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# WHITE DWARF

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OF THE  
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**WD308 AUGUST £4.00**

GAMES WORKSHOP'S MONTHLY GAMING SUPPLEMENT  
& CITADEL MINIATURES' CATALOGUE

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# IN THE NAME OF

FROM THE BATTLEFIELDS OF ARMAGEDDON THE BLACK TEMPLARS RETURN

With burning faith and blade, the Black Templars crusade the length and breadth of the galaxy, shedding light in the darkest reaches, serving to further the glory of the Emperor. With these devout servants of the Imperium soon to have their own Codex, White Dwarf spoke to the author of the forthcoming book, Graham McNeill.

A highly traditional chapter, the Black Templars are the embodiment of the original role of the Space Marines. "They are still fulfilling the first mission of the Space Marines, the one that they were created for," says Graham, "to help the Emperor conquer the galaxy for humanity. They are a very important chapter," he adds, "created out of the ashes of the Horus Heresy."

This new codex is not the first incarnation of the Black Templars, they can be found in Codex: Armageddon and their rules have subsequently been updated with the release of the new Codex: Space Marines. But the Black Templars are such an integral part of the Warhammer 40,000 universe, particularly considering the history of the Adeptus Astartes, that a new

codex was inevitable. But the new book doesn't seek to re-invent their origins or defining features, rather to hone what went before and reinforce their uniqueness.

**"They are a very important chapter, created out of the ashes of the Horus Heresy."**

"We wanted to really emphasise the zeal aspect," Graham tells us, "and bring them more into line with the original concept of the Black Templars – the actual Templars from history, protecting pilgrims, were an influence, so we've made them more

Concept art by Mark Gibbons

## GAUNT'S GOING GREAT GUNS

Fans of Dan Abnett take heed, as due for release from the Black Library is not only the paperback version of Traitor General, but The Sabbat Worlds Crusade and a brand new Gaunt's Ghosts novel – His Last Command!

The Sabbat Worlds Crusade is a comprehensive background book for all Gaunt's Ghosts fans. Featuring all the theatres of war that Gaunt and his men have battled in, it is crammed with fascinating information and cool artwork that brings the world of Warhammer 40,000 to life!

In His Last Command, the Ghosts have been disbanded and Gaunt has been reassigned as a lowly commissar. Facing a suicide mission, is this the end for our heroes?

For more details visit:  
[www.blacklibrary.com](http://www.blacklibrary.com)



## XENOS HUNTERS

This stunning artwork is for Warrior Brood, a new novel by the author of Dawn of War, CS Goto. The image is by talented artist Phil Sibbering, who brought us the mind-blowing covers for the Blood Angels: Deus Encarmine & Deus Sanguinius novels. To stay abreast of the latest Black Library products log on to:  
[www.blacklibrary.com](http://www.blacklibrary.com)





# THE EMPEROR

WITH A COMPLETE NEW CODEX AND SOME BRAND NEW MODELS!

knightly. Space Marines are all essentially warrior knights in space. We wanted to drive this home with the Black Templars."

**"Space Marines are all essentially warrior knights in space. We wanted to drive this home with the Black Templars."**

## INSIDE THE CODEX

One of the major features of the old Black Templars codex in the Armageddon book was the 'Righteous Zeal' rule. "This has been toned down a bit," says Graham, "Whereas before players could choose vows for their army before each game, now the Emperor's Champion picks a vow, pays for it, and this vow then applies across the entire army."

The army list retains much the same form as it did previously, hanging off Codex: Space Marines. However, it's now a full codex and there are some tweaks that exemplify the knightly nature of the Black Templars. "The Crusader squad is the defining feature of the army," Graham says. "It's the only squad in which you can have both Neophytes and Initiates – they can be up to 20 strong."

Despite the changes, the option for close combat weaponry remains. So, players with a predilection for bolt pistols and chainswords need not worry as these weapons are still available.

## NEW MODELS

To coincide with the new codex, several new models are also being released. Dave Thomas and Mark Harrison are the main sculptors for the range, which includes some special new Veteran models, characters and a Black Templars themed plastic frame. Purify yourself, for more Black Templars articles will appear in these very pages soon.

## CRUSADERS OF LEGEND

Such a noble and warlike chapter like the Black Templars has many heroes and leaders. In the codex two heroes of particular renown are described, High Marshall Helbrecht and Chaplain Grimaldus. Graham's being pretty tight-lipped about these new heroes, but we managed to get him to tell us a little of the Chaplain's history.

"He's fought with Helbrecht on Armageddon. He's the sole survivor of a battle in a temple of

the Emperor which collapsed in the middle of a fight," Graham tells us, "Days later Grimaldus emerged out of the rubble carrying what relics from the temple he could salvage."

Grimaldus is accompanied by these relics with him in whenever he goes into battle, carried aloft by a group of Cenobite Servitors. As long as one of the Servitors remains alive, Grimaldus counts as having a Holy Relic.



The formidable Chaplain Grimaldus and one of his relic-bearing Servitors. Mark Harrison sculpted this exquisite character.

## GET WHITE DWARF FROM YOUR NEWSAGENT

This month a new initiative launches, designed to help you obtain your favourite magazines from newsagents. Did you know that newsagents can specially hold, order and, in some cases, even deliver your favourite magazines for you? Just Ask! allows you to take advantage of these services.

Where you see the Just Ask! logo you'll be able to hand in the form below to make sure you get your beloved White Dwarf.

So next time you visit your newsagent Just Ask! about obtaining copies of your favourite magazines.

The best way to ensure you receive every issue of White Dwarf is to place an order with your local newsagent. Once set up, your copy of White Dwarf will be held for you to collect, saving you the time and the frustration of having to search the news stand. Some newsagents offer a home delivery service, making it even easier to obtain your copy.

So don't miss an issue, complete the form below and take to your local newsagent today!

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## COMPETITION WINNERS

Congratulations to Henry Compson, proud winner of the Win the White Dwarf's Treasure Horde competition. Some pesky Night Goblins rubbed out the address on his winning entry, but Henry proved his right to the prize by telling us name of his character: Thorna Stonehammer. He also sent us his address!

And well done to Jacqueline Boyd who won our Legends of Warcry competition. Jacqueline correctly answered that Warcry has been available for two years, Archaon's title is Lord of the End Times and Snorri Whitebeard is rumoured to be the White Dwarf.

Jacqueline's fantastic name for a new expansion deck, Fall of Empires, won the tie-breaker.

Enjoy your prizes!



## BOARD GAMES REBORN

Fantasy Flight Games, one of the leading board game publishers in the world, will soon be releasing two classic Games Workshop games.

Fury of Dracula and Warrior Knights, doubtless known to our older hobbyists, are getting a revamp. Each has some juicy new artwork and, while the spirit of the old games remains, the mechanics have been given a tweak to bring them in line with more modern board games.

Warrior Knights is released in October and Fury of Dracula in December (the cover art for which you can see below).



## COMMUNITY NEWS

We recently ran the National Championship Finals for the UK School League 2005. Across the year this event pitted Warhammer 40,000 and The Lord of the Rings teams from 24 secondary schools against each other, culminating in a final held at Warhammer World on July 6th 2005.

We're doing it again. Details for the School League 2006 can be found on page 123 of this issue – if you want to see your school get involved with the League, check it out and get your information pack now!

## SHADOWS IN TRANSYLVANIA

Work is continuing on Warhammer Historical's darkest chapter yet. In the late medieval period, Eastern Europe was assailed by the Ottoman Turks, and this time of strife is covered in great detail in the new Warhammer Ancient Battles supplement. It is named for a certain Romanian Count who went on to become a legend. ... Released in October, VLAD THE IMPALER is a new chilling chapter in the brutal history of ancient warfare.

For more see:

[www.warhammer-historical.com](http://www.warhammer-historical.com)

## HOT OFF THE FORGE

New from Forge World this month is the personal Battlesuit of Shas'O R'myr. Shas'O R'myr is the supreme commander of the Tau Sept Coalition on Taros. Sculpted by Daren Parrwood, Shas'O R'myr features in the forthcoming Imperial Armour Volume III.



These new Chapter specific Terminator shoulder pads (below) are perfect for personalising your force's elite troops. Sculpted by Simon Egan. For all of Forge World's products check out:

[www.forgeworld.co.uk](http://www.forgeworld.co.uk)



## CODEx: CATACHAN UPDATED ONLINE!

Codex: Catachans is now available for download online. Games Developer and general Jungle lover Andy Hoare has updated the rules to be in line with the latest incarnation of Warhammer 40,000 and Codex: Imperial Guard! Best of all, it's absolutely free to download from the Catachan section of the UK website.

The codex also covers how to fight battles in jungle terrain for Warhammer 40,000 and makes a great read for all players of the game whether they collect the Jungle Fighters or not. You can use the jungle rules to add some fantastic tactical twists to your tabletop battles!

Log on to discover a wealth of hobby material to go with the codex, including a new Catachan miniatures gallery so you can see Games Workshop's complete range for this amazing army!

[www.games-workshop.co.uk/imperialguard/catachans/](http://www.games-workshop.co.uk/imperialguard/catachans/)



## IMPORTANT NEWS! NEW THE LORD OF THE RINGS RULEBOOK FREE!

If you purchase one of the original The Lord of the Rings boxed games\* between June and September, we will give you the new rules manual free when it is released! Simply bring your receipt into the store where you bought the boxed set. This Offer ends 31st October 2005.

\*This includes The Fellowship of The Ring, The Two Towers and The Return of The King.

## GAMES WORKSHOP ONLINE NEWS

### THE WAR OF THE RING – FINAL DAYS OF THE WAR!

It's not too late to make a difference in this summer's The War of the Ring campaign! Log on and get involved – the action is sure to be fast paced in these final weeks. Remember in this critical phase of the campaign that games played in our Hobby Centres and registered Gaming Clubs count for double victories – so get down and get playing! Never has war raged so fiercely in Middle-earth. Join the struggle today!

[www.thewarofthering.co.uk](http://www.thewarofthering.co.uk)

### WHITE DWARF WALLPAPER NO.4

Download the fourth exciting White Dwarf 300 comic strip wallpaper this month.

[www.games-workshop.co.uk/whitedwarf/](http://www.games-workshop.co.uk/whitedwarf/)

### GET YOUR WEEKLY HOBBY FIX ONLINE...

The latest Games Workshop news and new releases, Hobby Focuses, articles for all, what's going on in the gaming community and events, Sneak Peeks, Poll of The Week, the Inquisitor newsletter, forums and more are all there. Log on and get discovering this amazing, ever-growing hobby resource at your fingertips...

[www.games-workshop.co.uk/news](http://www.games-workshop.co.uk/news)

[www.games-workshop.co.uk/inquisitornewsletter](http://www.games-workshop.co.uk/inquisitornewsletter)

Check out page 143 for the latest from the UK Web Team.

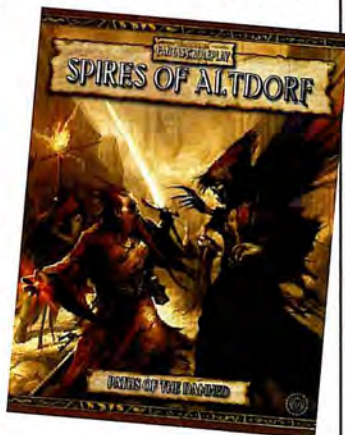


## THE SECOND CHAPTER BEGINS

Released this month is *Spires of Altdorf*, the second part of the *Paths of the Damned* campaign for Warhammer Fantasy Roleplay.

Part background book, part grand campaign, *Spires of Altdorf* can be played as either a stand-alone adventure or part of the *Paths of the Damned* campaign, and takes the players to the capital of the Empire and further into the dark conspiracies of Chaos!

You can get more details of other Warhammer Fantasy Roleplay and all Black Industries products online.



Check out the following website:  
[www.blackindustries.com](http://www.blackindustries.com)

## GAMES DAY MINIATURE

Unique to Games Day 2005 is Veteran Sergeant Aurelius, perhaps the coolest of all the Space Marine models we've released this year. Veteran Sergeant Aurelius is armed with a power fist and storm bolter and is a fine addition to any Space Marine army.

This special edition model is available when you order your ticket or from the Games Day 2005 sales area, and comes in new-look metallic foil packaging (far right image).



**GOLDEN DEMON ENTRY FORM**

1. Make a separate copy of the entry form shown here for each one of your entries. You can photocopy this form as many times as required. Remember, you have to fill out a different form for each entry.

2. Decide which category you want the entry to be entered into and mark it on the form – put the name of the category and the number of the category in the space labelled.

## HOW TO ENTER

3. Fill in the rest of the form in BLOCK CAPITALS.

4. Bring all of your forms with you when you register the models on the day of the competition. Note: we will not accept any entries without these forms, so don't forget them!



Entry  
Number .....

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## OFFICIAL ENTRY FORM

IMPORTANT: Please fill in a separate entry form for each entry!

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FOR OFFICIAL USE ONLY:

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# EDITORIAL



Guy Haley

Guy: I'd just like to point out that I don't lose all the time. So there was the losing streak I had when I first arrived at GW at the beginning of 2004 (21 losses in a row), and I don't suppose we can forget the whole farrago with the Battle Companies, but sometimes I sweep all before me. Really I do. On the other hand, sometimes you've just got to hold up your paw and admit you're rubbish.

## THE BIG ONE

Picture the scene: my plucky Hallienu Imperial Guard mechanised infantry regiment deploy, a little frightened but not daunted by the vast horde of Tyranids across the table. Their fiendish overmind: Jes Bickham, a dangerous gribbly from beyond the stars who had already eaten much of my planet (see WD294 for one of our previous clashes). Jes had been clever, taking four monstrous creatures with 2+ Armour Saves. But I've got a lot of Heavy Bolters, and tactically minded types often say that weight of shot is better than high-strength low AP weapons, not least because something that is Heavy 3 is more flexible, good for big and little xenos horrors alike.

## TEETH AND CLAWS

In Jes's army is a horrible Winged Hive Tyrant, a creature I liken to a flying can opener. It always barrels across the board and levers open my tanks, allowing his Gaunts access to the soft meat inside. I was determined that this was not going to happen again. By targeting his



Chief architect of Guy's infamous demise: Jes's winged Hive Tyrant. Jes is currently painting the new Hive Tyrant – his third! There is no hope for Haley.

winged beastie, I could save my men, then drive away from his very slow Carnifexes and strolling Hive Tyrant, safe in the knowledge that his Hormagaunts would no more be able to get into my Chimeras than my cat can open the fridge door. Also in my favour was that there were no other Hive Nodes in the Winged Tyrant's vicinity. Shoot him down and the horde of Gaunts scuttling about his feet would promptly leg it.

I fired my entire army at this thing for three whole turns, and still it stood! With a single wound remaining, it crashed into my main platoon, wiping out every tank, spilling wounded men into the path of the ravenous Gaunt horde. That Jes blew up both my Leman Russ tanks with his venom cannon-toting Carnifexes didn't help. It was game over. I conceded on the fourth turn. But that was not the worst of it...

## NASTY MEN

The following is the e-mail conversation between the chippy Kymester and Jes.

**Nick:** "Hey Jes, I came back this morning to hear about your triumphant caning of poor, old Haley-boo and his hapless Imperial monkeys. I heard that he only killed one model – one model! How is this possible??? Which one did he kill?"

**Jes:** "Correction – I lost no models at all. Could this be Guy's worst defeat yet? I can confidently say: YES."

As a Goblin may say: "Zogging gits."

## HAPPIER TIMES

I can at least look forward to Games Day, which is coming soon. One of my favourite parts of it all is the Golden Demon competition. It is rare to see so much superlative hobby in

one place at one time, and catching sight of all those inspirational models is a rare treat.

You can read what exactly will be happening at Games Day, along with a reiteration of the Golden Demon categories, on page 60. Also, see page 5 for a Golden Demon entry form.

**Guy Haley**  
Editor

# THE WHITE DWARF TEAM



Christian Byrne

**Christian:** I have now reached the final stages of my Chaos army for Warhammer – only four Furies and five Hounds between me and the end (though I do have all the scenic movement trays yet to make). I've got about a week to finish them, as I have arranged a big game with them. When they're done I'll return to my Space Marines in an attempt to complete that army by the end of the year.

One of the things I'm going to change is my Marines' squad sizes. Originally my Imperators were designed to be an army consisting of highly specialised squads mounted in Razorbacks. Though now some of my squads still carry specialised weaponry and cruise around in Razorbacks, I've decided other squads will rely

on numbers of infantry – despite that the history I made up for the Imperators states that they are at the end of a crusade, and thus at a third of their effective fighting strength. My reason for doing this is my belief that Space Marines of all types should rely on strength of numbers over specialised vehicles and toolled up characters. This is a lesson I learned with my Black Legion (I always field them with a core of two 10-man Chaos Marine squads), but disastrously failed to heed with my Iron Warriors.

I want to try and make the core of my Imperators army 32 Tactical Marines. These I'll split into four squads – two six-man specialist units and two 10-man generic units. To get them done faster, I have simplified the paint scheme slightly, changing all the white eagles to silver. It may not sound like a huge change, but apart from the flesh, this design is the most time-consuming part of the model to paint.





Greg MacGregor

**Greg:** With the War of The Ring™ in full swing there's plenty of The Lord of the Rings action going on around here.

What with Studio campaigns and painting competitions, there have been plenty of new Battle Companies for my Knights of Dol Amroth to fight against. In fact, last night my Battle Company returned to the battlefield to try and claim some glory for themselves and the Good side. I took on two of my regular foes – Pinyo Gulashart with his new Rohan Battle Company and Paul Foulkes, who has now turned his attentions from conquering the hive with his HiveNet force, to sweeping all before him with his new band of Isengard Uruk-hai.

We decided to play a three-way game with all three contestants trying to find the missing item, using the Recovery scenario from WD297. We had to adjust some of the rules slightly to accommodate our third player but this only meant that the game was more fun. It helped that the game was played in a good spirit too. Until my men started dropping like flies, that is...

Unfortunately after we had all charged in, my Warriors of Gondor were caught between Foulkes' Uruks and Pinyo's Rohan archers, who were carefully targetting my Dol Amroth knight. Although I managed to cause a couple of casualties on the other two players, my Battle Company eventually limped off with its tail between its legs, reduced to a few stragglers and failing Courage tests aplenty.

In the end I was spared the ignominy of running from the battlefield, as Foulkes got priority and surrounded me with Berserkers and pummelled me into the ground instead. He also was lucky enough to find the recovery item, and as Pinyo had fallen for my "I've got the missing item, no – I've got the missing item" ruse, he neglected Paul's Uruk-hai to chase down my knight, leaving the path to victory an extremely open and easy one.

Rolling up for casualties afterwards, I finally found a bit of luck as my Battle Company remained unscathed, ready for the next sortie. Hopefully next time the Swan Knights will sail to victory.



Nick Kyme

**Nick:** Just when it was all going so well, Colin Goodwin had to go and spoil the party. No, I'm not talking about some impromptu

crashing involving spilled jelly and ice cream; I am of course referring to the Border Princes Campaign. Karak Kyme was marching along with all the force and purpose of a Dwarf steam train, whacking all that stood against me, when it was unceremoniously derailed. I suffered a massive and pretty humiliating defeat at the paws of Colin's expertly commanded Skaven.

It started well enough with one unit of Clanrats taking a severe beating from my missile troops and war machines, but with such vast numbers arrayed against me I was quickly stretched. In two further short turns my battle line was in tatters as Plague Monks and a very tasty Skaven Warlord gave my Dwarfs the bloody nose they'd probably been due.

Retreat then; back to Karak Kyme with precious little dignity intact. My only consolation: my defeat could never be as bad as Guy's. Now it's a case of getting gaming again. I'll start praying to Grungni now.

My battering hasn't deterred me from painting Dwarfs though and a unit of Miners and some additional

Slayers and Thunderers are all undergoing the Kyme treatment. When in doubt, paint more guns – that's my motto!

On a totally unrelated note I am proudly starting work on my very first Black Library novel this month. It's not going to be out for a while but this is something of a realisation of a dream for me. All I can say is, it's Necromunda and there are Plague Zombies. So watch this space...

Finally, I've been known to wax lyrical about my hobby love in these pages. Now it's time for me to hear about your hobby. Games Day 2005 is dawning and anticipation for what's sure to be a great event is building. I'll be buzzing around the NEC in Birmingham on the day to grab you lucky hobbyists for a quick interview. So if you see me at the event, feel free to come over. Who knows, you could be immortalised in these very pages.



This Prospector is the first of Nick's doughy Miners.



Paul Rudge

**Rudgie:** I'd like to take you on a journey back through time. (Don't get too excited, we're only going as far back as

the beginning of May.) The War of The Ring™ campaign website has just gone live and the battle for Middle-earth has begun once again. The result of this re-initiation of hostilities? – a new Battle Company's campaign at Games Workshop HQ. I simply could not resist joining in.

In the first of my games I had the worst run of luck. I played Paul Handley's Rohan company but failed to inflict even a single wound with 40-plus attacks! (See, it's not just me – Guy.)

After that slight blip, my winning form returned and I put another Rohan, a Moria Goblin and two Gondor Battle Companies to the sword. My next game would no doubt be more interesting as I had to fight another Harad warband commanded by A Tale of Four Gamers' Paul Scott. This game would also decide who would take overall lead in the campaign. But you'll just have to wait till next month to see how I got on.

With the website live I have of course signed up and pledged my allegiance to the army of Harad. In fact if you've also signed up you may have already bumped into me in the Forces of Darkness forum. Yes, it is me, not an imposter as some people have suggested! I am real The Scorpion of Harad.

[www.thewarofthering.co.uk](http://www.thewarofthering.co.uk)

## SUBMISSION GUIDELINES

If you would like to write an article for White Dwarf, why don't you try? Many of our articles are about or by hobbyists, and we're looking for more. We want your ideas!

In time, we'll be putting full guidelines on:

[www.games-workshop.co.uk/whitedwarf](http://www.games-workshop.co.uk/whitedwarf)

However, until then, follow these general pointers:

- When submitting an article to us, you need to provide a synopsis of no more than 400 words, and a sample of your writing of around 800 words.
- Most photography we prefer to do ourselves. You may have to make several versions of a model and be prepared to travel to Nottingham.
- You do not have to write your article yourself. We frequently feature gamers' models and interview them.
- We are looking mainly for Tactical-type articles and exceptional models.
- If you wish to have your models in the magazine then we will need digital pictures so we may assess them. Please make sure these are in focus.
- Make sure your work is neatly presented. If you post it, it must be typed. If you e-mail it, please send it in Microsoft Word.
- Before sending anything, make sure you read it through at least once.
- Do not send army lists or ideas for new races. NO FICTION! Contact the Black Library for that.
- Do not submit entire articles, only synopses and samples.

Please send any submissions or letters to Guy Haley at our postal address: Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS

Alternatively you can e-mail Guy at: [guyh@games-workshop.co.uk](mailto:guyh@games-workshop.co.uk)

If we are interested in your idea, we will contact you, if not then I'm afraid you will not hear from us. All material submitted becomes the property of Games Workshop. Please go to the following for our terms of use:

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# NEW RELEASES

## WOOD ELF ARMY SET

The Wood Elves of Athel Loren are mysterious and secretive beings, rarely seen beyond their forest borders. Those foolish enough to set foot within their woodland realm invite the fury of the Wood Elves and their forest spirit allies, whether in open combat or through sudden ambush.

*This boxed set contains 32 Wood Elf Glade Guard, 8 Wood Elf Glade Riders, 16 Wood Elf Dryads, 1 Wood Elf Lord, 1 Wood Elf Spellsinger, 3 Wood Elf Warhawk Riders, 6 Wood Elf Wardancers and 1 Wood Elf Standard Bearer, sculpted by Alex Hedström, Steve Saleh, Brian Nelson, Aly Morrison, Trish Morrison and Gary Morley.*

*These models require assembly.*

**WOOD ELF ARMY SET .....£130.00**

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## SKAVEN COLLECTORS' GUIDE

This latest volume of the Collectors' Guide series is a vital addition to any Skaven player's library. Within is the full Skaven miniature range, including Classic and Collectors' models. The background of the Skaven is also explored, delving into the various Skaven clan distinctions. Rounding the book off is a Collectors section complete with army showcases and conversions.

**SKAVEN COLLECTORS' GUIDE**.....£5.00

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## SPACE MARINE MEGAFORCE

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*These models require assembly.*

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*These models require assembly.*

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## ▲ Haldir and Celeborn

Sculpted by Brian Nelson and Gary Morley. This blister pack contains 1 Haldir (previously available in a boxed set) and 1 Celeborn.

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### **ARAGORN ON FOOT AND MOUNTED** £12.00

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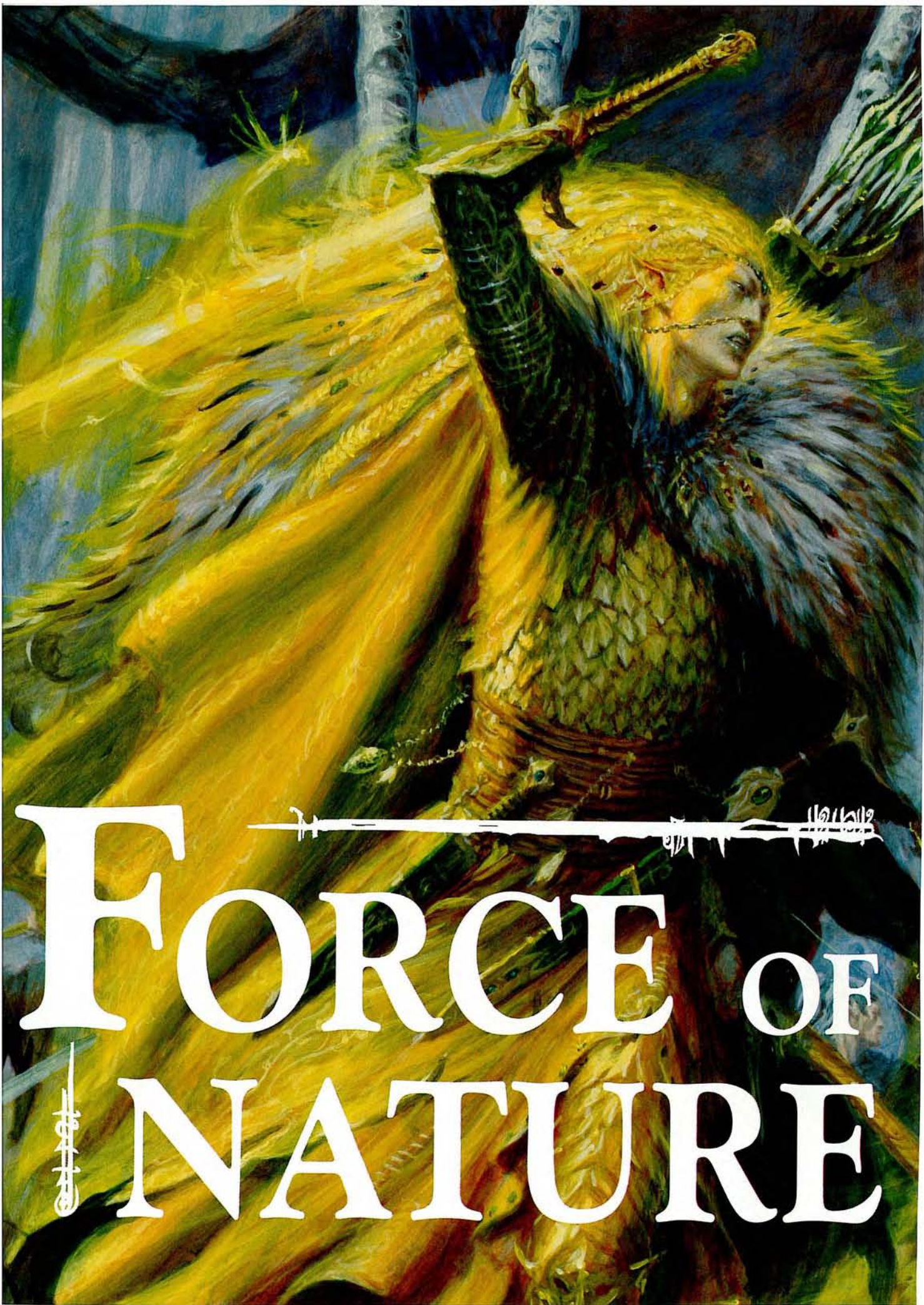


☛ **Force of Nature**  
The designers of the  
new Wood Elves spill  
the beans

☛ **In Defence of  
Athel Loren**  
Orcs and Gobbos  
battle the sylvan ones

☛ **A Tale of Four  
Gamers**  
The final chapter –  
farewell fair gamers!





# FORCE OF NATURE



The new Wood Elves have arrived freshly reinvigorated, with all new rules, models, magic lore and art. Graham McNeill catches up with some of the designers behind Warhammer Armies: Wood Elves to get the lowdown on the defenders of Athel Loren.

It's been a long time coming, but it's finally here. When you get a chance to look through the Wood Elf book and admired the models, I'm sure you'll agree that the wait has certainly been worth it. After managing to grab a spare half an hour with Mat Ward (co-author with Ant Reynolds of the forthcoming Wood Elf army book) we had a good old natter about all things Elven.

"We approached the Wood Elves in the same way as we tackled Bretonnians," says Mat, "with the idea of bringing them into line with the grim nature of the Warhammer world." Rather than the happy, frolicking Elves of the forest, this latest incarnation of the Wood Elves gives a much darker edge to them. "While we didn't change their history at all, we added and embellished some parts of it to give it a more cohesive internal logic, using these elements as a way of tying in narrative threads from other books and the Warhammer world as a whole."

"I would describe them as capricious," Mat explains. "They are part of a group of three. There are High Elves who are thought of as noble and aloof, whereas Dark Elves are malicious and evil. The Wood Elves fit somewhere in the middle; not neutral, but embodying certain qualities of both. Sometimes they're nice and sometimes they're nasty. They are Elves that have settled in the Old World and, over the centuries, have developed a symbiotic relationship with the Loren Forest."

That relationship of Elf and forest is something that is not completely understood by outsiders and, oft-times, not entirely harmonious. Central to the Wood Elves is the idea of balance and, though most of the Elves and the denizens of the forest accept it, there are those who do not and still see the other as something to be feared and mistrusted. "The fate of Athel Loren and the Wood Elves is linked. Their existence is tied to the continuation of the forest and, in this way, the Wood Elves are part of a greater consciousness. Everything they do is geared towards the survival of Athel Loren," Mat explains. "The fate of the forest now depends on the Elves. Should the Elves fail, so too will the Loren forest."

The idea of the forest as a vital part of the Wood Elves' lives is represented by the spirit creatures that Wood Elf generals can include in their armies. "The spirits of the forest effectively coexist with the Wood Elves and while there is a solid alliance between them, there are occasions when they disagree."

Both Treemen and Dryads are described in more detail in the book and given a more important role in Wood Elf culture. Mat regards the Dryads in particular as "Athel Loren's white blood cells, searching out intruders and expelling or slaying them". Or in another way, "Like dolphins if they sometimes attacked and ate the shipwrecked sailors instead of leading them to shore..."

## The Armies of the Elves

Central to the idea behind the new Wood Elf army list was that they play in a way evocative of their background. It was obvious from the outset that the army shouldn't rely on huge blocks of massed infantry – what was needed was a balance between that and something altogether more fluid. "With some new units and rules tweaks the Wood Elves can stand and fight like a conventional Warhammer army," Mat says. "They can make a battleline, but there is still the option of using a skirmisher-based, highly manoeuvrable force too."

**"The Wood Elves are part of a greater consciousness. Everything they do is geared towards the survival of Athel Loren."**

These changes were very important in achieving a balance within the list, one of the trickiest obstacles, as Mat explains. "The thing we were aiming for was to make everything work together. Synergy is important, as was keeping the various options available to players. It was tough to get right and hopefully we've done that."

An example of this is the magic that the Wood Elves use, which has a predominance of short-range spells that enhance the combat ability of units. Similarly, the rules for shooting with Elf bows have been changed to encourage players to move their units and to aggressively engage with the enemy.

## Magic Moments

In keeping with both the High Elves and Dark Elves, the Wood Elves have their own new Lore of Magic: The Lore of Athel Loren. "Part of the way many players use Wizards is as another offensive arm of their army, zapping enemy units with fireballs and actively doing them damage. What we wanted to achieve with Wood Elf mages was a slightly different way of interacting with the army," Mat tells us.

"While there are those spells that can damage enemy units, the majority work to enhance the qualities of units within the army itself. So you can use magic to make some of your units Regenerate, cause fear (or terror if they already do...) or become Ethereal."

Many of the ideas for the Wood Elf magic system were inspired by the old magic cards from earlier editions of Warhammer. "Jade and Amber magic provided a lot of the thematic ideas for the Lore of Athel Loren, but what the spells did in those incarnations were too powerful for the magical landscape of Warhammer today, so we used the ideas there and made them more appropriate."

This philosophy carried over to the creation of magic items, which again reflected the idea of balance. "Some magic items are ones designed to kill the enemy, but there are others

designed to heal and renew your characters or units. Part of the challenge with magic items is to make a set of items that are all equally attractive to players so you don't just see the same ones turning up time after time."

Veteran players will notice some old favourites from the early incarnations of the Wood Elves, such as the Hail of Doom and the Arcane Bodkin arrows. "Magic arrows are a little different to normal magic weapons. They are counted as Enchanted Items and can be combined with magic bows," says Mat. "It keeps the character of the Wood Elves in their magic items and weapons, but stays within the basic rules."



## DESIGNING THE BOOK

Alun Davies, Nuala Kinrade and Steph Kopinski were the graphic artists who gave the Wood Elf book its distinctive look and feel. Alun was only too happy to chat about how they achieved it.



Alun Davies

Alun: "We saw this as the third book in a trilogy, with the High Elf and Dark Elf books preceding it. The aim was to continue some of the themes explored in those."

The new book builds upon their earlier imagery, while emphasising the Wood Elves' strong earthy elements too.

"The Wood Elves have a graceful, natural feel to them – they've spent a lot of time with their environment. We wanted this book to have a very natural tone, so that

there was nothing in it that looked artificial," explains Alun.

"In some ways the borders of the book resemble those of the Beasts of Chaos army book, but we didn't want to take it as far as we did there obviously. Sinister and dark without being evil."

"Many of the textures for the book came from a piece of art that had a woven texture of branches with lots of Spites peering out. These were blown up and faded to provide a background texture for many of the pages, so that it gives the feeling you're being watched, the feeling of paranoia without being out and out



evil," explains Alun. Many of the colours chosen for the book were very naturalistic ones, greens and browns for the most part.

"The key to the book was not going overboard on the graphics," says Alun. "We wanted the character of the Wood Elves to come through, but not to overwhelm the content."

### Forest Spirits

Swelling the ranks of the Wood Elf army are the spirits of Athel Loren – Dryads, Spites, Treemen and Tree-kin. "They are the physical embodiment of the spirit creatures dwelling in Athel Loren," Mat tells us. Tree-kin bear some resemblance to Treemen, though they are smaller and there are some other important differences too. As Mat explains, "The Tree-kin and Treemen are essentially the group consciousness of the forest. The Tree-kin are spirits that inhabit dead branches and can enter and leave them at will." This is unlike Treemen who, once they possess living trees, are bound to them forever.

Like you'd expect, Tree-kin are tough in a fight. "They're a combat unit," Mat tells us, "their Ward Save and bark Armour Save makes them very durable. They're one of those types of units that can take damage and hit back."

Spites are something different altogether, being much smaller and limited to spirit forms, though this doesn't make them harmless by any means. "Spites are chosen from a character's magic item allowance and allow him to do all manner of unpleasant things to their enemies, from tiny imps stabbing out their eyes to spirits that drain the magic power from enemy wizards.

"It's all part of bringing that capricious, malicious side of Athel Loren to the fore," explains Mat.

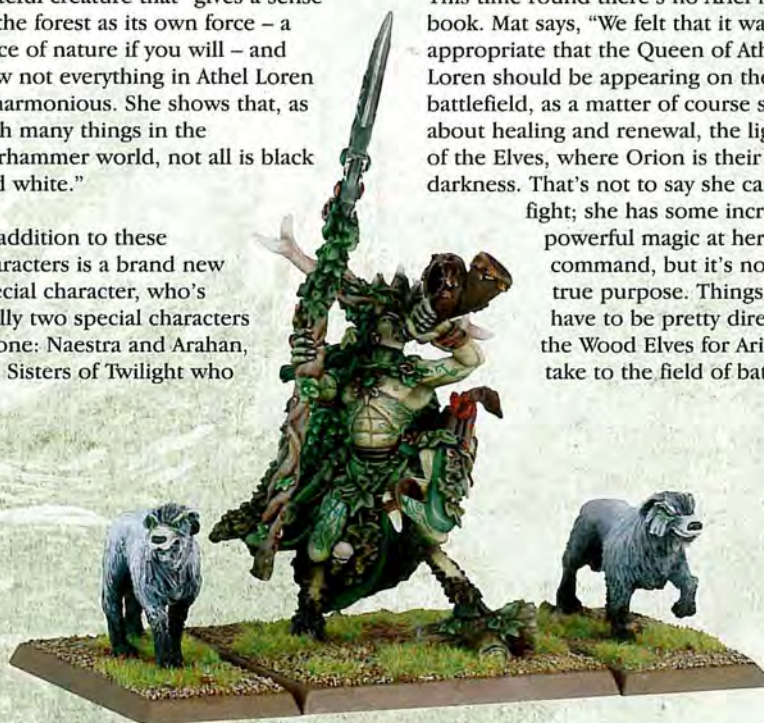
### Character Building

No army book would be complete without special characters and the Wood Elf book is no exception, sporting three very different characters for generals to employ. First up is Orion, the King in the Wood, who Mat says "epitomises the violent side of the Elves and symbolises the connection between the Elves and Athel Loren". Representing the forest spirits is the Branch-wraith, Drycha, a spiteful creature that "gives a sense of the forest as its own force – a force of nature if you will – and how not everything in Athel Loren is harmonious. She shows that, as with many things in the Warhammer world, not all is black and white."

In addition to these characters is a brand new special character, who's really two special characters in one: Naestra and Arahane, the Sisters of Twilight who

ride into battle on the back of either a Forest Dragon or a Giant Eagle. "These girls are a bit of a mystery – no one really knows what they are or how they came to exist in the first place," says Mat by way of enigmatic explanation. "Possibly they are twin elements of the same being, possibly not – it's an enigma that perhaps only they know the answer to."

This time round there's no Ariel in the book. Mat says, "We felt that it wasn't appropriate that the Queen of Athel Loren should be appearing on the battlefield, as a matter of course she's all about healing and renewal, the light side of the Elves, where Orion is their darkness. That's not to say she can't fight; she has some incredibly powerful magic at her command, but it's not her true purpose. Things would have to be pretty dire for the Wood Elves for Ariel to take to the field of battle."



Orion, the King in the Woods, flanked by his hounds.



# CONCEPTUALISING THE WOOD ELVES

This latest incarnation of the Wood Elves is markedly different from the previous one and much of the credit for that can be laid at the feet of Paul Jeacock, the conceptual artist charged with bringing the Elves to life.



Paul Jeacock

Paul: "The hardest part of this project was keeping away from other Elven imagery, so that they stayed definitively Games Workshop."

"Part of the original concept behind the Wood Elves was that

they were a force of nature, not good or evil, and, just as nature isn't good or evil, also potentially destructive."

around Athel Loren is touched by magic. Rather than looking like they could walk down the street of any fantasy town, these Elves don't look as though they simply live in the forest, more like they're part of the forest. You won't see them unless they want you to see them."

"With projects like Wood Elves, it's important to gain an understanding of the world beyond the tabletop, because that informs a lot of the decisions you make when designing the models."

**"These Elves don't look as though they simply live in the forest, more like they're part of the forest."**

In the early stages of the project, Paul worked closely with Ant Reynolds and Alex Hedström to throw ideas around and spur the creative process. "That's where the best ideas come from, when you get to bounce concepts off one another and come up with fresh ideas you might not otherwise have thought of." The collaborative nature of the project was one that gave it a unique feel and it brought a shared creativity that wouldn't have been possible by simply working from a written brief.

A great deal of inspiration for the Wood Elves came from Paul's reading of the earliest faerie tales, the dark, spiky ones where faeries stole babies and left changelings in their place. "There's a real edge to these Elves and much more magic to them," says Paul, "Everything

There's all sorts of things that we considered," says Paul, "from where they live and all manner of things that you'd never see in a game of Warhammer, but which helps us make the army more cohesive and feel believable."

The Wood Elves are, of course, related to the High Elves and the Dark Elves, so it was important to maintain a link between them. Paul explains, "The Wood Elves are like ancient versions of the Elves across the sea, though they are more isolated and more isolationist – the 'lost cousins' essentially."

When asked about his favourite piece, Paul has no hesitation in picking out the Dryads. "I'm a gribbly kind of guy, and I like the more bizarre and nasty elements of the Wood Elves."



