

WARHAMMER

Web Page Examples



Armies Books

Once your collection of miniatures begins to grow (starting with the contents of **Battle for Skull Pass**), you'll probably want to get hold of the Warhammer Armies book that's relevant to the force that interests you. Each of these books contains detailed background information on its army as well as extensive rules for using them. It also has an army list that explains to you how to outfit your force of tabletop miniatures.

Each book also contains full-colour pages that showcase the range of miniatures available, the uniforms they wear, banner designs they carry, and other info you can use when painting.



Other Armies

The Orcs & Goblins and the Dwarfs are only two of the many different Warhammer armies you can collect and command. The rulebook included in the **Battle for Skull Pass** boxed set contains a brief overview of the other races of the Warhammer world that you might want to collect. We also have information on them below.



Other Armies of the Warhammer World

[Beasts of Chaos](#)
[Bretonnia](#)
[Dark Elves](#)

[Empire](#)
[High Elves](#)
[Hordes of Chaos](#)

[Lizardmen](#)
[Ogre Kingdoms](#)
[Skaven](#)

[Tomb Kings](#)
[Vampire Counts](#)
[Wood Elves](#)



High Elf Spearman



Chaos Warrior



Empire Spearman



Skeleton Warrior

[Next: Expanding Your Dwarf Force](#)

EXPANDING YOUR GOBLIN FORCE

The many miniatures included in the **Battle for Skull Pass** boxed set provide good starting armies for the Dwarfs and the Goblins. As you play more games, you can add more models to your burgeoning collection and expand the types of units in your army.



Regiment sets contain a complete unit of troops to add to your army. The Goblins are actually part of the Orcs & Goblins army, so a unit of Orc Boyz will fit with your Goblin horde.

Particularly tough Orcs charge headlong into battle on ramshackle chariots pulled by vicious War Boars. These units can also augment your Goblin forces.

Metal Models

Many of the models you will want to add to your Warhammer force are available in plastic (and Games Workshop is always adding more plastic kits to the line). However, certain monsters, elite troops, and special types of characters are available in pewter metal. These models are even more detailed than your plastic troops, and their inherent weight makes them even sturdier on the tabletop.



With a few extra Orc & Goblin units, you can quickly build on your Goblin force from **Battle for Skull Pass** and turn it into a full-fledged greenskin army.



[Click here to find out even more about the Orcs & Goblins!](#) [Buy Orcs & Goblins Miniatures Here!](#)

[Previous: Expanding Your Dwarf Force](#)

[Next: Beasts of Chaos](#)

THE EMPIRE

The Empire is the largest and most powerful of all the realms of the Old World. It lies between the Worlds Edge Mountains and the sea, and encompasses all the lands north of the Grey Mountains and south of the nation of Kislev in the icy north. It is a land dominated by deep, dark forests and huge rivers. Its forests are infested with all kinds of monsters, from the savage Chaos Beastmen to marauding Forest Goblins. These forests also hide the ruins of Elf cities destroyed in their wars against the Dwarfs, many containing as-yet undiscovered treasures, but most have become the lairs of beasts or used as hideouts by bandits, Chaos warbands, and evil creatures.

These wild and rough places breed tough Men, and it's hardly surprising that the armies of the Empire are so successful. The backbone of the army is its well-disciplined infantry, ably supported by effective cannons and the small-but-potent bodies of fully-armoured knights.



THE EMPIRE									
	M	WS	BS	S	T	W	I	A	Ld
Greatsword	4	4	3	3	3	1	3	1	8
Warrior Priest	4	4	3	4	4	2	4	2	8



CLICK TO VIEW THE EMPIRE ARMY

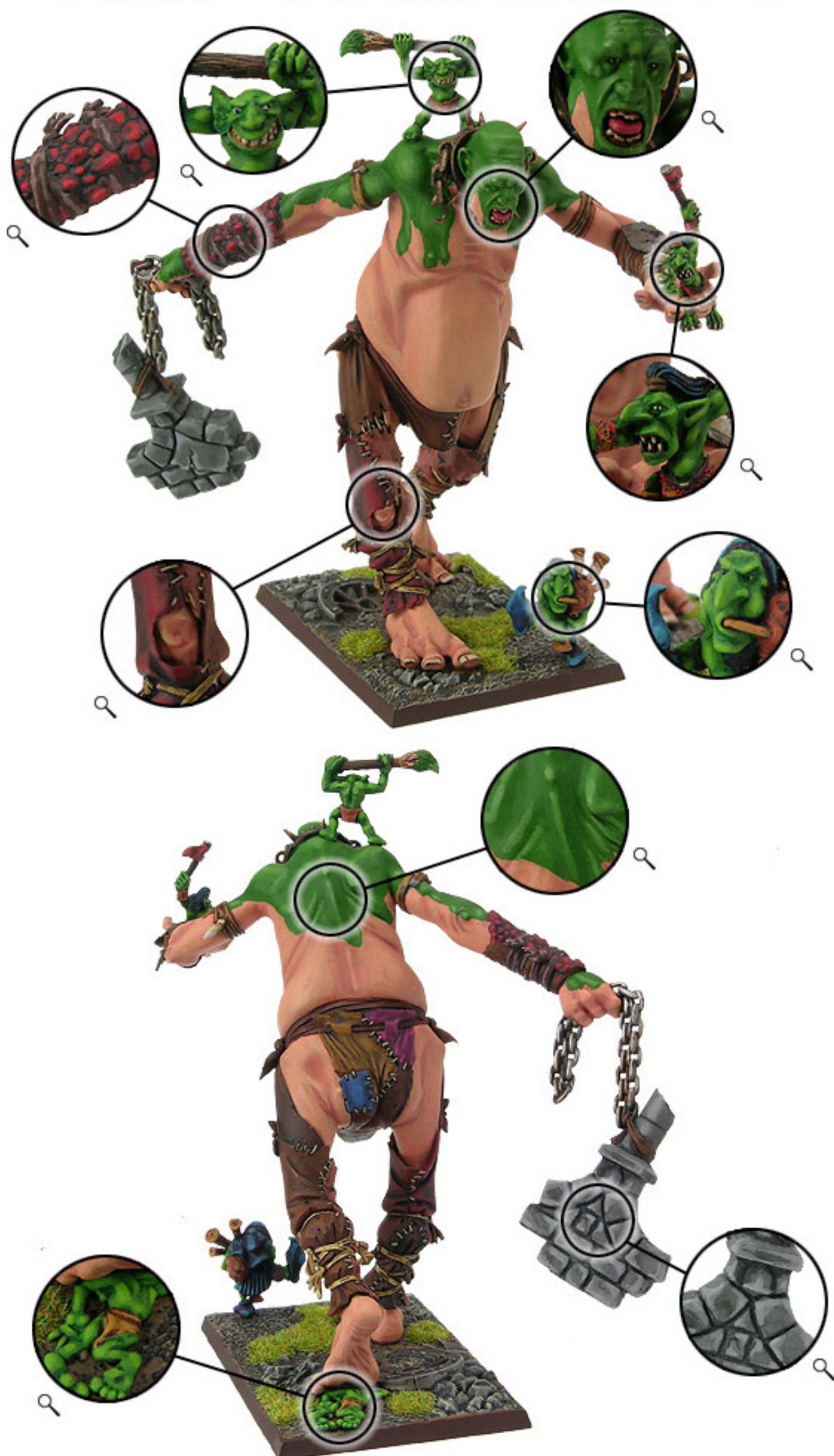
[Click here to find out even more about The Empire!](#) | [Buy Empire Miniatures Here](#)

ORC AND GOBLINS GIANT MASTERCLASS

Orcs & Goblins have always used Giants as a way to add that little bit of extra brute strength to their Waaagh!!! The new Giant boxed set makes it really easy to put together a Giant that would look at home in any Orc force. The Giant shown below was specifically made to fit into an all-Goblin army, however, it could just as easily be used for a mixed Orcs & Goblins army as well.

