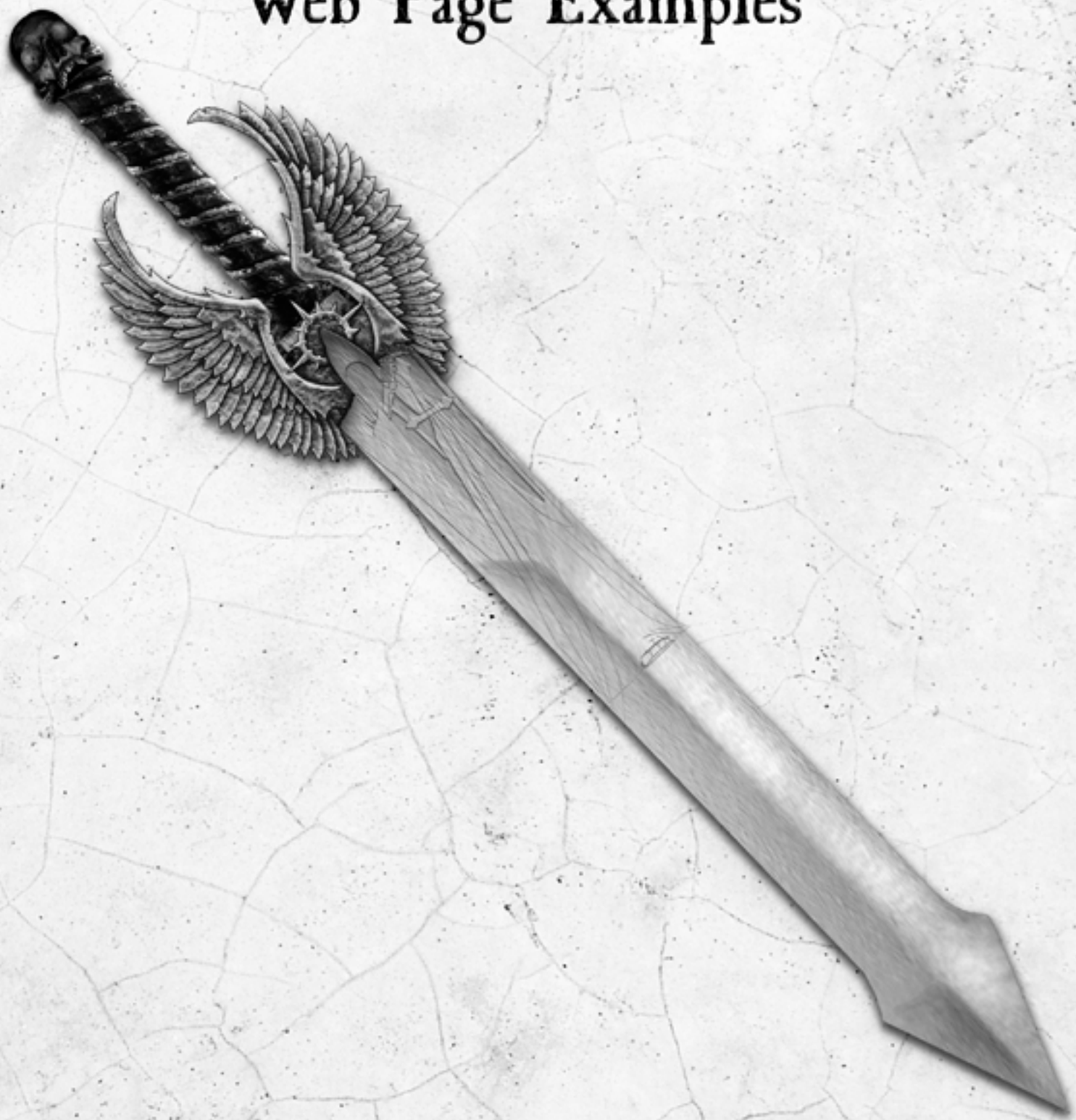


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40,000

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LAND RAIDER ARES

POINTS: 300

In their unrelenting hunt for the Fallen, the Dark Angels, have had to adapt to many situations in order to successfully capture their prey. They cannot reveal their secrets to anyone in the Imperium and so must forgo their assistance. The Ares pattern Land Raider was developed because of this reason. Following years of rumors, the distant planet Murus, was found to be under the control of three Fallen Dark Angels calling themselves 'The Tribunal'. In order to reach their fortress citadel the Deathwing would be forced to traverse the city surrounding it. The Tribunal had anticipated this eventual confrontation and had fortified the city with weaponry made all the more powerful by their knowledge from ages past. The leaders of the Dark Angels determined that the armour of the chapters vindicators could not stand up to the fire power they faced and so commissioned the Chapters Techmarines with finding a solution that would allow the Deathwing to reach the fortress and bring these Fallen to their redemption. Day and night they worked, and finally after many weeks they had successfully developed a tank with the heavy armor of a Land Raider and the crushing power of the Vindicators Demolisher cannon.

The Ares was also equipped with a pair of Sponson-mounted twin-linked Heavy flammers and a hull-mounted twin-linked Assault cannon. Weapons that would prove invaluable during battle in the heart of a city. The Ares has no troop carrying capacity as it must have room for the large demolisher shells it will unleash. For this reason it has been mostly used in conjunction with the other troop carrying patterns of Land Raiders. Unfortunately the battle of Murus was a failure. The Tribunal was able to escape long before the battle began and the Deathwing lost their quarry. However the Ares was a success and of the six created only one