A Wood Elf Noble

A Wood Elf Highborn

Dryad

Glade Rider



## MODELLING THE WOOD ELVES

The miniatures designers have only recently come up for air after working frantically on the new Wood Elf miniatures and they've done a fantastic job in bringing new life to the range. Taking inspiration from Paul Jeacock's incredible concept art, they began sculpting the models and, though it was a long, detailed process, it's clear the results have been well worth it.



Alex Hedström

Alex Hedström has sculpted a great many of the new Wood Elf models. Among the figures he's created are the new Glade Guard, Glade Riders, Elven Steeds, Mages, Heroes and Naestra and Arahán – quite an

amount. Not that Alex was working alone on this, of course. Such a volume of work would have driven him quite mad. As well as Alex, the Perry twins began work on the Elven Steeds, Steve Saleh worked on the Eternal Guard and the plastics, Trish Morrison sculpted the awesome new Treeman, Brian Nelson sculpted the fantastic Dryads and Gary Morley sculpted Orion and the new

Waywatchers. All in all, it was a heroic team effort, and Alex was keen to talk about some of the models he produced.

"It's actually not that different sculpting a tall, thin Elf as opposed to doing an Orc or a Human," says Alex. "But the extra height you can sometimes get on the model allows you to be more creative with the miniature."

Proudly showing off his favourite model from the new Wood Elf range, one of

the Mages, Alex talks about the kinds of figures he likes to sculpt most. "I like to make long, thin models, because you can play with more fluid, organic shapes that give a model a real sense of movement. It makes the model look more floaty and gives it movement, even if it's standing still," says Alex.

A good example of this is one of Alex's previous models from the Necron range, the Nightbringer – a tall, thin model that has a great sense of movement to it.

**"The design of a model has to evolve in the sculpting process, as the sheer amount of detail on the concept art simply can't be reproduced on a 28mm figure."**





During the sculpting period for the Wood Elves, Alex worked closely with Paul Jeacock and Ant Reynolds (who was writing the army book until elevated to the ranks of management), rendering their ideas, as well as his own design flourishes, into the models.

"The design of a model has to evolve in the sculpting process, as the sheer amount of detail in the concept art simply can't be reproduced on a 28mm figure. The challenge with the Wood Elves was to make them uniquely 'Games Workshop' Elves. If you look at images of Elves elsewhere, all look much the same, so we took our Elves in a direction that made them our own," explains Alex.

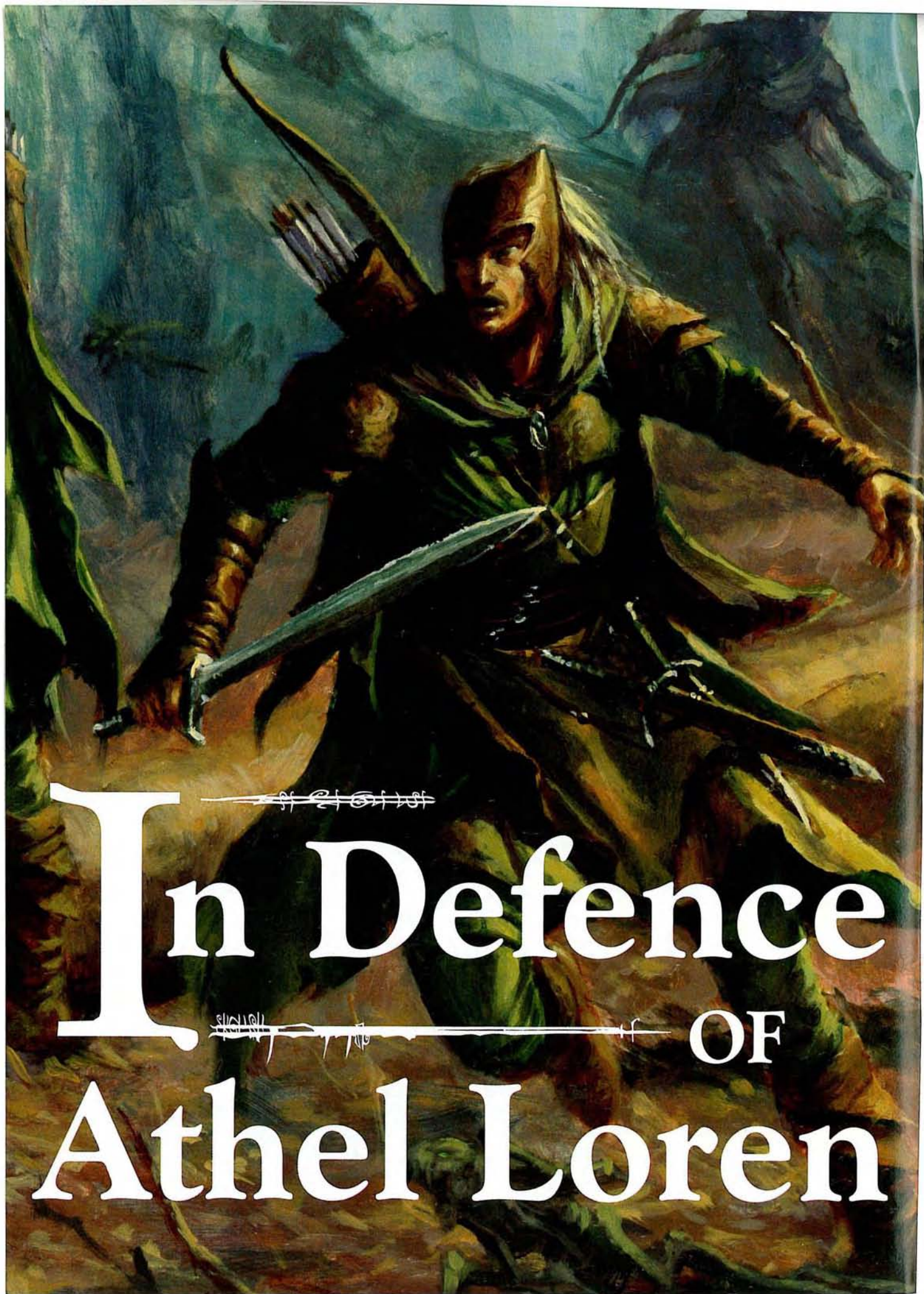
This was achieved by layering robes, cloaks and armour in segmented layers, with interlocking patterns, intertwined branches and lots of leaf shapes. "When you look at these models, you know they're Games Workshop's," says Alex proudly.



*This Wood Elf Spellsinger is Alex's favourite model from the new range.*







# In Defence OF Athel Loren



**Any army encroaching on the Wood Elves' realm of Athel Loren risks swift retribution. Pete Haines' Orcs & Goblins rise to the challenge while Mat Ward's Wood Elves gather to repel the trespassers.**

**W**ith the Warhammer Armies: Wood Elves book hot off the press, it's time to set them loose in a Battle Report. Mat Ward, co-writer of the new book, takes control of the capricious sylvains, with all manner of new nasty tricks up his sleeve, whilst Pete Haines marshals a Greenskin horde so you can expect him to have a few dirty ploys at his disposal. Rather than opting for the commonly accepted game size of 2,000 points, they've

decided to go for 2,500 points, citing that "well, it gives you more tactical options, doesn't it?" Most likely, they just want the excuse to chuck more miniatures onto the board, but what's wrong with that?

With the small, but highly elite, forces of the Wood Elves on one side, and the multitudinous hordes of the Orcs & Goblins on the other, the scene is set for a memorable encounter...

From his perch atop the ancient bough, Brachellac's keen eyes took in every detail as the Greenskins scurried about below. The previously still forest air shook to the sound of innumerable Orcish choppos, a dull and persistent drone that sounded for all the world like some monstrous insect bent on tearing the forest asunder. To the Highborn's mind, it was tragedy enough that these primitive beasts should have been able to enter into the forest, without dwelling upon the fate of those who had already attempted to halt their advance. Reports from Scouts and Waywatchers had come to Brachellac's ears throughout the day, revealing that this warband was only one of many. Against such numbers, the Elves could not hope to stand alone, and nor would they have to. The wanton destruction had enraged the creatures of the forest to a level that even the centuries-old Highborn could not recall.

Beneath Brachellac's feet, his warriors were assembled, hidden by a glamour that crude Orc magic could not pierce. Ranks of Eternal Guard stood ready, their spears glinting in the reflected light of spires and wisps, whilst archer kinbands strung their bows and checked their arrowheads. Scattered amongst the waiting Elves, the silent and graceful forms of Dryads waited in readiness. The way they always seemed to know when a battle drew nigh was not a little unnerving to the Asrai lord, yet he welcomed their presence nonetheless. Brachellac was ready, the army was prepared, yet still the Spellsinger's restraining hand remained upon his shoulder. Not yet. Patience. Wait.

It was always the same refrain with Retala. Do not act until the time is right. Let destiny shape your actions. Though Brachellac could not deny the usefulness of Retala's precognitive skills, he still found it irksome to give up even a portion of his authority to a force he did not understand. Yet even as he quashed his irritation, the restraining hand was gone. The hacking ceased as one of the trees on the far side of the glade sprang into sudden life and crushed its attackers with one sweep of a mighty limb, the blade still embedded in its gnarled skin.

"Now," he cried.



# THE THIN GREEN LINE



Mat Ward

**Mat:** Not having fought a Warhammer Battle Report since before Storm of Chaos, this would prove to be an interesting change for me – all the more so since the aforementioned precursor was in

fact a Seven Knights scenario. This time I would be bereft of Matthias von Tzeskagrad and his feared hat of Skaven Slaying (don't ask) but would, by way of compensation, have 2,500 points of Wood Elves to play around with.

Now, this may seem like a large amount of points, but I know from experience that Elf armies are so expensive that the 2,500 points don't necessary translate into large numbers on the battlefield.

With this in mind I decided to buy as many Core troops as I possibly could. Not only would this help me get a bit more in the way of sheer numbers onto the board, but nothing helps make a Warhammer army look like it means business than a good solid chunk of Core troops. Key to this ideal were two units of Eternal Guard, which meant that my General needed to be a Wood Elf Highborn to make them Core, rather than Special, choices. Not a big sacrifice, as I'd more or less made this decision anyway, but I did now need a second *mêlée* Hero to lead the second unit of Eternal Guard (Eternal Guard led by a Highborn or a Noble become *stubborn*).

After much thought, I plumped for a Battle Standard Bearer with the Royal Standard of Ariel (the only thing better than being *stubborn* is being *stubborn* with a re-roll). That was a good chunk of my points gone already, but at least I

had a solid centre I could base my plans around. Next, and without a shadow of hesitation, I chose two units of Glade Guard, on the principle that it wouldn't be a Wood Elf army without a few archers.

Points were now starting to vanish at an alarming rate, so it was time to look at adding some Forest Spirits into the mix. The easiest choice was to include a Treeman – these beasties are now even more durable than before and one would be sure to cause Pete a moment of pause. Just as instinctive was the selection of two units of Dryads. These borderline psychopaths are excellent heavy skirmishers – when you're as poor at judging line of sight as I am, a 360° field of view is a distinct advantage. Finally, and after a bit of soul searching, I chose a small unit of Tree Kin. They're tough, strong and a daunting prospect for any enemy making them worth their weight in gold. The only problem is that I and 40mm base-sized creatures seem to be cursed. Want Dragon Ogres to run away from Dwarf Clansmen, or Ushabti to be squashed by Gnoblar? Let me roll the dice – I can make it happen. Ultimately, though, the Tree Kin are fantastic models and, I reckoned, might just be tough enough to out march my poor luck. Only time would tell.

With two more characters added into the army, a Branchwraith and a Spellsinger, I was left with very little in the way of resources and too many fun things to choose from. In the end, I turned my back on the Glade Riders, Scouts, Waywatchers and Warhawk Riders in preference for one unit of six Wild Riders and another of five Wardancers. Both troop types were sufficiently solid that I could expect them to cause maximum disruption, despite them being small in number. All spent up, it was time to fight.

## Plan and Deployment

My battle plan was quite simple. My 'free' forest was to hold the left flank for me (much as another was already doing on the right). The Eternal Guard, backed up by the General, would hopefully hold the centre for a very long time if not, indeed, an eternity. One flank was held by the assembled Forest Spirits, whilst the other would be held by the Glade Guard, Wild Riders and Wardancers. This all sounded fine. I was about to find out if it was.







## The Defenders Athel Loren

### Wood Elves 2,500 points army



**Brachellae** 255 points  
Wood Elf Highborn of the Eternal Kindred wielding Eternal Guard weapons and armour. He also bears a Wraithstone, the Fimbulwinter Shard and a Lamentation of Despairs.



**Vidria** 165 points  
Branchwraith with a Cluster of Radiants and an Annoyance of Netlings. She is also a Level 1 Wizard.



**Retala** 175 points  
Spellsinger wielding a hand weapon and longbow. She is armed with Starfire Arrows, carries a Dispel Scroll and is a Level 2 Wizard.



**Celchiir** 192 points  
Wood Elf Noble Battle Standard Bearer wearing light armour and wielding a hand weapon. He proudly holds aloft the The Royal Standard of Ariel.



**Glade Guard** 120 points  
10 Glade Guard wielding hand weapons and longbows.



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**Dryads** 108 points  
8 Dryads with razor sharp talons. The unit includes a Branch Nymph.



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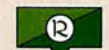
**Eternal Guard** 246 points  
18 Eternal Guard wielding Eternal Guard weapons and armour. The unit has a Musician, Standard Bearer and an Eternal.



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**Wardancer Troupe** 111 points  
5 Wardancers wielding Wardancer weapons. The unit has a Musician and Bladesinger.



**Wild Riders of Kurnous** 174 points  
6 Wild Riders wearing light armour and wielding spears. They are all riding Elven Steeds and have a Musician and Standard Bearer.



**Tree Kin** 195 points  
3 Tree Kin



**Treeman** 285 points









## Waaagh! Badgutt


### Orcs & Goblins 2,500 points army


**Badgutt** 216 points  
Orc Warboss wearing Drog's Dead 'Ard Armour and Warboss Umm's Best Big Boss's 'At. He wields a great weapon and Bigged's 'Ed Kickin Boots.


**Redknukks** 142 points  
Orc Big Boss Battle Standard Bearer wearing light armour and wielding Basha's Big Axe of Bashin'.


 **Grengul** 150 points  
Orc Shaman wielding a hand weapon. He has Dangly Wotnotz, a Dispel Scroll and is a Level 2 Wizard.


 **Grolix** 145 points  
Night Goblin Shaman wielding a hand weapon. He has Ditto's Double-Doin' Doo-Dahs, Dispel Scroll and is a Level 2 Wizard.


 **Orc Boyz** 179 points  
23 Orc Boyz wearing light armour and wielding two hand weapons. The unit has a Musician and Boss.


 **Black Orcs** 303 points  
20 Black Orcs wearing heavy armour and wielding two hand weapons. The unit has a Musician, Standard Bearer with Gork's Waaagh! Banner and a Boss.


 **Orc Arrer Boyz** 70 points  
10 Orc Arrer Boyz with hand weapons and bows.


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10 Orc Arrer Boyz with hand weapons and bows.

 **Savage Orcs** 208 points  
20 Savage Orcs wearing Warpaint and wielding two hand weapons. The unit has a Musician, Standard Bearer and Boss.

 **Night Goblins** 72 points  
20 Night Goblins wielding hand weapons and bows. The unit has a Musician and Standard Bearer.

 **Savage Orc Boar Boyz** 273 points  
10 Savage Orc Boar Boyz with shields and Warpaint and wielding spears. The unit has a Musician, Standard Bearer with Nogg's Banner of Butchery and a Boss.

 **Orc Boar Chariot** 80 points  
Scythed Chariot pulled by two Boars. Two Orc Crew wielding hand weapons and spears.

 **Orc Boar Chariot** 80 points  
Scythed Chariot pulled by two Boars. Two Orc Crew wielding hand weapons and spears.

 **Giant** 205 points

 **Trolls** 300 points  
6 Common Trolls.





# THE GREEN HORDE



Pete Haines

**Pete:** We all have our favourite armies and we all have armies we like to turn into soil-enriching nutrients. For me, this latter category has always included Elves of any persuasion. Maybe it's the

virtual immortality, maybe it's the perfect cheekbones, most likely it's the overbearing arrogance of Elfkind that has turned me so resolutely against them. I have also discovered a tendency among Elfophiles (an insidious minority who should, in this writer's humble opinion, be ruthlessly hunted down) to assume that as Elves are their idea of a master race they should be able to automatically win without the player having to exhibit any skill whatsoever. Grrrrrr, they make me so MAD!

The power of the Orcs & Goblins army comes from its potent Shamans and their incredibly destructive spells, but this could prove to be tricky when it comes to smearing the tree-huggers over the landscape as thoroughly as if they had been trampled by a herd of wildebeest, as they are quite magical. I decided I would be best served by keeping it as simple as possible, relying on the viciousness of the Orcs to prevail.

Although we were playing a 2,500 point game I would still be limited to four characters as the allocation does not increase until 3,000 points. I figured that a Master Shaman would just be too much too soon from a me-and-magic perspective, so opted for an Orc Warboss and a Big Boss Standard Bearer. Black Orcs are great but they force you to make hard choices between supporting heroes so I ignored them this time. The Orc characters seemed plenty tough enough especially with the odd magic item. I supported them with an Orc Shaman and a Night Goblin Shaman, both Level 2 so that each could have a decent magic missile and maybe a novelty spell. I made sure both had a Dispel Scroll however, as I just knew the Wood Elves would have some pixie tricks up their impeccably tailored, fashionable sleeves.

I decided to pick my Rare units first and had no trouble settling on a Giant and a big unit of Trolls. You kind of know where you are with these types of beasts and I did not want my rank and file Orcs & Goblins having to cope with

Treemen or Tree Kin. Better to let my scary things fight their scary things. Besides which, Trolls get a vomit attack and Giants get to stuff opponents down their trousers. I felt sure this would prove amusing.

The Special picks were trickier. I selected a whopping great Black Orc unit to curb the worst excesses of Animosity and an extremely vicious unit of Savage Orcs on boars with the disturbingly named Banner of Butchery. That done, I needed a couple of cheaper units and elected to include a couple of Boar Chariots. The reason here was simple: your basic Elf is normally Strength 3 (really low down on the scale, barely being higher than an effete Strength 2 in my opinion) so he will have trouble putting a dent into anything of Toughness 5.

The novelties all included, I could now go back to my favourite part of any list, the Core picks. I often pick more Core units than are absolutely necessary and saw no reason to change that approach for this army. I duly included two units of Arrer Boyz, working on the principle that Wood Elves are Toughness 3 and can therefore be culled by a bit of archery. I also suspected they might try to stand back and shoot and wanted enough firepower of my own to counter it. To make sure of this I also chose some Night Goblin archers. Their shooting would be useful and I could always hope that Mat might be overly paranoid about the possibility of them harbouring Fanatics. With the shooting taken care of, I rounded out the army with a unit of Boyz for my general and Army Standard Bearer to lead, and a unit of Savage Orcs. I knew it was likely that the Elves would go first in any brawl and wanted to maximise the number of return hits from my survivors.

## Plan and Deployment

Looking at the terrain, I knew I had to watch the two woods with suspicion. Although they seemed harmlessly out of the way there was every chance they would up roots and stomp somewhere far less convenient. I decided to rush down the middle to keep my Boyz as far away from marauding forests as possible.

On my left I opted to deploy my big fellas – the Giant and Trolls – with a view to zipping past the wood on that side at high speed before it could get all sentient on me. On the right I hoped to use the hill to allow more of my Night Goblins to fire, while launching a strong attack with the Boar Boyz and Chariot.

I try not to be overly influenced by the units the enemy is deploying, preferring instead to concentrate on putting out a coherent battle line of my own. Only when I was done did I give Mat's deployment a good look. The tree spirits on his right flank would be well matched by my Trolls and Giant. In the middle the Eternal Guard were in position to fight it out with da Boyz, and on his left Mat seemed to have the same idea as me, mixing archery with a strike force of Wild Riders. There was nothing that scared me unduly but then the sheer mass of an Orcs & Goblins army can induce a feeling of overconfidence.





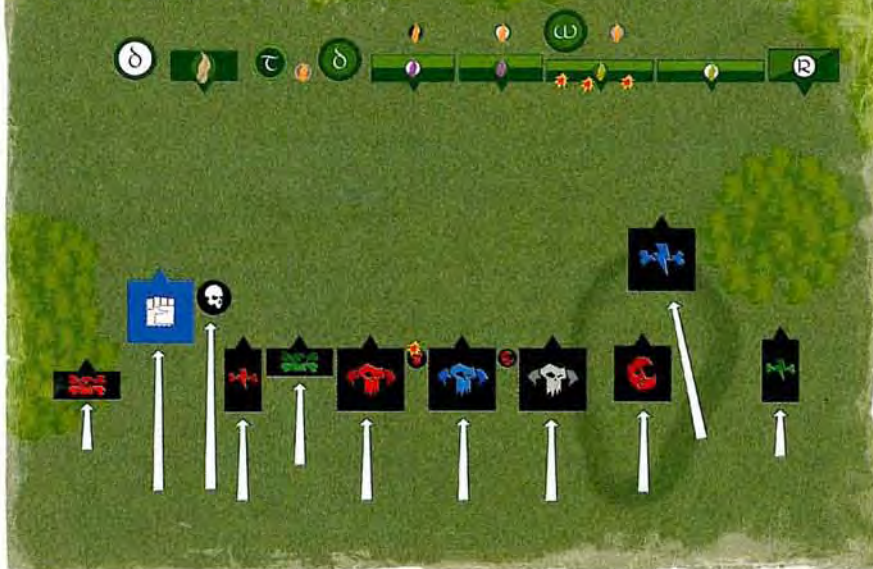
## Orcs & Goblins Turn 1

**Pete:** Turn 1 started well with no Animosity. The Trolls managed to avoid being stupid so the army was totally under control. Mork alone knows if this would ever happen again in the game, and sadly the enemy was too far away for me to do much with it. Accordingly I launched a general advance all along the line, although some Arrer Boyz had no choice other than to advance through the wood on my left. I had been concerned that I would get my frontages messed up through unfamiliarity with the army, but so far, so good.

I was just beginning to think that these Orcs & Goblins armies were easy to use when we got to the Magic phase. I started with some archer suppression and cast *Gaze of Mork* at the Glade Guards killing three of them. This magic stuff was easy! I followed up with another *Gaze of Gork* from my Orc Shaman, Grengul, only to see his head explode due to a Miscast!

Referee! That can't be right! Clearly the pixies had amended my rulebook. I checked again to discover it was quite right; Grengul had messed with forces that Orcs should not, and had paid the

## ORCS & GOBLINS TURN 1



price with a convincing impression of an overly ripe watermelon dropped from five floors up. So this is what fellow Greenskin player Gordon Davidson meant when he told me you have to enjoy unpredictability with an Orc army.

## The Lore of Athel Loren

Besides *Treesinging* Elves can now unlock *The Hidden Path* or unleash *The Call of the Hunt*.





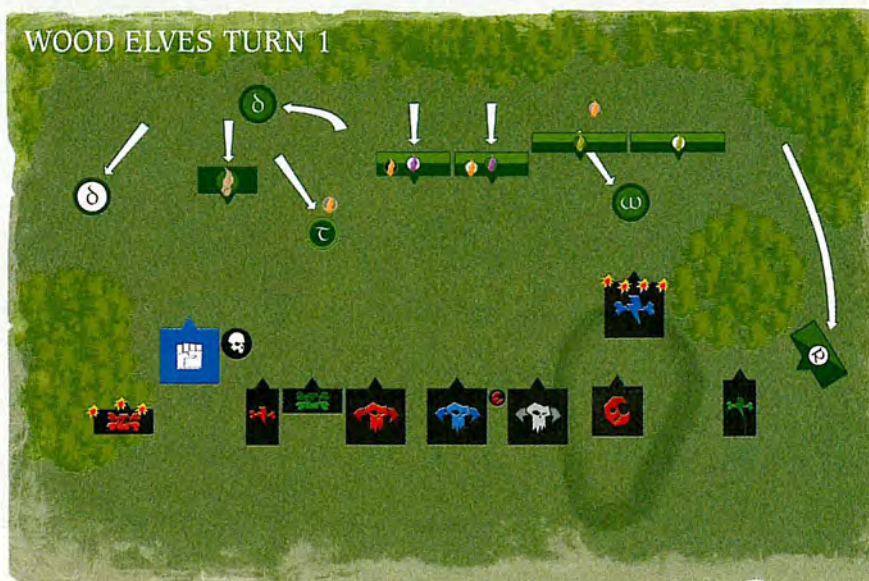
## Wood Elves Turn 1

**Mat:** Doubtless cheered by the fiery death of the Orc Shaman, the Wood Elf line began to advance. In the centre, both Eternal Guard units moved forward and expanded their frontage to form a better barrier against the oncoming horde, the General and Battle Standard Bearer each taking a place in the front ranks. Further left, the Wardancers advanced, hoping to screen the Glade Guard from the oncoming Savage Orc Boar Boys, whilst the Wild Riders crashed through the forest to form up on the flank of the enemy army. On the right of the Wood Elf line, one unit of Dryads ran towards the forest, whilst the other moved up in support of the Tree Kin who lumbered towards the oncoming Trolls. Finally the Treeman and the Branchwraith headed towards the Orc General's unit, hoping to form a breakwater about which the Orc line would be forced to part.

During the Magic phase, the Treeman was able to exhort the rightmost forest into striking at the Arrer Boyz. As a result, three Orcs were throttled and bludgeoned by thrashing wooden limbs. More magical success was had by the Wood Elves as the Branchwraith imbued

the Treeman with *Ariel's Blessing*, adding Regeneration to his already impressive array of defences. With a final attempt to capitalise on the Magic phase, the Spellsinger attempted to cast *The Call of the Hunt* on the Wild Riders, but was a little shy of the 11+ casting value. In the Shooting phase, the Spellsinger

sent a Starfire Arrow winging its way towards the Night Goblin archers but, though a hit was scored, it failed to wound. To end the round, both Glade Guard units opened fire on the advancing Savage Orc Boar Boys, successfully sending four of the brutes tumbling from their saddles.





*The Savage Orc Boar Boyz charge the protective screen of Wardancers.*



## Orcs & Goblins Turn 2

**Pete:** I started the second turn, relieved that the Wood Elf barrage had been lighter than I had anticipated but concerned that the Wild Riders had zipped around my right flank. I had forgotten these Elves could gallop full pelt through woods!

Animosity was very selective in its persecution of my plans this turn. Everything was okay apart from Warboss Badgutt's own unit. Clearly a nasty squabble had broken out and rather than bashing skulls together to stop it, Badgutt was bashing the skulls of those Boyz who hadn't joined in yet! This was going to be a problem as it had broken up my battle line. Overall though there was no point worrying; this sort of thing was going to happen so I just got on with 'da plan' the best I could.

Part one of 'da plan' involved charging dem poncy Wardancers with the Savage Orcs Boars Boyz. I was sure that the Savage Orcs would dish out enough pain that the Wardancers prancing and preening would not save them. Feeling better for declaring a charge, I got on with the rest of the army.

The Giant moved across to confront the Treeman. There was no way I could resist indulging in a bit of behemoth on woody behemoth action. The Trolls did their bit by lumbering toward the Tree

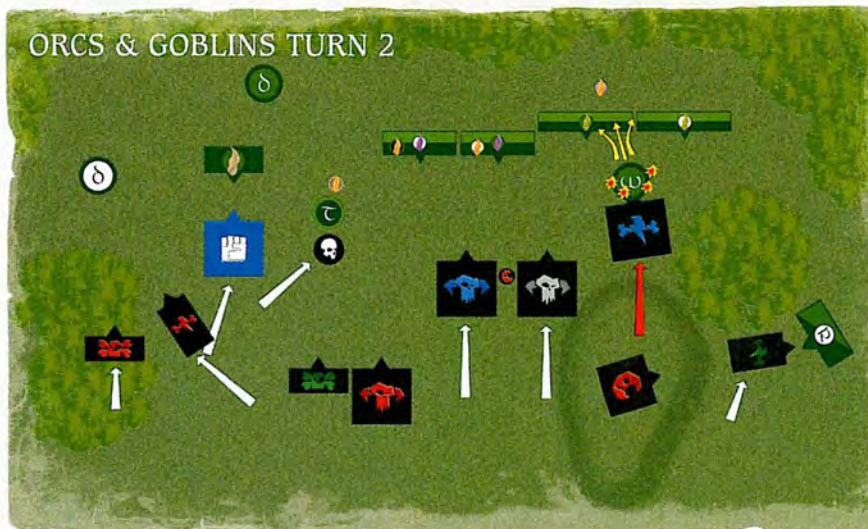
Kin. My Black Orcs and Savage Orcs continued their advance, unaffected by the bickering from the General's unit. On the right I turned the Night Goblins about ready to deliver a withering volley into the Wild Riders. Just in case, I rolled a Chariot up in front of them, so if they survived the arrow storm then it could act as a blocker.

With only Grolix the Goblin Shaman left, I entered the Magic phase with less optimism than before. I tried to cast 'Ere We Go!' on the Boar Boyz but it was easily dispelled.

I did have some shooting though. Sadly the Arrer Boyz failed to kill any Dryads and the Night Goblins... don't ask about the Night Goblins! 20 shots, three hits and no kills. Useless gitz.

The Wardancers danced their dance of ducking like girls but still the Boar Boyz did their stuff in close combat, killing four of them, running down the last one and overrunning into the Glade Guard, all at the cost of a mere single casualty. Who'd have believed big, crazed, frothing, swine could give so much pleasure?

## ORCS & GOBLINS TURN 2





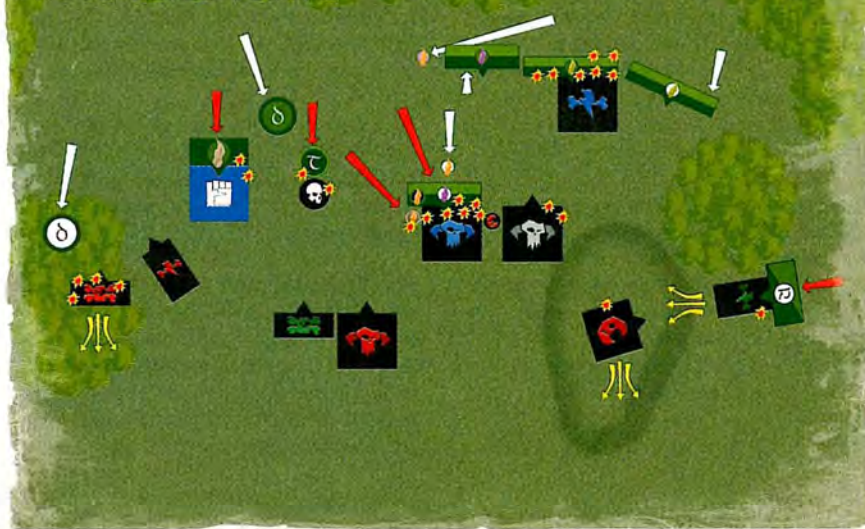
## Wood Elves Turn 2

**Mat:** With the Wardancers slaughtered on the left flank and one of the Glade Guard units in combat with their slayers, it was going to take a fairly impressive display from the Wild Riders to rescue the flank. Unfortunately, due to Pete's adept positioning of the Boar Chariot, they were going to have to either charge it or withdraw – and Wild Riders most definitely do not withdraw. Spears lowered, the Sons of Orion charged in.

In the centre, the Battle Standard Bearer's unit of Eternal Guard and the Branchwraith charged in against the Savage Orcs as the Treeman engaged the Giant and the Tree Kin charged the Trolls. The second unit of Eternal Guard moved back, hoping to pull the advancing Black Orcs out of line with their comrades. Finally, the Dryads advanced once more, setting themselves up to assist the Tree Kin in later turns – for now, they would have to endure alone. In the Magic phase, the Treeman once more commanded the forest to strike down the Orcs within it, this time culling four from their ranks. Their nerve broken, the Arrer Boyz panicked and fled. On the other side of the battlefield, the Spellsinger once more attempted to cast *The Call of the Hunt*, this time on the unit of Eternal Guard engaged with the Savage Orcs, but was thwarted as the Night Goblin Shaman read from a Dispel Scroll.

The Shooting phase proved more successful for the Spellsinger, as one of his Starfire Arrows successfully slew one of the Night Goblin archers. The sight of their comrade being torn apart by the mystical energies proved too much for the Goblins, who turned and fled. With the Savage Orc Boar Boyz engaged in combat, the Glade Guard unit who were free to fire instead directed their

## WOOD ELVES TURN 2



attention to the Black Orcs. Though the armour of the Orcs was thick, the keen-eyed Elves still managed to slay two of their number.

The Combat phase opened with the Wild Riders striking at the Boar Chariot, their greater Unit Strength and Banner allowing them to win the combat, running it down and destroying it. In return, the Savage Orc Boar Boyz massacred the Glade Guard unit they had overrun into, leaving not a single Elf alive – though they elected not to overrun in preparation for their next charge. In the centre, the Eternal Guard only managed to slay three of the Savage Orcs, although the Branchwraith managed to add another kill to the tally. As the Orcs struck back, their Champion managed to bludgeon two guardsmen in return, whilst another wounded the Branchwraith, leaving the combat deadlocked.

In the battle of the heavyweights, the Treeman only managed to cause a single wound on the Giant, who elected to Thump with his club in return – inflicting four wounds. Fortunately for the Treeman, he was still blessed by Ariel, and was able to recover all but one, leaving neither goliath with the upper hand. Finally, the Trolls and the Tree Kin exchanged blows. Though the Tree Kin managed to inflict four wounds on the Trolls for only one in return, the body of the fallen Troll began to knit itself together at an alarming rate and it lurched to its feet once more. To my relief, the Tree Kin passed their Break test, saving the right flank from disaster.

## Trees a jolly good fellow

**Avoid hiding behind scenery when fighting Wood Elves, as they ignore movement penalties in woods.**





### Orcs & Goblins Turn 3

**Pete:** My right flank was starting to panic but otherwise things were going well. The only victim to Animosity this turn was a unit of Arrer Boyz that didn't have any targets anyway. Bizarrely the Night Goblins managed to rally (I hadn't expected that!) so it was game on now.

Warboss Badgutt and his Boyz charged into the fight, being halted by the Branchwraith in the flank of the Savage Orcs. One tree fillet coming right up was my assessment. Elsewhere the Black Orcs decided to put their Waaagh! Banner to good use and charged the Eternal Guard that Mat had oh-so-cunningly moved out of my normal charge reach. Just to make sure, I sent

the remaining triumphant Boar Boyz into them as well. With these charges virtually anything worth getting into a fight was fighting so it was time to sit back and see what they did!

Once again, Grolix tried and failed to cast 'Ere We Go! and anyone with a bow was either rallying, squabbling or running away so it was straight on to close combat.

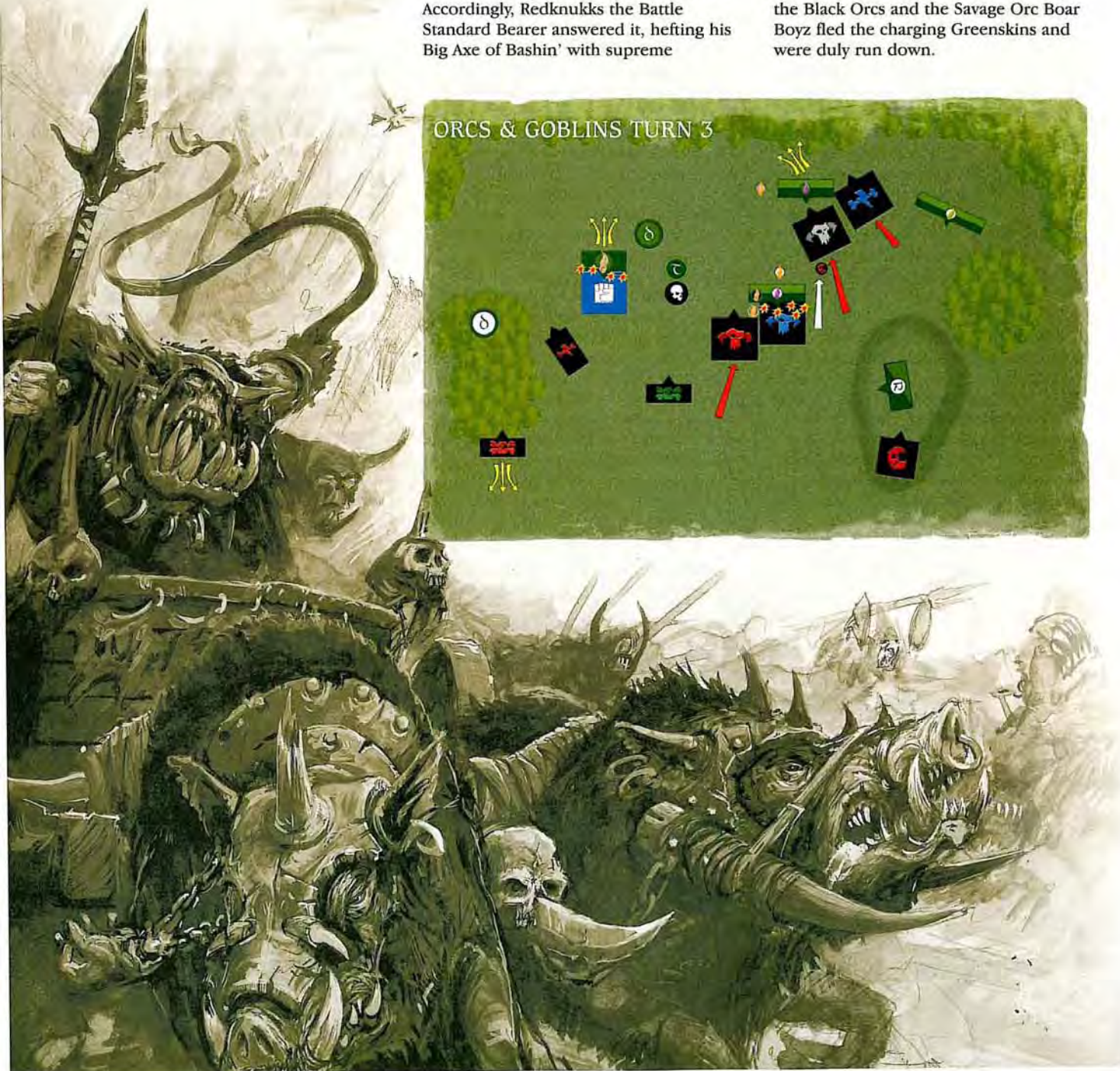
The Trolls disposed of the Tree Kin thanks to some good fortune with Regeneration, running them down as they fled. The Giant and the Treeman took a breather this round, the only hit being a headbutt from the Giant which the Treeman regenerated.

My charging unit of Boyz was presented with a challenge from the Branchwraith. Accordingly, Redknukks the Battle Standard Bearer answered it, hefting his Big Axe of Bashin' with supreme

confidence as it gave him two extra attacks. Imagine if you will, my realisation that the Branchwraith had an Annoyance of Netlings that meant it could only be hit on a 6 in challenges! Arrrrgh! Redknukks did his best but could no more hurt the Branchwraith than it could hurt him. This meant that my general's unit was tied into a fight which would be decided by the Eternal Guard and the Savage Orcs. After the first round, however, the Eternal Guard had a hideous number of attacks. This round they killed 5 Savage Orcs for no losses back. Ooops. My units hung in there by virtue of ranks and numbers but I could see the writing on the wall in this fight, especially with the Wild Riders lurking nearby.

Counterbalancing the disappointment in the centre, the Eternal Guard faced by the Black Orcs and the Savage Orc Boar Boyz fled the charging Greenskins and were duly run down.