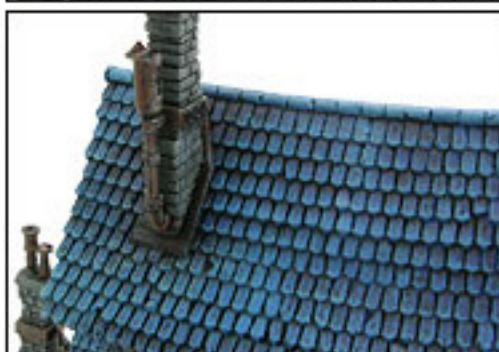
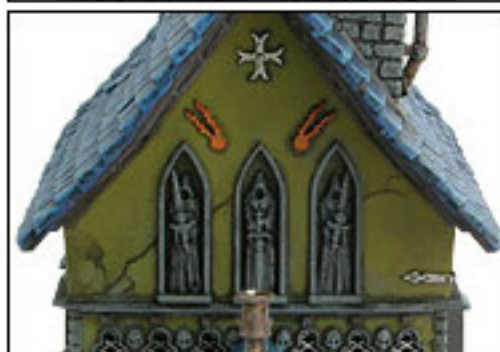
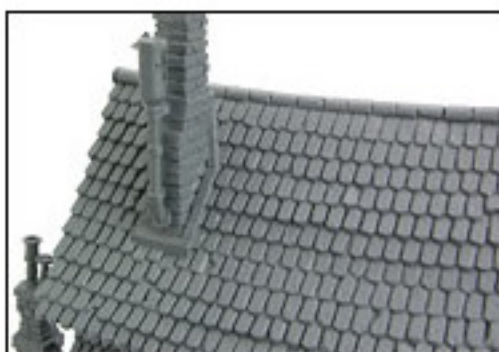
To add some character to the Giant, I used several Goblin bitz from the Warhammer range. I had always thought it would be fun to have a Giant that was being painted green by his Goblin handlers (they want the new guy to fit in, after all), and the new Giant model gave me the perfect excuse to finally build it.

If this goliath looks familiar, it's because the last time you saw him was way back in the "Against the Giants" battle report, which you can read [here](#). Now you get to see him up-close and personal!



Click any picture above to see a larger image.

Getting The Most Out Of Your
WARHAMMER TERRAIN



Click any picture above for a larger view.

Nathan Bishop (Studio Web Team): I've always been intrigued by the fact that the Empire has harnessed mechanical technology. Thus, I thought I would try my had at building a Mechanical Blacksmith Shoppe where such wondrous items would be manufactured.

The terrain piece shown above is a fairly intensive conversion that uses parts from both the Watchtower and the Chapel. With just a little bit of work, the pieces from both kits can be used in conjunction to expand your terrain options.

I decided to use the walls of the Watchtower set for the side walls of this building. In order to have a door on ground level, I used the front door of the Chapel set and the rear wall from the Chapel set for the back of this building. Next, I needed to add something to the top of the front and rear walls so that they would be the same height as the walls from the Watchtower. To do this extension, I took the top side windows piece from the Chapel set and cut off the sides to make it the same width as the Chapel front and rear wall. I cut these at a slight angle so that the top part of the front and rear wall would be slightly angled as well. Then, I shaved down the top of the front and rear walls so that the top of the door would be flush with the molding beneath the side window piece. I then took the front and back top part of the wall and cut off the bottom molding.

Next, I took the small building that comes with the Watchtower set and assembled three of the walls while leaving the other side open. I also attached the roof pieces. Then, very carefully, I shaved away at the small building's open end to make it fit snugly against the back wall of the main building. Don't worry if there are some slight gaps — these can easily be filled in with some modeling putty. Then, I used plastic glue to attach the small building.

Once that dried, I trimmed the side chimney from the Watchtower kit so that it would fit against the back of the small building and glued it in place. I used the roof from the Chapel set so that this building would have slight overhangs. To make it fit snugly, I had to carefully cut some grooves into the bottom of the roof while making sure to dry fit the pieces. Once I was satisfied with the look, I glued the roof in place.

Lastly, I took the chimney from the Chapel set and trimmed off the bottom edge and glued it into the hole in the roof.

Chaos Ruins

Bridge Tower

Mechanical Blacksmith Shoppe



DELVING HOLD DWARFS



Collecting a Dwarf Army

INTRODUCTION

Collecting, building, and painting an army is at the core of the Games Workshop Hobby. Below, we interview avid-Dwarf fan Bert Smith, whose official title is Head of Retail Training at Games Workshop US (although he would like to be known as "Bertadon the Destroyer"). He has been collecting Dwarfs for years, and so we thought he would be a good person to ask about putting together a Dwarf army.



Ranks of Ironbreakers march forward to battle.

Who are you?

My name is Bert Smith. I live in Maryland, USA, up in the mountains. It's pretty there. We got a lot of snow this winter. You'll notice a recurring theme here.

How long have you been a GW hobbyist, and what got you started?

I've been wargaming for ages. I started collecting Warhammer miniatures back in the 80's. One of my very first was this Chaos Sorcerer with both index fingers pointing (obviously to cast the mightiest of fireballs).

When I got to college, I joined a gaming group at the local hobby store whose members were all starting Warhammer armies. Everyone else had picked "evil" forces, so I went with a good one. I chose Empire at the time (who wouldn't — infantry, cavalry, cannons, and Dwarfs). After several months of collecting, gaming, and getting pounded by hordes of Orcs and Chaos warriors, I noticed some trends in my defeats. The stuff that was either still alive at the end of the game or that scared my opponents were the cannons and Dwarfs. My collection suddenly took a turn, and so did my luck. From then on, I've collected Dwarfs. I've had the odd foray into Chaos (if you can't beat 'em, then join 'em) and a smattering of others, but mostly Dwarfs.



Bert Smith

What army do you have?

My collection revolves around the Delving Hold Dwarfs in the Vaults. Delving Hold is one of the outlying strongholds of Karak Izor. Most of its population are exiles from Mount Silverspear in the east and owe allegiance to King Aesgir Grudgebearer. Aesgir is the 10th Heir Apparent since the fall of the Silverspears and is charged with the Baraz-an-arm (roughly translated as "the promise to be again") or "the Reclamation". Aesgir is an active and ardent supporter of the High King and shares his dream of returning the Dwarf race to its former glory. My army is duty bound to visit ruination and vengeance upon the scum who defile the lands of our ancestors. There can be no greater insult or obligation.



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DELVING HOLD DWARFS



Collecting a Dwarf Army

GAMING



Dwarf Warriors hold back a unit of Plaguebearers.

What is your play style, and how do you play this army to its strengths and weaknesses?

I tend to follow the tried and true "Brave the wall of lead and then break upon the rock that is Dwarf steel" tactic. I've found that under most circumstances, a solid Dwarf line backed up by some war machines can weather almost anything that's thrown at them. I don't leave my flanks hanging, either. If I'm outnumbered, I tend to deploy towards one board edge and perform an oblique. This turns an opponent's numbers against them & I fight half their army with all of mine. I also like to deny the enemy the Magic Phase. I'm going to lose the movement battle, so why let the other guy get the magic battle, too?

