

C O D E X

BLACK CRUSADE



WHERE IT ALL BEGAN

During the five years that the Warmonger Club has been in existence, the highlights have always been the yearly Grand Tournaments we attended together. For 2003, we decided to create a unique project that would not only showcase our respective modeling talents, but our dedication to the club as well.

THE BEGINNING

It all started at the 2002 Baltimore GT, where over 10 club members attended with various 40k and Fantasy armies. That Saturday night, over a little food and much beer, we thought up the GT army to end them all. A huge, club wide joint effort with each of us doing related armies. But what was the theme?

The choice was made easy by all the new Chaos models on display at the tournament. One look at the new

Daemonettes, Plague Bearers, Horrors, and Bloodletters was all we needed to get excited about the idea of the Black Crusade. We divvied up the 9 founding Chaos Legions to those who were excited by the idea, and started planning for 2003.

There would be 3 main components to our GT army. The first would be the armies themselves, obviously. The second would be our display bases, which will all interconnect to form one huge 18' diorama. The last is a Codex for the Black Crusade, featuring photography, background material, and army features. The very Codex you hold in your hands.

ALPHA LEGION - KEN LACY

The Fabulous Orc Boy, as he is known, created not only an archetypal Alpha Legion force, but also an archetypal 'Ken Lacy' one. With hordes of cannon-fodder troops backed up by several smaller hard units, opponents are sure to have their hands full.



Ken's bold color scheme and converted cultists make for a memorable tabletop force.



NIGHT LORDS - LOUIS 'TONY' PEREZ

Tony's Night Lords (not pictured) features fantastic conversions that are sure to bring his opponents nightmares—in more ways than one. If only we were able to get pictures of it!

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IRON WARRIORS - JIM KELEHER

Tired of playing 'rhino rush' assault armies such as his Space Skaven and Black Templars, Jim opted to do a complete turnabout with by far the shootiest army he could conceive of.



Jim's bold color scheme and obscene volume of heavily converted Obliterators make a force to be reckoned with—and remembered.



WORD BEARERS - GARY KWAN

Gary stayed true to the Word Bearers' ideology, bringing as many troops—and daemons—as possible. His modeling dedication shows not only through his converted Space Marines, but also through the Crusade's corrupted Thunderhawk that he was responsible for.



All the Word Bearers sport some conversion work. The simple yet effective back-pack fire urns pictured here are standard throughout.



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BLACK LEGION - MATT BIRDOFF

Matt has never seen a model—or army—he didn't want to convert, and his Black Legion is no exception. Making good use of pounds of green stuff and a huge range of assorted plastic kits, this force stands out on the tabletop like few others.



Sculpted 'tentacle' heads, individually cut flying bullet casings, non-metal metallics; Matt's models are bursting with custom detail.



EMPEROR'S CHILDREN - CHRIS BACOLO

Chris' army has everything you'd expect to see in an Emperor's Children army—and everything you'd never want to see! His Noise Marines, Daemonettes, and Keeper of Secrets will keep coming at you, and you'll beg for more!



The deep pinks and magentas Chris uses make for a striking contrast against the black Marine armor.



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DEATH GUARD - VINCENT POLIDORO

Rotten to the core, Vinnie and his Plague Marines are a vicious looking, and playing, army. Zombie and mutation bits are mixed with standard Chaos Marine parts to complete a putrid looking force. In a good way...



Layers of inking and dry brushing helped 'The Notorious VIN' achieve the foul look he wanted for his army.



WORLD EATERS - WILSON BADILLO

As the 'Master of Melee', Wilson's choice of World Eaters seemed an obvious fit. After all, what better force to get stuck in with than an army of blood-crazed fanatics?



Red, red, and more red. Wilson's army is a veritable tide of crimson Marines and Bloodletters.



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THOUSAND SONS - GENE WAINWRIGHT

Already a dedicated Sons player, the sight of new models enticed Gene to once again follow the sorcerous path he'd taken before. Ripe with magical power and mutated conversions, Gene's is one of the Crusade's most spectacular—and unpredictable—armies.



A literal pound of 'green stuff' and jewelry bits make Gene's army stand out.



JUST THE BEGINNING?

It wasn't until the Crusade was well underway that we realized the amount of work it would take to bring it to fruition. The fact that it was completed at all seems a small miracle.

No sooner than the completion of the Crusade did the Warmongers begin to plan next year's club Grand Tournament project. We'll just have to see if the, erm, enthusiasm continues through next year!

CREDITS

This project would not have been possible if not for the assistance and understanding of certain people.

Danny and everyone else at Compleat Strategist, who gave the 'Mongers a home when we most needed one. Gary Kwan, who's 'extra-curricular' modeling work on the superb Chaos Thunderhawk gave us the centerpiece we needed. Jim Keleher, Club President and founder, without whom none of this would be possible. And most importantly, our wives, children and significant others, who put up with our long painting and gaming sessions. We'll see you soon, we promise!

To read more in-depth coverage of the project, as well as the beginnings of next year's, please visit warmongerclub.com

DISPLAY BASE



Each Crusader's army display had to line up to form a single diorama. The Club made good use of it's new gaming space to accommodate the project.

The entire Crusade, from start to finish, was documented on our website, warmongerclub.com.

The Chaos Thunderhawk model was scratch built by Word Bearer Gary Kwan.



The Thunderhawk landing pad and control tower formed the center of the display.



CODEX

BLACK CRUSADE

At the 2002 Baltimore Grand Tournament, fully half of the Warmongers embarked on a year-long journey. Brother fought brother, and the Warmonger Club stood on the very brink of extinction. One full year later, the Club's Black Crusade project has reached fruition.

"Yo, man. We should do a club army next year! The whole club can do one huge army with a giant display base. That would be phat! GW is supposed to do some kind of Black Crusade campaign... what about we each do one of the 9 original traitor legions?"

Wilson "Master of Melee" Badillo



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