### ORCS & GOBLINS TURN 3





## Wood Elves Turn 3

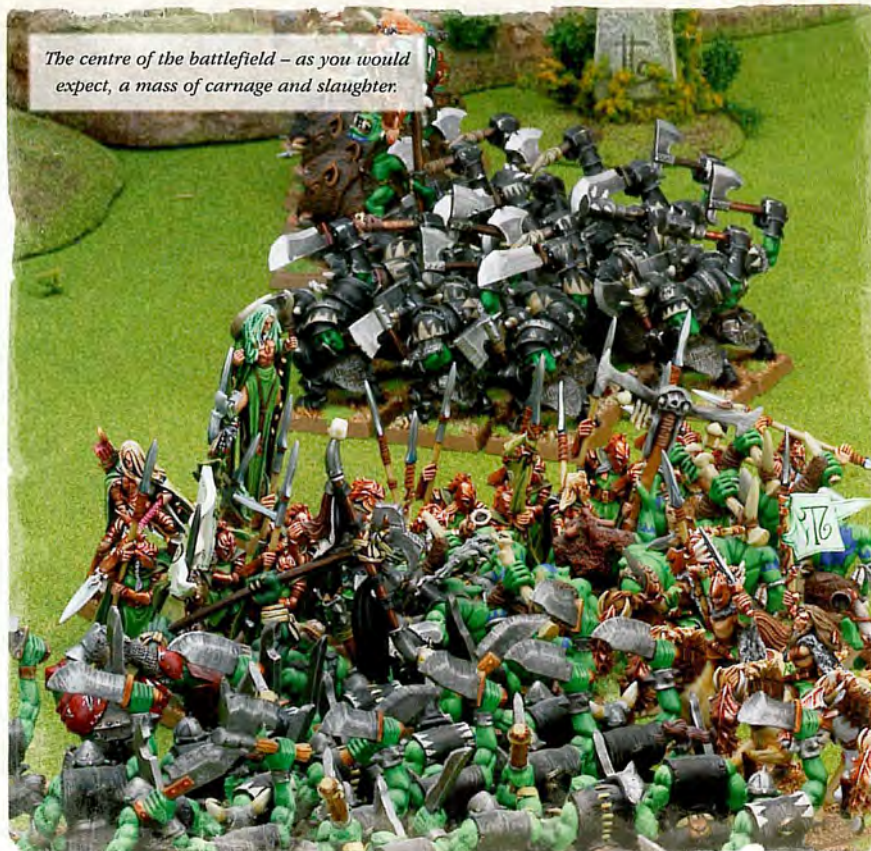
**Mat:** It was most definitely time to unleash my contingency plan. Would that I had one (my general was still struggling to get into a position where I could use him effectively, and I had hoped on my flanks performing better).

One thing was still in my favour though – the Wild Riders, still unscathed, were in a fantastic position to take their spears into the flank of the Orc unit fighting the Branchwraith. It could all come apart if the Orcs panicked and fled but I needed the oomph of the Wild Riders to swing the combat for the Eternal Guard. At the same time, I unleashed the fury of the Dryads on the Trolls, in the hope of at least stalling the beasts. Fortunately, the Orcs failed to panic at the attack of the Wild Riders and I had a chance to turn things round.

After shuffling my general and Spellsinger a little to keep them out of harm's way, I was left with one unit to manoeuvre – the remaining Glade Guard kinband – who swung around to keep pouring arrows into the Black Orcs. The Magic phase was brief and uneventful, with the Spellsinger failing to cast *The Call of the Hunt* on the Treeman. The Shooting phase was little better, with only a single Black Orc falling to the volley of the Glade Guard.

The Combat phase opened with the shrieking Dryads inflicting three wounds on the lumbering Trolls for only a single loss in return. Once more, the Trolls' Regeneration came to their rescue, negating all but one of the wounds. Still, the Dryads won the combat and the Trolls broke and fled, easily outstripping the fanatical pursuit of both Dryad units. In the centre, the Giant once more thumped the Treeman with his club, causing three wounds – two of which knitted back together thanks to *Ariel's Blessing*. Though singularly failing to inflict any damage in return, the Treeman stayed firm. A little further over, the Wild Riders thrust their spears deep into the flanks of the Orc unit, skewering or trampling four of the Greenskins. Meanwhile, the Branchwraith, protected by her Netlings, managed to score a wound on the Orc Battle Standard Bearer, without suffering harm in return, even as the Eternal Guard speared another four Savage Orcs. Once again, the Savage Orc Champion proved himself to be more than a match for the Elves, crushing three of them beneath his club. Even his heroic effort was not enough, though, for the Orcs now found themselves outnumbered by the vengeful fey. Attacked on two sides by a foe made

*The centre of the battlefield – as you would expect, a mass of carnage and slaughter.*

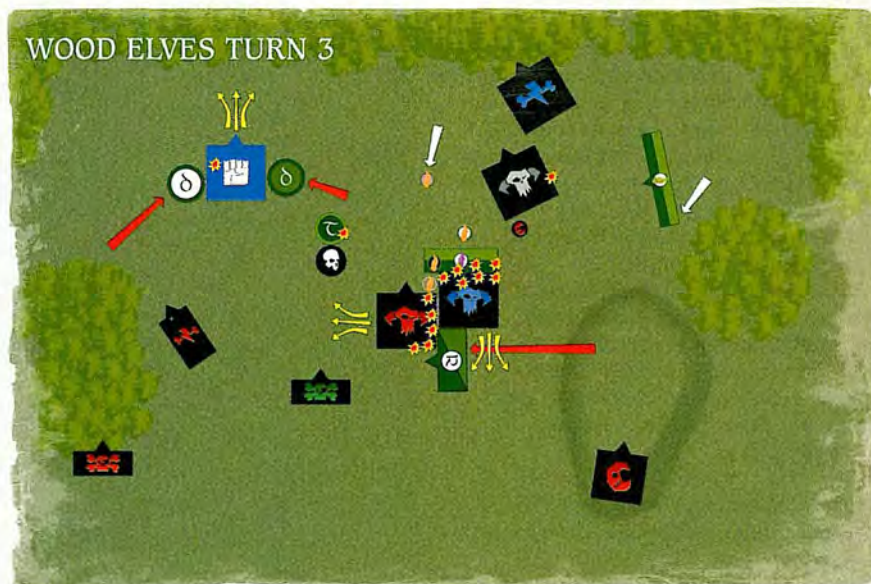


terrible by magic, the Orcs fled. Released to the hunt, the Wild Riders tore them down, the impetus of their charge carrying them into the second unit of Orc Arrer Boyz. Though the Eternal Guard, worn out by the fighting, failed to catch the Savage Orcs, the Branchwraith was not so reticent and slaughtered the fleeing Greenskins too. With the breaking of the Orc centre, I was back in the game!

### In Spite of everything

Mat's Branchwraith benefitted from Spites – spirits of Athel Loren. These can be used to augment Wood Elf characters in the same way as magic items, granting benefits such as extra Attacks, dice to your dispel pool, or bound spells.

## WOOD ELVES TURN 3







*The Black Orcs reform in preparation for the Eternal Guards' charge.*

## Orcs & Goblins Turn 4

**Pete:** Clearly this was going to be a game where everyone who is marked for death dies, and in this case the marks had been applied by someone with shaky hands and a big brush (*a tarbrush, perhaps? – Guy*). Despite the horrendous losses I still had enough of an army left to do some harm and I was determined not to miss the chance.

There weren't many Animosity tests to make this round and thankfully no one failed, so it was on to making charges.

The Boar Chariot charged the Dryads before the Trolls managed to rally with a roll of 3! This latter event merits a "whooooo" I think. I was getting to like these guys, but then their regenerative abilities had really been in overdrive so I was seeing them on a good day. The Black Orcs turned to face the Eternal Guard while the battered but triumphant stubborn understains of the Savage Orc Boar Boyz turned back looking for another target for their bloodied spears. The Night Goblins simply looked about for something to shoot at before zeroing in on some Glade Guard.

In the Magic phase Grolix tried a *Gaze of Mork* but it was dispelled. The Night Goblins continued to fire at the Glade Guard and managed to kill one of them.

The Night Goblin accuracy had been appalling, they would have been better served posting their arrows to the Elves and hoping for paper cut casualties!

In the close combat phase the Boar Chariot killed three Dryads, all with Impact hits, taking no damage in return, the timid little tree spirits duly scuttled away and were run down in flight. The biggest cheer of the round came when the Giant got some additional swings in

with his club and finally beat down the Treeman. Unfortunately, the Treeman's body was a bit big for a new club, even for a Giant, but the bellow of triumph and subsequent "hic" from the inebriated Giant was an encouragement to Orcs across the battlefield.

That said, the Arrer Boyz needed more than encouragement. Four of them were killed by the Wild Riders before they ran away and were ridden down.





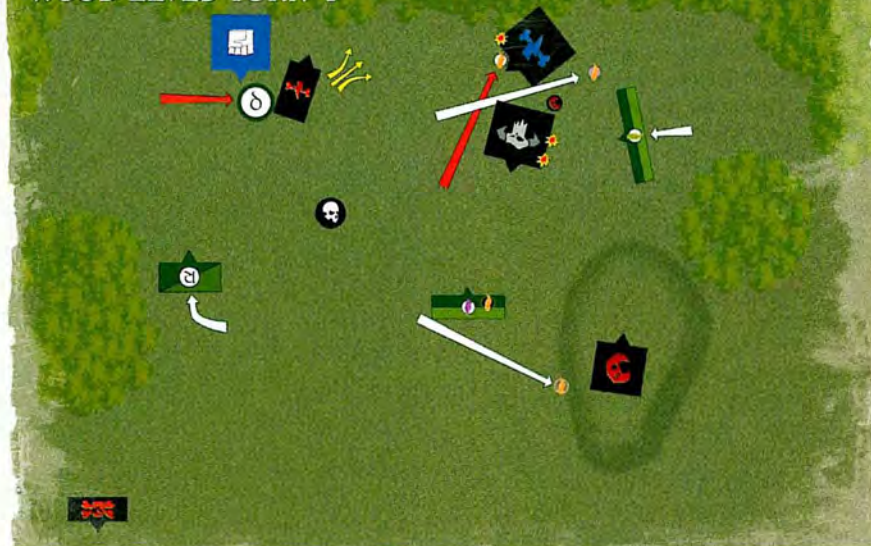
## Wood Elves Turn 4

**Mat:** All semblance of my battle plan was now well and truly lost (along with, it has to be said, rather a larger chunk of my army than I was happy with) it was time for each unit to look out for itself as best it could. It was also time for my General to start paying his way, so I charged him at the Savage Orc Boar Boyz who now threatened to swamp my remaining unit of Eternal Guard.

The surviving Dryads engaged the Boar Chariot who had recently crushed their sisters, but all other moves were the Elves trying to get the best of the situation. The Eternal Guard reformed to face the oncoming Black Orcs, whilst the Spellsinger and the Branchwraith got clear of enemy charge arcs. As for the rest, the Glade Guard moved forwards to assail the Black Orcs once more and the Wild Riders wheeled in so that they could engage the Trolls later in the battle.

The Magic and Shooting phase did little to buttress the position of the Elves, with all my spells either failing to be cast or being dispelled (including the General's Lamentation of Despairs) and two Black Orcs being felled by the archery of the Glade Guard. The Combat phase was a little more successful, with the Dryads breaking the Boar Chariot (although it escaped their pursuit). In the centre, my General made short work of the Boar Boyz Champion – despite some incredibly effective Warpaint – and held his ground against the remainder of the unit. Things were starting to look up, although there was still a large unit

### WOOD ELVES TURN 4



of Black Orcs to contend with, the invincible Trolls, and of course, the diminutive figure of the Giant.

### That's the spirit

Some Wood Elf units have the **Forest Spirit** special rule granting them several very handy abilities. **Forest Spirits** are immune to psychology, count their Attacks as magical, have a 5+ Ward Save and may not be joined by non-Forest Spirit beings. Mat's Wild Riders of Kurnous, Treeman, Dryads, Branchwraith and Tree Kin all fall into this category.





## Orcs and Goblins Turn 5

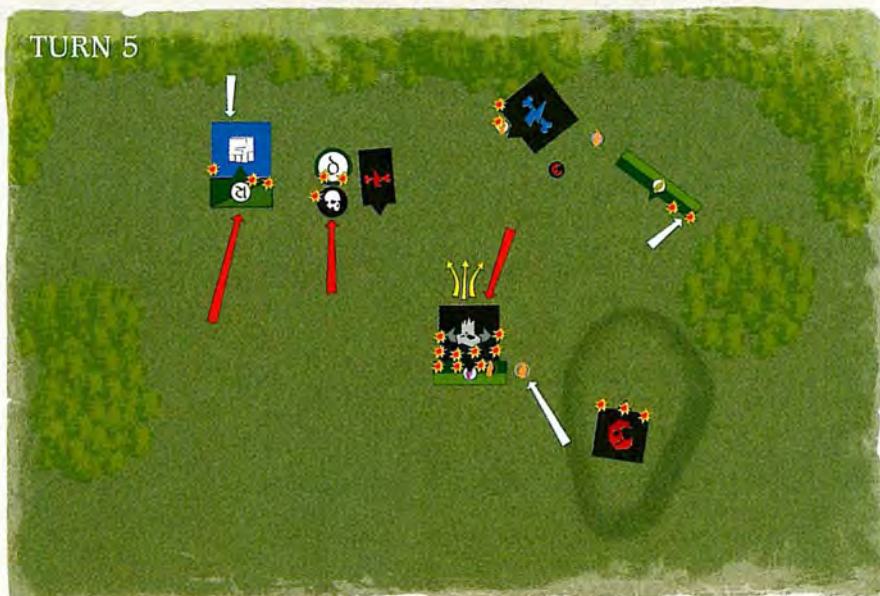
**Pete:** There are few armies that could still be in there swinging after sustaining the casualties I had sustained so far but the Orcs and Goblins were hanging tough. Working on the last combatant to die, wins principle I decided to keep at the Elves to the last.

The Giant charged the Dryads and the Black Orcs charged the Eternal Guard. The Boar Chariot rallied. Then with virtually nothing else left it was time for some magic.

Grolix cast *Gaze of Mork* but was countered with a Dispel Scroll, he then failed to cast *'Ere We Go!* despite boosting his powers with a mushroom or two. The Night Goblins continued to fire blunt arrows inaccurately although they did manage to kill a couple more Glade Guards.

The Giant picked up a Dryad and played 'she loves me, she loves me not' with its branches, its torment only ending when he crushed it under his arm while loudly proclaiming, "You're my best mate you are". The other Dryads were plainly incensed but unable to do much about it. They did hold though. The Savage Orc Boar Boyz inflicted a wound on the Elf General and lost a Boy in return. If ever I could have willed the dice it was now. If the Elf Highborn fled then I could still win; typically though he fought on. The Black Orcs' charge killed two Eternal Guard as the Boss smashed their Champion, but four Orcs died in return and the combat was tied.

## TURN 5



## Wood Elves Turn 5

**Mat:** After a truly heroic performance from my troops during Pete's turn, I was left in a much better position. My Dryads were holding on against the Giant, and my Highborn General was resolutely dealing with the rest of the Boar Boyz. The only question was, did I dare charge the Trolls with the Wild Riders? Don't get me wrong, these hunters are pretty strong, but the Trolls had proved that they were not to be underestimated. In the end, I thought that if the decision were left up to the Wild Riders they'd have charged in, and I decided to oblige them. With the Black Orcs still engaged in combat, the Glade

Guard reformed to target the Night Goblin archers, even as the Spellsinger and Branchwraith once more evaded the charge arcs of Pete's units. The Magic phase would accurately be described as having fizzled, with not a single spell cast successfully enough to tempt out Pete's Dispel dice. The Shooting phase was a little better, with the Glade Guard managing to cull three Night Goblins from the hill.

In the Combat phase, the Dryads managed to wound the Giant, and held their nerve as it squashed one of their number. The Wild Riders were starting to regret their impetuosity as two were smashed from their saddles after inflicting only a single lasting wound on the Trolls. Fortunately, the children of Kurnous refused to run in the face of defeat – I could only hope they'd have more luck in the next round.

On the plus side, the Eternal Guard once again played a blinder, not only holding the Black Orcs in check, but driving them off as well! Finally, my General chopped another Boar Boy from the saddle – as he'd now taken a wound I was starting to worry for his health. I'd forgotten just how squishy Elves could be...

The Eternal Guard easily drive off the Black Orcs.



## Eternally yours

The Eternal Guard are a rock-steady infantry unit. With a 5+ Armour Save, counting as armed with two weapons, and able to fight with an additional rank like Spearmen, you will find they make a very solid core to your army.



[www.games-workshop.co.uk/warhammer](http://www.games-workshop.co.uk/warhammer) 35



## IF A TREEMAN FALLS AND NOBODY HEARS IT...



Mat Ward

Wild Riders' fantastic intervention on Turn 3 (not to mention the dice god shamelessly changing allegiance away from the Orcs) the whole thing could have gone horribly, horribly wrong.

As it was, the chosen of Kurnous came searing down the right flank of the Orc army, and pretty much single-handedly won the game. That's not to say that my other units didn't perform well, it's just that (in classic form) what passed for my battle plan vanished as the game began. Poor positioning lost me one unit of Eternal Guard and, arguably, the Wardancers as well (although rampant

**Mat:** That was, as they say, a game of two halves. Other than Pete's Orc Shaman vanishing in a puff of slightly green smoke, very little went my way in the first two turns. I can honestly say that if it weren't for the

optimism about their abilities vis-a-vis Savage Orc Boar Riders really didn't help either). Failure to coordinate charges properly nearly cost me the Branchwraith, kept my Battle Standard Bearer out of combat for most of the game and allowed the Trolls to butcher the Tree Kin while the Dryads were still busy synchronising watches. My poor, indecisive General didn't help matters either. On the plus side, the second unit of Eternal Guard were great, fearlessly fending off opponent after opponent.

It has to be said at this point that Pete's army was a truly scary block of green. All too often I've faced Orc armies that let a bucket of Goblin Fanatics, backed up by a wall of spellcasting, do most of the work, but not this one. Despite not fielding some of the things that a lot of players consider mandatory (Level 4 Shaman, Night Goblin Fanatics, Goblin Spearchukkas, to name but a few) Pete managed to keep me firmly in check for much of the game and it was only really the unfortunate death of the Trolls and the Giant (both of which had caused me

major headaches all game) in Turn 6 that sealed the fate of his army. In large quantities, Orcs are rather daunting.

What will I do differently next time? The old wargaming principle of 'everything counts in large amounts' may sum it up. Had my units of Wardancers and Tree Kin been a little bigger they might have fared a little better. The main thing, though, I have to say, is that in future I'll have to concentrate on my plan more than I did this time.



## OKAY, SO WE WON'T BURN DOWN YOUR FOREST THIS TIME



Pete Haines

of momentum after dealing with the Tree Kin, the Branchwraith's annoying ability to survive challenges! All in all though I could have no complaints. The Eternal Guard had been involved in the destruction of all three of my fighting infantry units and the Wild Riders had managed to conduct a full circuit of the battlefield leaving death and destruction in their wake in the finest traditions of the Wild Hunt.

I was definitely left feeling that I would like to use the Orcs & Goblins army again, indeed I am sure that with a bit more practice I might be able to thwart the Wood Elves next time. I would definitely mount my General up in future to ensure he gets into combat to do his thing and would probably include some Fanatics. On the plus side the Giant and Trolls did well and the Savage Orc Boar Boyz were great fun to use.

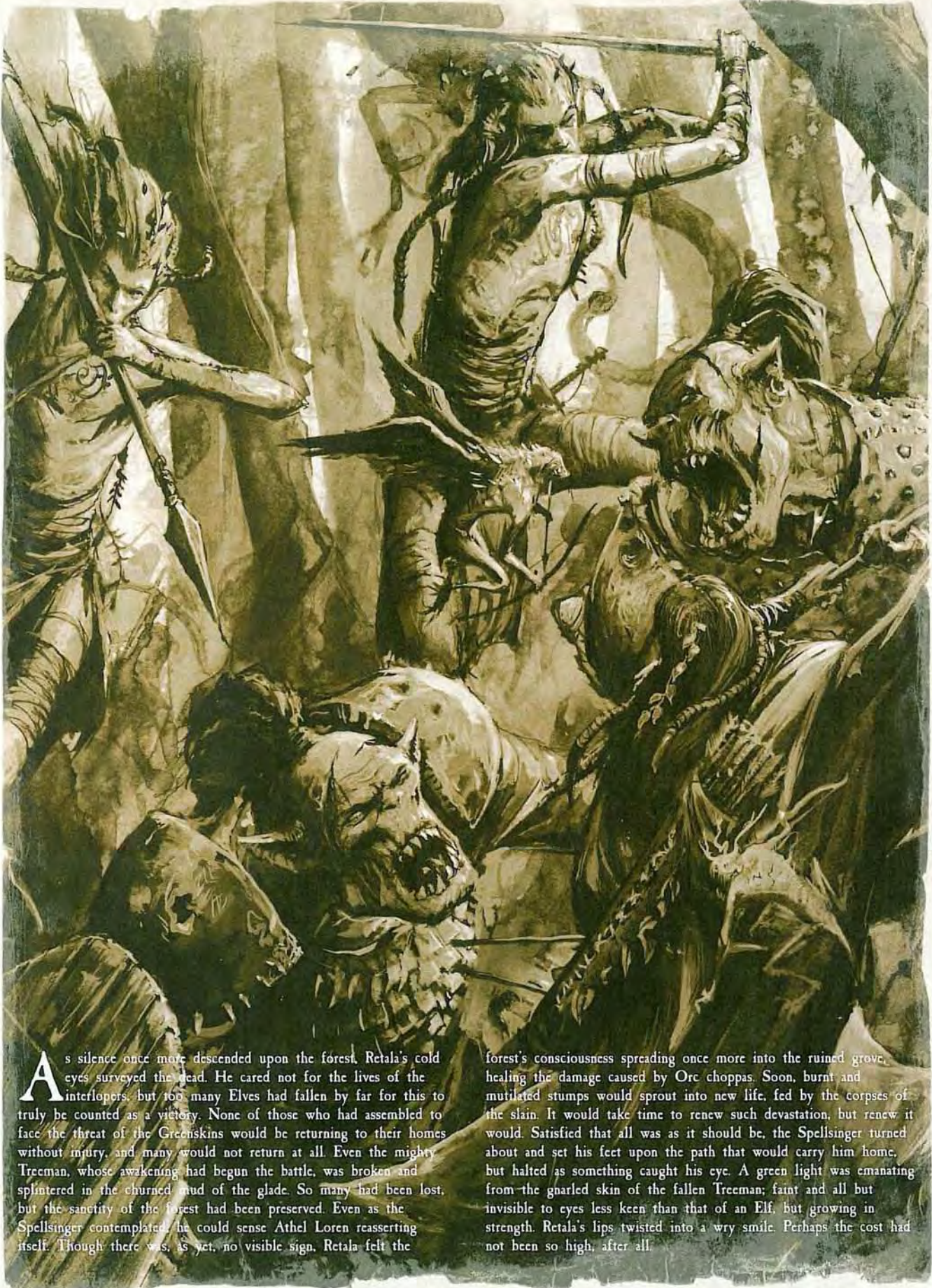
**Pete:** The game had been very hard fought and in the end was decided by the little things, the Orc Shaman's head exploding, the unfortunate Animosity result on turn two, the Trolls running out

Wood Elves are a bit weird to fight; they seem fragile but they can certainly dish out the damage. They fight very differently to any other Warhammer army, with good firepower, some excellent hard-hitting units and a range

of very nasty tree spirits. Still, lots of useful lessons learned, time for me to retreat to my Dwarf army with the knowledge gained to prepare properly for the new kid on the Warhammer block.







As silence once more descended upon the forest, Retala's cold eyes surveyed the dead. He cared not for the lives of the interlopers, but too many Elves had fallen by far for this to truly be counted as a victory. None of those who had assembled to face the threat of the Greenskins would be returning to their homes without injury, and many would not return at all. Even the mighty Treeman, whose awakening had begun the battle, was broken and splintered in the churned mud of the glade. So many had been lost, but the sanctity of the forest had been preserved. Even as the Spellsinger contemplated, he could sense Athel Loren reasserting itself. Though there was, as yet, no visible sign, Retala felt the

forest's consciousness spreading once more into the ruined grove, healing the damage caused by Orc choppas. Soon, burnt and mutilated stumps would sprout into new life, fed by the corpses of the slain. It would take time to renew such devastation, but renew it would. Satisfied that all was as it should be, the Spellsinger turned about and set his feet upon the path that would carry him home, but halted as something caught his eye. A green light was emanating from the gnarled skin of the fallen Treeman; faint and all but invisible to eyes less keen than that of an Elf, but growing in strength. Retala's lips twisted into a wry smile. Perhaps the cost had not been so high, after all.



# WOOD ELF WAYSTONES

## MODELLING MASTERCLASS

**Terrain pieces add character and a sense of narrative to a gaming board. The Wood Elves' waystones are a good example of simple terrain that characterises an army. Master modeller Mark Jones shows us how he created these Elven scenery pieces.**

**M**ark: When it comes to setting up the terrain for a game of Warhammer, you can simply place a few random hills or woods along the edges of a table and consider the job done. After all, terrain serves two functions in a game based around strategy and manoeuvre: on the one hand it's a backdrop, setting the scene for the coming battle, while on the other it is an obstacle to movement, with blocks of troops forced to wheel around a wood or a building in order to better engage the enemy.

However, with a little imagination you can set up terrain so that it tells a story.

For example, with the new Wood Elves you can recreate the borders of Athel Loren, the scene of many conflicts between the enigmatic forest dwellers and the many opponents who seek to despoil their mystic domain. You can group together all the trees along one edge of the board to represent the great forest and leave the rest of the table bare with only hills and a few obstacles, such as hedges and walls, to break up the flat surface. Of course, the finishing touch to this scene is to include a waystone or two, set up in front of the trees.

When the Elves originally discovered Athel Loren they set up many of these strange standing stones. Carved with Tree Singer runes, they act as a magical boundary to the malevolent woodlands where the unwary can easily disappear without trace. Grim sentinels from the past, they have become overgrown with foliage over the millennia, their carved runes still distinct against the stone.

To make a waystone, complete with a base and undergrowth, simply follow

the instructions opposite. You'll find that, once you've created one of these models from polystyrene foam, it's very easy to make a few more to give your gaming tabletop a Wood Elves theme.

### TOOLS

- Long-bladed knife
- Pen
- Metal ruler
- Citadel PVA glue

### MATERIALS

- 25mm polystyrene foam
- Textured paint
- Thick card
- Green flock
- Clump foliage
- Hedge
- Citadel Colour paints: Codex Grey, Fortress Grey, Skull White, Camo Green, Bestial Brown, Graveyard Earth, Bleached Bone.



*The forest rallies against any who seek to invade its borders.*



## STRAIGHT CUTS



When cutting polystyrene the knife blade will often bend, causing your straight lines to become slanted. A simple way of solving this is to cut a shallow guide mark round your polystyrene block (a), measuring and marking it to make sure it is perfectly square.

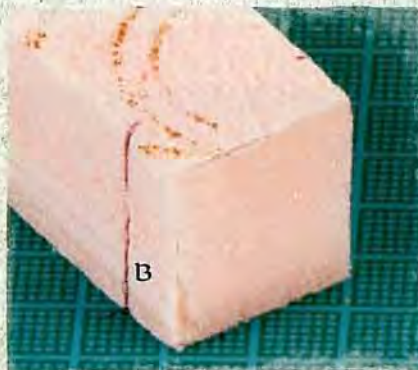


As you start cutting, make sure the knife blade always lines up with the guide mark (a). This will ensure that when you cut, your blade will stay at the same angle giving you a nice square cut along your polystyrene.

## THE WAYSTONE



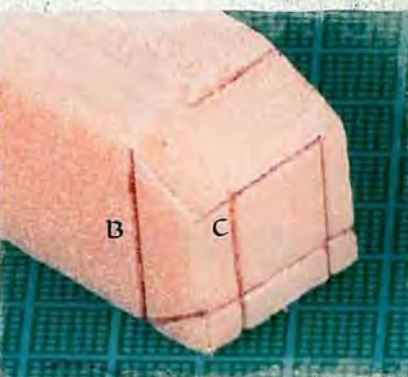
**1** Using your long-bladed knife, cut a block from polystyrene foam, 100mm long and 25mm square.



**2** You will need to begin by making the base of the waystone. Measure 10mm in from one end of your block and draw a line running all the way around the block (b).



**3** On the outside edge of the block draw guidelines set 5mm in, as shown above. Repeat this until you get a grid like (c).



**4** Carefully shave away the polystyrene from your 5mm inset lines (c) to your 10mm inset lines (b) to begin the waystone's base.



**5** Now cut the remaining polystyrene away all the way around the base (e) until you get the characteristic angular base. For the next part you will need to start working on the other end of your block.



**6** To complete the shape of the waystone, mark guidelines on the other end of the polystyrene block, inset 7mm (d). Now cut from the base (e) to the lines at the top (d) to create the stone's angled faces.



## FINISHING THE MODEL

With the basic shape of the model complete, add some Tree Singer runes (see below) before making the base for the stone. Cut a small base from thick card, then glue a 10mm layer of polystyrene foam on top using PVA. Sculpt sloped edges onto the base once it has dried. Before gluing the waystone to the mound, cut a shallow pit into the centre of the mound large enough for the stone to sit in it.

### Painting the Model

Apply a coat of textured paint to seal the polystyrene (making sure you don't obscure the Tree Singer runes you've carefully scored into the material) and then undercoat the model Chaos Black.



**1** Drybrush the waystone with Codex Grey.



**2** Next, drybrush on Fortress Grey.



**3** Finish off with a drybrush of Skull White for a highlight.



**4** Apply a little Camo Green to represent the effects of moss and weathering.



## THE TREE SINGER RUNES

Lightly draw the shape of the runes onto the polystyrene with a pen, using the sketches shown here as a reference. Once you are happy with the runes, go over the guidelines again, pressing down harder to get a deep indentation.



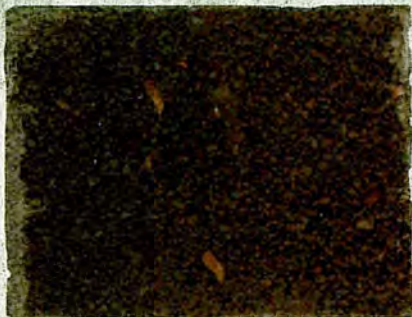


## Finishing the Base

Even though you are going to cover the base of the model with a coat of green flock, it's worthwhile taking the time to paint the surface completely first. If any of the green flock should wear away over time, then the earth colour will show through underneath, which looks quite natural, rather than the original Chaos Black undercoat that doesn't.



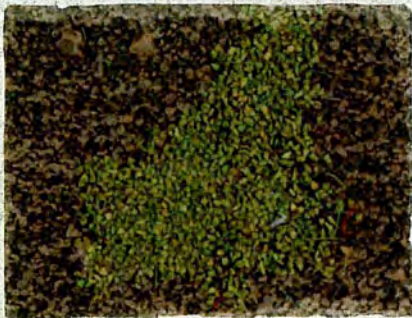
**1** Drybrush the whole base with Bestial Brown.



**2** Drybrush Graveyard Earth over the top.



**3** Finally, lightly drybrush Bleached Bone over the base.



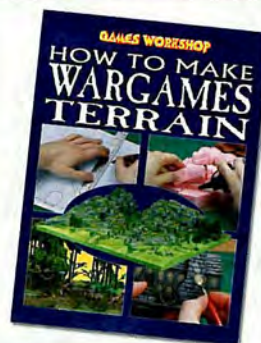
**4** To finish off, paint on a thin coat of PVA and liberally apply green flock.



The waystones were created to ward off the unwanted, though some do not heed the warning.

## Undergrowth

This model has been finished with additional undergrowth. To get the same kind of effect, glue on clump foliage, to represent ivy, and pieces of bush cut from a Hedge model. (Clump foliage is available from hobby stores and railway model shops.) Once dry, lightly highlight the clump foliage with a drybrush of Bubonic Brown paint to make it look aged.



How To Make Wargames Terrain has loads more great tips.

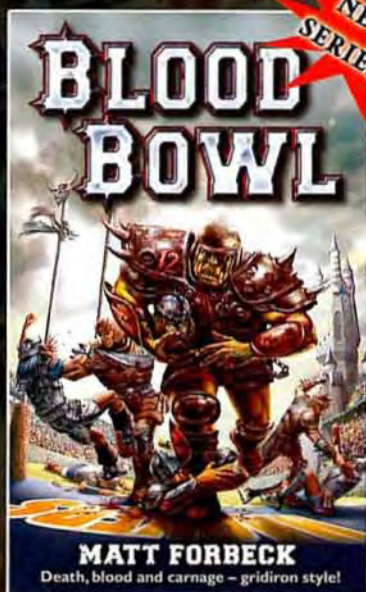
And there you have it, a nice terrain piece. Remember, Waystones can be free-standing models but are small enough to be incorporated into larger terrain pieces, and even if you aren't a Wood Elf player, you could build a waystone and break it into small pieces to represent a despoiled and desecrated stone.



# NEW THIS MONTH:

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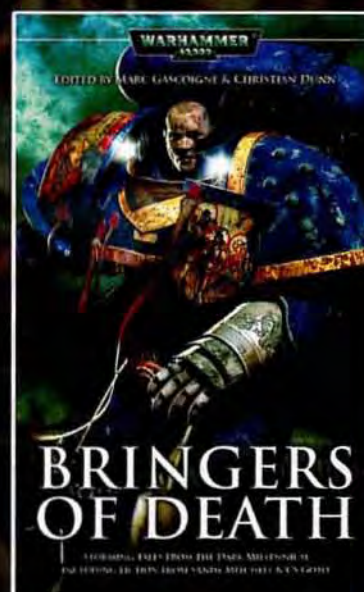
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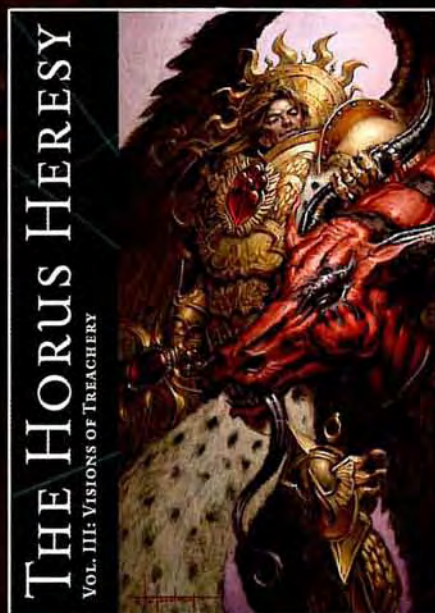




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# Mistresses

A band of deadly warriors for hire

The jungles of Lustria hold many secrets. Explorers maintain dubious tales of ancient weapons of power and tribes of the deadly warrior women known as Amazons. Such stories, however mocked by the academics of the Old World, are not without truth. Some are so old they pass into legend, becoming part of jungle lore, like Anakonda and her Amazons. Here, Andy Hoare presents rules and background for them in your games.

Anakonda and her Amazons are warrior women of the savage, yet noble Amazonian Sisterhood. The origins of the warband and how many of these warriors exist is unknown for they have remained hidden for many years in Lustria's jungles.

What is known from the collected journals and rambling testimonies of various explorers lucky enough to have survived prolonged contact with them, is scant. It is believed they take their names from the jungle beasts with which they share their lands. These names are tied into strict ritual and one scholar has theorised that totemic

identities are granted after a physical trial akin to a rite of passage. Anakonda, their leader, is known as such after she wrestled a huge snake, slew it and flayed its skin to wear as a trophy and record of her deed. Other warriors in the warband have performed similar feats and are named accordingly.

Humming Bird has the honour of bearing the standard of the Amazons, an unusual banner adorned with plucked feathers. These decorations are taken from exotic birds held sacred by the Lizardmen. While no single deed distinguishes Humming Bird, her general prowess is second only to Anakonda herself and the special banner she carries is a proclamation of this.

Pirrana, another of Anakonda's closest sword-sisters, was so named after she was captured by a band of Skinks. The diminutive Lizardmen planned to sacrifice the brave Amazonian in a pond in which a giant piranha fish dwelled. A furious battle ensued in which the water in the pond ran red with the giant fish's blood. Like her leader, Pirrana took the skin of the dead fish as a trophy and now wears it like armour. She also gutted the beast as a warning to the other denizens of the jungle. In so doing she found a large conch shell in its stomach. This giant conch shell now acts as Anakonda's Amazons' war horn, which Pirrana, as the band's musician, blows in battle to warn her sisters of the approach of enemies.

## WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles takes a look at the Warhammer game and its rules, introducing new scenarios, rules and army list entries of all types. It also acts as a forum for dedicated players of Warhammer who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles then write to us at the address given here.

Note: Please don't include rules queries with your letters, as the volume of mail means that in most cases we won't be able to send individual replies.

Warhammer Chronicles  
Games Workshop  
Willow Road, Lenton  
Nottingham  
NG7 2WS, UK

Anakonda and her Amazons are deadly jungle warriors.





# of the Jungle

for generals in Lustria!

## 0-1 ANAKONDA'S AMAZONS

Amazons are fierce fighters. Clothed in the flayed hides of Skinks, many bearing animal-headed masks, they are a fearsome sight. Some dye their hair in myriad colours reminiscent of the exotic birds of the jungle, and raise it with resin and sap to mimic a Skink's crest.

The Amazons' skin is tanned from the tropical sun, and they wear animal tails and the long feathers of tropical birds from waist belts. Awarded for feats of valour in battle, the more magnificent the tail, the higher the status of the warrior.

Amazons are adorned with all manner of gold, bangles, anklets, rings and other trinkets that they have claimed from their enemies as battle trophies. Understandably, most of these are Lizardman in origin.

|              | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Anakonda     | 4 | 5  | 5  | 3 | 3 | 2 | 5 | 3 | 8  |
| Humming Bird | 4 | 4  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |
| Pirrana      | 4 | 4  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |
| Amazon       | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**For Hire:** Any Warhammer army can hire Anakonda's Amazons as a Dogs of War choice for games using the Lustria jungle-fighting rules. At other times you must seek your opponent's permission before using them.

**Points cost:** Anakonda and 4 Amazons, including Humming Bird the standard bearer and Pirrana the musician, cost a total of 125 points. This is the minimum unit you can hire. The regiment may be increased by adding more Amazons at 11 points each up to a maximum of 20 models.

**Equipment:** Blades of the Ancients and Skink hide (counts as light armour).

### SPECIAL RULES

**Blades of the Ancients:** The Amazons carry a special kind of weapon of unknown origin, which they call the Blades of the Ancients. These weapons are rumoured to be rare and much sought after High Age artefacts. Despite their vast age they are still powerful, the gems set within them said to blaze with the captured fires of a falling star.

The blades give the Amazons +1 Strength in close combat. Furthermore, they project a shield of arcane energy around the wearer, granting her a 6+ Ward save.

In addition the Amazons can point the Blades at the enemy and unleash the very flames of the sun itself in the shooting phase. This grants each Amazon a missile attack with a range of 12" which causes a Strength 3 hit. No penalties from range or movement apply when the Amazons use this attack.

**Skirmishers:** Amazons are well accustomed to jungle warfare and as such they are regarded as Skirmishers. Should they be required to rank up in order to fight in a melee, Anakonda, Humming Bird and Pirrana must be positioned in the front rank.

**Native:** The Amazons are native to Lustria and the jungles hold no peril for them. When using the jungle-fighting rules presented in Warhammer Realms: Lustria, they are immune to the same Encounters as the Lizardmen.



An Amazon Champion model is perfect to represent Anakonda

## THE TALE OF ANAKONDA

Tales of Anakonda first reached Old Worlders on Lustria when a band of Tilean explorers became lost in the depths of the jungle and were set upon by Skinks. Deadly poison darts spat out of the trees, taking a heavy toll upon the hapless men, but when death seemed assured, the Skinks scattered. Out of the darkness the Amazons emerged.

As a charged calm descended, it wasn't clear whether the Tileans had been saved or were destined for a much worse fate. The quick-witted leader of the band, Enrico Baggio, recognised the delicacy of their predicament and persuaded the Amazons to help them out of the jungle with the promise of gold and some cheap beads! It cost Enrico and his band their entire haul of loot for their safe passage. They got to their boats and Enrico vowed never to return.

Recently, the Tilean captain El Baddo claimed to have procured the services of Anakonda and her Amazons to ambush a band of Dwarf adventurers. The unscrupulous Tilean wanted to prevent the Dwarfs reaching the lost temple of Toca before he did. This required much gold, and was a mere taster of the true cost. For after the Dwarfs were betrayed and ambushed, the Amazons treacherously attacked El Baddo. Although he miraculously survived, the price of Amazonian help was dear in both coin and blood.

It seems that the Amazons have not quite grasped the idea of being mercenaries. They fight for themselves and care little for anyone else. If anyone pays them gold to fight, it just shows the Amazons how weak they are! So be warned, if the Amazons accept your gold, it doesn't mean that they won't come back and sacrifice you later...



# CONVERTED TO THE CAUSE

Make your army the envy of the New World – give it a Lustrian theme!

In preparation for this summer's Conquest of the New World activities, we asked four veteran hobbyists to convert and paint some models and create Lustrian-themed forces. Here, we show you the fruits of their labours and share with you their tips for creating unique miniatures for games and campaigns set in the steaming jungles of the Warhammer World

## Amazonian Warrior-Women *by John Shaffer*

My conversions use components from the Mordheim Amazon range in conjunction with bits taken from plastic sprues. Although the conversions require a fair amount of work, the end result makes the Amazons tie in with the look and feel of their Lizardmen neighbours.