To view Bert's army list, [click here](#).

Why did you choose each unit?

Ironbreakers. Um, infantry with a 2+ save in close combat? Who wouldn't want them? Ironbreakers tend to form the center of my line. They are a big investment in points, and I don't want them losing combat because of a silly Terror or Fear check. So, I need to cover that base...hello, Rune of Courage!

Warriors/Rangers. Pound for pound, Dwarfs have the best basic infantry in the Warhammer world. The new Warriors looked so cool that it would be a sin not to include them. I liked them so much I came up with some background for them (I'll save that for another time, though). In game terms, once a Dwarf decides to stay put, they're almost impossible to shift. I like that. I like that a lot.



The rangers are there just to add a bit of flexibility. Should an opponent get sloppy with their deployment, I can deliver a potentially game-winning blow from an unexpected quarter or just deploy them in line with everyone else. Not bad for an extra 20 points.

Slayers. From an aesthetic point of view, you have to have Slayers. No Dwarf collection is complete without at least one unit of these loonies. Besides, they are one of the most enduring symbols in the Warhammer world. Nobody's heard of Billy Grumpypants the Outrider, but everyone has heard of Gotrek. The Slayers either

anchor the line closest to the enemy, or I send them off to meet their doom against the nastiest thing I can find. It's only fitting.

Everything else is there to tenderize the enemy before they hit the line. I had to have the new war machines. They look so much the part and were a snap to paint.

How would you use this army at 500 points, 1,000 points, 2,000 points, and maybe even 3,000 points?

This list is for 2,500 points. I've got enough stuff to keep going up. For something smaller I'd probably pare down the Ironbreakers and maybe the Rune items.

When and where was your first game with this army, and how did you do?

My first game with this army was at the last GW managers meeting in Las Vegas. It was a massive megabattle where we had around 80 armies facing off against one another. I was holding my own (that's being polite, really) until a horde of Rhinox riders came bounding across from another table and hit my army. What happened was obscene to say the least. Your name is in my book of grudges, Mr. Duck, and will not be soon forgotten.



What tactics did you think of before your first game? How did they hold up? What new tactics have you developed since then?

Like I said, I was holding up fine until someone attracted the attention of the entire Ogre Jamboree of the western USA by lobbing rocks from our table. Since then, I've learned not to set up next to Josh Wimberly, as he is bound to get you in trouble.

Have you entered your army in any competitions? How did it do?

I tend to be very selective with whom I play. I'm interested in playing big games for a reason (by that I usually mean some banter back and forth). Ask anyone here — when I walk up to a game, the first question I ask is "So why are you fighting?" Sorry I need to know my motivation...I struggle with the "x,000 points vs. x,000 points" concept. Engagements are rarely even and I prefer a well-thought out scenario where I'm outnumbered 10 to 1 than a straight-up fight.

What's your favorite unit for gaming and why?

I'm working on one right now that is a hoot. I have all these left over musician pieces and nothing to do with them. History is replete with examples of army bands — the President of the US has his own band (from the Marines), so why should Dwarfs be any different? I'm making the "Kings Own Royal War Band". I'll count them as Hammerers. I think it'll get a chuckle or two...

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MAGICALLY CHARGED

ASSEMBLING PLASTIC EMPIRE WIZARDS

LORE OF LIFE WIZARD



These pieces can be used to make a Lore of Life Wizard.



First, glue the arms to the left and right sides of the body.



Attach the right hand with the hour-glass, and then the scythe to the left.



Glue the head to the neck.



Then, attach the hood to the back of the cloak.



Lastly, glue the Wizard to his base.

The Sprue

Core of Metal Wizard

Core of Life Wizard

RIDING TO WAR

MODELING AND PAINTING HEROES ON MONSTROUS MOUNTS



An Empire Lord mounted on a Griffon confronts the Nurgle horde that has invaded this town.

The Imperial Zoo was founded in Alddorf by the hated Emperor Dieter IV and is home to some of the most dangerous monsters of the Old World. All manner of grotesque monstrosities (such as the Abomination of Stirland and the Spawn of Hochland) are held captive here, and thus it is one of the most popular attractions in the city. In addition to being one of the wonders of the Old World, the zoo also has a practical function: stabling the Emperor's war steeds, including Warhorses, Griffons, Pegasuses, and the mighty Imperial Dragon.

On the following pages, we show you two examples of how you can use the new plastic Empire General box set, along with other bitz, to create a Hero mounted on a Griffon or Pegasus.

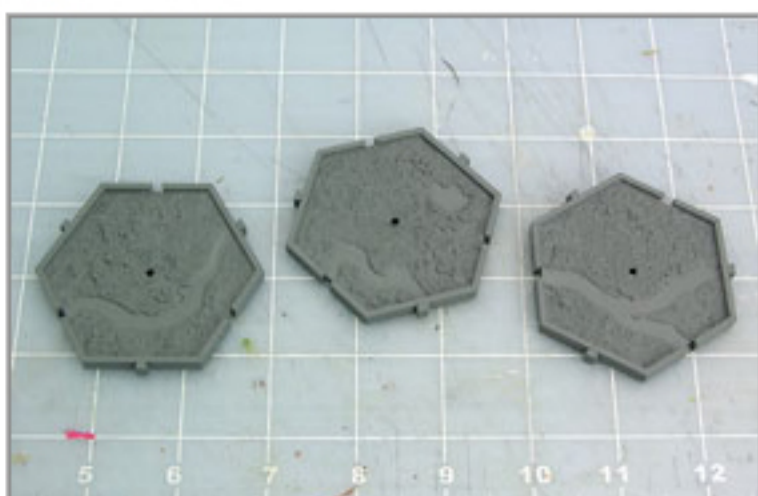
NEXT

MAKING MIGHTY EMPIRES SEA TILES

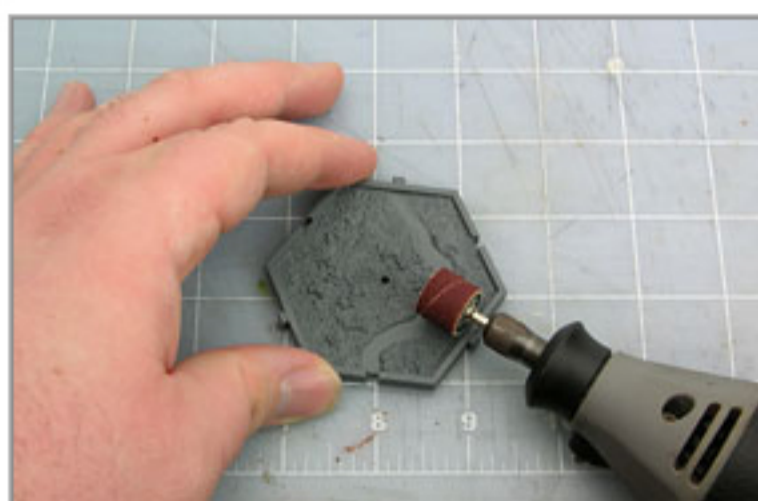
The new **Mighty Empires** tiles can make for fun little modeling projects. We decided to make some sea-based tiles to use based on our house rules [which are explained here](#). The steps below use a rotary tool that you may not have on hand — we present an alternative method near the bottom of this page (courtesy of the **White Dwarf** team) that doesn't use power tools.