did not make it through the city to the Fortress. Following the battle the Master Techmarine, in a move unpopular with the Dark Angel's Inner Circle, submitted this newly created pattern to the Adeptus Mechanicus on Mars but it has never officially been accepted as a viable variant of the Land Raider. Thus it is one of the rarest Land Raiders. However in a very few cases other chapters Techmarines have acquired the plans detailed by the Dark Angels Techmarines and have used them to create the Ares for situations that might call for its use.



UNIT: 1 Ares pattern Land Raider.

TYPE: Tank.

ARMOUR			
BS	FRONT	SIDE	REAR
4	14	14	14

WEAPONS AND EQUIPMENT:

- Demolisher cannon.
- Two sponson-mounted twin-linked Heavy Flamers.
- One hull-mounted twin-linked Assault cannon.
- Smoke Launchers.
- Searchlight.
- Dozer blade
- Power of the Machine Spirit.

WEAPONS	RANGE	STR	AP	SPECIAL
Demolisher	24"	10	2	Ord. 1/Large Blast
Heavy Flamer	Template	5	4	Assault 1
Assault cannon	24"	6	4	Heavy 4, Rending

OPTIONS:

Take extra armour for +15 points.

**"The city must fall.
Our chapters purity depends on it!"**

- Litany spoken by Interrogator Chaplain Bish on the 42nd day of the siege of Murus.



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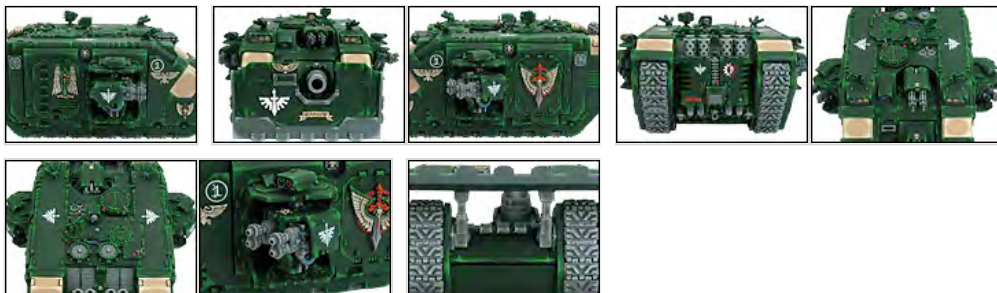
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Apocalypse: Creating Your Own Datasheets and Scratch-Built Models

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Creating the Land Raider Ares



Nathan Bishop: I have always liked the idea that the Deathwing, the 1st Company of the Dark Angels, when working without the support of the other Dark Angels Battle Companies, exclusively use Land Raiders for all their tank needs. This would mean they would need to have various patterns of Land Raiders to fill the roles that other tanks built on the Rhino Standard Template Construct would normally fill. So when we got ahold of the new Plastic Vindicator I knew I was going to have to make a siege Land Raider for my Apocalypse army.