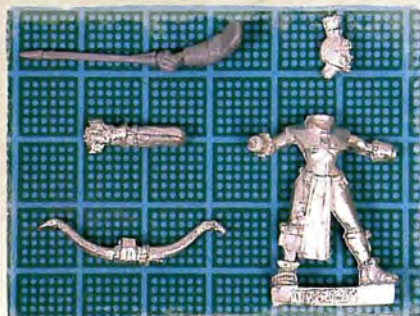
The Spearwomen wield Lizardmen shields and spears. Perhaps the

Amazons procured this gear by trading or by scavenging the corpses of fallen Skinks and Saurus Warriors. It's up to you to decide whether your Amazons will be allies or enemies of the Lizardmen and to model your conversions appropriately.

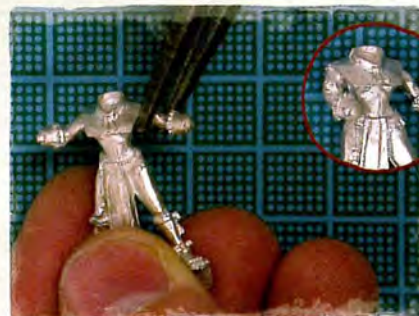


### Rules

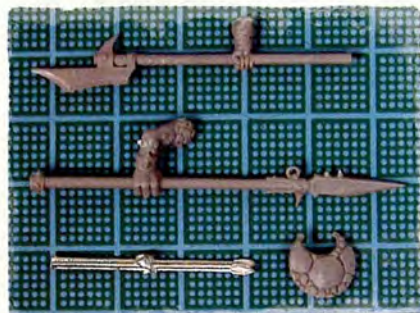
Don't forget – there are rules for Amazons in WD307 on page 32, and in this issue on page 44.



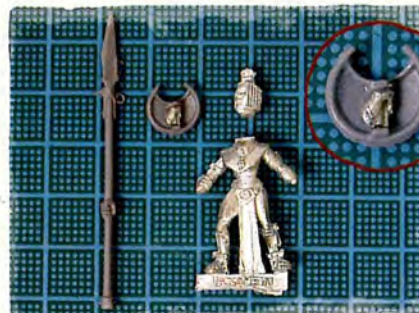
For the archer conversions, I used the plastic arm holding the arrow from the Empire Free Company sprue as well as the Amazon bits shown above.



I wanted the Amazons to look as though they were nocking arrows so I bent the arms into new positions with round, needle-nose pliers. I then glued the components into place.



I made the spears from Bretonnian halberds and Saurus spears. I used the Amazon hands with the bundles of javelins to hold the Skink shields.



I combined Saurus spearheads with Bretonnian halberd shafts. I then clipped the javelins from the hands and glued them to the shields.

## Serpent Priestess

The crone-like Serpent Priestess was the most involved conversion. I started with a Ghoul body and extended the loincloth around the legs with Green Stuff to make a torn dress. Then I modelled her chest and bikini top out of Green Stuff.

I removed the Ghoul arms and head, cut replacements from the Amazon Priestess model, and pinned them into place. Then I sculpted hair over the shoulders. To finish, I added some plastic Tomb King and Kroot bits.



John used Green Stuff to add hair to the Amazon Priestess, adding many flowing locks down the model's back and a few wisps down the front.



## Totem Guardians

To field a unit that there may not currently be any official rules for, simply adopt the rules from a similar unit. I field my Totem Guardians 'counting them as' Empire Greatswords in an army based on the Empire list.

The Totem Guardians were complicated conversions that required a lot of cutting and repositioning. I wanted the warriors to wield their weapons with two hands, which was the hard part. I cut sections from several weapons and glued them together to make their great weapons. I finished the models with Saurus shoulder pads and Malus Darkblade's cloak.



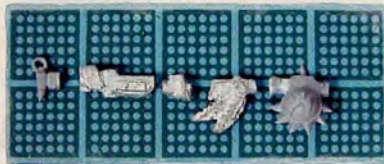
**1** I bent the Amazons' arms so that the hands would match up with the weapons.



**2** I cut the bodies at the waist and also bent the Amazons' legs to give them more dynamic poses, like they were running.



**3** To the right you can see how I used Green Stuff to finish the scaly cloaks.



Here are the bits I used for the weapons. I made sure to pin the pieces together to avoid having the weapons break every game.



Go to [www.games-workshop.co.uk/store/amazons](http://www.games-workshop.co.uk/store/amazons) for a full range of models!



## Estalian Conquistadors *by Eric Sarlin*

I wanted a mix of Lustrian troops that resembled both pirates and the historical Conquistadors. Thus, I plundered the Empire archives and Pirazzo's Lost Legion for all the models I could find with morion helmets. I then swapped the heads and weapons for Free Company and other parts. The models in the row below are based on just two different figures and show how dramatically simple head or weapon swaps can alter a model's appearance.





The most complex conversion was the standard bearer of the Free Company unit. The standard pole is a piece of brass rod. I made the standard's finial with a skull from the Regiment Command sprue and the crossbones piece from the Skeleton Warrior Shield sprue.

I made the flag itself by cutting down a standard from the Regiment Command sprue, gluing it to the pole, and rounding it out with Green Stuff. I then applied the crossed-sword design free hand with very thin paint.



## Jungle Goblins by Andy Gould

I wanted to go for a cartoony tribal look for my Goblins and thus incorporated all those cliches from old Tarzan movies and the like. I set about collecting all the skulls, bones, and feathers that I could find. Obviously, the Skeleton and Zombie sprues had me pretty well covered for bones and skulls, and I found that the Empire and High Elf plastic sprues had a number of feathers that I could incorporate into my conversions. I glued these pieces to the heads of my Goblins to make plumes or top-knot embellishments that captured the look I was after. The occasional 'bone through the nose' was another look that helped solidify my theme.

For Big Boss Ugharh 'Eadtaker (see next page), I chose to continue the feathery look by adding a plume cut from the head of an Amazon model (serves her right, I say). The back banner from the classic Skaven Clan Mor Warlord fitted perfectly into the look I was trying to achieve for my Goblins. I armed Ugharh with a custom tomahawk-like great weapon made from a Goblin spear and a stone axe head. I completed the conversion with a head (the 'Eadtaker's latest victim) clutched in the model's left hand.





I included a good sized unit of Common Goblins – Da Big Skwad – to accompany Ugharh into the fray. For the command section, I chose to model the standard as more of a totemistic trophy rack rather than the conventional banner. I grabbed as many skull bitz as I could – mostly from the Regiment Command sprue – to get the look right. I also made the Musician's drums from that sprue. I used Amazon weapons to complete the Spider Riders, my favourite Jungle Goblin unit.





## Lustrian Savage Orcs by Jeff Keyser

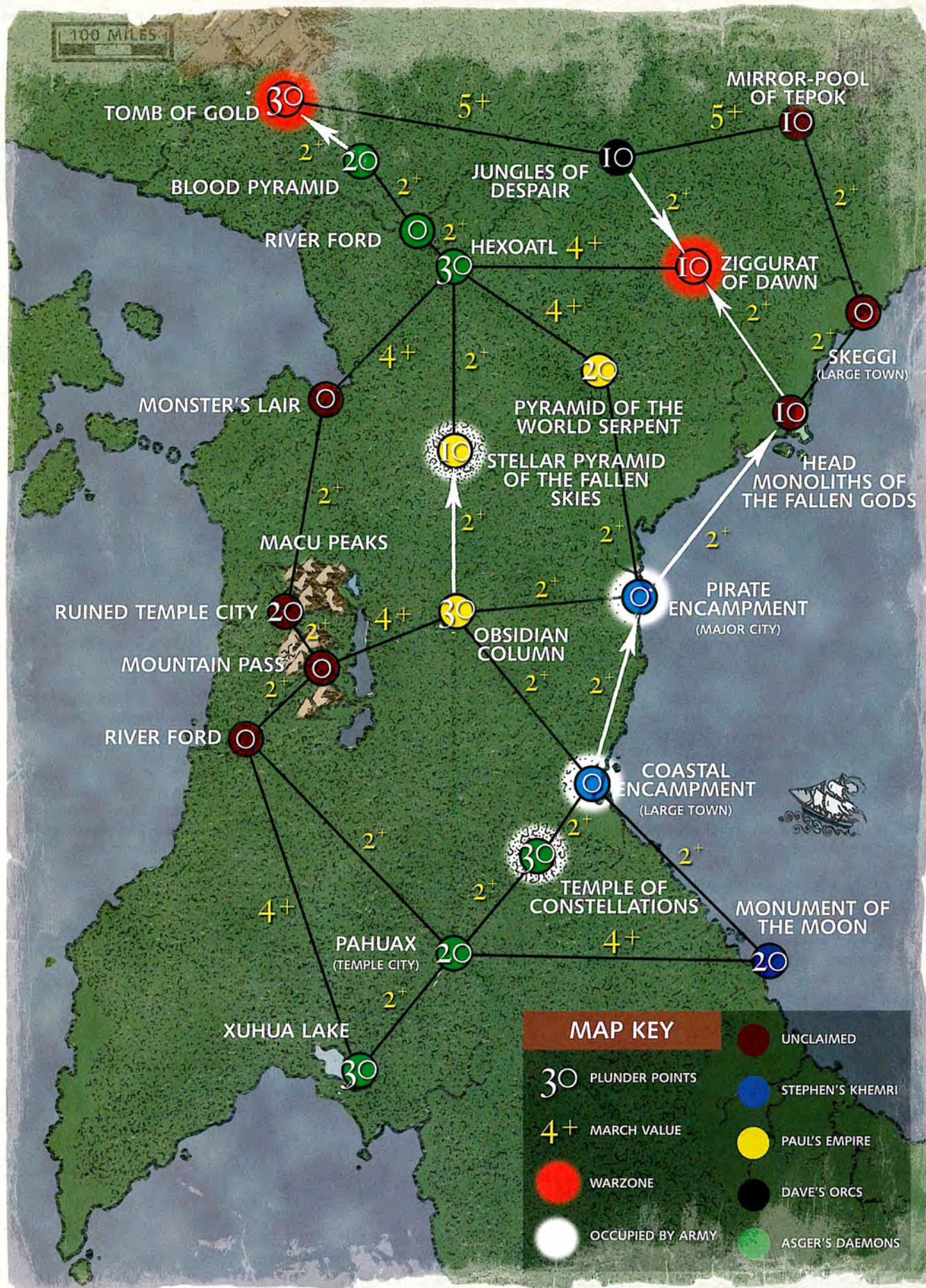
Savage Orc models fit pretty well into a Lustrian theme and thus needed little modification. However, I did choose to convert my commander and some Savage Orcs with bows. For Big Boss Irkfang Slasha, I used the Savage Orc Champion body, the Savage Orc Boar Boy Musician head, the Savage Orc Boar Boy Champion arm, and a bone from Golgfag's Mercenary Ogres. I made the archers from Gorkamorka Spanner Boyz and Night Goblin bows and arrows.





**Missing Page**









Stephen Green

**Stephen:** And so it came to pass....

I have to admit to being a little sad that we have come to the end of the To4Gs. The idea right at the beginning of having

someone pay for an army for you seemed like a dream come true, and it has been.

This injection of soldiers into my hobby every month has meant that I have been spurred on to actually keep painting an army to a respectable points value. I have in no way been affected by the menacing form of Christian Byrne (he is a great deal larger than me) demanding we all hit our deadlines.

Overall I can recommend the experience. Setting aside a budget (*there speaks the accountant! – Guy*) and sticking to it means that the army you create is one which is well thought out and actually gets painted and played with. Looking back, there are a few things I would have done differently, but I am very pleased with the look and feel of my army.

Particularly, starting with the battleforce was a great decision as it gives such great value for money and a wealth of both soldiers and spare parts. Whenever I start an army in the future the battleforce will be the first and most vital purchase.

I plan to add quite a bit to my Tomb Kings to carry it forward. I

have some plans for a second unit of Tomb Guard as these are rock solid and have killing blow. Six more Chariots are also on the shopping list as I have seen the devastation a well timed flank attack can bring from these guys.

The one thing that is obviously missing from my army is a Casket of Souls. If only I had had one when I fought Asger. (Who am I kidding? The sneaky Dane had the measure of me from the off! No magic box would have helped.)

Thanks for reading.



Two of Stephen's Khemrian undead, which now number nearly 100!





## ASGER'S ROTTING RABBLE



Asger Granerud

**Asger:** Here we are, at the end of a journey (to a New World, as well), left to determine whether this is the dying spasm of the series, or the beginning of another tale...

For me, the latter is true. I will continue beyond the scope of White Dwarf's articles. I have plans for cheesing up my army, adding some undivided elements perhaps. In fact I have high hopes for some Fury conversions, inspired by the double spread artwork page early in the Beasts of Chaos book. Maybe even other gods eventually (though coordinating the bases might become a pain). So I'm still very much in love with pappa Nurgle and his minions. I've enjoyed

converting them (with help), painting them, and playing with them. They fulfilled all the hopes I had for them in all three aspects of the hobby.

Mine is a nice small force, which meant I could dedicate time to individual models. I'm also starting to consider at which tournament I shall host their debut, and I hope to get my first ever nomination for a Best Army award (so I'll pick a small 10-man tournament, in an area populated by colour blind people who suffer from convulsions when painting).

I also hope you enjoyed the small campaign we played. Although I have mentioned it before, I just need to reiterate the usefulness of loose order Plaguebearers, who were pivotal in my successes. In fact I'm sure that just

thinking about them makes me look more and more like Father Nurgle himself! (*Aha! That's where the born comes from!* – Guy.)

I am very happy to come out of this series with a unique army, and I would be lying if I said I didn't take some pride in it also being famous. I hope you all enjoyed our stay as much as I did.



What you'd look like after a typical night out with young Asger.







Dave Allen

**Dave:** I've ended up with a very solid infantry army, which performs fairly well if the enemy has to come to me, but not so well if I'm forced to do much manoeuvring. In the future I would like to add some Bolt Throwers, Boar Boyz and another of Chariot to the force (I've already built one, even though the series

is over!), as this would make it more competitive. I've also got a partly finished Giant waiting at home who would make another nice addition to the force against certain opponents. (*Go for it Dave, my Giant rocks, oh, actually, you know that already don't you? Ho ho - Guy.*)

One thing I really want to do is to go back to the models I have painted and neaten them up. Whilst I think a lot of the army looks very good, and it

certainly looks the job en masse, there are plenty of Orcs towards the rear of the regiments who look a little shabby. I think that if I get them all to the standard of the front rankers I'll have a really good-looking force.

Another thing I want to do is organise to play a game against both Paul and Steve. It seems a bit of a shame that I never got to encounter them in Lustria, after all, they might have been a bit easier to beat than Asger!



*"Arrr! I went to Lustria and all I got was this lousy bat!"*



## PAUL'S PARADE OF PEASANTS



Paul Scott

**Paul:** Over the last eight months or so, I have learned quite a bit about my own skills and interests in the hobby. My initial reasons for collecting an army were to get me back into painting rank and file, brush

up on flesh and cloth painting techniques and, most of all, to relight my love for Warhammer. Now that we are at an end, I can safely say that I have achieved what I wanted. The Warhammer bug is now firmly running through my veins. I found it very easy to come up with and enjoy building on a theme for my army. I think this is one of the great things about Warhammer – it has so much character. The only

drawback to this, although very enjoyable, is that as the army isn't built to win, I have been repeatedly thrashed. *(Maybe you're just rubbish? – Guy.)*

Although A Tale of Four Gamers is at an end, I am still wrapped up in developing the army further. Things to come in the future will be a large unit of Spearmen with some brave and plucky Mootlanders as the front rank. Being so short, the second rank can easily fight over them! I've also still to build my highwayman and road warden Pistoliers. I don't think I'll ever stop adding to the army, as it is certainly something I've very much enjoyed making.



Paul uses the scenic base he made for one of his river pirates (left) as an objective marker in games.





## ALLEN'S 'ARD BOYZ

### HEROES

|                                |        |
|--------------------------------|--------|
| Borgut Facebeater, 19 Big 'Uns | 308pts |
| Choppa, 'Ardlad's Axe o' Doom, |        |
| Drogs Dead 'Ard Armour,        |        |
| Orc Shaman (65)                | 65pts  |
| Orc Big Boss (65)              | 67pts  |
| Light armour (2)               |        |

### CORE

|   |       |
|---|-------|
| 10 Orc Boyz (50)                        | 70pts |
| Additional hand weapons (20),           |       |
| 10 Orc Boyz (50)                        | 70pts |
| Additional hand weapons (20),           |       |
| Ogre Maneater (80)                      | 92pts |
| Brace of handguns (6), great weapon (6) |       |

### SPECIAL

|                  |       |
|------------------|-------|
| Rock Lobber (70) | 75pts |
| Bully (5)        |       |

**TOTAL** .....747pts



## ASGER'S DIRTY DAEMONS

### HEROES

|  |        |
|--|--------|
| Exalted Daemon (230)                         | 395pts |
| Mark of Nurgle (40), Sorcerer Level 2 (80),  |        |
| Stream of Corruption (30), Plague Flail (15) |        |
| Daemonic Herald (120)                        | 185pts |
| Mark of Nurgle (40), Dispel Scroll (25)      |        |

### CORE

|                        |        |
|------------------------|--------|
| 11 Plaguebearers (176) | 183pts |
| Musician (7)           |        |
| 10 Plaguebearers (176) | 183pts |
| Musician (7)           |        |
| 2 Nurgling bases (80)  | 80pts  |
| 2 Nurgling bases (80)  | 80pts  |

### SPECIAL

|                      |        |
|----------------------|--------|
| 3 Plagueriders (240) | 240pts |
|----------------------|--------|

### RARE

|                         |        |
|-------------------------|--------|
| Chariot of Nurgle (150) | 150pts |
|-------------------------|--------|

**TOTAL** .....1,496pts

# CAMPAIGN TURN 3

The gamers played their last campaign turn this month. Paul moved out from the Pirate Encampment, which was promptly nabbed by Stephen! Undeterred, Paul spent two points to move through the Head Monoliths of the Fallen Gods and attempt to occupy the Ziggurat of Dawn, only to be confronted by Dave's Orcs. However, battle was never joined here, for Dave's other army, which had retreated battered from Asger's assault into the Tomb of Gold, was assailed once more by the daemonic Dane's Chaos blitzkreig. The Viking needed only to beat Dave to carry the campaign...



## Terror at the Tomb of Gold



**Nurgly nasties versus boisterous Big 'Uns in a clash to the death**

**D**ave: I rolled another rather meagre 2 Campaign Points for this turn. Before I could even use them Asger jumped on the broken army that I had retreated to the Tomb of Gold. I used a Campaign point to move the other force to the Ziggurat of Dawn and spent my last CP trying to thwart some of Paul Scott's plans by spying on his army. He captured the spy, which would have allowed him to choose how I used my next Campaign Point, but I didn't have any left.

So I had to play Asger again, this time in a last stand scenario. In this game I had to take 750 points of troops against Asger's 1,500. I set up in the middle of the board and he set up around the outskirts. All I had to do to win was destroy at least 750 points worth of Nurgle Daemons.

I spent my last 10 Plunder Points on hiring an Ogre Maneater with a great weapon and brace of handguns. I figured his Strength 7 attacks would make short work of Asger's Chariot if the two models found themselves in close combat, getting me some more of those valuable Victory Points.

Asger set up his Chariot and Exalted Daemon to the right of my army, so, in my first turn, I moved to try and trap them with all my units. The Exalted Daemon was quite a juicy target because I was sure that if I got a few units into contact with it it would vanish due to Instability.

Asger had set up all his units behind terrain, making most of them impossible to target with the Rock Lobber. However, this left them vulnerable to the encounters from the Lustria rules. I played a number of encounters this turn, which had no effect on his Chariot and Exalted Daemon, but a carnivorous plant ate one of his Plaguebearers.

The Rock Lobber drew a bead on the Herald of Nurgle and his accompanying unit of Plaguebearers, but the shot scattered wide.

Asger advanced from the four corners of the board, being careful not to give me a chance to charge either the Chariot or the Exalted Daemon. I managed to counter all his magic this turn, and I was too far away from any terrain pieces for him to effect me with encounters.

*The party in the jungle gets into full swing when the Plaguebearers turn up.*







Much to Nurgle's annoyance, the Ogre wins the game of "bunt the anchor".

The 'Ardboyz moved to try and pin down their initial target of the chariot and Exalted Daemon. In my Encounters phase a swarm of jungle insects attacked the Chariot of Nurgle and inflicted a wound on it.

In the Shooting phase the catapult fired again at the Plaguebearer unit led by the Herald of Nurgle. The shot was bang on target this time, although the Herald made his "Look Out Sir!" roll, a Plaguebearer being removed as a casualty in his stead.

Asger again had his Chariot and Exalted Daemon manoeuvre to deny me charges, though it still left them vulnerable to encounters.

Chanting a string of filthy incantations, the Exalted Daemon attempted to cast a spell at the Ogre Maneater, but he miscasted, ending the Magic phase.

Although the Chariot of Nurgle kept out of my charge arcs, the Orc Shaman was able to draw a bead on it. He cast *Brainbursta*, which inflicted a wound on the chariot.

Once again the Exalted Daemon miscast whilst trying to afflict the Ogre Maneater with a magical disease, and I began to wonder whether my mercenary was blessed by Nurgle.

The Herald charged the catapult and killed all the crew. The Plaguebearers charged into the 10-strong Orc unit with command group and killed them all.

My Magic phase turned out to be much more fortuitous than Asger's as the Shaman cast *Fists of Gork*, killing a Plaguebearer.

In Asger's following turn he pulled off one of those multiple charges I have

come to fear. The Plaguebearers, Exalted Daemon and some Nurglings charged Borgut and his Big 'Uns. Borgut failed his Terror test and the Big 'Uns were run down by the Plaguebearers.

The Exalted Daemon was left out in the open as a result, and I charged him with my Orc unit. Though they wounded him, he passed his Instability test.

The Chariot was also vulnerable and I charged the Ogre Maneater into combat with it, he would be able to fulfil his mission at last! However before they got to fight the Chariot was swallowed up by some quicksand.

Asger then polished off the remaining Orcs with his Exalted Daemon whilst the Herald of Nurgle and some Nurglings charged the Maneater. Asger had won the battle, and the campaign.

## DESPOIL LUSTRIA!

The Conquest of the New World is a unique campaign experience that you can take part in. Furthermore, it is supported by a website. This features an automated campaign tracker, allowing you to keep tabs on how your games are going without the need for pesky pens and paper!

Our Hobby Centres and Gaming Rooms are running loads of games and activities over the summer months connected with the Conquest of the New World campaign. Whether you want to fight a jungle battle against a new foe, learn how to construct your own jungle or find fellow players to partake in The Conquest of the New World, our Hobby Centres are the place to go!

Check out the Events Diary on page 122. You'll find there's plenty more going on in every Games Workshop across the UK.

It doesn't stop there, either. Anyone can play The Conquest of the New World at any time, all you need are a copy of the rules (see WD304 or get them from the website), a copy of the Lustria book, and, of course, an army and opponents. The campaign tracker too will remain available, even after the campaign closes.

[www.games-workshop.co.uk/conquest](http://www.games-workshop.co.uk/conquest)

### TURN 3 SUMMARY

| Player | Plunder | Campaign Points | Army actions this Turn  | Final Plunder |
|--------|---------|-----------------|---|---------------|
| Dave   | 30      | 2               | Moves to Ziggurat of Dawn<br>Espionage against Paul's army (spy captured)   | 0             |
| Steve  | 20      | 4               | Rebuilds both armies<br>Moves to Pirate Encampment  | 20            |
| Asger  | 130     | 4               | Attacks the Tomb of Gold<br>Digs for gold three times (fails all)   | 160           |
| Paul   | 40      | 5               | Attacks Ziggurat of Dawn<br>Moves to Stellar Pyramid<br>Espionage against Dave's army (can force enemy to spend Campaign point to move, has no effect as the turn is over)<br>Digs for gold (fails) | 50            |



# GAMES DAY & GOLDEN DEMON 2005

Games Day is Games Workshop's ultimate gaming and hobby event. Held annually, the day allows hobbyists to meet the writers, games developers, sculptors and artists behind the hobby, as well as indulge in a plethora of gaming and modelling activities. What's more the event also plays host to Golden Demon, Games Workshop's prestigious painting tournament, attracting painters from all over the world. As the day draws ever nearer White Dwarf offers an extensive preview of this year's great event.

The day is almost at hand. Games Day and Golden Demon 2005 kicks off on the 25th September in its new home at the Birmingham NEC. By now most of you will already have your tickets and will be eagerly awaiting the moment when the Exhibition Centre's doors open and the festivities begin. There are quite a few changes to the established programme this year, not least of which is the brand new venue.

Birmingham NEC is a much bigger than Games Day's previous site, and the action now takes place throughout three separate halls; the Forum, Arena and Pavilion.

## THE FORUM Pre-release Miniatures

Here you'll find all the sales stands where you'll be able to get your hands on hosts of pre-release miniatures like the brand new Wood Elves for Warhammer and close-combat Terminators for Warhammer 40,000, to name just a few.



## Hobby Area

The Forum is crammed with other activities too, such as the Hobby Area. Here you'll get loads of practical hobby advice for building terrain, gaming boards and painting from Games Workshop's famous Warhammer World Hobby Team, as well as the best tutors from our Hobby Centres and Gaming Club Volunteers.

## NEW FOR 2005! Army Clinic

In this zone you will also find the Army Clinic. Experts from clubs and Hobby Centres around the country are on hand to provide army selection advice. There's also a Painting and Assembly Zone for any models you've bought on the day but can't wait until you get home to get them glued and ready for battle. There are also two competitions you can get involved with in the Forum. The Conversion Competition is in the Hobby Area and you'll be provided with all the materials you'll need to make either a The Lord of the Rings, Warhammer or Warhammer 40,000 conversion. There's also an Art Competition, the theme being 'For the Emperor'. Like Golden Demon, you need to do your entry at home and bring it in on the day for this. Both Conversion and Art competitions have rare and unique prizes.

## NEW FOR 2005! Bring and Battle

New this year are the Bring and Battle tables, also located in the Forum. This is the perfect opportunity to meet and play against other gamers. Bring dice and a tape measure, along with a small force of around Border Patrol or War Party size, and you can get gaming. There are tables for all three major systems; Warhammer, Warhammer 40,000 and The Lord of the Rings, so no matter what you play you're sure to get a game.

## THE ARENA Participation Games and Mega Battles

Huge participation games fill the arena. Games Workshops and clubs from across the UK have made some excellent themed tables



and painted miniatures. All you need do is turn up and play.

## NEW FOR 2005! Stage and Screen

The Arena also houses the big stage on which the Golden Demons are awarded later in the day, and a massive screen. In a change to previous Games Days there are no seminars. Instead, the massive screen will play a showreel throughout the day featuring new models and information about new army books, codexes and other Games Workshop projects. This way everyone can get the benefit of all the inside information from the Design Studio.

Creating a stir for the first time last year was the Forge World Baneblade. This massive radio-controlled monstrosity is back and will be tearing up the Arena. This time it has more room to manoeuvre and the seating in the Arena makes it easier to see the tank in action, so you won't have to fight through the crowds for a glimpse of it.



# A NEW VENUE...

The National Exhibition Centre boasts three halls, all packed with loads of hobby activity. Below is an at-a-glance guide to some of the highlights.

PRE-RELEASE MODELS

CONVERSION CORNER

BRING AND BATTLE

ARMY CLINIC AND HOBBY AREA

HUGE PARTICIPATION GAMES

GOLDEN DEMON CEREMONY

NEW PRODUCTS ON BIG SCREEN

BANEBLADE!

REGISTER FOR GOLDEN DEMON

TALK TO THE DESIGN STUDIO

PLASTICS PROCESS REVEALED

MEET BLACK LIBRARY AUTHORS

## THE FORUM



Get the new pre-release Wood Elves!

## THE ARENA



Huomongous mega-battles!

## THE PAVILION



Find out about the forthcoming Black Templars!

## THE DESIGN STUDIO

In a change to previous years, staff from the Design Studio will be available all day on their own stand to answer your hobby questions.

### KEY DESIGN

Gav Thorpe

### GAMES DEVELOPMENT

Phil Kelly

Pete Haines

Graham McNeill

Alessio Cavatore

### MINIATURES DESIGN

Jes Goodwin

Michael Perry

Alan Perry

Gary Morley

Colin Grayson

Mark Harrison

### ART AND GRAPHICS

Karl Kopinski

Mark Gibbons

ATTENDING THIS YEAR!

The list of Games Workshop attendees is correct at the time of going to press but may be subject to change.

## CHECK OUT THESE STANDS

### Black Library

Major releases from the Black Library include His Last Command – the latest Gaunt's novel, the Sabbat Worlds Crusade background book, Death's City – the second book in the Blood on the Reik series, and much more.

Meet a whole host of top Black Library authors too, who'll be available for signing all day!

### Dawn of War

At the THQ stand check out Dawn of War: Winter Assault, the brand new expansion. There'll be gaming areas set up for you to come and try your hand at the Single Player campaigns and Multiplayer LAN battles.

### Warhammer Historical

The big Warhammer Historical release this year is Hannibal and the Punic Wars. With this latest supplement you can refight the wars when the soldiers of Carthage clashed against the mighty Roman Empire for control of the Mediterranean.

There are also two big games for people to get involved with. The Legends of the Old West: The Battle of the Little Big Horn and a Warmaster Ancients game.

### Sabertooth

Dark Millenium: The Warhammer 40,000 CCG will be previewed at this year's event. Check some of the awesome artwork and even take on the President of Sabertooth Games – Steve Horvath!

### Warp Artefacts

Sunfang, the fabled blade of High Elf Prince Tyrion is unveiled.

The full-scale replica sword has acid-etched runes, high polished gold coloured flames, a richly stained wooden handle, real stones and a blade made out of the finest high carbon steel.

Sunfang and the full new Warp Artefacts product range are available to buy on the day.

### Forge World

At the Forge World stand you'll be able to get your hands on loads of new products including Imperial Armour 3 – The Taros Campaign, Ogre Kingdoms Rhinox cavalry and the Imperial Guard Tallarn Mukaali Rough Rider.



## THE PAVILION Golden Demon

Golden Demon entrants can register here. The Pavilion is also where all the entries for the painting competition will be displayed. With the new venue there's more room this year and every hobbyist attending will be able to get a good look at the fabulous painting talents on display, all vying for the coveted Golden Demon Slayer Sword. There are some small changes to the categories, which are summarised at the end of this preview (for full details see WD307).

### NEW FOR 2005! Design Studio

For those of you hoping to ask questions of our Games Workshop celebrities, the Pavilion is the place to come. Three Studio stands, dedicated to Warhammer, Warhammer 40,000 and The Lord of the Rings are to be found here, manned by a host of luminaries. Plasma screens provide a great view of artists and sculptors at work, whilst Games Developers will be ready to answer your questions about your favourite armies.

If you've got any queries about Specialist Games then the Fanatic team will also be in the Pavilion to talk about anything from Blood Bowl to Battlefleet Gothic.

Other stands in this area include Games Workshop Tooling, which offers a sneak peek behind the manufacturing process of our plastics. The GCN (Gaming Club Network) main stand is in this area too. Here you can find out all about the GCN, the Open Play League and ask the guys anything club related, whether it be about starting a new club of your own or getting an existing club into the GCN.

The Pavilion also has an annex. In here you'll find Black Library, Black Industries, Sabertooth, Warp Artefacts and more.

### The Archive

There are three displays in the Archive this year, a chance to see some of the history behind Games Workshop,

including its games, miniatures and publications. The first display looks at the chronological development of the Wood Elves, the second features the Black Templars – a rare glimpse at forthcoming resins of models and concept art. The final display honours the work and talent of Jes Goodwin, whose creative influence spans over 20 years of Games Workshop history.

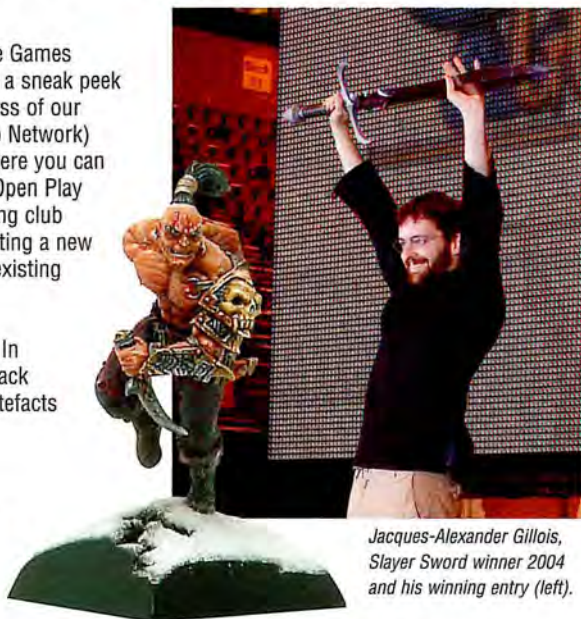
### WHITE DWARF

As usual White Dwarf will be around, taking pictures, conducting interviews and generally wandering about the Exhibition Centre. So if you've got any questions about the magazine, seek us out and we'll be more than happy to speak to you.

### A DAY NOT TO BE MISSED...

Games Day and Golden Demon is Games Workshop's showcase event. There is something for all as the whole gamut of painting, gaming and modelling is on display. But the day would be nothing without the participation of you, our hobbyists.

If you like the sound of all the cool activities going on at this year's Games Day and



Jacques-Alexander Gillois,  
Slayer Sword winner 2004  
and his winning entry (left).

Golden Demon then get yourself a ticket. Most Games Workshop Hobby Centres will be providing a coach for the day, (make enquires at your local Hobby Centre for details of this) but there is on-site parking too and easy access from the station and airport.

Tickets for this not-to-be-missed, prestigious event are available right now.

### GOLDEN DEMON CATEGORIES

Further details as to what type of model qualifies for each category were given in WD307, pages 50-54.

#### CATEGORY 1

Warhammer 40,000 Single Miniature

#### CATEGORY 2

Warhammer 40,000 Squad

#### CATEGORY 3

Warhammer 40,000 Vehicle

#### CATEGORY 4

Warhammer 40,000 Monster

#### CATEGORY 5

Warhammer Single Miniature

#### CATEGORY 6

Warhammer Regiment

#### CATEGORY 7

Warhammer Monster

#### CATEGORY 8

Duel!

#### CATEGORY 9

Diorama

#### CATEGORY 10

The Lord of The Rings Single Miniature

### YOUNG BLOODS

Models by painters aged 14 and under.

### OPEN COMPETITION



**10am to 4pm on Sunday 25th September 2005**  
**Birmingham National Exhibition Centre (NEC)**  
**Ticket price £25**

Tickets are on general release NOW!  
Order yours from your local Hobby Centre  
or by calling 0115 91 40000





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## 40,000



### Painting Tyranids

Batch paint your brood of Gaunts in double quick time



### Chapter Approved: The Battle for Cadia

Help or contain Chaos in this campaign



### Tyranid Invasion

Phase two sees the prey world invaded by millions of Tyranids



# CREATURES GREAT

The new Codex: Tyranids allows more army options than ever before. Two veteran Tyranid players take different approaches to their armies; Phil Kelly opts for a teeming horde while Marco Schulze packs in the heavyweights.



Phil Kelly's true, horrific alien form.

## HIVE FLEET JORMUNGANDR

**P**hil: There's something satisfying about fielding a horde. Sure, it's a pain in the abdomen to paint them all, but as The Lost and the Damned and Ork generals will know, you can't beat the feeling when you outnumber your enemy three to one, and he can shoot all he likes but you're still going to get your hands on him sooner or later.

This is why I love a good Cleanse mission; my Tyranids pile in as close to the enemy as possible, the deployment zone crammed with gribblyies in a black and yellow arrow of death. Psychologically it's intimidating for the opponent, as he knows where that arrow is headed. It's a classic archetype at the very centre of what the Tyranids are about – drowning the enemy in wave upon wave of frenzied, stabbing aliens.

### HQ

The HQ of the army is a Broodlord. A smaller leader-beast fits the theme so much better, but don't judge old tentacle-face by his size – he can rack up five S6 power weapon attacks, hitting on 3's at a ridiculously high Initiative.

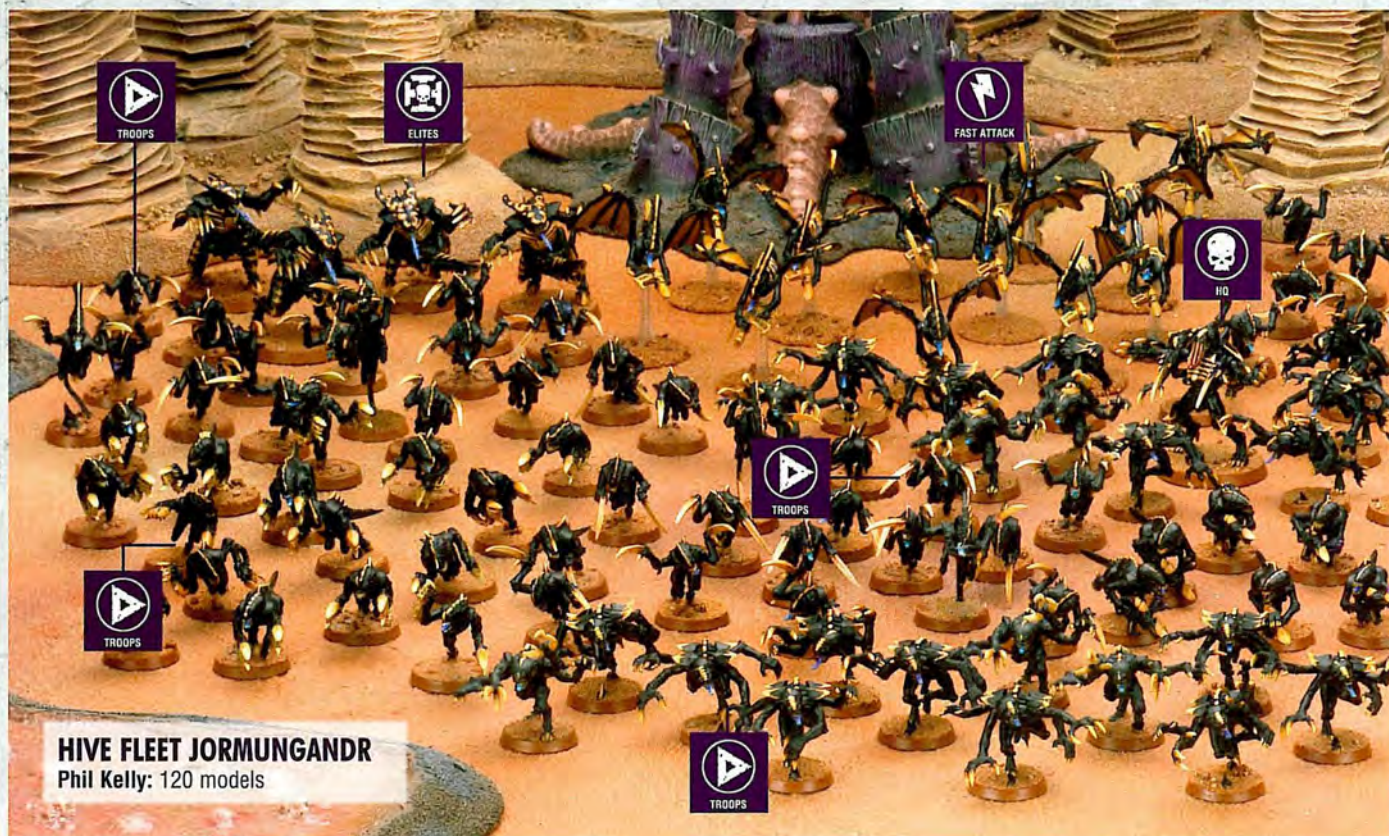
As for the mouthful of feeder tendrils, well, being a bit of a Cthulhu fan I couldn't pass up on this conversion. I use them to represent an implant attack – with this he can clamp onto an enemy character and cause up to ten unsaveable wounds in a single round of combat. Give us a kiss!

### ELITES

The Elites section is comprised of my Tyranid Warriors – basically an excuse to get some more Synapse and a few rending claws in there. Plus I am a big fan of deathspitters – superb weapons to thin out opposing armies who might try to lay claim to be King Horde.

### TROOPS

Ah, troops, God bless them every one. The difficult part has always been cramming all those models I want to take into a mere six troop choices. Three of my mainstay units are identical 16-strong Hormagaunt broods; these tie up all the opponent's guns until the Genestealer reinforcements reach the front line. The Spinegaunts and Without Number Termagants are cannon fodder. You need lots of that in a horde, after all.



**HIVE FLEET JORMUNGANDR**  
Phil Kelly: 120 models



# AND SMALL

## FAST ATTACK

I really rate Gargoyles; to me they have always seemed kind of like Hormagaunts with wings. I'll paint more some day, but at the moment they tend to take a flank and hassle anything with a heavy weapon at the first opportunity.