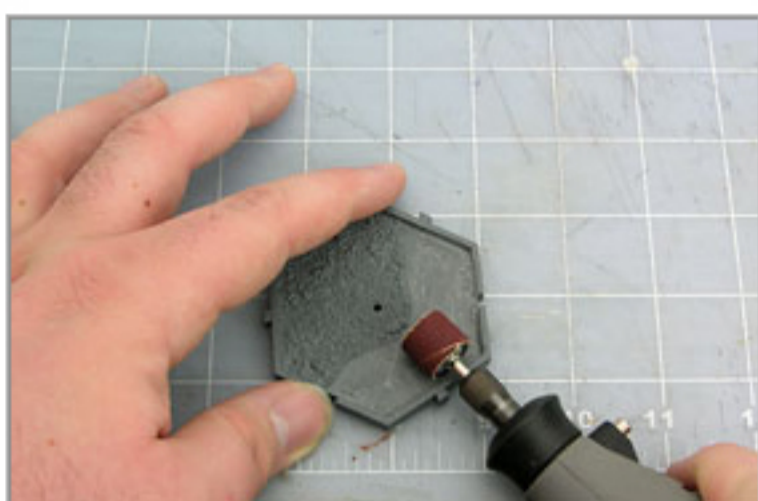
To make these sea tiles, we used modeling putty, a Sculpting Tool, Water Effects, and an electric rotary tool equipped with a sandpaper head and a carving head.



The first step is to pick out the tiles that would be good to use for converting into coastline. We picked these tiles because we could use the rivers as a guide to where the water should go.



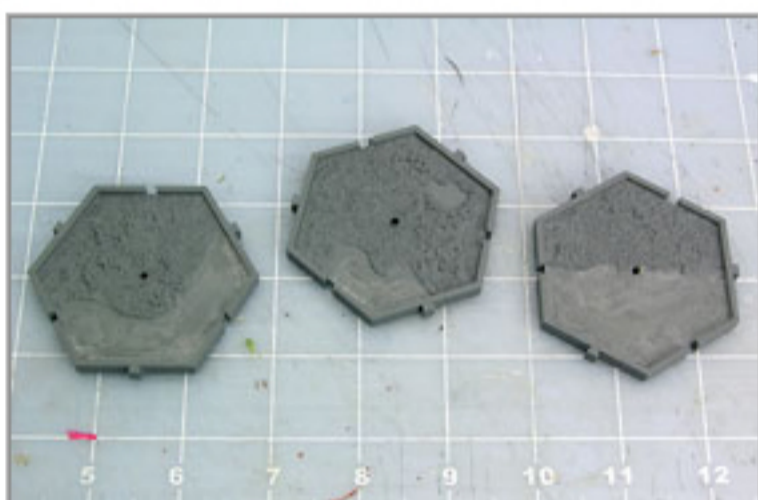
Once you know where you want the water to be, use the sand paper head on the rotary tool to sand down the rough area so that it is the same elevation as the river. Make sure you are very careful and keep your fingers away from the tool. If you need to, you can clamp the tile to your workspace instead of holding it by hand.



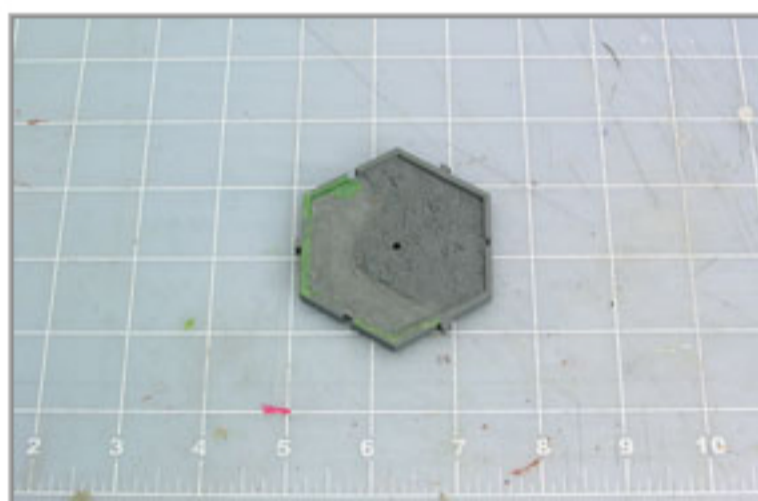
Here you can see that the area has been smoothed down. Make sure you don't sand down too much, or you might end up going right through the plastic tile. It's also a good idea to use the rotary tool on a low-speed setting so that you don't accidentally melt the plastic.



After you have sanded down the main area, you can use the sculpting head to even up the edges.



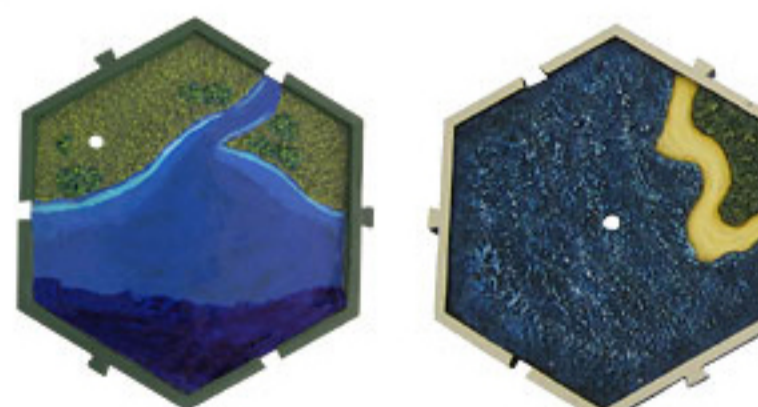
The variety of tiles leads to a variety of coastlines if you follow the rivers as guides.



Sometimes the rotary tool will take off more plastic than you wanted or leave the edges rough. Use the sculpting head to even them up as much as possible. Then, you can use modeling putty to fill in any gouges and restore the shape of the tile.



Lastly, paint the tiles to match the tiles you already have and paint the water a suitable color. We went with Mordian Blue as our base color. Then, we carefully brushed on Water Effects over the water areas. You can apply several layers of Water Effects for added depth, but allow each layer to dry before applying a new one.



For this tile, we used a river to create an inlet so we could connect the coast with other inland rivers.



These tiles were created by Andy Hall, member of the **White Dwarf** team. They offer a different way of making sea coast tiles. For these, Andy used the rivers to represent the beach, and instead of sanding down the rough texture, he painted it to look like waves. This is one way to make sea tiles if you don't have access to a rotary tool.



These tiles were made the same way as the step-by-step guide above shows, only we used different colors to paint them. For these tiles, we wanted a dirtier, desert look. For the water, we once again used Mordian Blue for the base color, but we added a small amount of Scorching Brown so that the water would appear dirty.

[Back to the Mighty Empire House Rules Main Page](#)

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

Web Page Examples



KHAZAD-DÛM™

A HISTORY OF THE DWARROWDELF



Durin meets his destiny in the Barazinbar deeps.

When the world was young and the kingdoms of Men were still finding their place, Durin, father of the Dwarves, made his home at the centre of the Misty Mountains. Beneath the peaks of Zirak-zigil, Barazinbar, and Bundushathûr, Durin's folk carved out a vast kingdom forged from Dwarven skill and the wealth of the mountains. Driven by their lust for Mithril, successive generations of Dwarves delved ever deeper into the roots of the mountains, until their industry proved their undoing. In a dark and dismal place, where the only sound was the fall of hammers and picks and the only light came from torches and candles, the Dwarves awoke their doom: a Balrog of Morgoth, a deadly creature of shadow and flame, which rose from the depths and unleashed its fury.