What really made this project work is that the front hull piece on the Vindicator sprue fits very nicely on the front of the Land Raider with just a little bit of modification. I cut down the Assault ramp so that it would fill in the area below the hull. I also put the blast exhaust fan from the Vindicator on the back top of the Land Raider, this took a bit of cutting but ended up fitting nicely as well.

Next I decided to extend the dozer blade so that it would look wide enough to fit on the front of a Land Raider. Since the dozer blade that comes with the Vindicator is in three pieces this made it very easy to cut a couple pieces of plastic card the same thickness as the dozer blade and extend the sides a bit. Do a bit of dry fitting before you start gluing just to make sure it all fits right. I then attached the dozer blade with the dozer hydraulics provided on the Vindicator sprue. I decided to connect the dozer blade to the assault ramp section of the Land Raider rather than the sides as it is on the Vindicator, however you could do it either way. You might consider gluing the Dozer Blade to the mounts after you have painted the model as that will make it easier to paint the front section.

Lastly I had to work out what I wanted use on the side sponsons. Originally I built twin-linked Multi-melta sponsons with the idea that they would be a back up for the Demolisher cannon if it was ever destroyed. But this seemed way over powered and didn't quite fit with the siege assault role I had wanted for this tank. So I decided to go with Twin-linked Heavy flamers. (Yes you read that right, Twin-linked flamers check out the rules for Twin-linked template weapons on page 31 of the 40k rule-book) In my mind I could picture the Ares blowing a hole in a fortification and the enemy pouring from the hold only to be greeted by cleansing flame and Assault cannon rounds. I used the Baal Predator Heavy flamer Sponsons which fit with just a little modification to the center support piece. If you trim off the Blood Angels symbol on the side of the Heavy Flamer sponsons the Land Raider sponson covers fit over them as well.

One last thing to remember if you do decide to make this model you'll have an entire Rhino left over from the Vindicator kit. So you'll be able to make a rhino as well. This was a fun tank to build and I look forward to my next Apocalypse outing to see how it does on the battlefield.

Addendum: Since the original publication of this article, the Baal Predator Heavy flamer sponsons are no longer available separately from the Baal Predator model kit, however some ingenious hobbyists at the Glen Burnie Battle Bunker came up with a solution to this dilemma. If you have one of the plastic Baneblade kits (who doesn't want one of those behemoths in their army!) and you haven't used the Heavy flamer sponsons they are easily modified to fit on to the Land Raider sponsons. Another alternative is to use the Heavy flamers from the Sisters of Battle Immolator, or scratch build the Heavy flamer sponsons yourself!

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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HUNTING THE FALLEN

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.



[Next: Deathwing Assault](#)



HUNTING THE FALLEN

TIPS FOR USING THE DARK ANGELS



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.



HUNTING THE FALLEN

TIPS FOR USING THE DARK ANGELS



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

[Back: Deathwing Assault](#)

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



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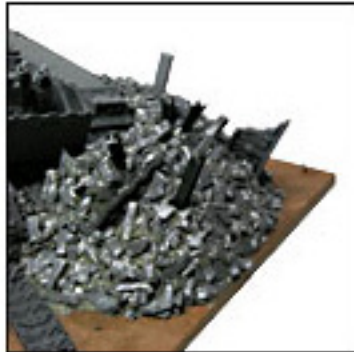
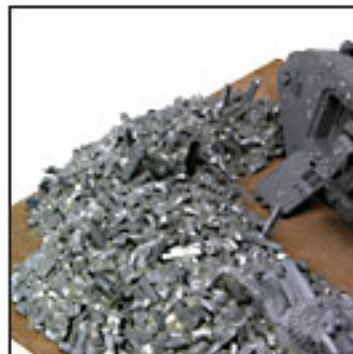
What war-ravaged city would be complete without impact craters? While not "technically" a rubble pile, there is rubble around it, and craters would fall under the same rules for rubble piles in the **Cities of Death** book in my opinion. For this piece, I used modeling putty to sculpt the crater. Then, 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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[INTRODUCTION](#)

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.