## TACTICS

OK, I'll give you three guesses what my tactics are. You guessed it – charge! The Hormagaunts are great for bypassing any rapid-firing weaponry as they almost always assault before the enemy can get within 18" range. The horde does not like the noble bolter, not one bit.

The only tactical dilemmas I get are from enemy tanks. I've often thought about adding a Zoanthrope to warp blast my troubles away, but they just don't seem 'hordey' enough, so I rely on lots of rending claws. After all, those tanks can only back away for so long. It's not a great strategy for dealing with enemy armour but it gives me something else to do once I've slaughtered every bi-ped on the field. Go horde!



## HORDES FROM THE BOARDS

Phil tops the bill of the three horde-fixated Warhammer 40,000 players in GW HQ. In Silver medal position we have Pete Haines, whose Ork army Razzekai's Rokkit Boyz is the bane of lascannon-heavy armies with 104 models. And in bronze, we have Owen Rees, whose 93-strong Tahnellian 'Firebolts' 364th Airborne Drop Troops once took out a full half of Phil's horde in a single turn of Deep Striking nastiness.

If any of you readers out there with more models in their own (painted) 1,500 point force, send in an army list and a photograph and we'll publish the hordiest of them all!

## HQ

|           | WS | BS | S | T | W | I | A   | Ld | Sv |
|-----------|----|----|---|---|---|---|-----|----|----|
| Broodlord | 6  | 3  | 6 | 5 | 3 | 7 | 3+1 | 10 | 3+ |

*Toxin sacs, extended carapace, implant attack*

102 pts

|                 | WS | BS | S | T | W | I | A   | Ld | Sv |
|-----------------|----|----|---|---|---|---|-----|----|----|
| 11 Genestealers | 6  | 0  | 4 | 4 | 1 | 6 | 1+1 | 10 | 4+ |

*Rending claws, extended carapaces*

220 pts

## ELITES

|            | WS | BS | S | T | W | I | A | Ld | Sv |
|------------|----|----|---|---|---|---|---|----|----|
| 4 Warriors | 4  | 3  | 5 | 4 | 2 | 4 | 2 | 10 | 5+ |

*Rending claws, deathspitters, toxin sacs, enhanced senses*

140 pts

## TROOPS

|                | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------|----|----|---|---|---|---|---|----|----|
| 16 Hormagaunts | 4  | 3  | 3 | 3 | 1 | 4 | 1 | 5  | 6+ |

*Scything talons*

160 pts

|                | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------|----|----|---|---|---|---|---|----|----|
| 16 Hormagaunts | 4  | 3  | 3 | 3 | 1 | 4 | 1 | 5  | 6+ |

*Scything talons*

160 pts

|                | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------|----|----|---|---|---|---|---|----|----|
| 16 Hormagaunts | 4  | 3  | 3 | 3 | 1 | 4 | 1 | 5  | 6+ |

*Scything talons*

160 pts

|                | WS | BS | S | T | W | I | A | Ld | Sv |
|----------------|----|----|---|---|---|---|---|----|----|
| 16 Spinegaunts | 3  | 3  | 4 | 3 | 1 | 4 | 1 | 5  | 6+ |

*Spinefists*

80 pts

|               | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------|----|----|---|---|---|---|---|----|----|
| 16 Termagants | 3  | 3  | 3 | 3 | 1 | 4 | 1 | 5  | 6+ |

*Fleshborers, Without Number*

144 pts

|                 | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------|----|----|---|---|---|---|---|----|----|
| 12 Genestealers | 6  | 0  | 4 | 4 | 1 | 6 | 2 | 10 | 5+ |

*Rending claws*

192 pts

## FAST ATTACK

|              | WS | BS | S | T | W | I | A | Ld | Sv |
|--------------|----|----|---|---|---|---|---|----|----|
| 12 Gargoyles | 3  | 3  | 3 | 3 | 1 | 4 | 1 | 10 | 6+ |

*Fleshborers*

144 pts

## TOTAL

1,502 PTS



## HIVE FLEET MOLOCH

**M**arco: When Katja and I were initially asked if we would like to do a Tyranid army made up of Monstrous Creatures and a few Ripper Swarms, I thought it might be a trick question. Apparently it wasn't. The new models for the Tyrant and the Carnifex, together with a myriad of Biomorph options, ensured that it was a lot of fun to put together the army list and the monsters.

To make the army as engaging as possible Katja and I wanted to make each monster unique, while underlining its character at the same time. This is why the Hive Tyrants became more anthropomorphic than the bestial Carnifexes, and also why the Carnifexes from the Elite section are less detailed than their cousins from the highly-evolved Heavy Support part of the army.

### HQ

Two Hive Tyrants were a must for our HQ, and one just had to have wings. The whole army is rather slow and needs every bit of speed it can get. In addition, it was a challenge to come up with a good-looking conversion which followed the design principle that all Tyranids have six limbs. To that end, the hooves were remodelled into scything talons, while the upper talons were combined with rending-clawed hands to make the big beast appear more highly-evolved than his cohorts.

As the flying Tyrant would swoop away to do his own thing (ripping, killing, making balloon animals out of people's intestines) the army needed a commander to keep the Carnifexes in check. With a commanding pose and some extra armour, the walking Tyrant was thrown out of the spawning vat. The lashwhip/bonesword combination was chosen to set him apart from the Carnifexes and make him seem more like a leader-beast.

### ELITE

The three Carnifexes taken as Elites were kept fairly simple to reflect their status. We decided to relocate the smaller arms to the lower chest area and covered the holes with left over pieces of back armour.

The 'Fex with the squirming victim in its claws looks as if he's been interrupted during his lunch break. Another got twin-linked devourers and a spineback while the third Carnifex has an adrenal gland, two pairs of scything talons and a running pose.

### TROOPS

We made the extra-armoured, leaping Rippers from Necromunda models and classic Ripper Swarm heads. Just another way to get a bit more speed into the army...

### HEAVY SUPPORT

This was the perfect opportunity for us to be indulgent with the new models and play

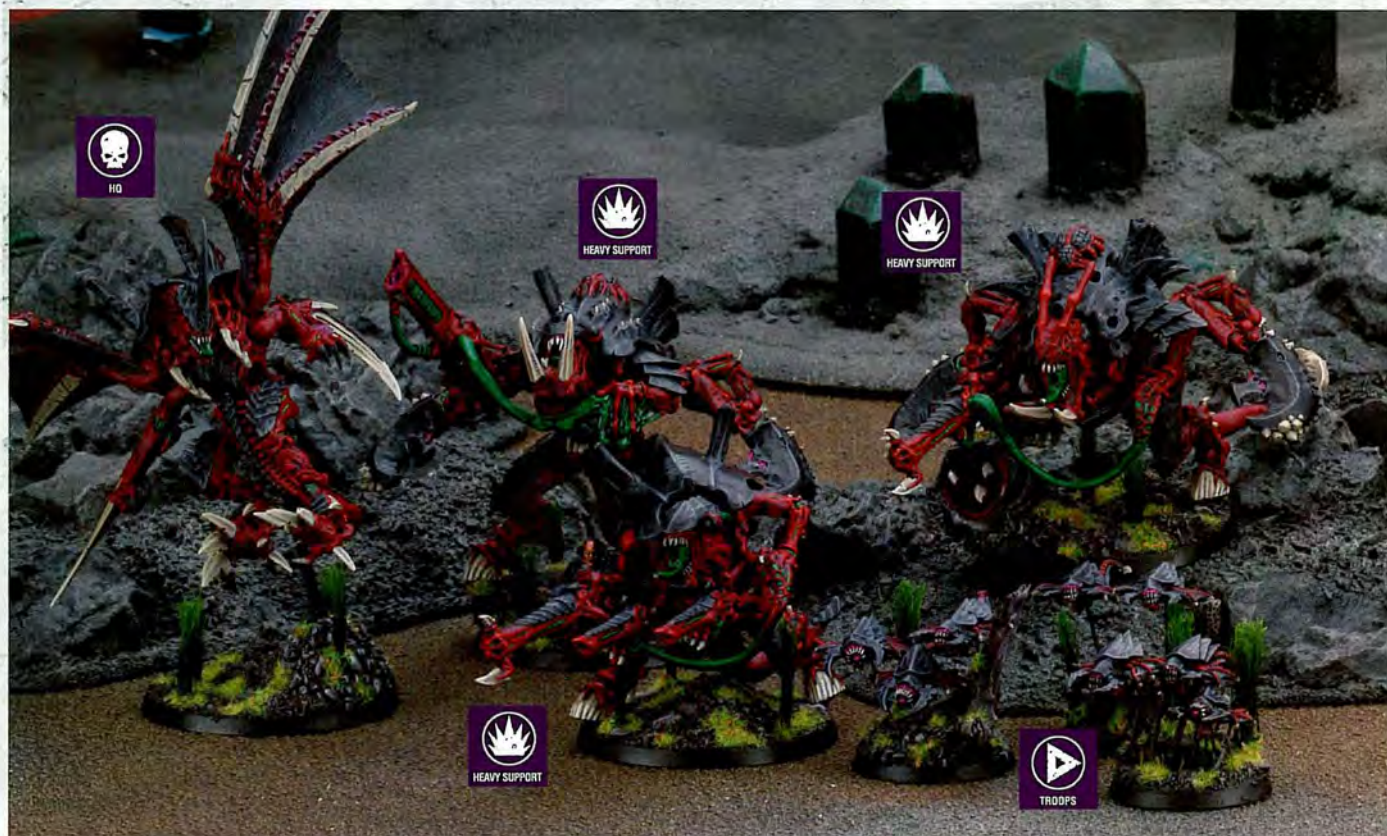
around with the gazillion options they offer. In fact the Big Daddy Carnifex (see last Carnifex in army list) got so many biomorphs that it exceeds 300 points. We merged several of the heads merged to allow for his horrendous array of biomorphs and the model barely fits onto the base. Truly a monstrous creature!

### TACTICS

Because the army has such a clear theme it is very strong in some aspects and quite vulnerable in others. But in stark contrast to your sweating opponent, the army itself does not really care about psychology or synapse – those big fellas can take care of themselves.

Aside from the Rippers, every single model has at least a Strength of 6, ignores enemy Armour Saves and can crush tanks in close combat like tin foil. But on the downside the army is quite slow and ponderous. Only the flying Tyrant and Rippers move faster than 6" a turn. Special care has to be taken that the flying Tyrant is not exposed to too much shooting, so he usually rolls up a flank, taking advantage of terrain to block lines of sight. I always equip him with a warp field for that choice 2+ Armour Save.

With three venom cannons spitting death each turn, opposing vehicles are normally not a serious problem. However, I have real difficulties when I face a horde army. With





one barbed strangler in the army, shooting is not going to win the day against massed troops, and the Carnifexes don't have enough Attackst to cut their way through. Because they strike at a measly Initiative of 1 or 2, the Hive Mind power Catalyst becomes very

important. This is why the bonesword-wielding Hive Tyrant stays with the Carnifexes so that as many as possible can benefit from that. It's a tough army to get the most out of but it is a lot of fun seeing the look on your opponent's face when you deploy!

Marco's partner Katja Schimmel was so dedicated to Marco's quest to create the ultimate monster army that even when she broke her thumb she took part in an eight-hour painting marathon to get the beasts completed in time for the photoshoot!

## HQ

|   | WS | BS | S | T | W | I | A | Ld | Sv |
|---|----|----|---|---|---|---|---|----|----|
| Walking Tyrant  | 5  | 4  | 5 | 6 | 4 | 5 | 3 | 10 | 2+ |
| <i>Extended carapace, enhanced senses, lash whip, bonesword, venom cannon</i> |    |    |   |   |   |   |   |    |    |

155 pts

|  | WS | BS | S | T | W | I | A   | Ld | Sv |
|--|----|----|---|---|---|---|-----|----|----|
| Flying Tyrant  | 6  | 3  | 6 | 6 | 4 | 6 | 3+2 | 10 | 2+ |
| <i>Adrenal glands (WS), adrenal glands (I), implant attack, toxin sacs, winged, 2x scything talons, warp field</i> |    |    |   |   |   |   |     |    |    |

209 pts

## ELITE

|                                      | WS | BS | S | T | W | I | A  | Ld | Sv |
|--------------------------------------|----|----|---|---|---|---|----|----|----|
| Carnifex                             | 3  | 2  | 9 | 6 | 4 | 1 | D6 | 10 | 3+ |
| <i>Crushing claws, rending claws</i> |    |    |   |   |   |   |    |    |    |

113 pts

|   | WS | BS | S | T | W | I | A   | Ld | Sv |
|---|----|----|---|---|---|---|-----|----|----|
| Carnifex  | 3  | 2  | 9 | 6 | 4 | 2 | 2+2 | 10 | 3+ |
| <i>Adrenal glands (I), acid maw, 2x scything talons</i> |    |    |   |   |   |   |     |    |    |

113 pts

|  | WS | BS | S | T | W | I | A   | Ld | Sv |
|--|----|----|---|---|---|---|-----|----|----|
| Carnifex   | 3  | 2  | 9 | 6 | 4 | 1 | 2+1 | 10 | 3+ |
| <i>Spine banks, tail weapon – mace, twin-linked devourers, scything talons</i> |    |    |   |   |   |   |     |    |    |

113 pts

## TROOPS

|                                   | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------------------------|----|----|---|---|---|---|---|----|----|
| 3 Ripper Swarms                   | 3  | 1  | 3 | 3 | 3 | 2 | 3 | 10 | 5+ |
| <i>Extended carapace, leaping</i> |    |    |   |   |   |   |   |    |    |

45 pts

|                                   | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------------------------|----|----|---|---|---|---|---|----|----|
| Ripper Swarms                     | 3  | 1  | 3 | 3 | 3 | 2 | 3 | 10 | 5+ |
| <i>Extended carapace, leaping</i> |    |    |   |   |   |   |   |    |    |

45 pts

## HEAVY SUPPORT

|   | WS | BS | S | T | W | I | A | Ld | Sv |
|---|----|----|---|---|---|---|---|----|----|
| Carnifex  | 3  | 3  | 9 | 6 | 4 | 1 | 2 | 10 | 3+ |
| <i>Enhanced senses, venom cannon, twin-linked deathspitters</i> |    |    |   |   |   |   |   |    |    |

143 pts

|  | WS | BS | S  | T | W | I | A  | Ld | Sv |
|--|----|----|----|---|---|---|----|----|----|
| Carnifex   | 4  | 3  | 10 | 7 | 5 | 2 | D6 | 10 | 2+ |
| <i>Enhanced senses, extended carapace, adrenal glands (I), adrenal glands (WS), bonded exoskeleton, spine banks, tail weapon – scythe, tusked, toxin sacs, reinforced chitin, barbed strangler, crushing claws</i> |    |    |    |   |   |   |    |    |    |

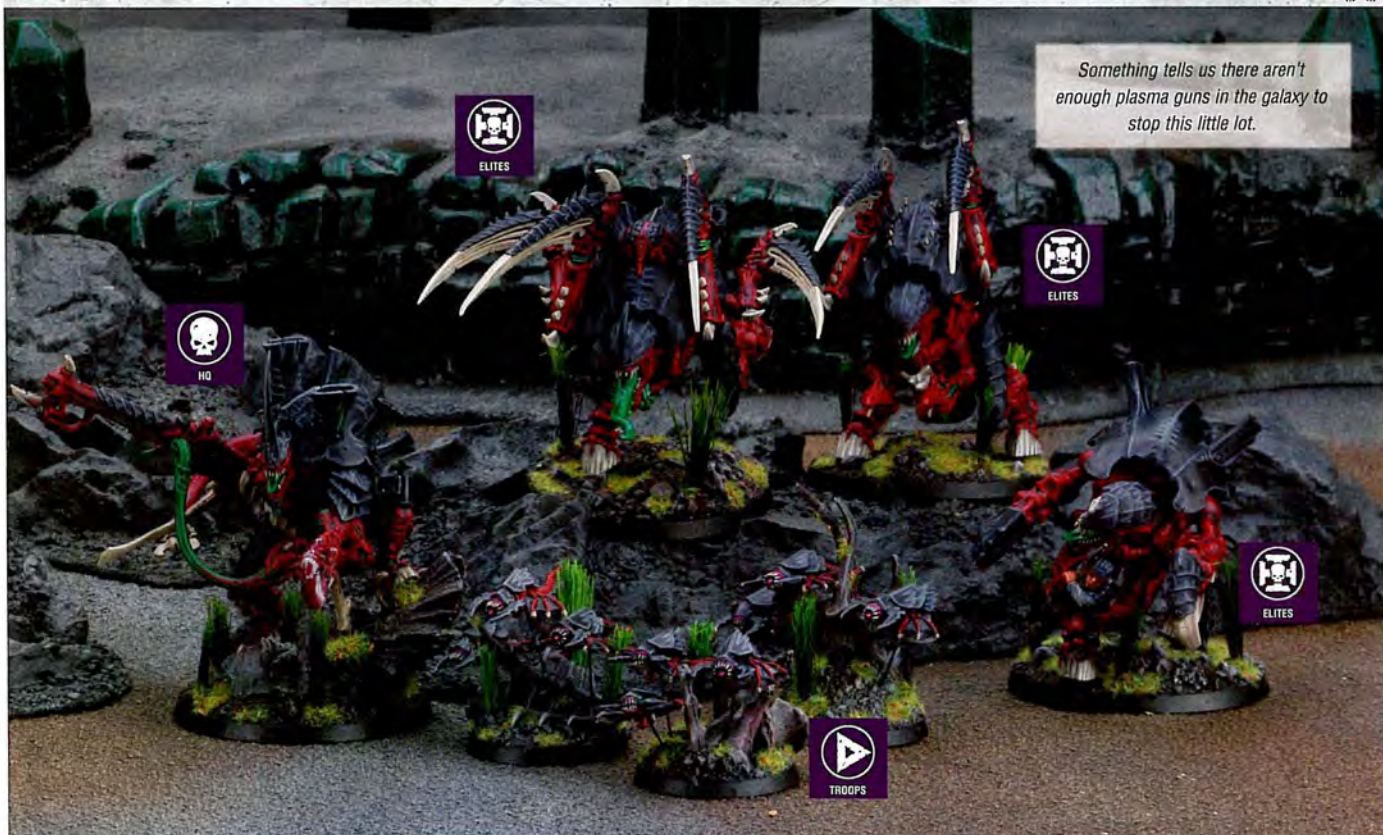
244 pts

|  | WS | BS | S  | T | W | I | A  | Ld | Sv |
|--|----|----|----|---|---|---|----|----|----|
| Carnifex   | 4  | 3  | 10 | 7 | 5 | 2 | D6 | 10 | 2+ |
| <i>Bio-plasma, enhanced senses, extended carapace, adrenal glands (I), adrenal glands (WS), bonded exoskeleton, thornback, tail weapon – scythe, toxin sacs, tusked, implant attack, reinforced chitin, regenerate, venom cannon, crushing claws</i> |    |    |    |   |   |   |    |    |    |

310 pts

## TOTAL

1,490 PTS







**FLYING HIVE TYRANT**



*The Tyrant's scything talons were modelled onto rending claw hands to, as Marco says "stop him looking like he was skiing".*



*Marco's original pose for his flying Hive Tyrant was based on a swooping eagle; his feet have been modelled into claws that count as scything talons.*

#### **RIPPER SWARMS**

**Right:** Marco's two Troops choices, flying Ripper swarms, are basically Ripperjacks with extended carapaces and a head swap.





A squad of Guardsmen take on six monstrous Tyranids. It's a man's life in the Imperial Guard.

## STOMPING HIVE TYRANT

This is the army general, posed to look like he's ordering his monstrous charges forwards.



Marco uses various seashells and other marine debris for his base detail.



The Tyrant's lash whip, complete with ghastly alien ichor.

## SCARFEX

The biggest and ugliest of the lot. Marco has combined three Carnifex heads – tusks, enhanced senses and bio-plasma – ugly even for a Tyranid!



Above: With this much battle damage it's no wonder this Carnifex has Regenerate.







*Above: Adrenal sacs are very useful for Carnifexes, boosting their Initiative from 1 to 2 and therefore allowing them to strike before their natural enemy, the power fist.*



*Left: The scythe tail biomorph allows a Carnifex an additional D3 Attacks at S5 if he is in contact with four or more enemy models – great in a protracted combat.*

### STRANGLEFEX

One of Marco's Heavy Support choices, this roaring nightmare has 5 Wounds, Toughness 7, a 2+ Armour Save and a barbed strangler. He's almost guaranteed to reach your line, and with anywhere between three and nine S10 attacks, it won't be pretty when he does.

### AGGROFEX

This Elite choice is all about two things: scything talons and attitude. His acid maw protects him from those dreaded 1's on the To Wound roll.



### VENOMFEX

A great pose and shooty as hell, this Heavy Support Carnifex spits out two S10 shots and a twin-linked S7 template, making it a superb tankbuster at any range.



*Above: Marco likes to bend the tails of his Tyranids by heating them up, because a) he likes the feel of movement and b) he's mad. Don't try it at home.*



### DEVOURERFEX

Blam blam, stab stab – six twin-linked S6 shots make this Elife choice great against light vehicles. Good old spinebanks...



A mace tail acts like a scythe tail but bestows a single S10 attack. Wallöpp!

### CRUSHERFEX

This ugly customer has a pose that screams "Dinner is served!"



*Above: Marco's a big fan of attaching 'victims' to his models, usually some poor benighted Guardsman a second away from becoming a squidgy mess.*



# BATCH BROODS

It isn't pretty, but it's quick! Guy takes us through how he painted a brood of Deathgaunts to accompany his Carnifex

There comes a day in every painter's life when the realisation dawns that, in order to get an army on the battlefield, he can't paint every single model to the very best of his ability. For years I used to scoff at this sentiment, presented as it was to me by this very magazine, but then I calculated to paint every Snottling in my Goblin army to my best level would take more time than there actually is in my life. It hurts like Tyranid bioacid in a paper cut to admit it, but admit it I shall – you sometimes have to be quick.

But we must draw the line somewhere! Quick does not mean rubbish. Quick means cheating. Here's how I got a brood of Gaunts ready for action.

## THE CHEAT'S GUIDE TO PAINTING

Cheating is doing things fast. It is not having bad paintjobs, but it does involve cutting corners. Some people feel inexplicably guilty about this, but if you don't paint under the Dwarf's beard, no-one will see. You're painting models quickly after all, not leaving essential rivets out of a bridge that will carry heavy traffic.

## THE CHEAT'S CODE

- Not every part of the model has to be painted
- The model does not have to be super-neat
- Use big brushes wherever possible
- Paint models in batches of at least eight
- Washes and drybrushing are best
- Paint the most evident part of the model better than the rest
- Squint at your finished efforts and they'll look fine

## THE CHEAT'S ENEMIES

- Completionism
- Perfectionism
- Guilt
- Blending



I shall reveal my greatest secret to you – The Man Stick, or, in this case, the 'Nid Stick. By sticking models to a stick, in this case a piece of 1" x 2" timber leftover from some DIY, you can more quickly paint whole units up. Use double-sided sticky tape to attach them. This has the benefit of having a strong bond and being reusable, so you can detach your models when necessary. This, and the use of a large brush, helps you apply all-over colours or ink washes quickly.

*NB In this article, I stuck all 'Nids in a kind of funky angled row. This looks fab for*

*photographs, but is bad for painting. Get yourself a longer stick and attach whatever you are painting with the longest side in line with the length of the stick.*

## BASIC PRINCIPLES

Tyranids and other models with few colours are especially well-suited to this technique. Use it and you may not go to hobby heaven, but you can comfortably finish these chaps off in an afternoon. If you have two lots on the go at once, one set a couple of stages behind the other, it's even quicker as you can still work while ink washes dry. Just make sure you choose a limited palette of colours and stick to them. For example, I used yellow (for the eyes), red, brown, green, and bone.

For other model kits with a lot of accessories, it's best to paint the accessories on the sprue and glue them on carefully afterwards. It's also a good idea to stick sand and any other flocking material that needs painting onto the base before undercoating.

I know we've done the whole brown thing before, but this does work with other colours, you just have to change the inks you work with. It's up to you and your imagination and ingenuity to choose a colour scheme. Always do a test model first. If you're as "enthusiastic" a painter as me, make sure it's one you don't care for much...



*My band of Gaunts ready to rumble, alongside my Carnifex. They're not the best I can do, but a horde looks fine.*

## COLOUR PALLETTE

- Commando Khaki
- Bleached Bone
- Skull White
- Rotting Flesh
- Chaos Black
- Green Ink
- Brown Ink
- Red Ink
- Black Ink
- Scorched Brown
- Camo Green



## THE BEGINNING

I assembled my models with a devourer and toxin sacs (they're good shooters and nasty in combat too). I sprayed them black, then painted them Graveyard Earth with a tankbrush. Then I gave the whole thing a Brown Ink wash.



## DRYBRUSHING

I then drybrushed them all over with Bleached Bone. I used a nice new Citadel flat drybrush for this (the large one, naturally). I then drybrushed them with Bleached Bone and Skull White. I drybrushed the sand the same colours, and finally drybrushed the underside of the model with a little Vermin Brown.



### BREAKAGES

Danger! Be careful with delicate joins on models. I broke several of my Gaunts' ankles by overenthusiastic tankbrushing. That Rudge dropped a figure case on them didn't help, but even those of you without blundering Geordies in the near vicinity should take care.

### INK

Wipe excess ink off by running your thumb along the model. This is especially important on the pale coloured carapace, as you only want the ink to delineate the plates, not destroy the highlighting or gather in big blots.



## THE CARAPACE

All models have an element that stands out. It's often the face, but can be skin, or a weapon. This element is either eye-catching, or simply the largest area on the model. By painting it carefully, you improve the appearance of the whole miniature. Here it's the carapace.



1 I painted fine lines on the carapace in Commando Khaki, thickening them towards the edges, making sure to leave plenty of the brown showing through, especially at the joints.



2 I then did the same with Bleached Bone.



3 Then a little pure Skull White. This I applied only to the very edges of the carapace, and then only in fine lines.



4 Lastly, the whole model received a wash of a 1:1 mix of Brown ink and water.





## DETAILS

I took the Gaunts off the stick for this stage. I painted all the tubes and poison blisters Rotting Flesh. I then painted the hooves, claws, devourer blade and teeth black<sup>\*1</sup>. The eyes I painted yellow. I then ink washed the end of the devourer, the tubes and so forth with Green Ink. The underside of the gun got a Red Ink wash, as did the vents, and joints (for the red and yellow, two coats were necessary). Finally, I painted the tongues with the fetching shade Warlock Purple. This was followed by another ink wash, Black Ink this time, watered down in a 1:1 ink-to-water mix.



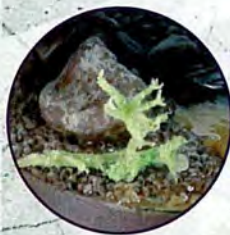
## SWAMP BASE

When I stuck the sand on at the very beginning I left some of the base bare for pools of water. I wanted this to look murky, like the puddles you see in quarries or clay-heavy fields, so I painted the gaps with a 2:1 mix of Rotting Flesh and Graveyard Earth with a tiny dab of Camo Green. Incidentally, the stick made painting the rims of the bases easy, as it didn't matter how much Scorched Brown I got on the wood. Slap it on!



### WATER

After painting, the water got three layers of PVA glue. This needs applying in blobs rather than painting on. You don't have to be too careful with this, as it will not overflow the base edge because of surface tension.



### PLANTS

These plants were made from Lichen. I don't usually like this stuff as it can overpower models, but when I tore it up into thin bits I thought it made for effective alien flora. Both it and the long grass were purchased from a model shop.



### REEDS

I can just imagine the Gaunts silently pushing their way through these to set a deadly ambush. I used special long modelling grass, but you can buy a cheap pasting brush from a DIY shop and cut it up. When applying plants like these, use superglue and tweezers to set them exactly where you want <sup>\*2</sup>.



### VARNISH

Before I did the base I varnished the models, as I didn't want to lose the glossy wet effect of the PVA. Inks can make models look patchy and mottled, with some parts shiny and some parts not. Yuk. I lightly dusted them with Purity Seal first, then I used a paint-on acrylic matt varnish I bought in an art shop. You can substitute it for 'Ardcoat if you want an all-over gloss – the important thing is to get a consistent finish. After this, I applied a coat of PVA to the tongue.



<sup>\*1</sup> My good friend and eternal foe Jes Bickham suggests black teeth makes them look unfinished. I disagree. They are aliens, so might well have black teeth formed from some ultra-hard carbon-bonded mineral. On the other hand, maybe they assimilated a planet populated entirely by 19th century tinkers, who had no ready access to dental care.

<sup>\*2</sup> Using PVA and clumsy sausage fingers results in much wailing and gnashing of teeth.



# HEAVY METAL TYRANIDS

Now we've shown you how to do it quick, here's Keith Robertson, head of the 'Eavy Metal team, with the lowdown on how to do it real nice. Believe it or not, the latest batch of models is the third hive fleet the 'Eavy Metal crew has completed since the plastic warriors were released.

## HIVE FLEET KRAKEN

Hive Fleet Kraken is the oldest of the featured Tyranid armies, with a colour scheme based on only two colours, Bubonic Brown and Scab Red. Undercoated using Bubonic Brown, the exoskeletons were shaded with Flesh Wash ink and highlighted with Bubonic Brown, then Bubonic Brown and Bleached Bone up to a final highlight of Bleached Bone.

The carapace and claws were undercoated with Chaos Black before highlighting with Scab Red, followed by Red Gore and Blood Red for the final highlights. The whole army was painted with this two-colour palette, with a little Snot Green used to paint the pipes on the ranged weapons, and Tentacle Pink for the creatures' tongues.

The army itself has the single largest concentration of Tyranid Warriors out of the three 'Eavy Metal Tyranid forces – 18 in all! Each carries a ranged weapon of some kind as well as scything talons, providing a solid backbone to the army. The rest of the force is made up of variations on the Gaunt, once again with an emphasis on ranged firepower: Termagants, Gaunts with devourers, Gargoyles and Blovores. There are, however, also two large broods of Hormagaunts and swarms of Rippers, which can rush forward to swamp the enemy lines, slowing up any return fire. This army doesn't feature any Genestealers or Monstrous Creatures, which aren't essential to a successful swarm.



Tyranid Warriors



Devourer-armed Termagants assail a Chaos strongpoint.

### HIVE FLEET KRAKEN COLOURS

- Chaos Black
- Bleached Bone
- Red Gore

- Red Gore
- Chaos Black

- Tanned Flesh
- Bubonic Brown

- Blazing Orange
- Scorched Brown



Gargoyles with fleshborer and bio-plasma attack



## HIVE FLEET BEHEMOTH

It was Hive Fleet Behemoth that invaded Macragge. When Dave Gallagher painted the box art for the Battle of Macragge boxed set, he chose a bright red exoskeleton with a black and blue carapace for his Tyranid creatures. This colour scheme was the inspiration for our Behemoth army, using Blood Red and Hawk Turquoise.

The exoskeleton of the Behemoth Tyranids is a solid red; starting with a basecoat of Red Gore over a black undercoat, lots of coats of Blood Red were applied to get a satisfactory coverage. A little Blazing Orange was used only for the most extreme highlights. The carapace was painted by starting with stripes of 1:1 Chaos Black to Hawk Turquoise, followed by Hawk Turquoise only to create a grooved appearance. These were further highlighted with a 1:1 mix of Hawk Turquoise and Fortress Grey. A mixing pot of this colour was used to keep the appearance of the army consistent from model to model.

The claws were painted differently from the rest of the bony carapace, using layers of Codex Grey highlighted with Fortress Grey. These were applied once again as stripes. This effect is particularly evident on the Carnifex. Other details such as the teeth were painted Skull White so that they stood out from the rest of the model.

The most compact of the three armies, Behemoth contains a couple of Monstrous Creatures, together with a small brood of

Tyranid Warriors, accompanied by a sea of Gaunts and Genestealers.

The force is a 50/50 split of close combat troops and ranged weapons, including a Broodlord, Ripper Swarms, Spinegaunts and Genestealers with scything talons, as well as Termagants and Genestealers with rending claws. The Monstrous Creatures are a Hive Tyrant with toxin sacs and a Carnifex that can regenerate.



Hive Tyrant with toxin sacs



Hormagaunt with scything claws



Tyranid Warrior with deathspitter

### HIVE FLEET BEHEMOTH COLOURS



- Chaos Black
- Hawk Turquoise
- Blood Red



- Tentacle Pink
- Blood Red
- Hawk Turquoise/
- Chaos Black



- Regal Blue
- Blood Red



- Chaos Black
- Blood Red



Broodlord



# HIVE FLEET LEVIATHAN

## HIVE FLEET LEVIATHAN COLOURS

- Chaos Black
- Liche Purple
- Bleached Bone

- Chaos Black
- Skull White
- Blood Red

- Chaos Black
- Bleached Bone

- Shadow Grey
- Skull White

The latest army the 'Eavy Metal team has tackled is based on Hive Fleet Leviathan. This colour scheme is essentially black and bone, one of the strongest contrasts there is. The black is highlighted with Liche Purple while the bone is shaded with the same colour.

The technique used to paint these Tyranids isn't one that is commonly used, but is nevertheless very effective: the whole model was shaded with washes of Liche Purple paint, rather than ink. Watered-down paint makes an ideal alternative to using inks, which give a shiny finish that can look a little unnatural depending on the surface to which it is applied. Paint, on the other hand, dries with a matt finish.

The core colours used to paint the army are Chaos Black, Liche Purple, Bleached Bone and Blood Red. Bleached Bone was applied over the white undercoat. This was then shaded with a wash of Liche Purple. The exoskeleton was then re-painted Bleached Bone, leaving the Liche Purple wash showing the recesses of the model. Skull White was applied to finish off the highlighting.

The carapace was re-undercoated Chaos Black then highlighted with Liche Purple. Fine, sharp highlights of 1:1 Liche Purple to Fortress Grey were applied to the edges of the carapace to give the impression of ridges of bone. The claws were undercoated with Chaos Black and painted Scab Red. Watered-down Blood Red paint was applied as stripes to create bone ridges, finished with Blazing Orange highlights.

Leviathan is by far the largest of the three armies – a full 4,000 points army with every slot on the Force Organisation chart filled, with an additional Heavy Support slot too. There's a broader selection of units, including a Lictor, Tyranid Warriors with rending claws, Raveners with scything talons and rending claws, Zoanthropes and Tyrant Guard.

Genestealer with scything talons and feeder tendrils

Tyrant Guard

Ravener with scything talons

Carnifex with barbed strangler



# TYRANID INVASION!

In the wake of the first stages of a Tyranid invasion comes the living tide – a wave of attack organisms so numerous that it is almost impossible to stop. Andy Hoare and Phil Kelly disclose what the second wave of this nightmare entails, while Dominic Murray builds a capillary tower.

## PART TWO: SECOND WAVE

Assuming a successful orbital insertion, the vessels of the hive fleet will disperse within the prey-world's upper atmosphere and begin the process of releasing a vast number of spores.

Many such spores are similar to the mycetic variety used to land the original vanguard organisms, and these will now be employed in their millions to transport warrior creatures to the planet's surface. The size and numbers of the spores varies greatly as the size of the creatures carried range from the diminutive Ripper species to vast, hulking Biotitans.

Other spores deliver a far more insidious payload, taking the form of zoomorphic symbiotes and parasites. These organisms target the planet's native flora, causing plant life to mutate at a rapid rate into forms wholly alien. Where once verdant forest covered a world, within hours it will be replaced by a

riot of hyper-evolved and highly aggressive alien vegetation. This includes the spine-like capillary towers that burst from the crust of the invaded planet. Such mutation is believed to be the precursor to the later Consumption phase, as rather than the normal process of synthesizing carbon dioxide into oxygen, the biological functions of the hideously altered plant life aid the transformation of the atmosphere into something altogether inimical to native life forms. As this process accelerates, so the sky darkens to a sickly red and the temperature rises, transforming the atmosphere into a hothouse ideal for the next stages of the world's demise.

Other spores introduced during the Attack phase contain viral and poisonous organisms that choke the atmosphere and incapacitate or kill many millions of defenders before they even get a chance to fire a weapon against the invaders. Yet others are nothing more

than huge, biological cyst-bombs. These rain down upon population centres, bursting in mid-air and showering an area many hundreds of metres across with acidic digestive bile, thus subduing resistance and breaking down biological matter for future ingestion.

### SUBDUAL

The Attack phase well underway, the next stage of a Tyranid invasion is the subdual and suppression of the world's defences. As this stage opens, the skies are darkened further by vast swarms of flying species, typically those referred to as Gargoyles, often carried to battle by huge winged beasts called Harridans. The Gargoyles' overriding imperative is to herd native populations into the path of the fast-moving ground swarms, typically consisting of varieties of Gaunts. Defenders are rapidly encircled, or forced to make a series of desperate fallbacks, giving



Capillary towers litter the landscape as the Tyranids drain the planet's biomass.



ground all the while. Many defenders of targeted worlds have made the fatal error of underestimating the intelligence of the Hive Mind, believing their fighting retreats to be buying them valuable time to regroup, only to find themselves entirely cut off from aid and herded like animals into killing grounds for the endless waves of Gaunts that swarm across the planet's surface.

As the defenders become increasingly pocketed, so it is likely that their efforts will become more focused. To deprive the defenders the opportunity to dig in or launch a counter-attack, swarms of Gaunts throw themselves against these positions, regardless of casualties, seeking to overwhelm all resistance through sheer weight of numbers.

The ground swarms are aided in this by vanguard creatures who have already infiltrated the enemy lines during the Discovery phase. Once they have rejoined the main body of invaders, the vanguard creatures link up with the higher synaptic

receptors of the Hive Mind, who, it is believed, instinctively communicate information on local DNA, geography and areas of resistance.

Inevitably, the world's defences will become centred in a small number of areas, where the Hive Mind must focus its effort in order to overcome the last vestiges of resistance. The organisms employed will become

Mind's most effective weapon – terror. The sight of the skies turning red and the vegetation mutating is sufficient to render many defenders insensible with fear, and the first sighting of a Tyranid organism inevitably causes mass panic in civilian populations. To those with foreknowledge of the process, the invasion is all the more terrifying, for they know that not only will their world be decimated and their bodies destroyed, but

## The sight of the skies turning red and the vegetation mutating is sufficient to render many defenders insensible with fear.

increasingly large, with speed sacrificed for sheer offensive power. Warriors, Carnifexes, Hive Tyrants and even the massive Biotitans are deployed in this phase, in one last effort to eradicate the defenders.

Throughout the entire Subdual phase, the native population will be subjected to the Hive

their very genetic make-up will be stolen from them by the Hive Mind, to perpetuate the destruction of their entire race. It is during this stage too that any infested communities make their move, acting entirely under the control of the Hive Mind and seeking to disrupt from within what little resistance the defenders are able to mount.

## THE LIVING TIDE

*Following the initial stages of the Tyranid invasion, the main body of aliens has arrived on the planet and is attempting to quickly overwhelm the planet's defences. Through sheer weight of numbers this living tide is likely to succeed. However, the longer the valiant defenders can hold out the larger the chance of external intervention. This scenario helps you to recreate the latter, pivotal stages of a Tyranid invasion.*

### SET-UP

**1** The defender sets up his obstacles and fortifications in the area shown on the map. He then deploys all his units. He may hold any Fast Attack and Elite units in reserve if he wishes. The attacker does not deploy.

**2** The attacker gets first turn. His models move on from the Tyranid board edge.

### SCENARIO SPECIAL RULES

This scenario uses the *Obstacles*, *Fortifications*, *Living Tide*, *Deep Strike* and *Victory Points* special rules.

The Tyranid attackers in this scenario use the Sustained Attack special rule printed on page 193 of the Warhammer 40,000 rulebook, but the rule applies to Elites and Fast Attack as well as Troops. However, recycled broods may only enter play from the Tyranid player's board edge.

### NEW SPECIAL RULES

**Living Tide.** The Tyranid attackers in this scenario vastly outnumber the defenders. This game is played with an uneven number of points. The Tyranid player has twice as many points to spend as his opponent, so in a 1,000 point game, the Tyranid player would have 2,000 points of troops.

### MISSION OBJECTIVE

If the defender manages to kill over his own points value of Tyranid troops by the end of the game, he inflicts such losses on the swarm that the result is considered a glorious victory. If not, he loses. Simple as that!

#### Attacker's Overview

The Hive Mind's imperative is to kill every living thing. The prey is ahead.

#### Defender's Overview

The Tyranids are here! Fight to the last man to slow the advance and buy time for your superiors to muster a coherent defence.

**Game Length.** The game lasts for six turns.

**Reserves.** The defender's reserves enter play from his own table edge.

**Line of retreat.** Units that are forced to fall back will do so towards their own board edge, using the normal Fall Back rules.





# CONSTRUCTING CAPILLIARY TOWERS

Having already rained down Mycetic Spores during the initial stage of invasion, it is time for the Tyranids to really start making their presence felt. Capillary towers erupt from the ground as part of the second stage of infestation, sucking the biomass from the planet and preparing the world for the rest of the invasion.