In a series of devastating battles that consumed the lower levels in fire, the Balrog slew Durin, the King of Khazad-dûm, and brought ruin to his armies. Since the sack of Khazad-dûm, the halls of Dwarrowdelf have fallen into the hands of Goblins. Now it is called Moria — the "Black Pit." No more does the air ring to the sound of hammer on anvil or the crash of picks against rock. The halls no longer echo the rich music of Dwarf songs. Now there is only the skittering of claws on stone and the laughter of Goblin voices echoing through the broken halls. Cobwebs and debris fill the passageways and halls, and the once-fine stonework is cracked and defiled.

In the years since the fall of Khazad-dûm, the survivors of Durin's line have become scattered across Middle-earth. Some few of the Dwarf holds remain from the ancient days, and new ones have been founded. Of these, Erebor is the most worthy successor to Khazad-dûm. The Lonely Mountain, as Erebor is often known, is ruled by the wise king Dáin, a fierce and noble leader who embodies the might of the kings of Khazad-dûm that was. Now, Durin's folk long for the time when they have gathered sufficient strength to storm Khazad-dûm, slay the evil that lurks there, and wrest their ancestral home from the clutches of the Goblins who pollute it. Until now, any attempt to do so has failed at terrible cost, for even Dwarvish courage is no match for that ancient menace. Yet the Dwarves do not lose hope. They wait with grim determination for a time when the Balrog might be vanquished and the axes of the Dwarves might taste vengeance.



THE RETURN OF THE KING™

THE FINAL DAYS OF THE THIRD AGE

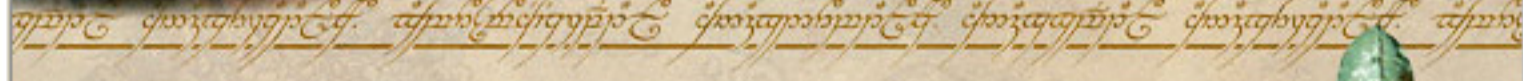


Aragorn brings the fight to the gates of Mordor to keep the Eye of Sauron away from Frodo.

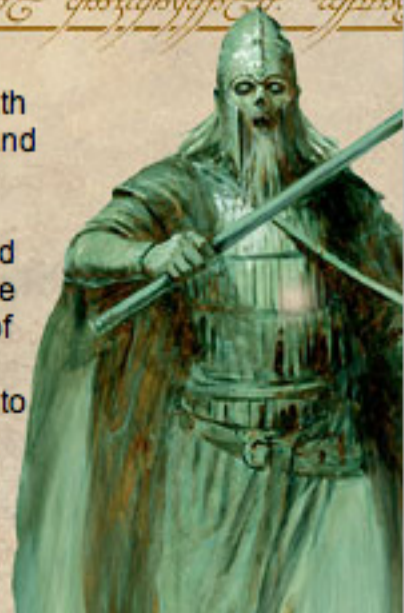
Through the efforts of The Fellowship and the valiant Men of Rohan, Saruman has been defeated and his army of Uruk-hai scattered to the four winds, yet The War of The Ring is only just beginning. Fearing that The One Ring has been found and that one amongst his foes will have the strength to wield it, the Dark Lord Sauron has unleashed his armies against Gondor. Only by uniting as one can the Free Peoples hope to endure, for the hosts of Mordor outnumber their foes many times over. Perceiving that Minas Tirith will soon come under siege, Gandalf rides to aid the White City. Swift Shadowfax also carries Pippin, whose Tookish curiosity has already led him to investigate the Palantír of the defeated Saruman and so brought him to Sauron's attention.



Merry has fallen into the company of the Men of Rohan, and has sworn himself to king Théoden's service. The Rohirrim do not intend to abandon Gondor in its hour of need and are mustering to their ancient ally's side. Though Théoden attempts to shield Merry from the horror to come, the young Hobbit refuses to be left behind. Merry finds himself hidden amongst the host by Éowyn, who has assumed a man's mantle, for she also rides to war against Théoden's wishes. Unwelcome though they are, both Merry and Éowyn are destined for great glory upon the Pelennor Fields, and together will defeat one of the greatest evils ever to walk Middle-earth.



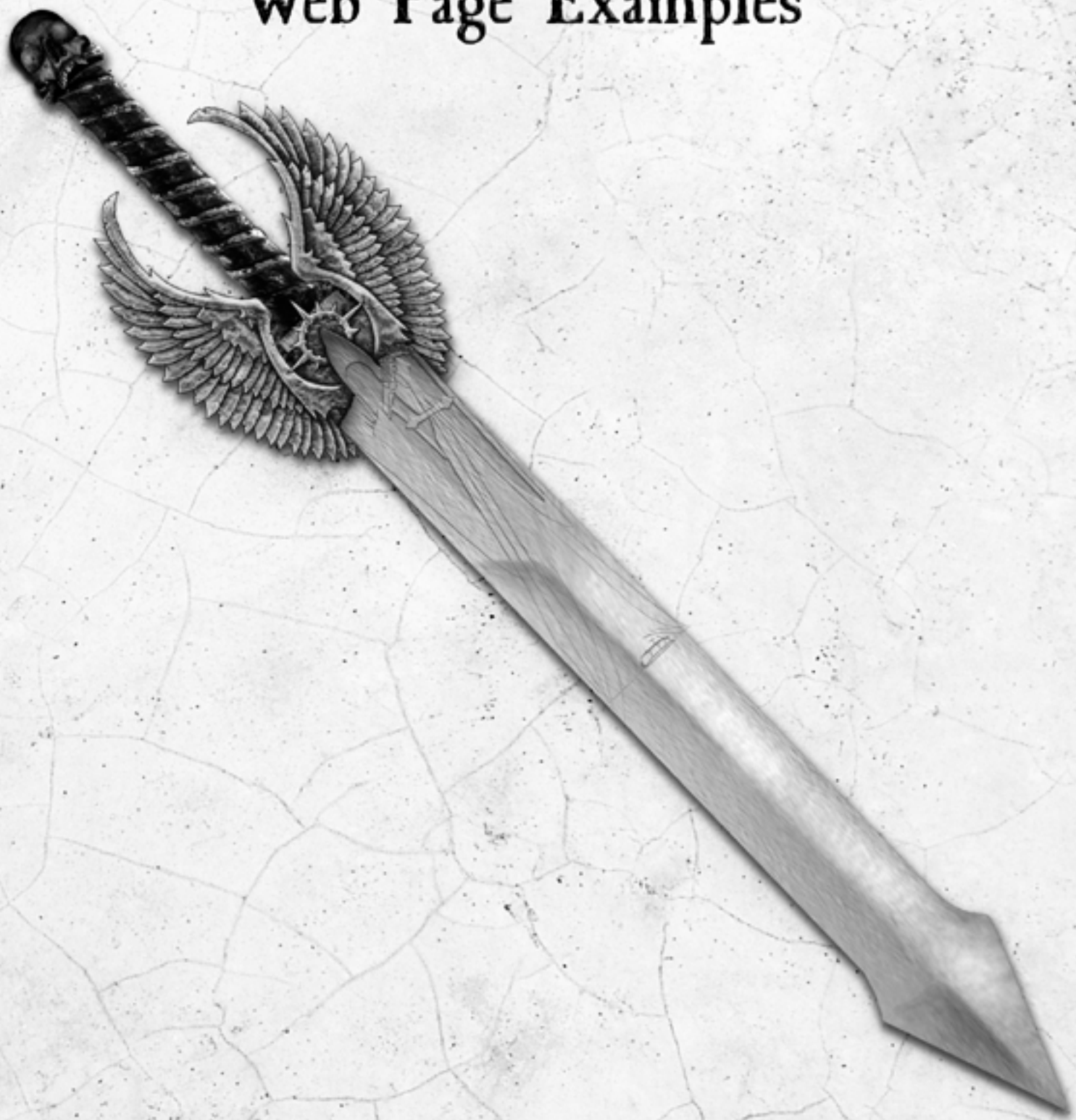
Seeking to arrive at Minas Tirith by another route, Aragorn walks a dark path long-ago decreed in prophecy. Accompanied not only by stalwart Gimli and noble Legolas, but also by many kinsmen newly come to his side, Aragorn rides the paths of the dead. Isildur's heir seeks the oathbreakers of Erech, spectral warriors who long ago reneged on a promise to oppose Sauron, and whose loyalty only he can command. No matter which side is victorious in the fight for Minas Tirith, The War of The Ring will be won or lost by the actions of two small Hobbits. Frodo and Sam stand on the edge of Sauron's domain, determined to see their quest, and the destruction of The One Ring, through to the very end. Not only Orcs and Uruk-hai, but darker and fouler things stand between the Ringbearer and his goal.



