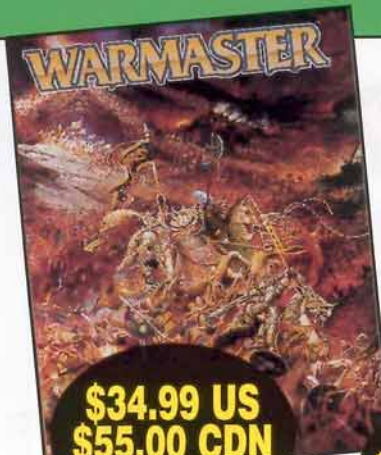
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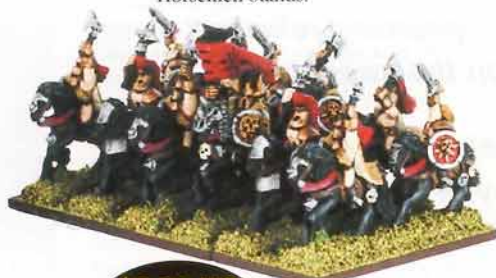
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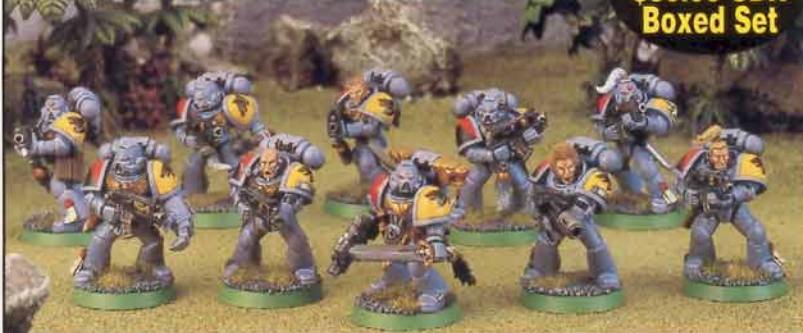
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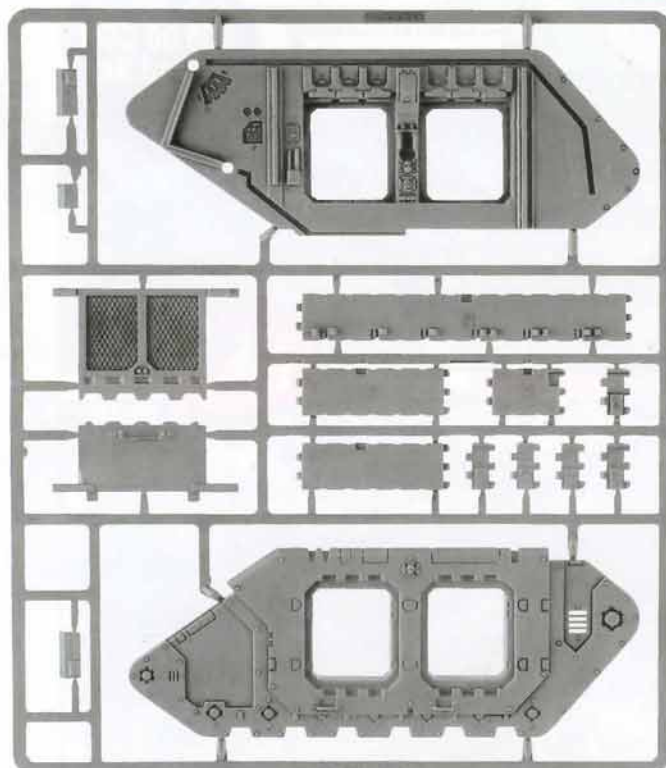
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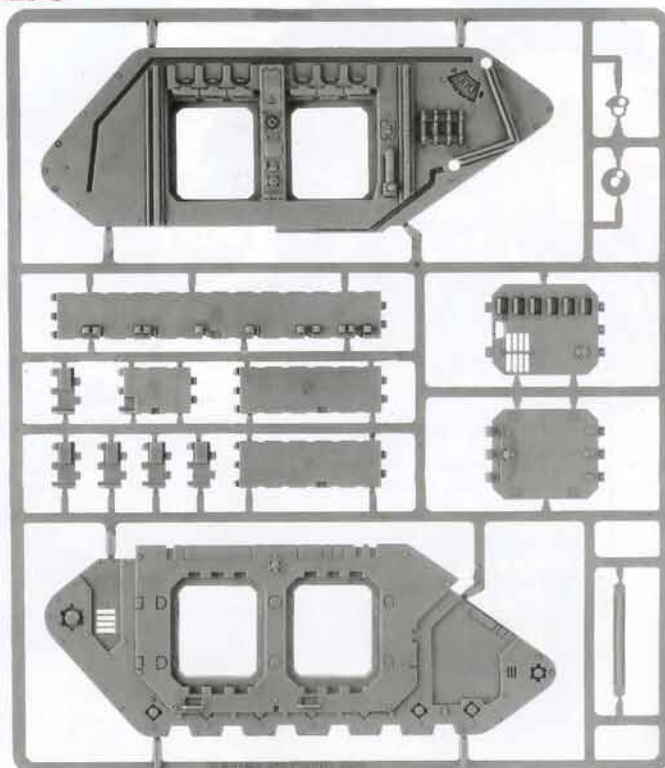
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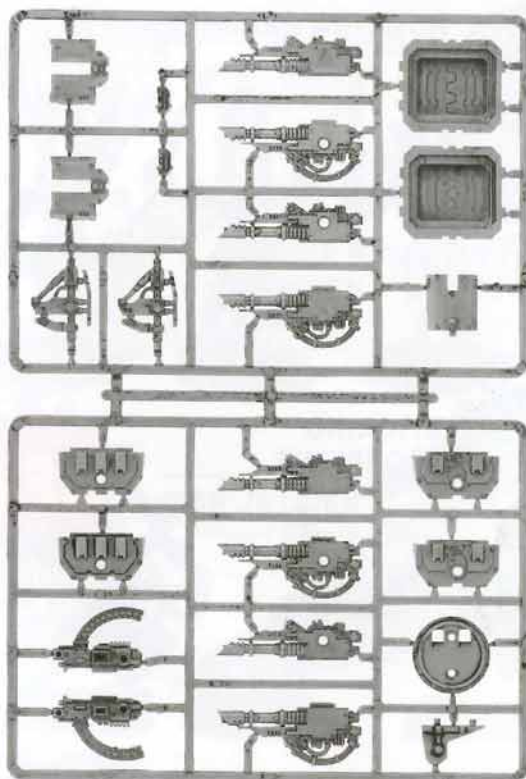
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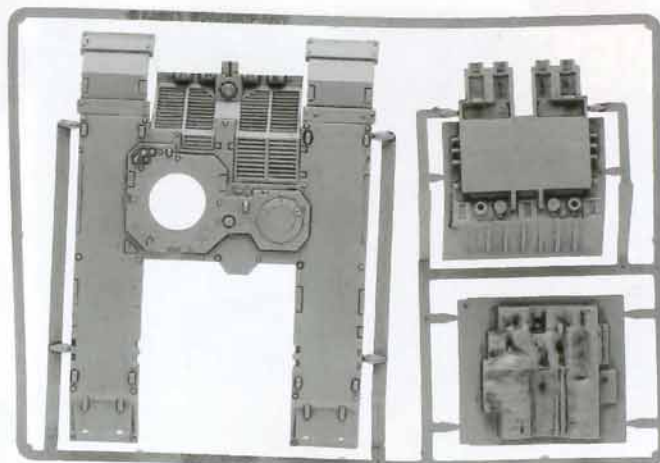
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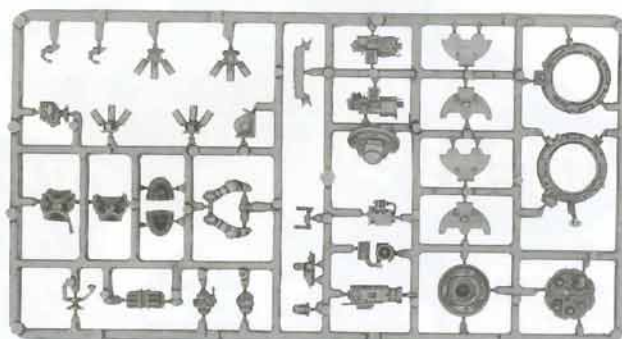
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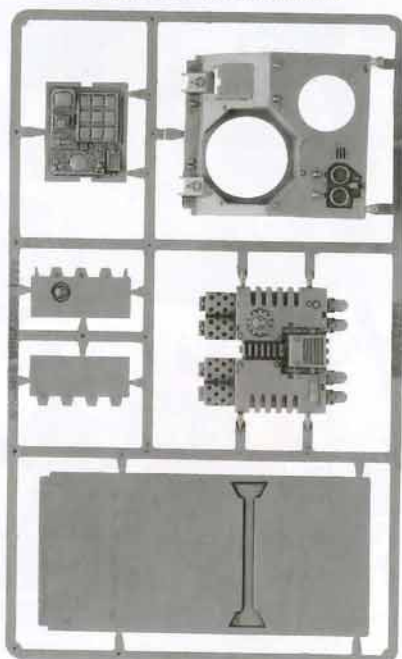
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Eldar War Walker (1)

Eldar Wraithlord (1)
Vyper Jetbike (1)
Eldar Jetbike (1)
Eldar Guardians (16)
Eldar Shrieker Jetbike (1)
Shining Spear Exarch (1)
Cataphan Jungle Fighters Squad (1)
Tyranid Termagants (6)
Tyranid Genestealers (6)
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Necron Raiders (7)
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Dark Eldar Warriors (16)

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Goblin Doom Diver (1)
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Night Goblins Regiment (20)
Orc Boyz Regiment (16)
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Dark Elves (8)
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