The capillary tower is a striking piece of terrain that you can either use as a standalone piece or combine with your existing Warhammer 40,000 scenery. By making more, you can create a board that's in the full throes of infestation. With your army at the ready, it's time for the towers to burst from the ground and conquer another world.

## MATERIALS

- Craft knife
- Metal ruler
- 1" thick polystyrene
- 10mm foamboard
- PVA woodworking glue
- Small drybrush
- Ready mixed filler
- Talcum powder
- Sculpting tool
- Large drybrush
- Spare Tyranid sprue bits

## SAFETY TIP

When using craft knives, be careful that you do not apply too much pressure to the blade as there is a danger that it could snap! Be careful when using any other knives too and always cut away from your body.

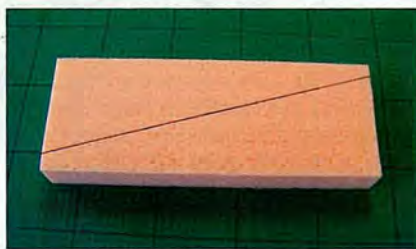
### Dominic Murray

Scenery-making guru  
Dominic tells us:  
"Building terrain always used to fill me with dread until I actually built it. It sounds simple but it's best to just wade in and have a go."



### Phil Kelly

Phil says: "It's a great feeling to have so many Tyranids on the board and to outnumber your enemy three to one. The key for the defender is to play the fortifications for all they are worth and pick targets carefully."



**1** To build your capillary tower, cut an 8" by 3" rectangle from your polystyrene. Divide this into two diagonally to make the triangular shape of the body and cut it out using your craft knife. You'll get enough parts to make two towers.



**4** The 2"-sided bottom segment will make your tower lean, but to have it do so at a lesser angle, cut a wedge off the bottom. If you are making multiple towers, vary the thickness of the wedges to make the towers different.



**7** Using the bladed end of a sculpting tool, pry apart the polystyrene at the edge of the gaps to create a lip for each section. Don't worry if the polystyrene splits, as it helps the tower look organic. This forms your carapace.



**10** Mix equal parts of PVA glue and talcum powder together. Use an old brush to paint a thin layer of the mix onto the tower. Cover the whole thing to create a rough, slimy surface.



**2** Remove the corners on one side of the triangle using your craft knife. Taper the tower to a point. You should end up with a triangle with one rounded and one square side.



**5** Glue the sections you have just cut out on top of each other as if they were a set of stairs. You should get a slight gap around the sides, creating a lip on each segment.



**8** Cut a triangle out of polystyrene offcuts. This should be half as wide as your tower, and stop half an inch below the top. Stick it to the front. When it is dry, cut notches into it to correspond with the carapace plates and round it off.



**11** Using a large drybrush, paint PVA glue into the lips you dug into the carapace. Try and fill all the gaps as this will act as a layer of slime that sits between the armoured plates.



## PAINTING THE TOWER

To finish the tower off, I glued on a few armour plates and other extras we had left over from building our Tyranids. I then painted it, theming it to Hive Fleet Leviathan. I drybrushed ours as it's a great technique for creating a rough appearance and is quick to apply.



- 3** You now need to cut up your triangle. Mark out the first segment at the bottom by measuring 1" up the square side and 2" up the rounded side. Mark out further segments at 1" intervals. Cut the segments up with your knife.



- 6** The front of the tower now needs to be straightened up. Using your ruler, draw a straight line from the bottom to the top. Next, cut along this with your craft knife. You will be left with a straight, flat surface forming the tower's front.



- 9** Cut a rough circle from foamboard to form the tower's base. This should be a little larger than the foot of the tower – large enough so that it will not topple over. Using the tower itself as a guide helps. Bevel the edges with your knife.



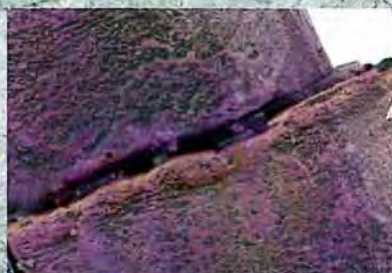
- 12** Use ready mixed filler to fill the gap round the the base of the tower. Smooth the filler away from the tower to make it look like it's bursting from the earth. Use sand to texture the base.



I undercoated the tower Chaos Black and then drybrushed it Liche Purple. I added progressively more Fortress Grey to this and drybrushed it onto the tower. Finally, I added a little Skull White to the mix and picked out the very edges of the carapace.



I drybrushed the front of the tower Liche Purple also (you can do the whole tower at once, in fact). This was then heavily drybrushed Bleached Bone and then Skull White.



To give the impression of oozing slime, I painted a layer of 'Ardcoat into the gaps between the stepped sections.



I painted the tower's base by drybrushing it Bestial Brown, followed by Vomit Brown. A final drybrush of Bleached Bone finished the painting. I then glued static grass to the base.

With your tower complete, you have the second stage of a Tyranid invasion. By building more you can create an infestation on a grand scale. With battlefields full of Tyranid terrain you will evoke a planet in the grip of the Hive Mind. Next month – Total Consumption.



# Chapter Approved



## THE BATTLE FOR CADIA

AN EYE OF TERROR CAMPAIGN  
BY ANDY HOARE

### WHAT IS CHAPTER APPROVED?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Chapter Approved then write to us at the address given here.

Note: Please don't include rules queries with your letters, as the volume of mail means that in most cases we won't be able to send individual replies.

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The Dark Millennium section from page 211 of the Warhammer 40,000 rulebook is a treasure-trove of gaming resources, one of which is the Campaigns chapter. Node campaigns are discussed in detail in Dark Millennium, with an example campaign also provided. Here, Scrivener Hoare presents a new campaign in the same mould – The Battle for Cadia – providing a complete system for re-fighting one of the pivotal battles of the Eye of Terror campaign. Can the Imperial Guard hold out against Abaddon's savage minions, or will the forces of Chaos bring Cadia to its knees?

### OPERATION CHRYSOS

**A**ndy: When we were writing the Dark Millennium section of Warhammer 40,000, we envisioned it as a springboard for ideas that players, as well as ourselves, could develop and dip into in the future. However, as well as discussing ideas, we wanted to present a campaign template that could be picked up and used straight 'out of the box'. The Battle of Phoenix Island (on page 250 of the rulebook) took a small piece of background written as part of the Third War for Armageddon worldwide campaign, and fleshed it out into the basis for a simple, easy-to-play, node campaign.

The Battle for Cadia does the same thing, using an event that took place towards the end of the Eye of Terror worldwide campaign. Those who took part in Abaddon's 13th Black Crusade may remember an 'event card' being

played in week six entitled 'Creed of Cadia', accompanied by this description of events:

"The Lord Castellán of Cadia, Ursarkar E. Creed, takes advantage of the warp storms raging around the Cadian system to shift troops from planet to planet with no fear of new enemy forces attacking the worlds he strips of defenders. Building his forces, he then launches a series of offensives that catch the forces of disorder off balance."

The Battle for Cadia expands on this. If you wish to play it through as provided then that's fine, but as ever, players are encouraged to adapt and embellish, rip apart and rebuild in any way that suits them, adding any house rules appropriate to your style of play. Following the node rules are new units for the Imperial Guard and the Thousand Sons.



"With the witches of the enemy having penetrated the xenos Eldar's so-called webway, what little intelligence we could gather as to their intentions went to the wall. They had the means to strike us anytime and anywhere. This was a situation from which we had to extricate ourselves, and so we launched Operation Chrysos. Ten Army Groups were assembled from across the system; millions of men: a simultaneous assault across the entire surface of Cadia. Casualty projections were astronomical, but we had no choice and so steeled our souls for the coming sacrifice..."

Excerpt from the memoirs of Alexis Grail, Adjutant General to the Lord Castellán of Cadia.



**CADIAN REGIONAL COMMAND IX**

**PLAYING THE CAMPAIGN**

To play The Battle for Cadia: Operation Chrysos you will need two players, preferably one playing Imperial Guard and the other Chaos Space Marines, although there is no reason why the background should not be adapted to cover any other armies you have available. For this example, we've chosen to use the Cadian Shock Troopers and Black Legion Chaos Space Marines.

This campaign is a 'node campaign', as described on page 237 of the Warhammer 40,000 rulebook. The starting territories for

each player are noted in the description of each node. At the beginning of each campaign turn, each player uses their army's Strategy Rating to decide who goes first to attack an occupied node, or move into and claim an unoccupied one. The player that won the Strategy roll may move into and occupy a single adjacent unclaimed node, or declare that he is attacking the other player if the node is occupied by the enemy. In either case, each player can only move or attack once each turn. If the result of a battle is a draw, each side withdraws and the node becomes unoccupied.

Each node contains a description of the area, what missions should be fought there, and any special rules that apply to terrain.

Routes between nodes may sometimes have a difficulty number attached. If this is the case, the player must roll equal to, or higher than the number given in order to cross the area. If the roll is unsuccessful the route may not be crossed this turn, and the battle is not fought. Routes may not be occupied.

The campaign is deemed over when one player has captured 10 nodes.



## CADIAN BATTLEGROUND

Cadia has been ravaged by intense fighting on the ground and bombardment from Chaos ships in space. There is still fierce resistance from the besieged defenders but the Chaos invaders have now established footholds.

### KHOL VELOK

Formally the most productive manufactory city in the region, Khol Velok was captured by enemy forces in the opening days of The Battle for Cadia, and has since been transformed into a city-sized altar to every excess of Chaos. It is a city from nightmare, from which the servants of the Ruinous Powers launch assaults consisting of untold thousands of traitors, mutants and cultists.

Khol Velok begins the campaign held by Chaos.

**Mission played**  
Bunker Assault

#### Terrain

Terrain should be dense and themed as far as is possible to represent the fact that the forces of Chaos have made it their own.

### KHOL ORKAS

Located upon the flatlands south of the Isar Mountains, Khol Orkas is a windswept, cheerless place, but one essential to the war effort, as it is home to the largest fishing fleet in the region. The fishing rigs put to sea in search of brinekrill and moonfins, and their continued operation is paramount, for without regular rations, even the most hardy warriors soon falter.

Khol Orkas begins the campaign held by the Imperium.

**D6 Mission played**  
1-2 Ambush  
3-6 Patrol

#### Terrain

Terrain in this area should be fairly open, with scattered urban features, but little else.

### KHOL KIMRA

The vast, armoured manufactoria of Khol Kimra are vital to the continued war effort, for they produce arms and ordnance critical to the defence of the region. Consequently, the Regional Command has ordered the garrison there strengthened, even at the cost of weakening other positions.

Khol Kimbra begins the campaign held by the Imperium.

**D6 Mission played**  
1-2 Secure and Control  
3-4 Seek and Destroy  
5-6 Take and Hold

#### Terrain

Terrain in this area is largely urban, and more intact than many other zones – for now!

### PORT TARN

Following the fall of Port Ilo and the subsequent fate of its population, Port Tarn stands to suffer a similar demise. Its defenders have, by necessity, been stripped away, the better to defend other areas. Now, the guns of Port Ilo fire ceaselessly upon its neighbour, in preparation for the final assault.

Port Tarn begins the campaign uncontested.

**D6 Mission played**  
1-3 Take and Hold  
4-6 Cleanse

#### Terrain

Port Tarn is an area of ruined buildings, not too densely packed. If you have a coastal section, this is another ideal place to use it.

### KHOL ANKA

Khol Anka has only recently fallen to the hordes issuing across the River Ivene, its defenders having staged a bold last stand in the face of overwhelming odds. The Imperium's forces are still reeling from the fall of the city, but counter-attack plans are well underway.

Khol Anka begins the campaign held by Chaos.

**D6 Mission played**  
1-3 Secure and Control  
4-6 Take and Hold

#### Terrain

Khol Anka is an urban area, and should be represented using ruined buildings or whatever appropriate pieces your terrain collection contains.

### PORT ILO

Formally a busy logistical supply conduit serving a number of installations throughout the region, Port Ilo is now reduced to a desecrated warscape populated by cackling maniacs, idolaters and other followers of Chaos.

Port Ilo begins the campaign held by Chaos.

**D6 Mission played**  
1-3 Hold at all Costs  
4-6 Seek and Destroy

#### Terrain

As with Khol Velok, this area should be themed to represent the fact that the forces of Chaos have well and truly taken over – you could in fact use certain parts of your terrain collection for both of these areas.

### KASR BARRUS

Kasr Barrus is an important element of the regional defence network, as such the Imperium have been loath to pull troops away from it, yet it has to all intents and purposes fallen out of their control. The fate of the city currently hangs in the balance, with both sides pouring resources into the battle.

Kasr Barrus begins the campaign uncontested.

**D6 Mission played**  
1-2 Patrol  
3-4 Secure and Control  
5-6 Ambush

#### Terrain

Terrain in this area should be urban and war torn – a typical area for a Cityfight!

### KHOL VELLAN

The fortress of Khol Vellan stands at the centre of an ancient, part-submerged crater, upon an island of meteoric iron. Unfortunately for Cadian High Command, the Kasr has been stripped to a mere holding force by the need to redeploy troops to the defence of the nearby St Jallen orbital defence battery.

Khol Vellan begins the campaign uncontested.

**D6 Mission played**  
1-2 Take and Hold  
3-6 Secure and Control

#### Terrain

Terrain in this area should be rocky and wild, strewn with rubble and other difficult terrain. Craters would be suitable too.



### HEREK SOUND

The Herek Sound provides a narrow channel between the Inox Headland and the Mekin Peninsula, its bridge providing access to the spaceport at Lemek Fields. Its defences are currently severely undermanned following a suspicious outbreak of plague amongst those troops stationed there, and so its defenders have been quarantined until the sickness has past, lest other troops suffer the same fate.

The Herek Sound begins the campaign uncontested.

| D6  | Mission played |
|-----|----------------|
| 1-3 | Take and Hold  |
| 4-6 | Patrol         |

#### Terrain

Terrain in this area should be bleak and grim, perhaps with a stretch of windswept coastline if you have appropriate terrain.

### LEMEK FIELDS SPACEPORT

The formally busy port of Lemek Fields has fallen into disuse following the onset of war, for its miles-long runways are pock-marked with craters and its terminals strewn with corpses – the first victims of a wave of pestilence unleashed by the foul servants of the Ruinous Powers in the opening assaults of the war.

Lemek Fields begins the campaign uncontested.

| D6  | Mission played |
|-----|----------------|
| 1-2 | Cleanse        |
| 3-4 | Patrol         |
| 5-6 | Ambush         |

#### Terrain

Battles set in this node could take place across the crater-pocked airfields, in which case use a flat table, with as many craters as you can muster. Suitable spaceport terrain can also be used.

### ANDUR BRIDGE

The Andur Bridge crosses the River Andur at a vital point, for it links the northern and southern portions of the region's mainland. Consequently, it has changed hands many times over the course of The Battle for Cadia. A small force of Traitor Marines now holds the bridge, stopping any push towards Khol Anka.

Andur Bridge begins the campaign held by Chaos.

| D6  | Mission played     |
|-----|--------------------|
| 1-4 | Recon              |
| 5-6 | Secure and Control |

#### Terrain

The areas surrounding the bridge are best represented with ruined bunkers and plenty of craters. Building the bridge would make an ideal hobby project, and the model would certainly see lots of use in the campaign.

### KASR SHYLO

Kasr Shylo is the site of the hastily redeployed Regional Command headquarters, having been rushed into service as such following the virtual destruction of Kasr Gerh. The Kasr itself is a network of bunkers and subterranean chambers centred on the sheer-sided Mount Gideon, a highly defensible location, and one that the forces of the Despoiler are determined to take intact, to utilise for their own nefarious means.

Kasr Shylo begins the campaign held by the Imperium.

| Mission played |
|----------------|
| Bunker Assault |

#### Terrain

Represent Kasr Shylo with as many bunkers and other fortifications as you can muster – this is the region's most important installation.

### KASR GERH

Kasr Gerh was a pivotal point, from which the Cadian defences could be coordinated with the efficiency for which the Cadian Staff Corp are justly noted. However, during the initial phase of The Battle for Cadia, the Kasr suffered a crippling bombardment from low orbit Chaos vessels intent upon decapitating the region's defences. Though a strong force still garrisons the few fortified bunkers left standing, the command staff were evacuated to a secondary installation at Kasr Shylo, where they continue to issue the orders.

Kasr Gerh begins the campaign held by the Imperium.

| D6  | Mission played     |
|-----|--------------------|
| 1-2 | Cleanse            |
| 3-4 | Recon              |
| 5-6 | Secure and Control |

#### Terrain

Terrain should be set up to represent as war torn an urban area as possible given the limits of your terrain collection.

### ST GAVEN BRIDGE

The broad river Ivene is crossed by St. Gaven Bridge to the south of Khol Velok, and this mighty fortified structure has been reinforced by the forces of Chaos, in defence of their captured city. Where once solid structures built by the Imperium's finest engineers stood watch over the raging river, now vicious iron spikes adorned with the cadavers of Imperial martyrs bear witness to the cruel intentions of the Despoiler's minions.

St Gaven Bridge begins the campaign held by Chaos.

| D6  | Mission played     |
|-----|--------------------|
| 1   | Secure and Control |
| 2-5 | Recon              |
| 6   | Ambush             |

#### Terrain

Terrain in this area should be relatively open. A bridge is ideal for playing over in this scenario. If you don't have a suitable bridge piece then your tabletop can represent the approach route to it across the bleak Cadian moors.

### ST JALLEN BATTERY

The St Jallen orbital defence battery has resisted innumerable attacks throughout the course of The Battle for Cadia, claiming kill-shots on at least three enemy cruisers, seven escorts and numerous smaller vessels. The ancient generatorum housed many miles beneath the battery is said to be one of the most heavily defended locations in the Regional Command, for should the battery fall silent, then the enemy would be able to make planetfall anywhere in the region almost entirely uncontested.

The St Jallen Battery begins the campaign held by the Imperium.

| D6  | Mission played     |
|-----|--------------------|
| 1-4 | Sabotage           |
| 5-6 | Strongpoint Attack |

#### Terrain

The area around the St Jallen orbital defence battery should contain plenty of bunkers and barbed wire fences. The guns themselves would make an ideal terrain-making project.





## NEW CHARACTERS: IMPERIAL GUARD HIGH COMMANDERS AND THE CHOSEN OF AHRIMAN

**A**ndy: Here's a special treat – two campaign-specific units to use. I wanted to introduce an additional layer of narrative to the campaign, and so I present to you the Imperial Guard High Commander and the Chaos Chosen of Ahriman.

The intention is that these characters be used over the course of the campaign, and to do this you won't need your opponent's consent. Please note that these rules are only official within the context of The Battle for Cadia and shouldn't be seen as an official addition to the respective armies. However, they have been fully playtested and are

balanced, so if your opponent asks to use them and you refuse, you will find yourself rolling an inordinate number of 1s, and it'll all be your own fault...

Though you can use existing models to represent these characters – for example, you can use an Imperial Guard Colonel miniature for the High Commander – there are many players (myself included) who enjoy the opportunity to create one-off characters and units, theming them to their army even if their utility is limited. How you represent your new characters is entirely up to you.





## HIGH COMMANDERS

The *Tactica Imperium* states that High Command officers should only ever take to the field of battle in the most exceptional of circumstances, for their value to the strategic battle is exponentially greater than any effort they may make on the front line. However, the *Tactica* does state that every officer in the Emperor's armies should be willing and able to lead from the front at times of great need, when their presence there will bolster the morale of the men and facilitate victory when all other options are exhausted. When such officers take to the field, they are often accompanied by a personal staff of retainers and bodyguards, the better to fulfil their Emperor-given duty.

### HQ – IMPERIAL GUARD HIGH COMMAND HEADQUARTERS GROUP

|                         | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------------------|--------------|----|----|---|---|---|---|---|----|----|
| High Commander          | 50           | 4  | 4  | 3 | 3 | 3 | 4 | 3 | 10 | 5+ |
| Grenadier bodyguard     | 10           | 3  | 4  | 3 | 3 | 1 | 3 | 1 | 8  | 4+ |
| 0-3 Servitor bodyguards | 25           | 4  | 3  | 3 | 3 | 1 | 3 | 1 | 8  | 4+ |
| Veteran                 | 8            | 3  | 3  | 3 | 3 | 1 | 3 | 2 | 8  | 5+ |
| Guardsmen               | 6            | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  | 5+ |
| Orderly                 | Varies       | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 8  | 6+ |

**Number/squad:** The Headquarters group consists of the High Commander and a personal staff of 4 to 11 aides, chosen from those listed above.

**Weapons:** The High Commander carries a laspistol and a close combat weapon. Guardsmen and veterans are armed with either a lasgun or a laspistol and close combat weapon. Grenadiers are armed with a hellgun and frag and krak grenades. Orderlies are armed with a laspistol and close combat weapon. Servitor bodyguards are equipped with a power fist and a close combat weapon.

**Independent Character:** The High Commander is an independent character. However, he must remain within unit coherency of his Headquarters group at all times and will not leave it. If it is wiped out, the High Commander reverts to being an independent character.

**Options:** The High Commander has access to the Imperial Guard Armoury.

Guardsmen may be equipped with frag grenades at +1 pt per model and/or krak grenades at +2 pts per model.

Up to four Guardsmen may replace their basic weapons with a special weapon from the following list:

- Meltagun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts; flamer at +6 pts.

One Guardsman not carrying a special weapon may be equipped with a master-vox for +20 pts.

**Character:** Veterans have access to the Imperial Guard Armoury.

Up to two Veterans may select one of the following further upgrades:

- Standard Bearer at +5 pts. The Veteran carries the High Commander's personal banner, which has the same game effect as a company banner.
- Medic at +5 pts. The Veteran is equipped with a medi-pack.

**Transport:** The Headquarters group may be mounted in a Chimera transport vehicle for +70 pts. See the transport entry on page 45 of Codex: Imperial Guard for more details.

## SPECIAL RULES

**Leadership:** Any Imperial Guard unit within 12" of the High Commander may use his Leadership when taking Morale and Leadership tests as long as he isn't in close combat, falling back or pinned.

**Rites of Command:** Any Imperial Guard unit within 12" of the High Commander may use his Leadership when taking target priority rolls as long as he isn't in close combat, falling back or pinned.

**Chain of Command:** The High Command Headquarters group may never be taken as the compulsory HQ choice.

The High Command group may be joined by Advisors, and may purchase Doctrines.

## ORDERLIES

High-ranking Imperial Guard officers are often accompanied by aides, adjutants and orderlies of all types; from scribes to lexmechanics to all manner of tactical and technical advisers.

The Headquarters group may contain up to three of each of the following orderly types:

### Staff Officer

8 points

Munitorum staff officers operate at every level of the Imperium's military, coordinating every cog in the mighty machine that is the Imperial Guard. The High Commander may be accompanied by a number of such officers, representing intelligence, logistics, liaison, artillery fire plan coordinators and all manner of other experts, each of whom have a specific role to play in the planning and execution of a battle plan.

The cumulative effect of the Staff Officers' presence is represented as follows.

If the Headquarters group contains a single Staff Officer, then every squad in the army equipped with a vox-caster also counts as equipped with a scanner.

In addition to the above, if you have two Staff Officers in the group, then the result of any Barrage Scatter dice may be re-rolled once per turn. The result of the second roll must be applied.

In addition to the above, if you have three Staff Officers, any failed Reserves rolls may be re-rolled once per turn. The result of the second roll must be applied.

### Master Astropath

10 points

The Adeptus Astra Telepathica is essential to the administration of the Imperial Guard, particularly when communication over interstellar distances is required in order to coordinate large deployments. Only the most high-ranking officer will be accompanied by a Master Astropath, for such men and women are invaluable to the strategic deployment of



many millions of troops. On the field of battle, these Masters are adept at thwarting the machinations of enemy psykers.

The Master Astropath counts as equipped with a psychic hood. Declare that you will use the ability after an opponent has successfully made a Psychic test, but before they have used the power. Each player then rolls a D6 and adds their model's Leadership value to their score. If the Master Astropath beats the opposing model's score then the psychic power is nullified and may not be used that turn. If the opposing model's score is equal or higher, it may use its psychic power as normal. The ability can be used each time an enemy model uses a psychic power. If any models in the army (such as allies) have a psychic hood, then the model and the Master Astropath may not use the ability on the same use of a psychic power. The Master Astropath is counted as a Psyker.

#### **Scribe Historicus**

**10 points**

The Officio Munitorium contains multitudes of scribes, each with an impenetrable range of tasks to perform, often involving the compilation of endless lists of seemingly useless information. Many such scribes accompany the Imperial Guard, collating data ranging from ammunition expenditure to field ration usage. Some scribes, however, do have a more useful function to perform, such as the Scribe Historicus, who records the bold actions of the unit to which he is attached, ensuring that their deeds are entered in the annals of the glorious Imperial Guard.

The presence of a Scribe Historicus emboldens the men of the Imperial Guard, who know that, even if they die, their actions will be written down and recorded for all time. Whilst accompanied by the scribe, the Headquarters group benefit from the Counter-attack universal special rule.

If there is more than one scribe in the group, then all Imperial Guard units with a model within 12" of a Scribe Historicus benefit from this rule.

#### **Batman**

**6 points**

Many Imperial Guard High Commanders are accompanied by a range of flunkies, servants and general dogsbodies, ranging from food-tasters to butlers. These rarely serve a useful military role, but do have their uses when the bullets start flying...

If the High Commander suffers a wound, he may allocate the wound to a batman. This must be done before any Saving throws are attempted.

#### **Sage**

**10 points**

These aides serve many vital functions within the Adeptus Ministorum, their enhanced mnemonic capacity allowing them to process

*A High Command Headquarters group watch the Imperial Guard 'Ganymede 101st' deploy on the streets of Cadia.*





all manner of pertinent data. On the field of battle they are sometimes employed to assist in target acquisition and tactical analysis.

If accompanied by a Sage, the High Commander benefits from +1 BS. If there is more than one Sage in the Headquarters group, the High Commander, or a member of the group, may re-roll a failed roll to hit during the Shooting phase, although he must accept the second result.

**Pastor** **10 points**

Many high-ranking officers employ a personal priest – a representative of the Ecclesiarchy who acts as a confessor and spiritual adviser.

If accompanied by a Pastor, the High Commander and Headquarters group is counted as Stubborn – see the Warhammer 40,000 Universal Rules for details.



Master Astropath

High Commander

Staff Officer

Staff Officer

Veteran

Sage

Veteran

Sage

Veteran

Veteran

Pastor

*These miniatures have been painted and converted by the highly-talented Jonathan Carter, and are themed to fit in with his Imperial Guard army, the 'Ganymede 101st'.*

**FOR THE EMPEROR!**

We have created a special web page at the online store containing a range of models which you can use to create an Imperial Guard High Commander and his retinue. Log on to:

[www.games-workshop.co.uk/store/highcommand](http://www.games-workshop.co.uk/store/highcommand)



## THOUSAND SONS CHOSEN OF AHRIMAN

During the darkest days of The Battle for Cadia, the arch-enemy launched a devastating assault upon the Eldar, achieving a long-sought victory in penetrating the hidden dimension by which the Eldar travel from world to world in but a step. Led by Ahriman, Chief Librarian of the Thousand Sons Traitor Legion, the servants of the Ruinous Powers launched raids upon the guardians of the Webway. In addition to their attacks upon the xenos Eldar, the Thousand Sons were able to wreak havoc upon the defenders of the Imperium's worlds utilising the Webway to launch surprise attacks deep behind the Imperium's lines, each force led by a Chosen of Ahriman, a trusted disciple of Ahriman privy to the secrets of the labyrinth.

**Number/squad:** 1-3. You may include between 1 and 3 Chosen of Ahriman as a single HQ choice. Each is deployed separately, and counts as a separate unit for the purposes of capturing objectives, Victory Points etc.

|                   | Points/Model | WS | BS | S | T | W | I | A | Ld | Sv |
|-------------------|--------------|----|----|---|---|---|---|---|----|----|
| Chosen of Ahriman | 70           | 5  | 5  | 4 | 4 | 2 | 5 | 3 | 10 | 3+ |

**Weapons:** The Chosen of Ahriman selects weapons and equipment from the Chaos Armoury. The Chosen of Ahriman is equipped with the Mark of Tzeentch, the points cost of which is included above.

**Options:** The Chosen of Ahriman has access to the Chaos Armoury. He may spend 75 points from the Armoury, of which up to 50 may be Daemonic Gifts.

**Character:** The Chosen of Ahriman is an independent character and follows all the Independent Character special rules as given in the Warhammer 40,000 rulebook.

### SPECIAL RULES

**The Key:** The Chosen of Ahriman can use this psychic power at the start of the Movement phase instead of moving normally. The

Chosen of Ahriman (and any Followers accompanying him) and up to one squad of Chaos Space Marines or Terminators with the Rubric Sign within 6" of him is removed from the tabletop and then immediately placed anywhere on the tabletop using the Deep Strike rules. This power may be used even if enemy models are in base contact with any of the models affected (the enemy models are left behind).

**Council of the Changer:** The Chosen of Ahriman count as a normal HQ choice in a Thousand Sons army. They may be taken by other Chaos Space Marine armies, but may never be the compulsory HQ choice.

*Special thanks to John Swann and Edward Maule for the idea and Matt Plonski for playtesting.*



#### Andy Hoare

Andy has recently built his own High Commander for his Mordant regiment, a gang of expert scroungers who are the scourge of xenos and the Departmento Munitorium alike!

A Chosen of Ahriman uses the Key to get behind an Imperial Fists position.





# THE LORD OF THE RINGS

## STRATEGY BATTLE GAME™

- One Ring to Rule them all  
New rules manual preview!
- The Might of the Dwarves  
Tactical tips for Durin's folk
- Return to Mount Doom  
The Last Alliance, part II



# THE END

*The armies of Middle-earth march as The War of The Ring™ campaign*

Dark clouds gather over the lands of the Free Peoples as Sauron's minions prepare to make their final assault on Middle-earth. All battles, every struggle has been leading up to this point. In these last crucial stages of The War of the Ring™ online campaign your battles can make the difference. But whose side are you on?

**A**fter weeks of furious The Lord of the Rings gaming, the last month of the online The War of the Ring™ campaign has arrived. In this final phase it is more important than ever that you fight your battles and input your results onto the website. The war hangs in the balance by a thread and YOUR victories could be the one thing that tips the balance in favour of Good or Evil.

Fittingly, there is a focus this month on the final climactic scenes of the The Return of the King with The Black Gate Opens.

Games Workshop Hobby Centres across the UK are taking up the challenge by playing this scenario (from The Return of the King rules manual) and trying to make a Games Workshop record for the most The Lord of the Rings models on any gaming table ever! You can help out in this epic challenge by bringing along your forces to your local Hobby Centre and fighting it out before the very gates of Mordor.

For those following the Fellowship of the Ring's progress on the website, there are also four special scenarios this month.



THE CAMPAIGN CONCLUDES 31ST AUGUST!

**WWW.THEWAROFTHERING.CO.UK**



# IS NEAR



*reaches its climax. Who will be victorious?*

- **The Glory of Dol Amroth** – 29th July  
(from The Battle of Pelennor Fields)
- **Minas Tirith** – 5th August  
(from the Return of the King)
- **The Tower of Cirith Ungol** – 12th August  
(from The Return of the King)
- **The Black Gate Opens** – 19th August  
(from The Return of the King)

Remember these scenarios are only open for a week, and their outcomes are worth

more when played during this period – so make sure you get those results registered.

Now is the time to redouble your efforts in the struggle for Middle-earth. With your forces you could break the rule of Sauron forever and end the threat to the Free Peoples, or you could crush the last vestiges of resistance in Gondor and other safe havens, plunging the land into a glorious second darkness.

The outcome of The War of the Ring™ and the fate of Middle-earth lies with you...

## Stick to the web

A dedicated website has been designed for The War of the Ring™, one with loads of gaming, painting and scenery-making ideas for every army. The website also includes:

- **Forums** – A place to get together online with your allies and swap tactics, plan where to post your results, or just chat about how the campaign is going.
- **Hobby pages** – The website has a load of painting, modelling and gaming articles for you to read and use in your campaign games!
- **Wartime Achievements** – View your victories and defeats! How have you affected the result?
- **Interactive map** – Shows you who is winning the war as it unfolds! It also allows you to follow the path of the Fellowship of the Ring which unlocks special scenarios.

## Loads of Gaming!

All our Hobby Centres in the UK are running games for The War of the Ring™ Campaign. Pop down with your army and join in. Results posted from the Hobby Centres are worth double in the campaign.

[www.games-workshop.co.uk/storefinder](http://www.games-workshop.co.uk/storefinder)

Some clubs are running special The War of the Ring™ games. For your nearest GCN club go to:

[www.games-workshop.co.uk/gamingclubs](http://www.games-workshop.co.uk/gamingclubs)

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One rules manual  
to rule them all!

One Ring to



# THE LORD OF THE RINGS

STRATEGY BATTLE GAME

Deep in the darkest recesses of Games Workshop, the Games Development team have been busily working on the latest edition of The Lord of The Rings Strategy Battle Game. After sifting through feedback from the gaming community and conducting countless playtests, the team have finished their task. Released later this year, this new edition promises to be the finest version of The Lord of the Rings game to date. Adam Troke emerges from the gloom to shed some light on the subject.

Over the past three years Games Workshop has released three editions of the The Lord of The Rings strategy battle game, each taking their inspiration from one of the blockbuster films. With each new edition we added excellent new models and exciting rules to The Lord of the Rings range, while in order to explore JRR Tolkien's world in more detail the game has been expanded with four supplements. These focussed on the Battle of Pelennor Fields and the Siege of Gondor, as well as allowing players to re-enact the Scouring of The Shire and Balin's expedition into Moria.

Now, as The Lord of the Rings strategy battle game approaches its fourth year, the range of models has grown to epic proportions. The latest edition of the rulebook draws all the rules from the supplements and previous editions of the rules manual together and combines them into one, definitive volume.



# rule them all...

A new age of The Lord of The Rings gaming will soon begin!





*...and in the darkness bind them.*

The new The Lord of the Rings rules manual is divided into three distinct sections, each dealing with a specific aspect of the game, gathering all the information you need to play and develop your hobby in one book.

### The Rules Section

The rules section covers everything from the basics to advanced rules, presented in an easy to reference format. If you're new to The Lord of the Rings, you'll find the games system easy to pick up, yet still offering many fiendish tactical challenges to beginner and seasoned general alike. Those of you that have played the previous editions of the game will notice that some minor revisions have taken place within the core rules, including improvements to the Courage and Fight sections, making games quicker and more streamlined.

To ensure it is as comprehensive a volume as possible, all the core rules from the previous versions of the game and all the supplements are now collated into one place. These include rules for siege engines, besieging a fortress, coastal raids and using the dreaded Mûmak.

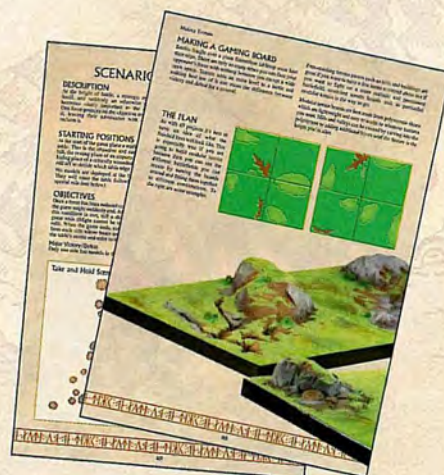


### The Hobby section

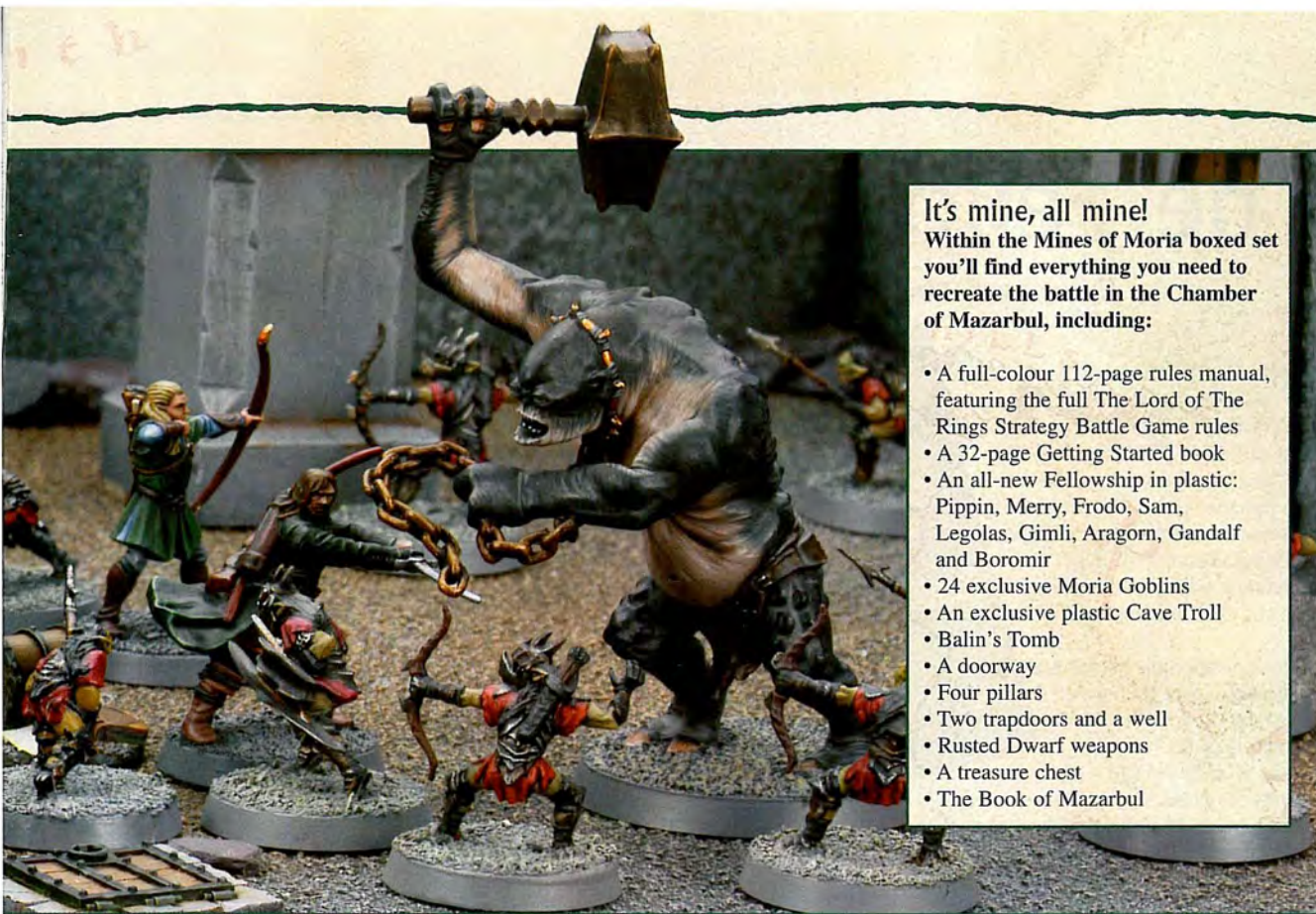
The new rulebook's extensive Hobby section features useful guides to painting and collecting your forces of Good and Evil, as well as instructions on how to build essential terrain pieces and create an inspiring gaming area. There are instructions for building terrain to suit specific scenarios – such as coastlines – and advanced projects, like how to create modular terrain, the ultimate in gaming boards. This type of terrain can be made amazingly detailed and offers a combination of various terrain layouts, yet is easy to store

### The Forces section

All the Warriors and Heroes from each of the previously published supplements are included within the comprehensive forces section, allowing you easy access to any profiles you may need. These profiles are gathered together into geographical or cultural themes, giving you a clear guide for making evocatively themed armies. Each theme commences with a brief introduction to the region, fleshing out the mindset and history of the inhabitants and giving them a context within the strategy battle game.







### It's mine, all mine!

Within the Mines of Moria boxed set you'll find everything you need to recreate the battle in the Chamber of Mazarbul, including:

- A full-colour 112-page rules manual, featuring the full The Lord of The Rings Strategy Battle Game rules
- A 32-page Getting Started book
- An all-new Fellowship in plastic: Pippin, Merry, Frodo, Sam, Legolas, Gimli, Aragorn, Gandalf and Boromir
- 24 exclusive Moria Goblins
- An exclusive plastic Cave Troll
- Balin's Tomb
- A doorway
- Four pillars
- Two trapdoors and a well
- Rusted Dwarf weapons
- A treasure chest
- The Book of Mazarbul

## THE MINES OF MORIA

**T**he forthcoming Mines of Moria boxed set is The Lord of the Rings in a box, featuring everything you need to start playing straightaway. Drawing from the strong film imagery of Khazad-dûm and the Fellowship's perilous journey through its dark halls, the set contains all the models you need to relive the exciting battle in Balin's Tomb and the events that lead up to it. It's an invaluable introduction to the hobby for newcomers, with a Getting Started book to guide

you through the game process. However, all hobbyists will want this set, no matter how long you've been playing; in addition to a new Fellowship, a Cave Troll and a horde of Goblins, the box contains all-new Moria scenery, including a doorway, pillars and Balin's Tomb. There's also a handy A5-sized full-colour The Lord of the Rings rules manual which contains the complete rules and all the profiles and statistics you will need to re-enact your favourite film moments.