WARHAMMER[®]

40,000

Web Page Examples



KNIGHTS OF THE ORDER

MODELING DARK ANGEL CHARACTERS



"What is our quest?

*To purge our shame through the death
of those who turned from the Lion."*

Before the arrival of the Emperor on Caliban, Lion El' Jonson, the Primarch of the Dark Angels, was the leader of a group of knights known as The Order. These Knights purged the planet of the warped beasts found in its forests. Those Knights who were young enough became Dark Angels Space Marines when the Emperor arrived to reclaim his lost Primarch. The Dark Angels continue the tradition of the Knights of the Order. These warriors seek to purge the galaxy of the stain that their former brothers have left on their honor.

On the following pages, we present several examples of ways to model the characters that can be used in a Dark Angels army. The Dark Angels army offers many many ways to make your army unique by customizing your miniatures.

COMPANY MASTER — MASTER OF THE DEATHWING —
MASTER OF THE RAVENWING
DEATHWING STANDARD — RAVENWING STANDARD



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KNIGHTS OF THE ORDER

MODELING DARK ANGEL CHARACTERS

MASTER OF THE DEATHWING

CONVERTED AND PAINTED BY NATHAN BISHOP



Click any picture above to see a larger image.

Nathan Bishop: One of the characters available in the new **Codex: Dark Angels** is Belial, Master of the Deathwing. Since there is no model available yet for this character, he is ripe for conversion.

For this model, I started with the Captain Lysander miniature, as this is a great Terminator-Armored model that can easily be converted for other armies. First, I went over the entire model and made sure to get rid of any Imperial Fist iconography. The most difficult part to remove was the Imperial Fists symbol on the leg. I used clippers to cut off the majority of the symbol and then used files to smooth the leg back down. I also removed the mohawk from his head.

Then, I attached the bottom part of a Black Templars tabard and added purity seals made from modeling putty. I also sculpted the robe that covers his chest. I used the Storm Bolter and Power Sword arms along with one of the Deathwing shoulder pads from the [Dark Angels Veterans sprue](#).

Lastly, I used one of the Dark Angels Banners from that sprue and added a raised stripe with modeling putty. Because Belial was formally the Master of the 3rd company, I decided to incorporate some of this iconography — in particular, the red stripe and the symbols on his banner. Also, on his left leg, I painted the army badge from the Piscina IV campaign, which Belial led.

COMPANY MASTER — MASTER OF THE DEATHWING

MASTER OF THE RAVENWING

DEATHWING STANDARD

RAVENWING STANDARD



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KNIGHTS OF THE ORDER

MODELING DARK ANGEL CHARACTERS

DEATHWING STANDARD BEARER

CONVERTED AND PAINTED BY NATHAN BISHOP



Click any picture above to see a larger image.

Nathan Bishop: The moment I saw the plastic standard on the plastic Warhammer Empire General's sprue, I knew I would be incorporating it into my Dark Angels army. However, Dark Angels use sword iconography, not hammers. So, the first thing I did was set about converting the Angel of Death on this standard to hold a sword. I very carefully (and I stress *very carefully*) used clippers and a hobby knife to removed the bits of the hammer. This step is a difficult one, as you do not want to accidentally cut away the other parts of the banner. Once removed, I used modeling putty to sculpt the sword held by the Angel of Death. After the putty dried, I used files to get the shape exactly right.

I used a brass rod for the banner pole. After drilling a hole through a Terminator Power Fist, I attached the banner with super glue to the fist. I also added the bottom parts of two Black Templar tabards to the front and back of the Terminator. On the back tabard, I sculpted purity seals to covers the area where I had attached it to the model.

COMPANY MASTER — MASTER OF THE DEATHWING —
MASTER OF THE RAVENWING
DEATHWING STANDARD — RAVENWING STANDARD



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TIPS FOR USING THE DARK ANGELS



Nathan Bishop
(in his MK I Helmet)

I've been a Dark Angels fanatic ever since I got my copy of the 1st edition of *Space Hulk* and its expansion, *Deathwing*. I remember pouring over the story by William King and being fascinated by these warriors who painted their armor bone-white before going into battle against the Genestealer menace. Back in 2001, when I rejoined the Games Workshop hobby after a little break for college, it was my first inclination to start a Dark Angels army, and I have been playing them ever since.

The Dark Angels have changed a bit over the years. The color of their armor is different, their background stories have grown in new directions with each release, and their battlefield abilities have evolved. Of course, certain aspects of the Dark Angels will always be eternal, like their hunt for the Fallen. This article will deal with a few of the new (and old) ways you can use your Dark Angels forces in games of *Warhammer 40,000*.



Combat Squads

One of the most interesting changes in this **Codex: Dark Angels** is the addition of Combat Squads. Instead of having a 10-man unit of Dark Angel Space Marines, you can split that squad when you deploy them into two 5-man squads which both act as scoring units for the purpose of holding objectives in a scenario. Combat Squads also apply for Ravenwing Squadrons; in their case, you can split them into two units of three Ravenwing Bikers. Using this new rule can effectively give your army twice the number of scoring units, something no other army has the ability to do. One has to consider carefully the pros and cons of splitting your units. It does mean that you will be more likely to be outnumbered in close combat and will be at a disadvantage if you take too many casualties from shooting. However, your opponent will have to divide fire between all your units. You gain maneuverability and the the ability to cover two places at once. Also consider the look on your opponent's face when he sees that he is surrounded on all sides by your Dark Angels.

Dark Angel Units That Can Use Combat Squads:

Company Veterans Squads
Scout Squads
Tactical Squads
Assault Squads
Ravenwing Attack Squadrons
Devastator Squads



Both Scout Squads and Devastator Squads can benefit by forming Combat Squads. With Devastators, you can put all of your heavy weapons in one 5-man Combat Squad and make the other Combat Squad a maneuverable bolter squad or split the heavy weapons between both squads and move them to different sections of the game table to cover more ground. With Scouts, you could give half of the unit sniper rifles and the other half shotguns or bolters and chainswords. Split these apart into Combat Squads, and you now have two units that fill two different battlefield roles for one unit entry.

One thing to keep in mind with the Combat Squads (and Dark Angel squads in general) is the requirement to deploy 10-man or 5-man squads. In some respects, the Dark Angels are rigid adherents of the *Codex Astartes*, and their squad structure shows it. Only Company Veteran Squads are granted the dispensation to deploy a variable number of Space Marines.

Combat Squads aren't the only new thing in **Codex: Dark Angels**. Time to check out everyone's favorite bone-colored Terminators and jet-black Space Marine Bikers.