Is this unknown Chaos Marine one of the Fallen?

MISSION BACKGROUND

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

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2. Heavy Bolter
3. Multi-Melta
4. Lascannon
5. Missile Launcher
6. Heavy Bolter
7. Plasma Cannon

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Painting Space Marine Devastators

Introduction



Devastator squads are equipped with multiple heavy weapons. This formation is the most heavily armed type of Space Marine squad of all and is deployed wherever extra firepower is needed, especially where the Chapter faces well-armoured opposition or where there are fortifications that need to be blasted open to create a breach for other Space Marines to exploit.

On the following pages are several painted examples of the new plastic Devastator models. These pictures emphasize details that are unique to Devastators, like kill marks and heavy weapon painting tricks.

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Painting Space Marine Devastators

Missile Launcher

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Painted by Nathan Bishop

For my Dark Angel Devastator, I undercoated with Chaos Black Spray Paint. For the robes, I first basecoated with Graveyard Earth and then painted over the entire robe with an even mix of Graveyard Earth and Bleached Bone. Next, I highlighted the robe with Bleached Bone followed by a final highlight of 1:1 Bleached Bone to Skull White. I painted the rope belt with Vermin Brown, then a wash of Brown Ink, and finally a highlight of Bubonic Brown.

For the Dark Angel's armor, I basecoated with Dark Angels Green. For the first highlight, I used an even mix of Dark Angels Green and Goblin Green. Next, I highlighted with a 2:1 mix of Goblin Green to Scorpion Green. Finally, I edged with an even mix of Goblin Green and Scorpion Green.

For the grey areas, I started with a 1:2 mix of Chaos Black to Codex Grey. Then, I highlighted with straight Codex Grey followed by a highlight of Fortress Grey and finally one with a 1:2 mix of Fortress Grey to Skull White.



To represent this Space Marine's battlefield kills, I decided to use the Dark Angels symbol on the side of the Missile Launcher. These little icons were easy to paint by just creating an upside-down triangle with a Fine Detail Brush. Then, I added a short line to the top.

The new Devastator Missile Launcher backpack has a missile-loading arm. To represent the damage the damp could cause if misused, I decided to paint it with yellow-and-black warning stripes. I painted the yellow stripes with Bad Moon Yellow and then highlighted them with an even mix of Bad Moon Yellow and Skull White. I highlighted the Chaos Black lines with an even mix of Chaos Black and Bleached Bone.