Portal



Legolas

Gandalf

Cave Troll



Balin's tomb



Goblin



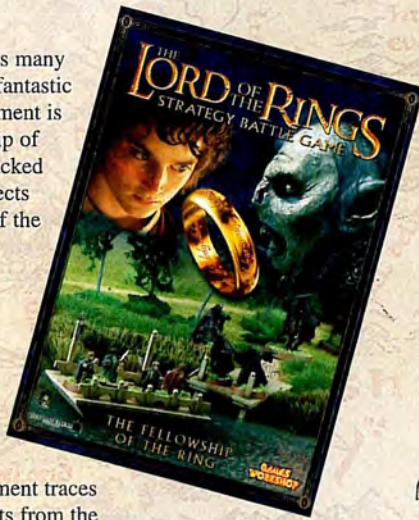
# The Fellowship of The Ring

*Re-enact the finest moments from the first book!*

The Lord of The Rings has many amazing characters and fantastic battles – and this supplement is filled with both. The Fellowship of The Ring is a 96-page book packed with scenarios and hobby projects that combine to tell the story of the first instalment of Tolkien's masterwork, and pushes every aspect of the hobby forward.

Contained within the book are 18 scenarios, each telling a part of the story of The Fellowship of the Ring, starting with the Nazgûl entering the Shire. The supplement traces the daring escape of the Hobbits from the Shire, the dramatic encounter at Weathertop and the perilous flight to the ford of Bruinen. The Fellowship's passage through Moria is detailed before the story moves onward to Lothlorien and finally the breaking of the Fellowship at Amon Hen. Each scenario is accompanied with clear instructions on how to build and paint the scenery and models used within each.

In addition, released alongside the book is a fantastic new range of miniatures.



Alan and Michael Perry have carefully drawn and sculpted the Rangers so that they complement the appearance of Aragorn who is, after all, their chieftain.

## Dúnedain Rangers

The Dúnedain have been protecting the North Kingdom for hundreds of years, hunting down Evil creatures and turning aside unwanted intruders, thereby keeping the inhabitants of Eriador safe from harm. Whilst we already have models of these unsung heroes of Middle-earth attired for battle on the fields of Pelennor, we wanted to be able to represent the Dúnedain in their guise as the Rangers, the mysterious guardians of the Shire, Bree and beyond.

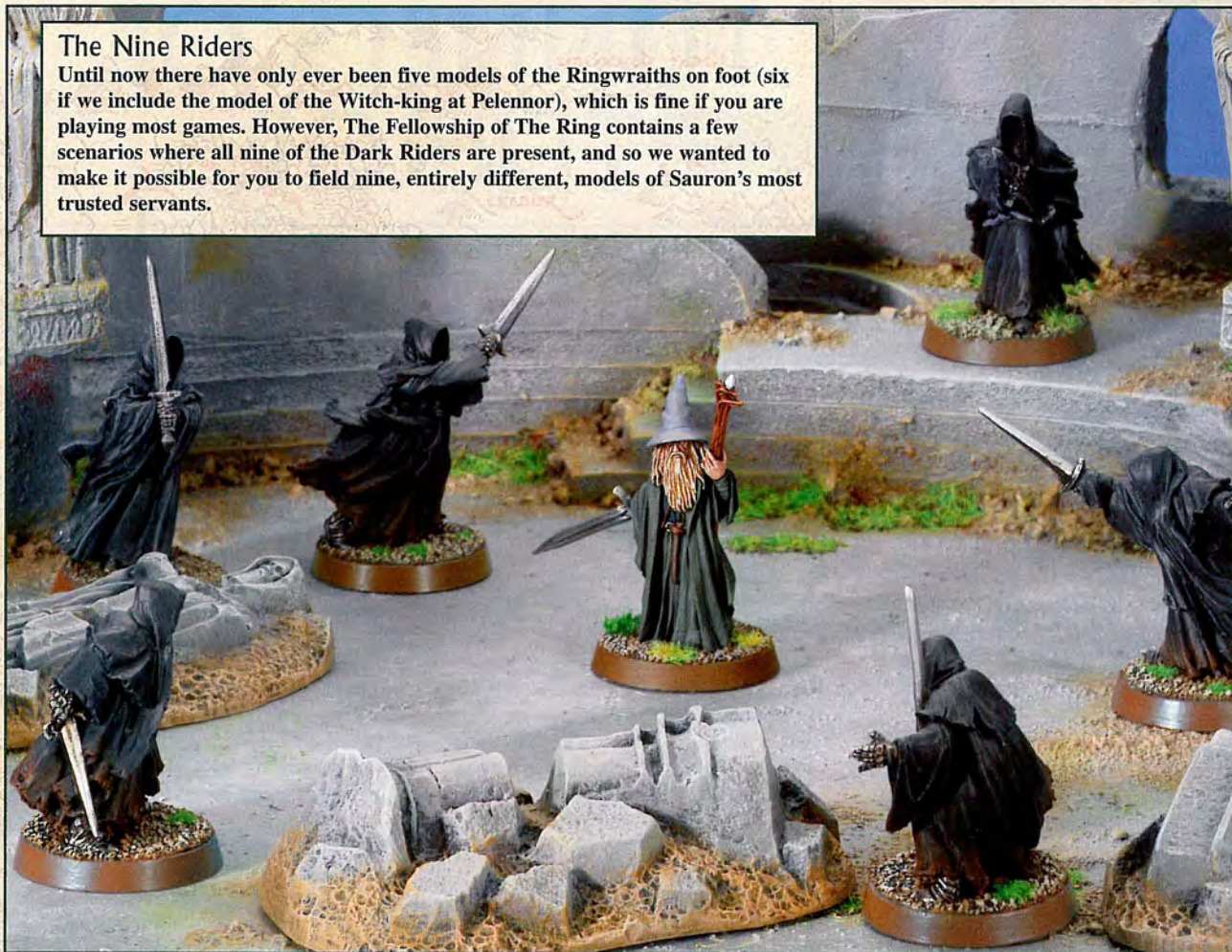


*The Rangers repel an attack from the Ringwraiths.*



### The Nine Riders

Until now there have only ever been five models of the Ringwraiths on foot (six if we include the model of the Witch-king at Pelennor), which is fine if you are playing most games. However, The Fellowship of The Ring contains a few scenarios where all nine of the Dark Riders are present, and so we wanted to make it possible for you to field nine, entirely different, models of Sauron's most trusted servants.



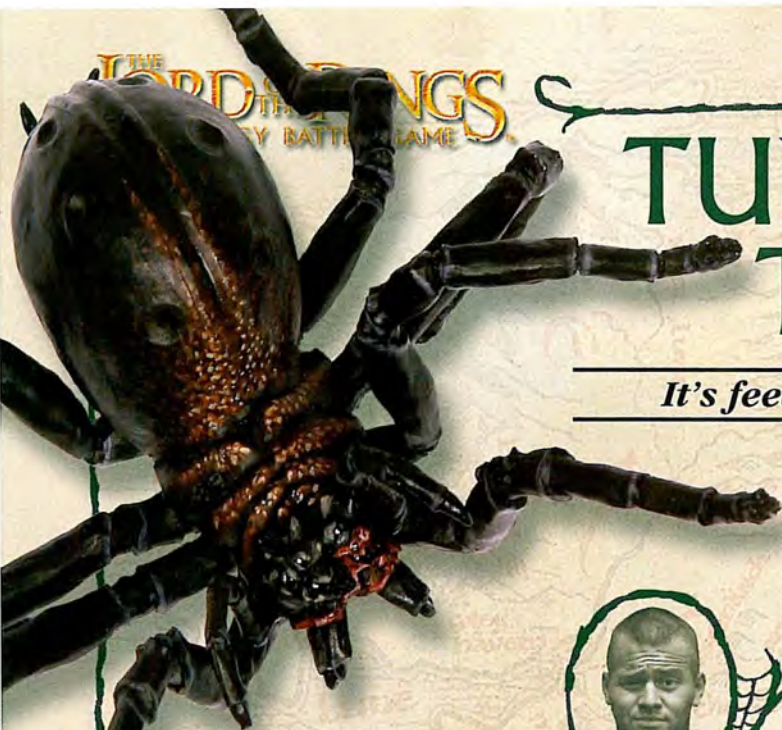
*The Ringwraiths spring their ambush on Gandalf the Grey.*

### Scenery workshops

One of the most exciting parts of The Fellowship of the Ring is how the scenery projects contained within develop. The terrain has been carefully designed so that the pieces gradually add to one another, allowing even inexperienced modellers to create brilliant, themed boards.







# TUNNELS OF TERROR

*It's feeding time for Her Ladyship!*

Those talented Americans have put together a Battle Report so fantastic we just had to pinch it and show you! Board by Rick Smith, scenario by Ross Watson. To Cirith Ungol!

**T**wo bold men were required to play this deadly game of cat and mouse, and they don't get much bolder than US Hobby Centre managers Devin McKenzie and John Thissel. John agreed to take control of the Orcs, who are seeking safe passage through the very dangerous tunnels of Shelob, while Devin McKenzie would control the great spider herself, who has popped out for a quick bite to eat. Each player began by concocting a devious plan to see who would be master of the tunnels.



Devin McKenzie

**Devin:** There was only one word to describe me when I got the news that I was going to play in a Battle Report for White Dwarf – thrilled. It is even more exciting to discover that I am playing against one of the other Hobby Centre managers in my region (a little inter-store rivalry is always a good thing!).

The scenes with Shelob in the film of The Return of The King are among my favourites. Ever since I was bitten by a brown recluse spider in high school, I've felt like a superhero, and so it is a natural choice for me to play as Shelob. I know that this scenario is going to be tricky from

the beginning though. John has nine Orcs and an Orc Captain, and for him to win, he needs to get just four of these models off the other side of the table (or two for a draw). Thus, I will have to kill eight in order to win.

My biggest fear is John deciding to split all nine of his Orcs up among the six tunnels. If he does that, I won't have enough time to get Shelob across the table and kill enough Orcs! Shelob must pass a Courage test whenever she suffers a Wound too, or she'll run away – another hindrance! However, I have some sticky tricks up my sleeve too.

Shelob's +1 bonus to her Courage tests while defending her home and her web barriers blocking access to her lair will be very handy. The web barriers will give me a chance to catch John's troops and slow them down so that I can devour them easily. Another advantage I'll have is Shelob's speed – she can zip around 10" a turn, and terrain doesn't slow her down in this scenario. Next, Shelob has rock hard Fight and Defence values of 7. As such, I should win just about every fight. Plus, Shelob fights like cavalry!



John Thissel

**John:** Splitting my Orcs up into groups of three will keep Shelob distracted and allow me to sneak at least four Orcs off the board and win the game. I've also matched up my Captain with two Orcs with two-handed weapons to try and wound Shelob.

The Orc Captain and his Might points will be very important if I'm to secure victory. With Might, I can call Heroic Moves at those crucial times, though perhaps I should hoard them for truly desperate situations. On to battle!



*With nowhere left to run, these Orcs must fight desperately for their lives against the insatiably hungry Shelob.*



# SCENARIO – COME INTO MY PARLOUR

by Ross Watson

## Description

Mordor Orcs are returning with a report for their master about Gondor's defences. However, the patrol has lost its way in a storm and now has but one choice: to pass through Shelob's lair.

## Participants

### Good

- 1 Orc Captain with Shield
- 6 Orc Warriors with Shields
- 2 Orcs armed with Two-Handed Weapons

### Evil

Shelob

## Points Match

If you want to play this scenario with alternate forces, then the Evil side should take one Hero. The 'Good' side (yeah, these guys aren't really good, but compared to Shelob...) should then choose a Hero worth no more than 50 points and enough Warriors to make the points equal on both sides. Complete equality isn't essential, as you can add extra web barriers to even things out. You could also stage other conflicts inside Shelob's Lair. For example, you could see if a single Cave Troll can make it through alive or pit the Fellowship against all nine Ringwraiths. We suggest that both players take turns as Shelob.

## Layout

For this scenario, we used Rick Smith's Shelob's lair table. See overleaf for the web address if you want to find out how he created it and learn how to make one of your own! If you are using a different table, we recommend one that measures at least 4' x 4' and that you include lots of terrain! At the very least, there should be six discernible entrances to the lair and at least four exits.

## Starting Positions

First, the Evil player sets up his web barriers anywhere in the tunnels. Next, he secretly nominates a starting position for Shelob in any tunnel within 18" of the exits of the lair and writes down this location (eg, 6" from the left board edge and 8" from the bottom table edge) before the game starts. The Evil player places her on the board in the first turn.

The Good player divides his forces as he sees fit and places them near any tunnel entrances. However, he may not deploy his models further than 6" from the table edge.

## Objectives

If the Good player can get four or more models off the opposite edge of the board,

Tunnel exits



Tunnel entrances

he wins. If the Good player gets two or three models off the opposite edge of the board, the game is a draw. Any other result is a win for the Evil player.

## Special Rules

**The Winding Tunnels.** Shelob's lair is honeycombed with small tunnels in which the Mordor troops will likely have to split up if they want to have a chance of making it through alive. Models do not have to take Courage tests for being on their own or when half of the force is destroyed.

**The Home of Shelob.** Shelob is still subject to her Hunting Instinct special rule, but she gains a +1 to all her Courage tests, since she is on her home turf. In addition, Shelob knows the labyrinthine depths of her tunnels thoroughly and can find ways through. Thus, she can move in any direction inside her lair, regardless of intervening terrain (ie, she can move through walls).

## Web Barriers

At the beginning of the game, before either side places its models, the Evil player places up to eight web barriers. Each web

barrier blocks movement and has 1 Wound. The web barriers may be charged, are automatically hit by any attacks, and cannot be destroyed by shooting. Web barriers have Defence 4. A model in close combat with a web can destroy it automatically by spending a Might point. If a 1 is rolled while attempting to destroy the web barrier, the attacking model becomes stuck in the webs! To free himself from the web immediately, a model must spend 1 Might point. Otherwise, roll a D6. Any result equal to or under the model's Strength allows the model to escape. A result of 6 always fails. On a failed result, the model is trapped in the web barrier and may not move or shoot. Either method of escape takes up a model's entire turn. If Shelob attacks a model trapped in the web barrier, she automatically hits.

There are many ways the Evil player can place the web barriers to improve his chances of victory. One recommended method is to use four web barriers to block the exits, which forces the Orcs to spend valuable time hacking through the barriers. Another tactic is to place the web barriers to herd the Orcs at Shelob's will!



## Making web barriers

Shelob has cunningly protected her home with barriers of thick web to slow down any intruders. These are an important part of the scenario, providing obstacles for any trespassers and helping Shelob to capture her prey.

You can make web markers out of wire, hot glue, and a base. Just fold the wire into a circle, fitting it into two holes drilled in a base. Then cover the wire with strips of glue going from one side of the wire to the opposite side.



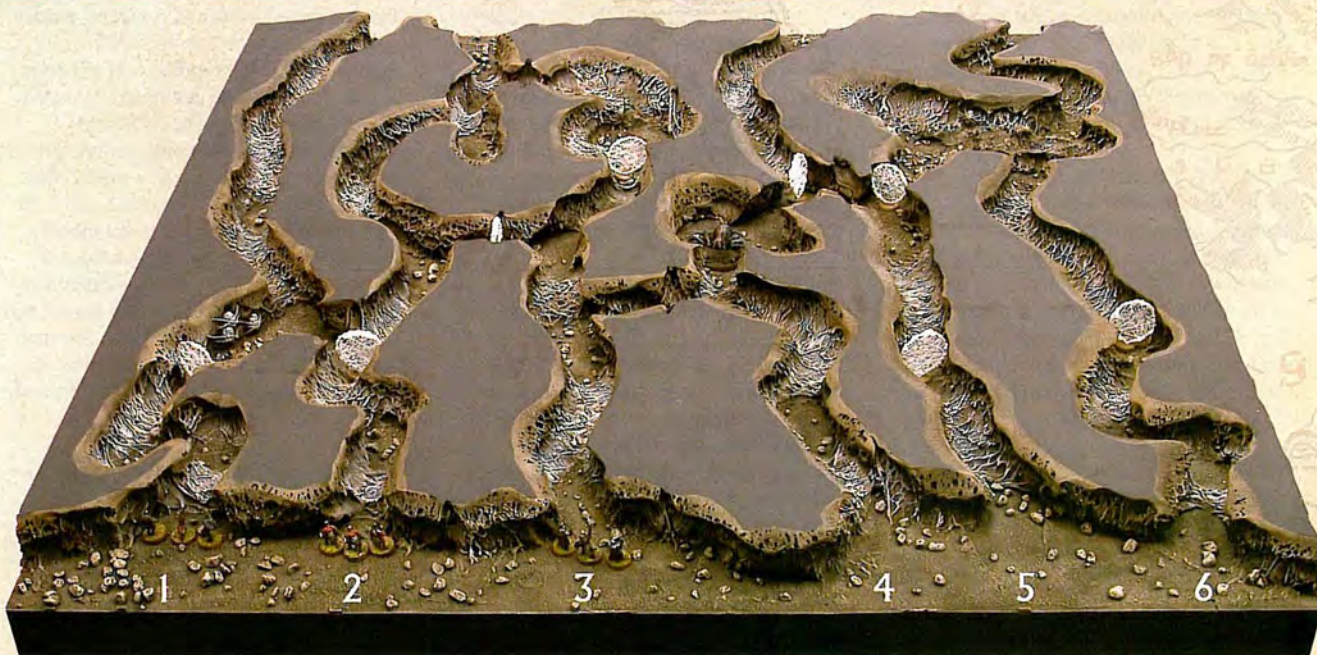
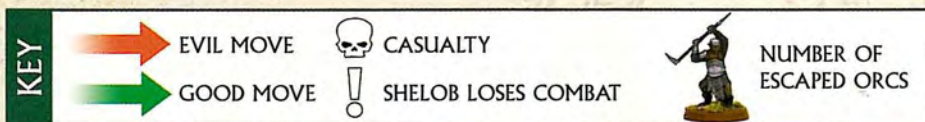
*Shelob's webs have trapped many hapless visitors.*



## The Board

Rick Smith created the amazingly detailed table that we used in this Battle Report. In fact, Rick has written a step-by-step guide on how to make one for yourself! You can find Rick's advice and instructions on the Games Workshop website at:

[www.games-workshop.co.uk/heraldsofdarkness/shelobs-lair](http://www.games-workshop.co.uk/heraldsofdarkness/shelobs-lair)







|             |                  |               |               |               |               |               |                   |                  |                  |                           |
|-------------|------------------|---------------|---------------|---------------|---------------|---------------|-------------------|------------------|------------------|---------------------------|
| Shelob      | <b>F</b><br>7/-  | <b>S</b><br>7 | <b>D</b><br>7 | <b>A</b><br>1 | <b>W</b><br>6 | <b>C</b><br>4 | <b>Might</b><br>0 | <b>Will</b><br>6 | <b>Fate</b><br>0 | <b>Points value</b><br>90 |
| Orc Captain | <b>F</b><br>4/5+ | <b>S</b><br>4 | <b>D</b><br>5 | <b>A</b><br>2 | <b>W</b><br>2 | <b>C</b><br>3 | <b>Might</b><br>2 | <b>Will</b><br>1 | <b>Fate</b><br>1 | <b>Points value</b><br>40 |
| Orc         | <b>F</b><br>3/5+ | <b>S</b><br>3 | <b>D</b><br>4 | <b>A</b><br>1 | <b>W</b><br>1 | <b>C</b><br>2 |                   |                  |                  | <b>Points value</b><br>5  |



## Deployment

(See board left) Before the battle began, Devin scattered his web barriers around the board and blocked off all six passages without concentrating them in any one area. Secretly, he placed Shelob near the centre of the board and got ready to react to John's Orcs.

John separated his Orcs into three groups of three. The rightmost (Tunnel 3) group contained his heavy hitters – two Orcs with two-handed weapons and the Orc Captain. Clearly, John was counting on this group to deal with Shelob if she showed herself! His main plan was simply to leg it down the other end as quickly as possible.

## Alternatives to building your own board

If making scenery is not your thing or you don't have the time to create a beautiful, custom-built board like Rick Smith's, don't fret – there are plenty of other ways to recreate Shelob's Lair. Rather than build a board from polystyrene, you could construct something similar using card. Using old cereal boxes, cardboard boxes or any other unused card packaging you can find at home, simply cut out strips to represent the walls of the tunnels and set up a network to match the layout of Rick's board. If you don't have any card, you could always draw the outline of the tunnels onto a big piece of paper or card and play the scenario on that.





## Turn 1

John, as the 'Good' player in this scenario, had Priority for the first turn and moved his Orcs forward into the tunnels. Meanwhile, Shelob scuttled into the central Tunnel 3 to face the Orc Captain, her mandibles dripping with vile anticipation of the slaughter to come.

## Turn 2

Devin won Priority this turn, and Shelob considered the Orc Captain. Deciding to go after softer targets to start with, Shelob moved out of the centre tunnel and into another toward the left edge of the board (Tunnel 2). Since Shelob has intimate knowledge of her own lair, she can move from place to place without difficulty.

### The right tools for the job

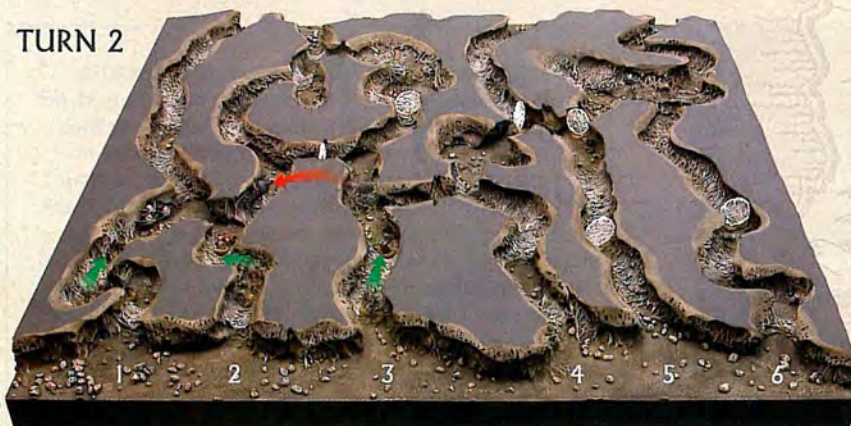
The Orcs who stand the best chance of fighting off Shelob are the Orc Captain and his bodyguards who carry two-handed weapons. Their bonus when trying to wound Shelob should help against her Defence of 7.



## TURN 1



## TURN 2



Terrain does not hinder her movement in this scenario, because she can slip through secret passageways over and under the main tunnels.

Meanwhile, John advanced his Orcs grimly toward the web barriers blocking his path in Tunnels 1 and 2. Both groups of Orcs attacked the thick sheets of webbing, and both groups easily tore the barriers to shreds! Each web barrier has Defence 4, meaning that John's Orcs needed a 5 or a 6 to destroy them. Luckily for John, he rolled 6's on his first try for each attack!

With the passageways now clear, the Orcs grunted in satisfaction and prepared to continue toward the tunnel exits.



*The Orcs scurry down the nightmarish tunnel. Will they escape in time?*



*A web barrier blocks the Orcs' path and will have to be cut down before they can proceed.*



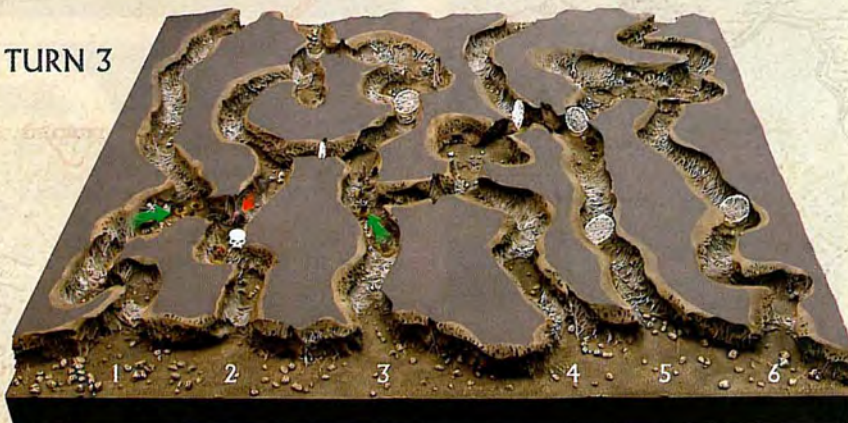


*Shelob attacks!*

### Turn 3

Devin won Priority again this turn and decided, with an evil grin, to have Shelob charge the Orcs in Tunnel 2. Not surprisingly, Shelob's devastating charge ripped a hapless Orc apart easily. The corridor was too narrow for more than one Orc to fight against Shelob, and John stoically continued moving his other Orcs up the web-shrouded passageways.

### TURN 3



### Turn 4

John wrested Priority for the Orcs this turn. The two remaining Orcs in Tunnel 2 attempted to charge Shelob to buy time for their comrades, but only the first Orc managed to pass his Courage test and charge in. Although the Orc was brave, he was also foolish to face the wrath of Ungoliant's spawn, and he quickly fell under Shelob's fangs.

### TURN 4



John's other Orcs were almost halfway across the board now, however. Only two Orcs had been slain. So far, things were looking good for John.



## Turn 5

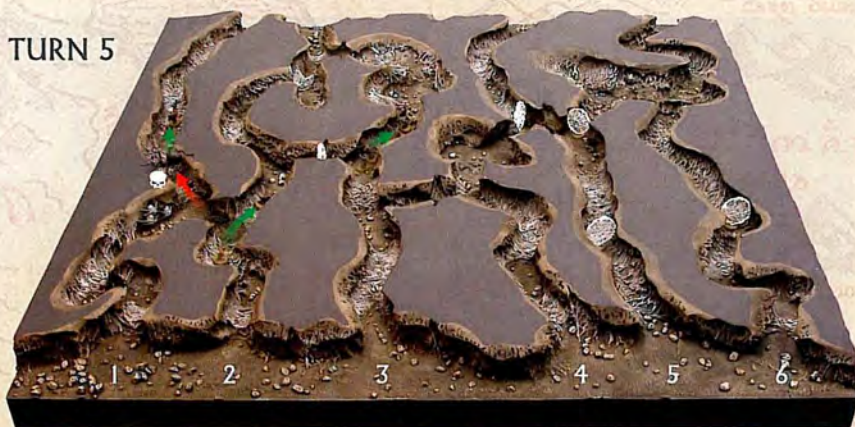
Devin claimed Priority for Shelob this turn, as she spun away from the final Orc in Tunnel 2 and skittered across her webs into Tunnel 1 to charge the straggler from the group of Orcs moving up that path. Pouncing on him from the darkness of her lair, Shelob easily overpowered the Orc. No doubt the his dying screams only encouraged his brethren to run even faster!

John was not ready to give up quite so easily. His Orcs moved as quickly as they dared through the tunnels – a glimmer of daylight began to be visible on the tunnel walls. The exits were close! The Orc Captain charged the web barrier blocking his advance and clove it in two with one sweep of his sword (Tunnel 3). Devin frowned – the web barriers hadn't slowed down John's Orcs at all so far.

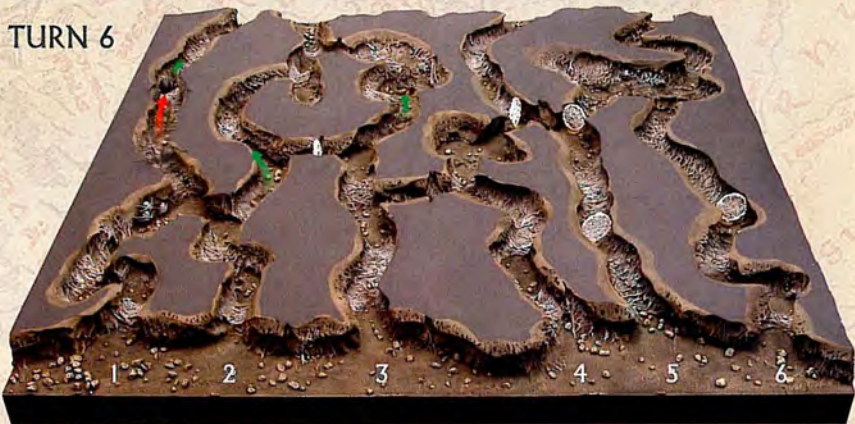
## Turn 6

Both players rolled for Priority again and John let out a whoop as the results came out a tie! Because Devin had Priority last turn, John won the tie, and the Orcs would

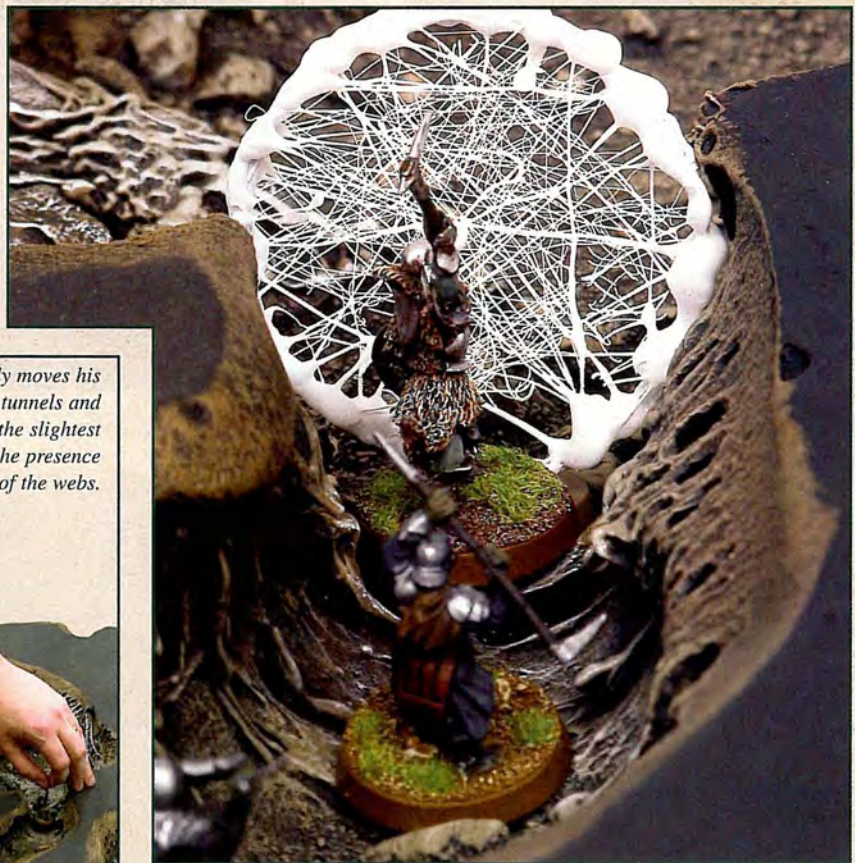
## TURN 5



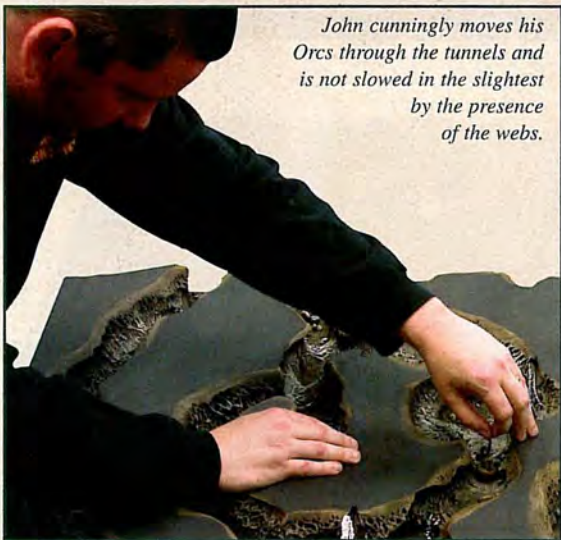
## TURN 6



*Shelob chases the Orcs down Tunnel 1 and pounces on the straggler.*



*This web barrier presents no obstacle to the Orc Captain.*



*John cunningly moves his Orcs through the tunnels and is not slowed in the slightest by the presence of the webs.*



move first. With the tunnel exits gaping ahead, John's Orcs made a break for it, while Shelob gave chase.

### Turn 7

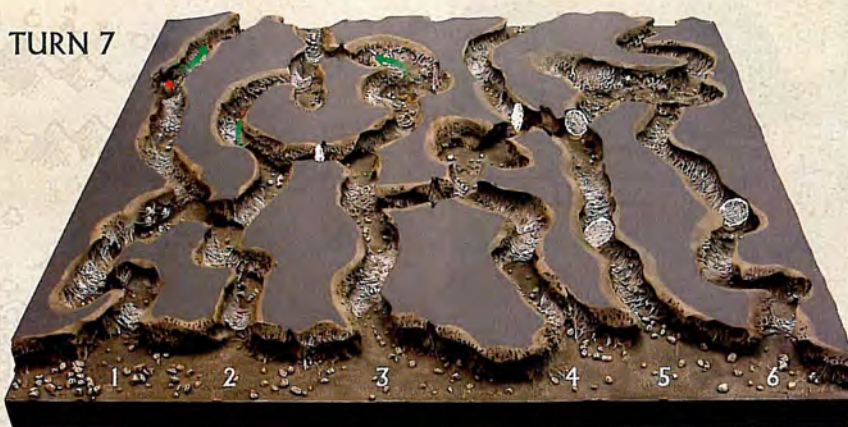
Devin snatched Priority away from the Orcs this turn, and Shelob immediately charged the fleeing Orcs in Tunnel 1. In a stunning turn of events, the Orc actually won combat against Shelob and pushed her back. The other Orcs rounded the final corners and closed on the exits to Shelob's lair – escape was within John's grasp!

### Turn 8

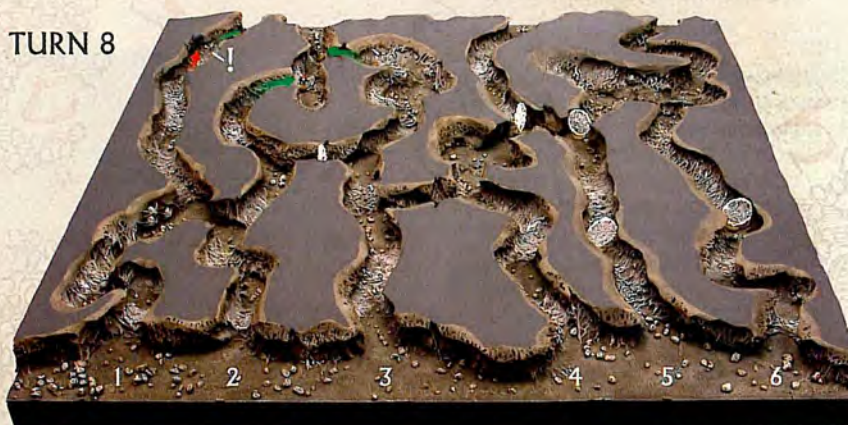
John crucially won the Priority this turn. The Orcs ran for the tantalisingly close board edge, and the final Orc from the group in Tunnel 2 ended up only an inch or so short. The Orc who battled Shelob backed further away up the tunnel, and the Orc Captain and his two Orc accomplices moved up the centre tunnel to within sight of their goal.

Shelob charged the nearest Orc once more, but the Orc managed to fight her off, and, against all odds, wounded the massive spider. Shelob's screech of pain echoed down the dark tunnels, and Devin began to sweat as he rolled for her Courage test. Thanks to the bonus Shelob gets for being in her own lair, the test was passed, and she stayed in the game.

### TURN 7



### TURN 8



*These Orcs are about to be consumed to satisfy Shelob's hunger.*





*In a startling move, Devin wins Priority and shifts Shelob to block the tunnel exit!*

### Turn 9

Devin chanted "Priority, Priority," and it seemed to pay off as Shelob won Priority. In a masterful move, Devin moved Shelob in front of the Orc Captain and neatly blocked off his escape route. Four Orcs would now have to face Shelob before they could escape. John looked worried, however he took heart – the exit to Tunnel 1 was now open, allowing one Orc to make it off the board, another ending up only centimetres away from freedom.

The Orc Captain and his two Orcs with two-handed weapons managed to pass the Courage test to charge Shelob, but their weapons were unable to wound their foe. Devin's brilliant manoeuvre could still earn him a draw if Shelob could kill just a few more Orcs.

### Turn 10

John won Priority and promptly got the other Orc in Tunnel 1 off the board. The

### TURN 9

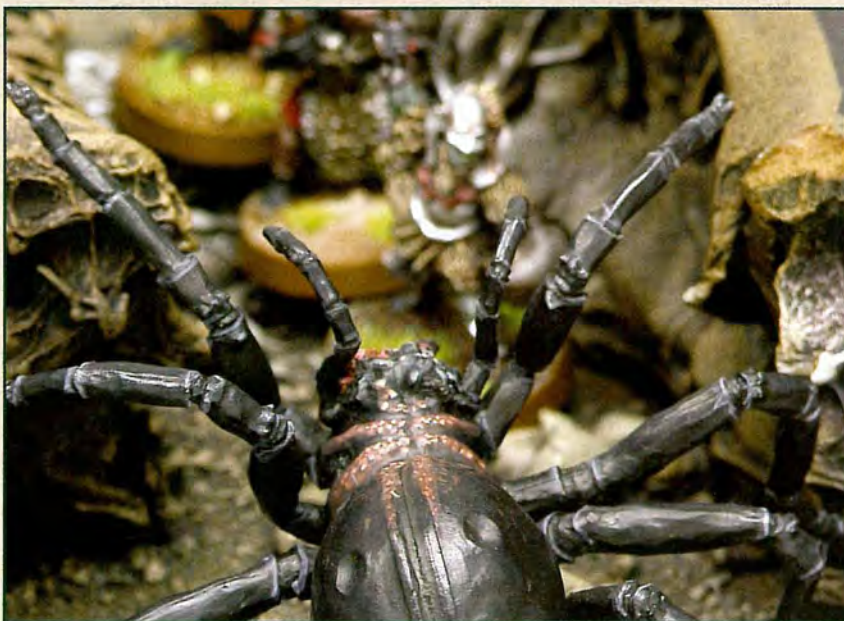


### TURN 10



Orc Captain spent a Might point in order to pass his Courage test and charge Shelob, but the other Orcs failed and cowered before her. In combat, the Orc Captain proved his worth by winning the combat! Adding insult to injury, the Orc Captain's mighty blows inflicted another wound on

the spider! Devin's dice did not fail him, however, and Shelob passed her Courage test to remain in play. For Devin, the worst result was that Shelob had been pushed back by the Orc Captain's attack, and there was now enough room for the three Orcs by John's captain to sneak past.



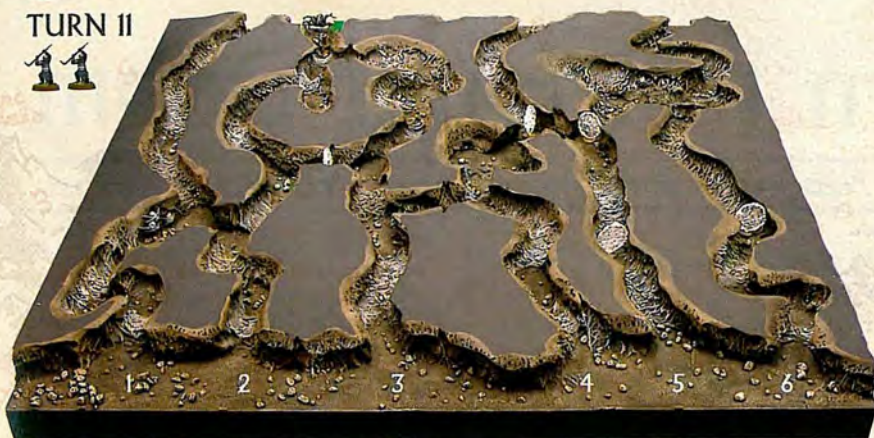
*Facing Shelob at the end of their journey, the Orcs have no choice but to fight.*



*The Orcs attack Shelob and manage to hold their own against her awesome power.*



## TURN 11



## TURN 12



## Turn 11

This turn was going to be the deciding one – if John won Priority it was almost certain that he was going to win. John beamed as the dice came up with a 6 – Priority belonged to the Orcs! Two more Orcs moved to the board edge, and another escaped the lair. If John could get one more Orc off the board, he would win.

Shelob and the Orc Captain continued to battle, but despite the Orc Captain's bravery, he could not prevail.