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Deathwing Assault

The Deathwing have gone through a few changes as well. The most apparent change is that they deploy in 5-man squads and they may only have one heavy weapon. However, they have gained three very useful things.

First, they no longer have the **Stubborn** special rule. What's that you say? "Heresy?" Fear not! Deathwing Terminators (along with the Ravenwing and all Dark Angels Characters) are now **Fearless**. No longer will Deathwing suffer from pinning — their armor and training mean they never have to duck.

Second, the Deathwing can now have mixed-weapon squads. This means you can put a Heavy Flamer in with assault-style Terminators where it belongs, or outfit your Deathwing Terminators with both assault weapons and ranged weapons to make them more versatile in any situation. Additionally, for that extra punch before an assault, one of your Lightning Claw or Thunder Hammer Terminators can be armed with a Cyclone Missile Launcher. That's something only the Deathwing can do.

Third, the Deathwing have gained a powerful ability called **Deathwing Assault**. This special rule allows you to hold your Deathwing Squads in Reserve during your set-up. Then, at the beginning of your 1st turn, up to half (rounding up) of your Deathwing Squads may now **Deep Strike** (Independent Characters in Terminator Armor also benefit from this rule if they are with a Deathwing Squad). This ability will be a very useful tactic for an all-Deathwing Terminator army, as you will gain the advantage of getting those **Deep-Striking** Terminators stuck in and killing things right away. **Deathwing Assault** is particularly powerful in a mixed Deathwing and Ravenwing army, which deserves further examination on the next page.



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Deathwing-Ravenwing Army

Up until now, Dark Angels players could create a pure-Deathwing army or a pure-Ravenwing army as well as a conventional Dark Angels force. You can still do this, but now you can create a fourth, even more deadly variant to the Dark Angels army: the Deathwing-Ravenwing army.

In the previous codex, when you put together a Deathwing army, you were restricted to Deathwing Terminators as your Troops choice, Dreadnoughts as your Elites choice, and Land Raiders as your Heavy Support choice. Now, those restrictions have been lifted. In the new **Codex: Dark Angels**, if you take the Master of the Deathwing as your HQ choice, your Deathwing Terminators count as Troop choices, and you still have access to the rest of the army. The same is true of the Master of the Ravenwing, only when you take him, Ravenwing Squadrons count as Troops choices. What this flexibility means is that you now have the choice of making a mixed Deathwing and Ravenwing army.

The Ravenwing have always been considered a scouting force that is deployed first to investigate rumors of the The Fallen or to scout out the battlefield. Once they have located their prey, they then call in the heavy hitters, the Deathwing. This role is represented in **Codex: Dark Angels** by the Ravenwing Squadrons now having the **Scouts** special rule. They may be deployed at the start of the battle and then, before the 1st turn, they may make a free move, which means 12" of extra movement. On top of that, all Ravenwing Bikers carry a fancy Teleport Homer, which makes any **Deathwing Assault** more of a precise strike. The Ravenwing Squadron can also take advantage of the Combat Squads rule and split a full Squadron's six bikers into two smaller squads of three to make it harder for your opponent to predict where the Deathwing will choose to make their **Deep Strike**. This combination of forces is a deadly addition to the ways Dark Angels players can field their armies.



In closing, I must say that I am very excited about this new codex for the Dark Angels. It follows the background of the Dark Angels very well, and with the addition of the new plastic sprues, the Dark Angels have never looked better. I'm going to get to building, converting, and painting my Unforgiven forces, and hopefully I'll see you on the battlefields of Warhammer 40,000 with my bolter and chainsword in hand.

Below, you will find an example of my own Deathwing-Ravenwing army. I have included the full 3,000-point version. However, for 2,000-point games, I would remove the Interrogator-Chaplain, the Deathwing Terminators armed with Thunder Hammers, the Ravenwing Support Squadron, and the Land Raiders.

HQ		
Belial, Master of the Deathwing	Standard Bearer Upgrade, Apothecary Upgrade	185
Interrogator-Chaplain	Terminator Armor Upgrade, Storm Bolter	145
ELITE		
Dreadnought	Venerable Dreadnought Upgrade, Drop Pod Transport	195
TROOPS		
Deathwing Terminator Squad	1 Deathwing Terminator Sergeant and 4 Deathwing Terminators with Lightning Claws	215
Deathwing Terminator Squad	1 Deathwing Terminator Sergeant and 4 Deathwing Terminators with Thunder Hammers, 1 Cyclone Missile Launcher Upgrade	235
Deathwing Terminator Squad	1 Deathwing Terminator Sergeant and 4 Deathwing Terminators, 1 Chainfist Upgrade, 1 Assault Cannon Upgrade	250
Deathwing Terminator Squad	1 Deathwing Terminator Sergeant and 4 Deathwing Terminators, 1 Chainfist Upgrade, 1 Assault Cannon Upgrade	250
Deathwing Terminator Squad	1 Deathwing Terminator Sergeant and 4 Deathwing Terminators, 1 Chainfist Upgrade, 1 Assault Cannon Upgrade	250
FAST ATTACK		
Ravenwing Attack Squadron	1 Ravenwing Sergeant and 5 Ravenwing Bikers, 2 Metlagun Upgrades, 1 Attack Bike with Multi-Melta, 1 Land Speeder with Heavy Bolter and Assault Cannon	390
Ravenwing Attack Squadron	1 Ravenwing Sergeant and 5 Ravenwing Bikers, 2 Metlagun Upgrades, 1 Attack Bike with Multi-Melta	290
Ravenwing Support Squadron	1 Ravenwing Land Speeder, 1 Typhoon Missile Launcher Upgrade	75
HEAVY SUPPORT		
Land Raider Crusader	Extra Armor Upgrade	265
Land Raider	Pintle-Mounted Storm Bolter Upgrade	255
		Total: 3,000



- Article by Nathan Bishop

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A GATHERING OF FALLEN ANGELS

The Dark Angels were the last Warhammer 40,000 army released before the Chaos Space Marines, so we thought it would be fun to come up with a scenario that pitted these two armies against each other. It is possible with the new Codex: Chaos Space Marines to create a Renegade Chapter themed around the Dark Angels' mortal enemies and greatest shame, The Fallen.



This scenario is based on the Bunker Assault Scenario on p. 194 of the Warhammer 40,000 rulebook. The special rules below have been created for this scenario specifically and should not be used in regular games of 40K.

MISSION BACKGROUND



Is this unknown Chaos Marine one of the Fallen?

After years of investigation into a growing number of disturbing rumors, the Dark Angels have stumbled upon what appears to be a gathering of Fallen Angels. These devotees of Chaos have taken command of a backwater Imperial world and enslaved its citizenry. To make matters worse, many of them have repainted their armor and are proclaiming themselves to be the true Dark Angels. It is very rare for the Dark Angels to locate one of the Fallen, let alone a group of them. However, according to the rumors, a mysterious leader has somehow "called" these many Fallen Angels to join him. Some claim this leader could be the elusive "Voice of the Emperor," but there is no evidence to support that claim. Other Chaos Renegades have been drawn here as well. After months of planning, the Dark Angels' Inner Circle has determined that it is time to "redeem" the souls of these fallen brethren and purge their Chaos allies.

MISSION OBJECTIVE

Victory is determined by normal Victory Points and by the number of Fallen Angels killed in the game. Each Fallen Angel (Including the Fallen HQ) is worth Victory Points equal to the points limit of the game divided by the number of Fallen Angels in play at the beginning of the game, rounded up (e.g., in a 1,500-point game with 31 Fallen Angels, each Fallen Angel is worth 49 Victory Points). At the end of the game, add up the Victory Points as normal. Then, for each Fallen Angel captured by the Dark Angels, the Dark Angels are awarded their captives' worth of points. Conversely, for each Fallen Angel still alive at the end of the game, award the Chaos player their survivors' worth of points.