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WARHAMMER

Web Page Examples

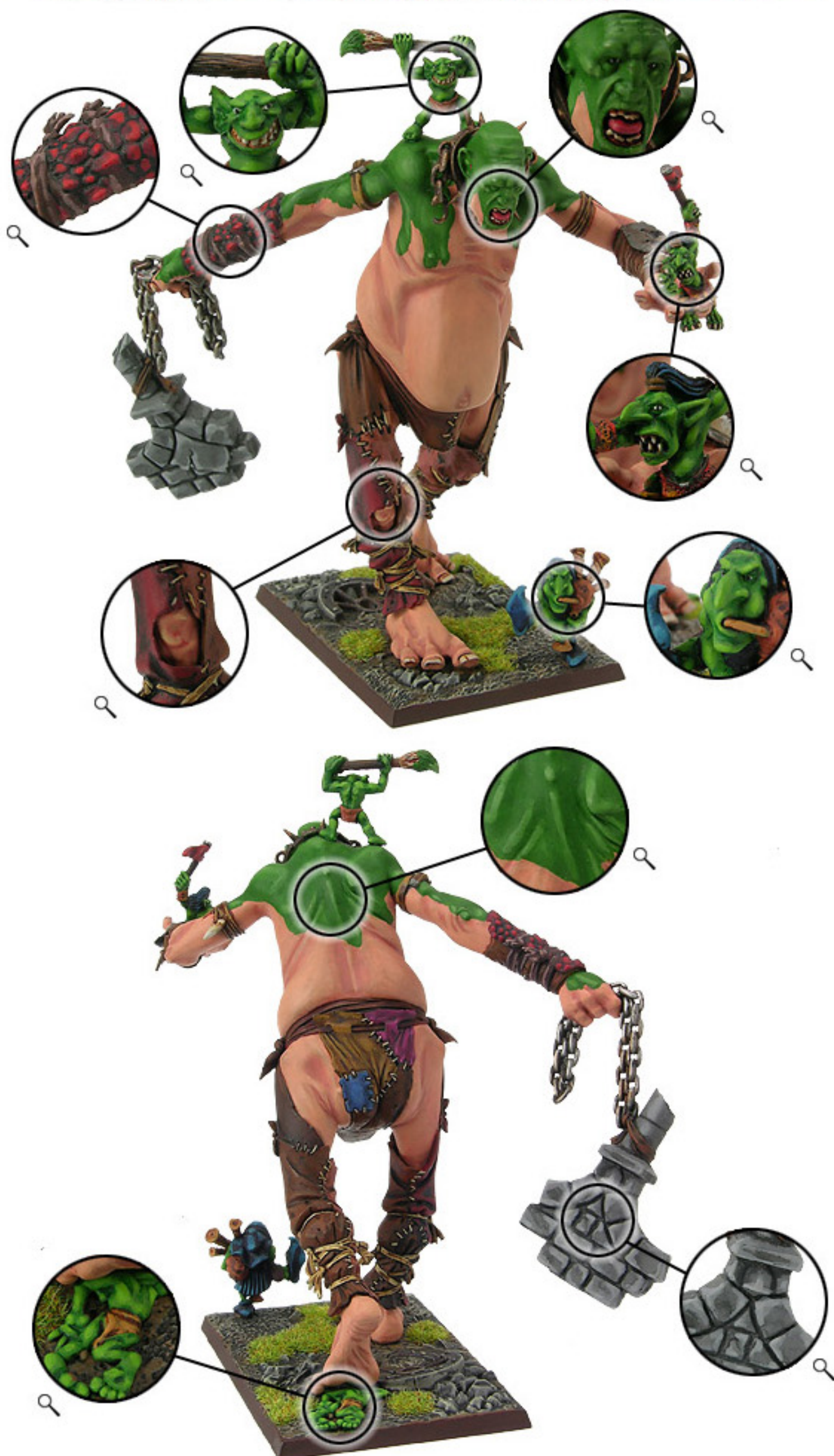


ORC AND GOBLINS GIANT MASTERCLASS

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 hand 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

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.

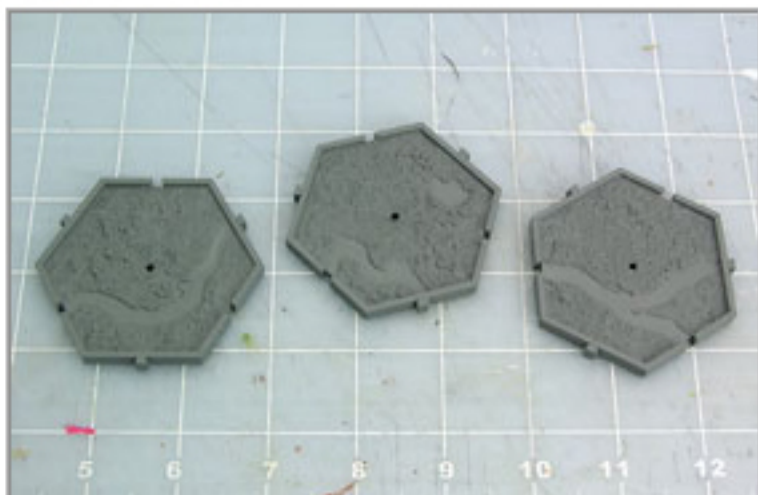
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MAKING MIGHTY EMPIRES SEA TILES

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.



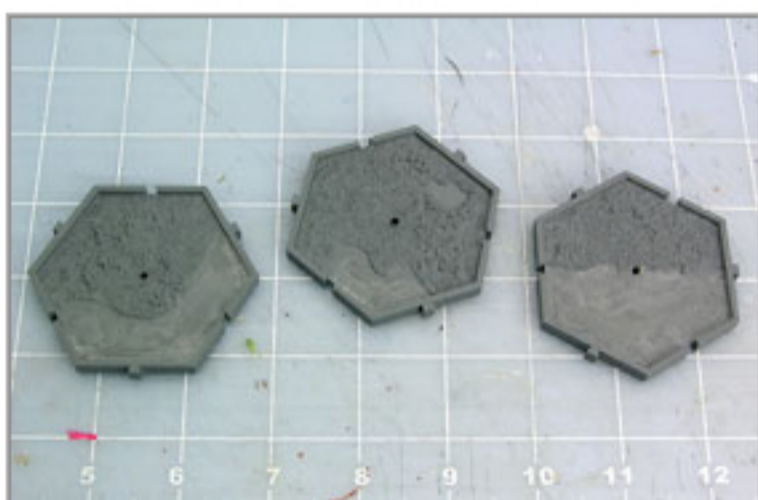
Once you know where you want the water to be, use the sand paper head on the rotary tool to sand down the rough area so that it is the same elevation as the river. Make sure you are very careful and keep your fingers away from the tool. If you need to, you can clamp the tile to your workspace instead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



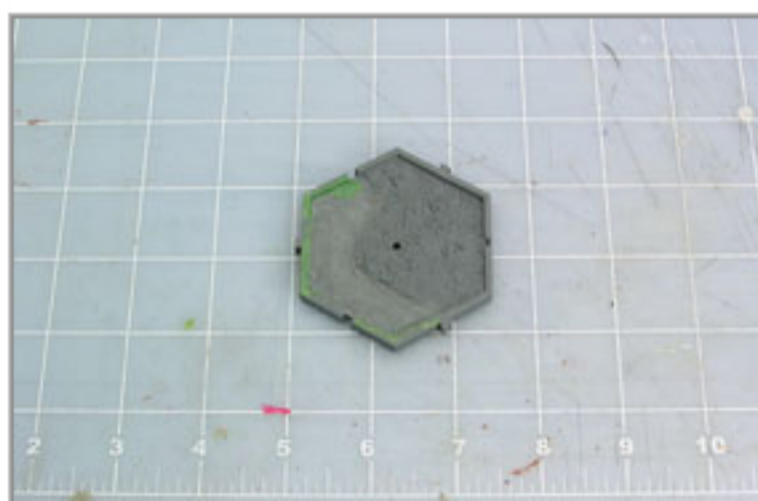
Here you can see that the area has been smoothed down. Make sure you don't sand down too much, or you might end up going right through the plastic tile. It's also a good idea to use the rotary tool on a low-speed setting so that you don't accidentally melt the plastic.



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



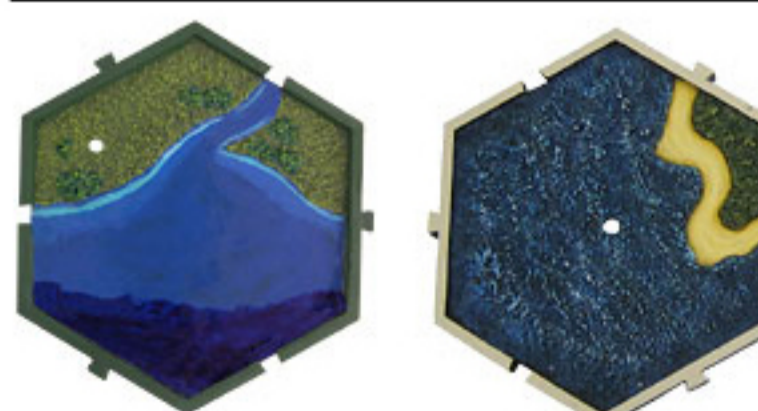
The variety of tiles leads to a variety of coastlines if you follow the rivers as guides.



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 Scorched Brown so that the water would appear dirty.

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