SCENARIO SPECIAL RULES

Deep Strike, Fortifications, Infiltrate, Preliminary Bombardment, Reserves, Victory Points

Fallen Angels. For this scenario, the Chaos player may designate any Chosen Chaos Space Marine squads and one Chaos Lord or Chaos Sorcerer as Fallen Angel Marines (reveal your selections to the opposing player). The Chosen may not carry Icons, and the HQ may not be any of the named characters. The Fallen HQ unit must be attached to one of the Fallen Angel Squads and may not join any other units unless that unit is one of the other Fallen Angel Squads.

My Brother...My Enemy. All Dark Angel Independent Characters (including the Master of the Ravenwing on Jetbike), units with an Independent Character attached to them, Deathwing Terminator Squads, and Venerable Dreadnoughts gain a +1 to their WS, only in close combat, against Fallen Angel Marines. The Fallen Angels hate the Dark Angels with such a fiery passion that the Fallen Angel Marines gain a +1 to their WS against any Dark Angel unit that they fight in close combat.

Save Their Souls. Because of their desire to gain the repentance of the Fallen Angels, the members of the Inner Circle are loath to let any Fallen Angel escape. For this reason, Venerable Dreadnoughts, and units that are in the Dark Angels army that are Fearless or have Fearless conferred on them by a Chaplain, must assault the nearest Fallen Angels unit if they are within Assault range. Ravenwing Attack Squadrons are exempt from this rule. This rule does not allow Deathwing Units to assault immediately after they Deathwing Assault or Deepstrike.

Death Before Capture. The Fallen Angels know that their only avenue of escape is to kill every Dark Angel who has besieged their outpost or die trying. Every turn, all Fallen Angels must move their full movement toward the nearest Dark Angel unit unless they are already engaged in close combat. Once they are within assault range of any Dark Angels unit, the Fallen Angels must assault it.

SET-UP

- Both players roll a D6; the player who scores highest chooses the long edge on which he will deploy.
- The Chaos player's Deployment Zone is up to 18" onto the board. He may set up fortifications anywhere in this zone and must include at least one bunker. Bunkers must be placed at least 6" from any table edge.
- The Chaos player deploys any of his Troops and HQ units in his Deployment Zone. He does not have to deploy all these units but must deploy at least one. All bunkers must be manned. Any units not deployed are in Reserve
- The Dark Angels player deploys his entire army up to 12" onto the tabletop from his board edge.
- The Dark Angels player resolves his Preliminary Bombardment.
- Roll a D6. Highest score may choose whether to go first or second.

RESERVES. The Chaos player's Reserves move on from his table edge.

GAME LENGTH. 6 turns.



Dark Angels deployment zone

12"

18"

Chaos Space Marines deployment zone

- Written by Nathan Bishop, with help from Stuart Spengler

CREATING LARGE RUBBLE PILES



As we all know, the universe of Warhammer 40,000 is a universe at war. With war comes destruction, and when destruction comes to a city, that means rubble. Lots of rubble. There are many ways to use and make rubble piles. They can be incorporated with the bases of city terrain, or they can be stand-alone pieces that can be placed anywhere on a tabletop battlefield. Rubble can even be fashioned into huge piles of area terrain that take up a large section of the battlefield. In game terms, rubble has been specifically address in the new **Cities of Death** expansion book, so it's a good idea to think through how you would like to use it before you start building.

The next few pages contain rubble piles that we created for use with [our ruined city](#), however, we hope they will also give you some ideas for creating rubble piles for your own urban battlefields, perhaps even on Medusa V. Click the links below to find out more.



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CREATING LARGE RUBBLE PILES

Crankin' out the Rubble

When we started working on our massive city table, one problem raised its ugly head. Where were we going to get enough rubble? Sure, we could run out and buy bags of stones, but they probably would have made our city look more like the bottom of an aquarium than a 40K battlefield. After all, rubble in a city should have straight edges and have the feel of being slightly artificial.



After cutting out and cleaning all of the new **Cities of Death** plastic buildings from their sprue frames, we had a ton of empty sprues sitting around. We realized they would make for great rubble, but it would take forever to cut up each frame by hand with clippers.

After some experimentation, I figured out how to "crank out" a lot of rubble in a hurry. I purchase an old-style meat grinder from a nearby discount store for about \$20 USD. Though everyone (including me) was skeptical as to whether or not it would work, I bolted it to a table in the workshop and starting feeding it empty sprues. It took me a little while to get the pacing of the crank right, but once I did, the rubble practically poured out of the grinder spout. I made huge amounts of rubble in a matter of minutes. (Now, before you go and steal your Mom's meat grinder, know that using it for making rubble will make it unusable for food products).

With piles of sprue rubble in hand, we carved out small hills from insulation foam to build up the areas where we wanted to make rubble piles. This step kept us from using all our rubble and modeling putty. Next, we covered the foam with modeling putty (spackle would have also worked). Before it dried, we pushed the rubble into the putty, shook off any excess, and filled in any empty spots that appeared. For some of the piles, we also added in miscellaneous bitz to give them more of a 40K look (Warhammer Skeleton Regiment sprues come in handy, as will your bitz box). To keep the rubble in place, we painted a coat of white PVA glue over it once the putty dried.

I ended up giving all of these pieces the same paint scheme so they will fit in with our upcoming city table. We'll explain that paint scheme in the article that covers that project. However, to give you a preview: black primer, basecoat of Scorched Brown, drybrush Dark Flesh followed by a 1:1 mix of Shadow Grey and Codex Grey. Next, drybrush a highlight of Fortress Grey. Finish with Vermin Brown for the rust.



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CREATING LARGE RUBBLE PILES



Click the images above to see larger versions.

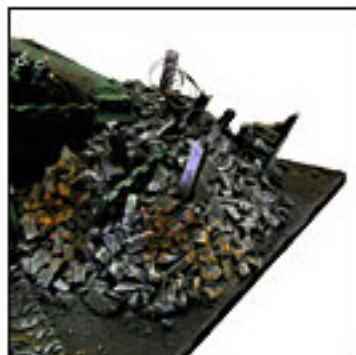
What war-ravaged city would be complete without impact craters? While not "technically" a rubble pile, there is rubble around it, and craters would fall under the same rules for rubble piles in the **Cities of Death** book in my opinion. For this piece, I used modeling putty to sculpt the crater. Then, I pushed in the the rubble all around the base along with some large pieces of slate from the new [Urban Basing Kit](#). One idea we had was to make crater bases the same size as the large and small 40K blast templates. Thus, when you destroy something on the battlefield, you could replace it with a suitable crater to give your games added realism.

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CREATING LARGE RUBBLE PILES



Click the images above to see larger versions.

This very large rubble pile is different from the others in this article because it is not a movable piece and was specifically made to fit as a section in [our modular table](#). I also wanted to incorporate a large destroyed vehicle into this piece, though it isn't necessary for the concept to work. Just make sure to leave enough room for miniatures! To bulk up the large piles, I made the underlying structure out of insulation foam and covered these hills with modeling putty followed by plastic rubble (along with a few extra bits). I also used one of the new [Urban Barricades](#) and some of the new [Razor Wire](#). To reduce the shininess of the wire, I washed it with Black Ink, and then used Vermin Brown to give it rust spots.

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