## Turn 12

Devin won Priority for Shelob this turn. Although all seemed lost, Devin was determined to hurt the Orcs once more so they'd know not to ever come back.

Shelob poured forth her rage and frustration in a final assault against the Orc Captain. Although nearly overwhelmed, the Orc Captain spent his last point of Might in order to win the combat and shove Shelob back once more. The Orcs had won.

No doubt the survivors would have a harrowing tale to tell, but the absence of their commander would arouse little concern among Sauron's legions.



*Because Shelob lost the fight against the Orc Captain, she was pushed back, and the Orcs had enough room to move around her to the exit.*

**John:** My strategy worked – just! Splitting up into smaller groups really helped – Shelob never had the chance to slow down all my Orcs at once because of this. Luck was really on my side this time around though. I rolled more 6's in this game than I've rolled in the last month. In addition, keeping the Orc Captain's Might in reserve really worked for me. I was able to pass a Courage test that otherwise might have cost me the game.

Of course, Devin's move to block my Orcs' escape in Turn 9 was brilliant. After that happened, passing the Courage test was critical. The Lord of the Rings dice we used in this battle report have never worked for me when I used them with other game systems, but the bones rolled well for me in this game (naturally). All in all, Devin was a fantastic opponent, and the game was simply great.

**Devin:** Blast! I figured the web barriers would slow those Orcs down for at LEAST a turn, but it was not to be. The Orcs cut through my web barriers like a hot knife through butter. When I killed that first handful of Orcs, I was reassured, but with John's Priority rolls and his ability to thwart my plans by hacking apart the web barriers, I soon dismissed that notion.

The Orcs moved way too fast for me to catch all of them before they reached the exits. Also, Shelob's Defence 7 failed me. She lost 2 Wounds in this game. That was NOT in the plan! In the end, I thought I might be able to at least kill the Orc Captain, but all I did was get held up so that two more Orcs could get to safety. Curses. I think that my plan was solid, however, this game was all about the Priority rolls. I guess Shelob will just have to wait and tend to her wounds until the next minions of Cirith Ungol travel through. Now, John can return to Virginia with a glorious victory. Cheers, John!



*Devin curses John's fortune, but retains a smile. There is always next time...*



# The Return to Mount Doom

*The Ring-maker moves! New rules for empowering Second Age heroes*

Mat Ward develops last month's Last Alliance campaign system with new rules for Good and Evil heroes. Now the Dark Lord himself can have an effect on the outcome of the campaign. A new scenario allows you to assault the fortress of Sauron too.

For those of you who've already read through the campaign and decided to either topple Sauron or scatter the forces of the Free Peoples (depending on whether you're a loyal servant of Sauron or a duplicitous free-thinker) read this before you go off waging war. I've decided to add some extra tactical wrinkles to the way the campaign works. After all, what's the good of a campaign if you can't thwart your opponent's carefully laid plans with a last-minute underhand manoeuvre?

Of course, the obvious thing to do is give some more prominence to the (supposed) tactical and leadership abilities of the Men and Elves of the Last Alliance. In return, naturally, the Evil player gets some extra tricks as a representation of Sauron's own inimitable abilities. It works like this...

## Shadow Points and Command Points

Each side gets a set of four special abilities – two that are used in the Move phase of the Campaign turn, and two that are used in the battles that result. Each of the eight tricks are themed to the side that uses them, so the Good player gets tactical tricks and ploys, whilst the Evil player has abilities to help get a decent day's work out of the idle minions with which he is forced to cope on his path to world domination.

Each of the abilities requires the expenditure of a finite resource. These are called Shadow Points in the case of Evil, and Command Points in the case of Good. These are generated in slightly different ways, to better represent the differences between the two sides and their approach to the war of the Last Alliance.

The Good side, being horribly outnumbered, but with some of the finest generals in Middle-earth to lead it, receive 10 Command Points at the start of the game. Once these are gone, that's it – there are no more to be had. This represents the dwindling reserves of stamina available to the Free Peoples – the longer the war goes on, the harder they will find things.

In comparison, the Dark Lord has it all a little bit easier. At the start of each Campaign Priority phase, the Evil side gets D3 Shadow points. These can only be used in that turn – if the Evil player does not use them by the end of the turn, they are lost. You'll notice that Good players should try to bring the campaign to a close swiftly, as the power of Sauron is self-renewing, whilst that of the Elves is fading and taking the hope of the Free Peoples with it. If the game goes on for more than ten or so campaign turns, the Free Peoples are likely to find themselves in serious difficulty.

So, with that out of the way, how do you use these things?

## Using Shadow Points

Shadow Points represent Sauron's all-seeing eye locating a battle where his intervention is needed and stretching forth his influence to that point. Any model on the Evil side may expend a Shadow Point, even a humble Orc warrior. This represents Sauron reaching out with his power and bestowing a fraction of it on a single being. Such things are not without cost however, and leave the recipient badly drained. In lesser beings, Sauron's power generally has fatal results. If a Warrior expends a





Shadow Point for any reason, remove it from play at the end of the turn. If a Hero expends a Shadow Point for any reason they are removed from play at the end of the turn unless they can make a successful Fate roll. Shadow Points can be expended during a scenario to do two kinds of actions:

**Sauron's Might.** Infused with a small amount of the Dark Lord's power, the strength and skill of one of his vassals is increased for a short period of time. This allows you to modify the following kinds of dice rolls, exactly as if a point of Might had been expended:

1. Rolls to win fights
2. Rolls to wound
3. Rolls to resist Magical Powers

**Sauron's Will.** The Dark Lord influences one of his subjects to lead his troops according to his grand designs. You can expend a Shadow Point to perform this ability at any point that you could normally declare a heroic action – the selected model immediately makes a heroic action of your choice.

**Shadow Points can also be used in the Move phase of the campaign turn to perform the following actions:**

**Forced March.** Declare a Forced March when it is time for one of your armies to move. That army may move through two regions, rather than one. This second move must comply with all the normal rules for movement. However, a Forced March

leaves the warriors in the army weary before they even begin to fight. Casualties incurred on an army during the turn in which it declares a Forced March will only recover on a 5+ at the end of a battle.

**Driven by the Dark Lord.** Terror of Sauron is often sufficient to drive his minions through the greatest of obstacles, spurring the enemy on to greater efforts. Declare you are using this ability when an army fails a Difficult Terrain roll – you may immediately re-roll the result.

### Using Command Points

Where Sauron relies on numberless hordes and dark powers to win his victories, the forces of the Free Peoples have to place their faith in skill at arms and tactical savvy. Fortunately, amongst their number are many great leaders and tacticians who can lead them to great victories from seemingly dire circumstances.

Command Points behave in a similar way to Shadow Points in that, once they are spent, they are lost, so it is important for the Good player to keep track of his Command Points over the course of the game. However, they differ in what they can be used for. Command Points can be expended to do the following during a scenario:

**Stand your ground!** This allows you to re-roll a single Courage test in the course of a scenario – the second result stands and cannot be re-rolled by further expenditure of Command Points.

**Tactical Brilliance.** This allows you to modify a Priority roll. You may declare that you are spending Command Points in this way once the roll for priority has been made. You may spend any number of Command Points and can modify the dice roll up or down if you wish.

**In addition, you can expend Command Points in the Move phase of the campaign turn to perform the following actions:**

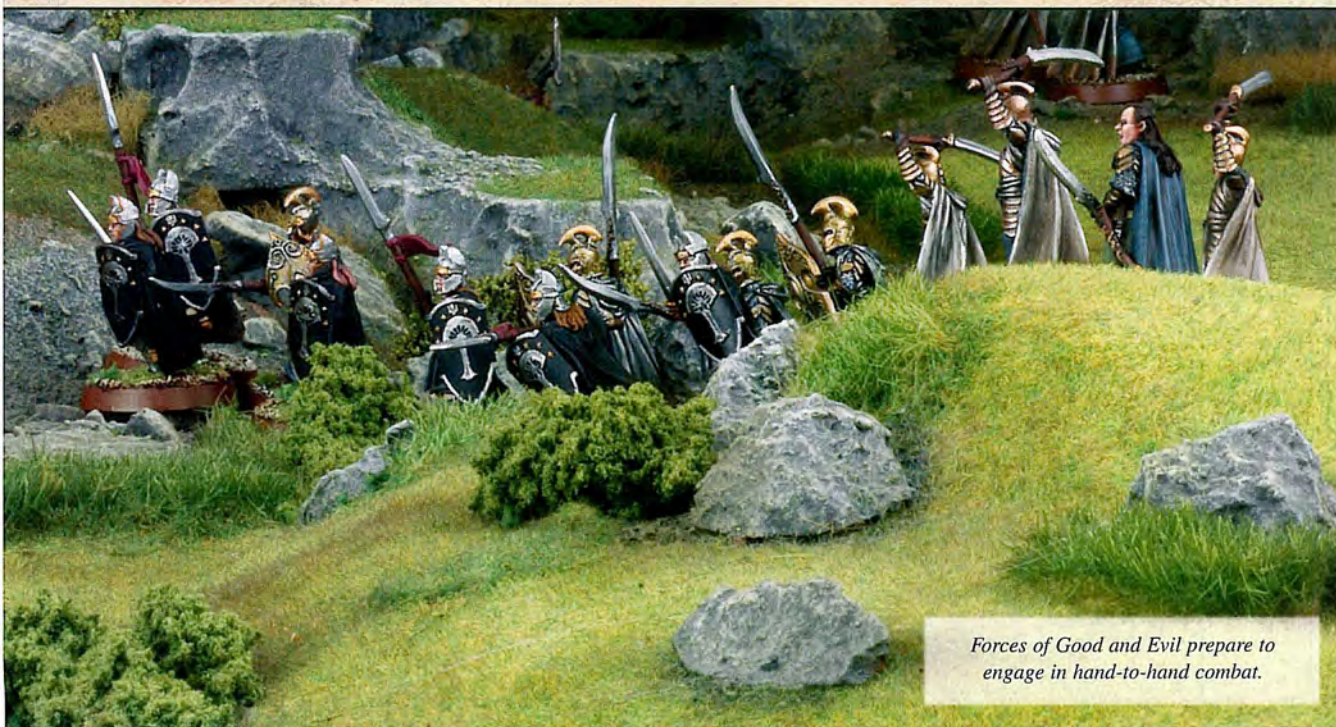
**Surprise March.** Declare a Surprise March immediately after you have moved one of your armies. You may immediately move a second army before your opponent gets to move one of theirs. Remember that armies may only move once in a turn.

**Strategic Brilliance.** Declare when it is your turn to move an army to force your opponent to move another one of his armies before you do. In effect, Strategic Brilliance allows you to 'pass' on a move.

### Use your points wisely

How you use your various abilities is really down to you. As you play, you'll find out that, like most things in games of The Lord of The Rings, if your opponent is of about the same experience as yourself, all kinds of nasty interactions can occur between the different abilities, but I'll leave you to discover those for yourselves.

In the meantime, let me wish the best to all aspiring Dark Lords who wish to crush Middle-earth 'neath their iron-shod feet. Oh, and good luck to the Good side, too.



*Forces of Good and Evil prepare to engage in hand-to-hand combat.*



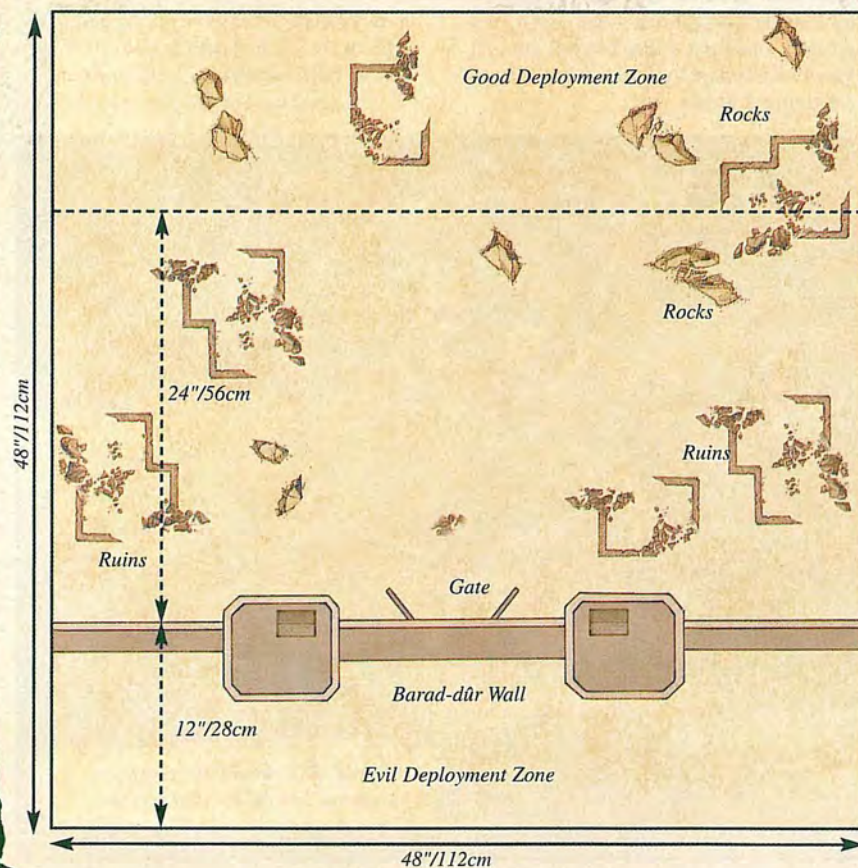
# The Siege of Barad-dûr

After years of conflict, Sauron is finally on the verge of defeat. All that remains is for the armies of the Free Peoples to break his great fortress of Barad-dûr...

## Description

The siege of Barad-dûr was surely one of the longest entrenchments ever fought in that part of Middle-earth. Sauron, unwilling to again confront the combined forces of the Free Peoples after the struggle at Dagorlad, withdrew to his chief stronghold. Barad-dûr was a formidable defence, infused with much of Sauron's might and the power of The Ring. Though many attacks were made, the Good were constantly cheated of the success they needed – the outer walls of the Dark Tower stayed firm against their efforts. Records are vague on how the Free Peoples prevailed, yet finally the defences of Barad-dûr began to crumble and Sauron came forth to fight. This scenario re-enacts one of many assaults on Barad-dûr.

If playing the Last Alliance campaign, you can use this scenario to play any games



that happen in the region containing Barad-dûr. If you wish to do so, simply substitute the forces for those armies involved in the campaign. If Barad-dûr falls to the Good side, the Evil player receives no more Shadow Points for the remainder of the campaign.

## Participants

### Good

- Elendil
- Isildur
- Gil-galad
- Elrond
- 1 Dwarf King
- 6 High Elves with Elven blade
- 6 High Elves with spear and shield
- 6 High Elves with Elven bow
- 6 Men of Gondor with bow
- 6 Men of Gondor with spear and shield
- 6 Men of Gondor with shield
- 6 Dwarves with shield
- 6 Dwarves with bow
- 3 Dwarves with two-handed axe
- 3 Khazâd Guard

The Good side may include up to two Banners.

The Good player may also include up to 10 Siege Ladders, 1 Siege Tower and 1 Battering Ram in his force.



## Evil

4 Orc Captains  
2 Mordor War Catapults  
2 Orc Siege Bows  
16 Orcs with shield  
16 Orcs with spear  
8 Orcs with Orc bow  
8 Orcs with two-handed axe  
8 Warg Riders with Orc bow  
8 Warg Riders with shield and throwing spears

## Layout

The scenario is played on a board 48"/112cm by 48"/112cm. The outer wall of Barad-dûr is made of stone and stretches across the board 12"/28cm in from the southern table edge. The outer edge of the wall faces onto a morass of siege works and rubble.

## Starting Positions

The Evil player deploys a third of his force (rounding fractions up) at least 24"/56cm from the walls of Barad-dûr. The rest of the Evil force deploy on or behind the walls. The Good force enters the board from the north table edge at the start of the first turn.

## Objectives

The game lasts 25 turns, at which point the game ends. The Good player wins if he has achieved two out of the following objectives:

1. The Good player has 15 or more models on or behind the wall at the start of any turn. If any Good models manage to leave the board via the southern table edge they count as two models behind the wall.
2. All Evil Heroes have been slain.
3. The Evil force has been reduced to 25% or less of its starting numbers.

If the Good player does not achieve this before the game ends, the Evil player wins.

## Special rules

**The Lord of The Rings.** Sauron, though not deigning to come down into battle, is prepared to use his power to assail the forces of Good. Once per turn, the Evil side may use one of the Magical Powers available to Sauron, measuring range and line of sight from one of the Orc Captains on the board instead.

These spells are always cast with 3 dice, and may not be boosted using the Might of the Captain they are being cast through. If no Orc Captains are present on the board, this special rule has no effect.

**The Eye of Sauron.** The gaze of the Dark Lord is firmly on this confrontation, filling his minions with heart and his enemies with fear. Evil models have +1 Courage for the duration of this scenario, while Good models suffer a -1 penalty to their Courage for the duration of this scenario. Additionally, all Evil models also count as being in range of a Banner.

## Points Match

If you want to play this game with other forces, choose a Good force of up to 1,200 points and an Evil force of up to 600 points. Each side must include at least one Hero.

The Good force may include a single Battering Ram and one ladder for every 10 models (rounding up) contained in the force. Neither side may equip more than 33% of its models with bows.



*The forces of Good storm Barad-dûr.*



# The Might of the Dwarves

*Stubborn and courageous, Durin's folk are a force to be reckoned with*

Adam Troke puts his Dwarf tournament armies in the spotlight and shares some advice on converting and painting Dwarven warriors. He also offers some tactical hints as invaluable as mithril for commanding the line of Durin.

Dwarves have always been amongst my favourite creatures in Middle-earth, jostling with the Hobbits for the honour. Something in their character makes them enormously likeable, and JRR Tolkien's descriptions of the Dwarves going to war really captured my imagination. It was only a matter of time before I created an army of them, and soon

I had two, which are presented here along with a few tips on their use. You'll notice that neither of these armies add up to exactly 500 points. This is because my Evil Tournament armies tend to use a few points more than my Good ones in my combined 1,000 points tournament force, but either force could be easily rounded up to the full quota by adding an extra model or two.

## Dáin's Army of Erebor

This first Dwarf army was an exercise in power-gaming and speed painting. Having received an invitation to Croatia to compete in the Agram club's annual tournament (see page 124-125 for more events) I hastily put paintbrush to short, tough warrior. Dáin, Balin and Gimli gave my army a solid base of three very tough characters and took up the lion's share of the points available to my Good force, speeding my painting. To this I added 11 Khazâd Guard, a Dwarf Warrior with a Banner and five Dwarves armed with bows. This gave me a shockingly small force for my first foreign tournament, but one that could pack a powerful punch. It represents an army that could have been found at the Lonely Mountain some time after the Battle

of Five Armies. The high proportion of Khazâd Guard in the force is indicative of the importance of the Heroes that lead it, whilst the bow-armed Dwarves offer a measure of ranged protection. This army operates on the principle of rallying around the flag (on which, more later).

Throughout the course of the weekend, in the scorching heat of a gorgeous Croatian summer, my Dwarves plied their trade. All in all they did well, but I was forced to admit they needed more warriors if I was going to use them on a regular basis. This is a small and elite army that is deadly in combat, but it's key weakness is its size and lack of manoeuvrability.

|                           |                   |
|---------------------------|-------------------|
| Dáin Ironfoot             | 125 points        |
| Balin                     | 75 points         |
| Gimli, son of Glóin       | 80 points         |
| 11 Khazâd Guard           | 121 points        |
| 5 Dwarf Warriors<br>Bows  | 45 points         |
| 1 Dwarf Warrior<br>Banner | 38 points         |
|                           | <b>484 points</b> |





## The Second Age Army of Durin III

A recent surge of interest in fighting battles set in the war of The Last Alliance here in the Studio was just the spur I needed to add some new models to my Dwarf army, and give it a new theme. I reasoned that by removing the Heroes from my original force I could realistically fit a host of new warriors in and still have points left over for a Dwarf king and a Dwarf captain, so I picked up several blister packs of Dwarf Warriors, another pack of Dwarf Warriors with bows, and a pack of Dwarven Kings, and went back to the grindstone, paintbrush in hand.

My Second Age army is led by Durin III (a Dwarf King). This force is far bigger than my other Dwarf army, and whilst it shares some elements in common it operates very differently, favouring the shield wall tactic. The increased numbers make this force very formidable and, providing the user can focus the Khazâd Guard and attacks of the Heroes to deliver a hammer-blow, victory is altogether possible against any foe.

**Durin III** 85 points  
Dwarf King with two-handed  
axe and throwing axe

**Mardin** 70 points  
Dwarf Captain with two-handed  
axe and throwing axe

**1 Dwarf Warrior** 38 points  
Banner

**10 Khazâd Guard** 110 points

**11 Dwarf Warriors** 99 points  
Shields

**6 Dwarf Warriors** 54 points  
Bows

**4 Dwarf Warriors** 36 points  
Two-handed axes

**494 points**



## DWARF TACTICS

Most of the tactics that apply to the other races of Middle-earth can also be applied to the Dwarves. But as a result of my experiences using these armies, I have discovered a few extra ruses.

### Rally Round the Flag

Many players of The Lord of the Rings battle game choose not to employ Banners in their army. This is something I consider to be an oversight, especially when your

warriors have a high Fight value. By keeping as many Dwarves within 3"/8cm of your Banner as possible you can maximise its value for your warriors and, considering that every Dwarf has a Fight value of at least 4, even a drawn dice roll when rolling to determine the winner in a fight is usually enough to win the combat.

It's important to keep your Banner safe at all times, as you can get half a dozen or more warriors benefiting from the re-roll it

provides. Keep another Dwarf Warrior in base contact with it, to pick it up if the bearer is slain, and you shouldn't go far wrong.

Also make sure that your Heroes are in range of it. Their higher Strength and number of Attacks mean that when they win their fights they are much more dangerous than basic warriors. That re-roll can really help you to get your points worth from them.





*Dwarf Warriors stay close to their Banner, thus benefitting from re-rolls in combat.*

## Shield Wall

This technique is comes in useful for most races, but the Dwarves excel at it. A Dwarf warrior with a shield has a Defence of 7, making him one of the best armoured warriors in the game. A steady line of these in base-to-base contact with each other can present a wall that is almost impenetrable to enemy charges. Because they are close together, your enemy will struggle to get more than one model into base contact with each of yours. This is especially true of enemy cavalry, who can be very dangerous to small armies. Make use of the shielding rule if you think that a warrior will be

overwhelmed by his opponent and you will extend the life of your army enormously. Those models that are not part of your shield wall can be used to flank the enemy from one side or another, hopefully trapping them against your warriors, allowing you to double your strikes if you win the fight. This reserve force can also draw off enemy spearmen and pikemen, giving you an enormous advantage. The risk to the shield wall tactic is that your enemy will often be able to outmanoeuvre your warriors. However, the protection it offers your warriors more than compensates for this.

## Anchor your Line

The principle of using an anchor for your line is all about making sure you have one or two very tough individuals to keep your force steady and unmoving. Place your Hero with the highest Courage value at the centre of your formation, where his Stand Fast! roll will have the greatest effect.

Because Dwarf Heroes are so sturdy he will also hopefully be able resist the worst of the attacks that your enemies dish out on him, and keep standing nonetheless, all the while dealing out mighty axe-blows to the unfortunate enemy.

## PAINTING

The main rule to keep in mind when painting any army is to keep the colour scheme consistent and make sure the colours complement each other, something I feel that I managed.

All my Dwarves started from a Chaos Black undercoat, following which I drybrushed the metal. With all the messy drybrushing out of the way I went on to the cloth, skin and beards.

The painting process was made much easier by using some mixing pots. For example, I used three stages to paint the red: a 1:1 Red Gore to Scorched Brown mix, followed by a 3:1 Red Gore to Scorched Brown mix and finally Red Gore on its own. The green is 1:1 Dark Angels Green to Scorched Brown with a small amount of Chaos Black added, and a small amount of Bleached Bone

mixed in for the highlight. I made up a pot of each of these and numbered them before I began work.

Lastly, all my models have a coat of Gloss Varnish. I like the shiny look of glossed models, and it seems to protect my precious troops from the worst of the battles that I put them through.



*Mixing pots are useful tools for painting armies quickly.*





Use your other Heroes either to support the centre of your battle line or to hold your flanks. In the centre they can benefit from the effects of the Banner, and use their superior fighting ability to bolster your force, whilst on the flanks they can help prevent your line from being overwhelmed. Warg Riders or Haradrim Raiders can cause mayhem if they can attack your flanks in any number – a well-placed Captain or other Hero can make their job significantly harder.

The best way to utilise these tactics is to implement them all together, leaning on the strengths of your force. Establish a shield wall around your mightiest Hero and keep the Banner where it can affect the greatest proportion of your models. Be sure to protect your flanks at all times to prevent your enemy getting behind you, even if it means curving your lines so that your warriors form a defensive ring.

#### Adam Troke

Adam did quite well at the tournament he mentions here.

"I won the best painted award, and won four out of the eight games I played. Overall, I came in joint ninth place. The Dwarves have come on a long way since then too, in the 2005 UK Grand Tournament they didn't lose a game, and I came second!"

You can fight Adam yourself at the Doubles Tournament and next year's GT.



## MAKING A BANNER

Making a Banner for my Dwarf army was the most ambitious part of the whole project. With that in mind I picked at the brains of sculptors Michael Perry and Aly Morrison.

They advised me to track down pictures of Anglo-Saxon banners and 'borrow' one of those shapes, and then draw it onto thin foil. The foil labels on wine bottles are ideal for this, as are tomato purée tins and drinks cans. In all cases be very careful when cutting them to make your own, as the edges can be very sharp. Make sure to leave tabs on your flag so that you can attach it to the pole. The pole itself is a piece of copper cut to length.



## MAKING BACKPACKS

Take a blob of Green Stuff about the size of a peanut and press it gently against your Dwarf's back. Using a sculpting tool, press into the Green Stuff so that you create the appearance of a flap, at the top then smooth it all off (be sure to keep the tool wet whilst doing this).

To make the straps, roll out small strands of Green Stuff and press them onto the model where the straps of the travelling pack would go. Be careful not to model over the hair and beard of the Dwarf to preserve their natural hairiness.



A curved Dwarf shieldwall with a Banner and Hero in the centre is proof against most cavalry attacks.

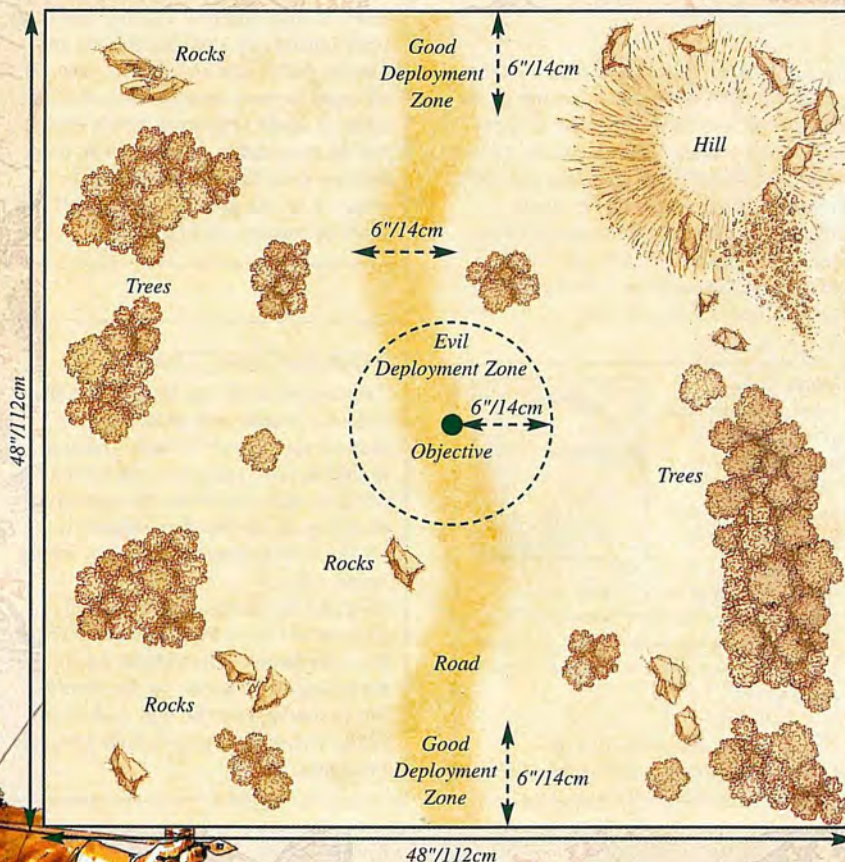


# Well-earned Reprisal

*For Durin! Dwarves clash against plundering Easterling raiders*

Adam Troke's new scenario recreates a skirmish between the Dwarves of the Iron Hills and a force of wicked Easterlings that have been terrorising the settlements and farms around the Dwarf hold.

By the end of the Third Age, the Iron Hills are home to one of only two remaining Dwarf holds. Though the ones in the Grey Mountains, Moria and Erebor have all been lost, the hold in the Iron Hills endures, the folk living there growing as hard and unrelenting as the very mountains around them. Surrounding the Iron Hills are many small settlements, farms and villages that trade with the Dwarves, exchanging food and livestock for tools and weapons of Dwarvish make. To the east and south of the Iron Hills lies Rhûn, a place populated by Evil men,



Variags and Easterlings, all sworn to the service of Sauron. All too frequently, attacks come from that place and, though these are seldom directed towards the Dwarves of the Iron Hills themselves, they often fall upon the townships and villages that surround them. These small communities are helpless in the face of such an onslaught, and so must look to the stoic warriors of the Iron Hills for protection.

This scenario recreates a battle between a force of Easterlings who are returning home from plundering the outlying hamlets and a contingent of Dwarves, eager for justice.

## Participants

### Good

- 2 Dwarf Captains
- 6 Dwarves with shields
- 3 Dwarves with two-handed weapons
- 3 Dwarves with bows
- 1 Dwarf warrior may be equipped with a banner.

### Evil

- Easterling Captain
- 6 Easterlings with shields
- 6 Easterlings with spears and shields
- 1 Easterling warrior may be equipped with a banner.

## Layout

This scenario is played on a board 48"/112cm x 48"/112cm. The board represents a pass through a valley. A road 6"/14cm wide should run through the centre (see map). The sides of the board should be well forested and scattered with rocky outcrops and hills.





## Starting positions

An objective marker should be placed in the centre of the board, representing the treasure stolen by the Easterling warband. All the Evil models should be placed within 6"/14cm of this. Once the Evil models are deployed, the Good player should divide his force into two groups of equal numbers, both including a Captain, placing each on the road within 6"/14cm of the edge of the board.

## Objectives

The Easterlings have launched a series of successful raids on the villages that skirt the foot of the Iron Hills, and are now busily making their escape. To win, the Evil player must have more models within 3"/8cm of the objective marker than the Good side at the end of the game.

The Dwarves, enraged by the villainy of

the Easterlings, are seeking to recover the plunder and see off the intruders. The Good player wins if he has more models within 3"/8cm of the objective than the Evil player at the end of the game.

Once one force has been reduced to half its original numbers, the game might suddenly end. At the end of each turn after this condition is met, the Good player rolls a D6. On a result of a 1 or 2 the game ends (Might cannot be used to influence this dice roll).

## Special Rules

**Treasure.** Whatever the Easterlings have stolen is of inestimable worth, both to the Dwarves who seek to recover the valuables of their wronged allies, and to the Easterlings. Any model that is within 3"/8cm of the objective automatically passes all Courage tests they are required

to make. Additionally, every time a model within 3"/8cm of the objective suffers a wound, the controlling player may roll a dice. If a 6 is rolled, the wound is ignored. If the wound is not recovered, Heroes can then make use of their Fate as normal.

## Points Match

This scenario recreates a desperate stand around a valued item, and is perfect for adapting to represent any similar battle using alternate forces, even an attempt to seize the One Ring!. The defending player should select a force of up to 500 points, led by a single Hero. The attacking player should choose a force that is up to 600 points in size and includes two Heroes.

**Try using this and some of the many other scenarios published in White Dwarf when you play your games for The War of The Ring™ campaign.**



*The Dwarves close on the objective, but the determined Easterlings will not relinquish their prize.*



# DOK BUTCHA'S CONVERSHUN KLINIC

## CHAOS WARRIORS

by Christian Byrne

I really love the latest range of Chaos Warriors. The only problem is the lack of a great weapon or halberd on the sprue, both of which I needed – the halberd for a charioteer (a) and a great weapon for a champion to lead my Chaos Warrior unit (b).

I've made my warriors to hold their weapons horizontally. If you want an entire unit of warriors to carry halberds (ii), then you have to make them vertical, but as the arms are pinned you can easily turn them. This also allows the models to carry a shield. You can do the same with great weapons, though an alternative is to just make these shorter than mine (i)! Either way will let each model stand next to his bloodthirsty colleague. Lastly, although this is an easy conversion, if you are not careful to mark up and drill the holes exactly, the weapons will look bent.

► My converted Chariot and Champion. The driver is made from Marauder and Warrior parts, with a Skaven Packmaster's whip.



The Chaos Warrior sprue has both left and right handed weapons – you will need one of each for each model. Most of the weapons have wrapping around the handles, this, I found, is a good place to cut.



**2** I glued two pins into the sockets and did a dry run assembly to make sure all the holes were in the right places.



**3** The dry run also allowed me to get the length I would need to make the centre piece right (it's about 13mm).



**4** Once I was sure it all fitted together, I glued all the pieces in place and finally smoothed over the joins with a little Green Stuff.

### SNOW BASES

As we didn't make Snow Scatter when I started the army, my original snow is a mixture of three parts icing sugar, one part PVA and one part 'Ardcoat with Red Ink smeared on top to give the appearance of blood soaking into it. I've now stuck a layer of our new Snow Scatter over the top for added realism.





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# THE ASTRONOMICAN

ESSENTIAL GAMES WORKSHOP HOBBY REFERENCE

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## **GW Direct**

New models here –  
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## **Events Diary**

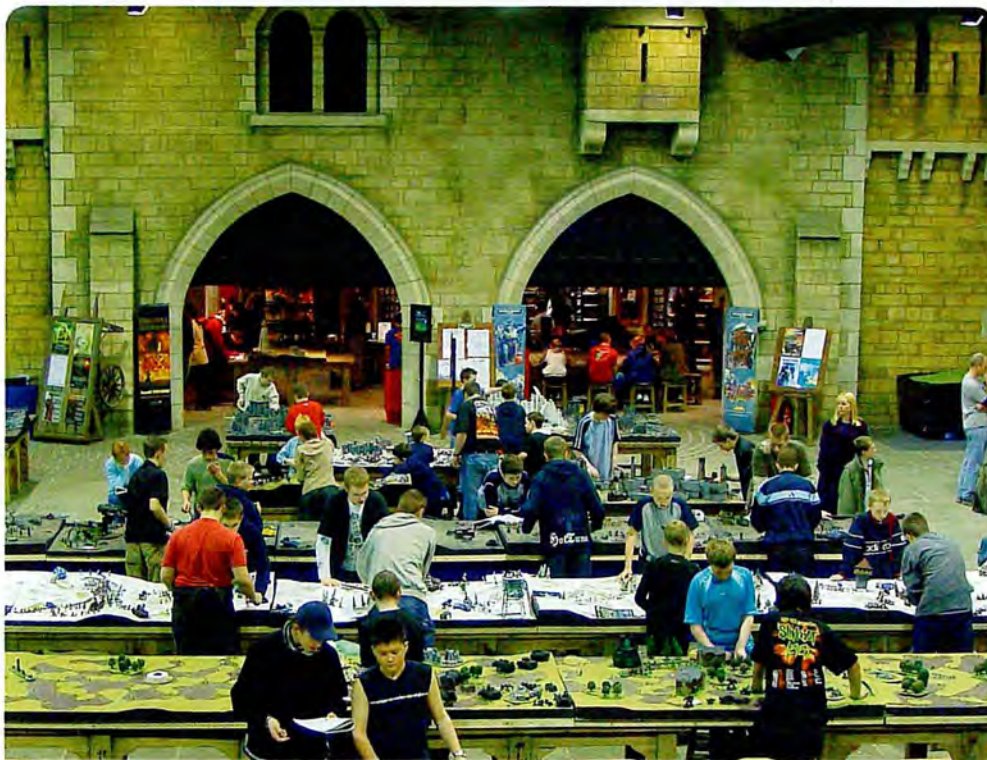
Our monthly calendar  
with what's on where

## **Subscriptions**

Next month's goodness  
and subscribing info



# WARHAMMER WORLD



## THE CENTRE OF THE GAMES WORKSHOP HOBBY

Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide array of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

- Feature tables in the Warhammer, Warhammer 40,000, Lord of the Rings and Specialist Games zones.
- A variety of standard gaming tables that can be used for all systems.
- Gaming nights to cater for all levels of gaming knowledge and experience.
- Staff on hand to help you with your hobby activities and gaming.
- Hobby Centre stocking the Specialist Games Range, as well as Forge World items and a limited range of Warp Artefacts products.
- Available for Club or Gaming Group activities (subject to availability).
- Citadel Miniatures Hall.
- Sample the legendary hospitality of the Dwarfs at Bugman's Bar!

## RING 0115 9168410 FOR MORE DETAILS

### CITADEL MINIATURES HALL

The Citadel Miniatures Hall is now open! Visit the world's premier model exhibition, featuring the very best painted Games Workshop miniatures from the last 30 years.

Phone: 0115 9168410

Email: [warhammerworld@games-workshop.co.uk](mailto:warhammerworld@games-workshop.co.uk)

### BUGMAN'S BAR

If you need to take a break, have a drink or buy some food, the bar built to honour the famous Dwarf master brewer Josef Bugman is at your disposal.

Phone: 0115 9168410

### YOUR OWN EVENTS

Clubs and Gaming Groups from all over the country and beyond make use of our gaming hall. If you're interested in running your own event at Warhammer World, contact us on the phone number to the left or by email for more information.

[Events@games-workshop.co.uk](mailto:Events@games-workshop.co.uk)

### COMING EVENTS

Here are just a few Warhammer World events. See over the page for more!

#### Warhammer Grand Tournament Heat 1

6th-7th August  
Warhammer glory beckons!

#### Warhammer 40,000 Tournament Heat 1

13th-14th August  
Become a champion of the 41st millennium.

#### Oyxl and the Lost Valley Campaign Weekend

27th-28th August  
Try to enter the Lost Valley.



## The Games Workshop GAMING CENTRE

The Gaming Centre is now open! Situated just off junction 34 of the M1, it is a five minute walk from the Meadowhall Hobby Centre.

- 20 6' x 4' gaming tables and 12 paint stations.
- Vending machines.
- A busy timetable of events, tournaments, campaign days, and more.
- Open 10am-10pm on Saturdays, 11am-5pm on Sundays and 4pm-10pm on Mondays during term time, and 10am-6pm on Tuesdays-Fridays during school holiday periods.

The Gaming Centre is a new place where you can come and play games, take part in pre-arranged battles or a league, or even hold your own events.

You will find some of the best tables from Games Day available for use, as well as 20 generic 6'x4' gaming tables to test your armies' might on.

There is also a gaming timetable planned right up to the end of December 2005. Masterclasses with the talented guys who made the Mûmak being attacked by the Army of the Dead (from WD301) are also available.

If you are interested in running an event – maybe you're a club searching for a venue or a store wanting to challenge another store or club – the Gaming Centre is available as a venue. Best of all, it's completely free to use, with free parking right on the doorstep. Contact us for more information.

**Manager:** Rob Bastow  
**Telephone:** 0114 243 4633

### COMING SOON

Some of our great events.

#### The Rise of Sotek 13th and 14th August

The ancient cities of the Lizardmen are being raided by the younger races. The great master has ordered that the sacred spawning pools and other sites must be protected. You will need a 1,500 points Warhammer army in this two-day campaign weekend. Tickets are £30, including lunches.

#### The Battle for Ichar IV 27th and 28th August

The Ichar system is threatened by Hive Fleet Kraken. As the battle between Tyranids and Imperial forces rages on, an even more ancient menace awakes. Spaces are limited and army specific so book early. Two-day campaign weekend. Tickets are £30, including lunches.

**Address:**  
**Units 8/9,**  
**Meadowhall Road**  
**Industrial Estate**  
**Amos Road**  
**Sheffield**

Following on from the success of the UK School League in 2005, Games Workshop's Community Team has decided to run this event again! If you are involved with a Gaming Club in a UK Secondary School and you would like to get involved, then read on.

### The School League

The School League is a series of hobby activities centred on gaming, painting and socialising that lasts for a few months. Throughout this period members of the club take part in games of Warhammer, Warhammer 40,000, or The Lord of The Rings which culminate in a National Championship Final in July 2006.

### Join up

The School League is a great excuse to play loads of games, finish painting armies and generally spend more time together talking hobby. It is also a good excuse to go out on trips and meet up with the clubs in the other schools near to you.

Both freshly set-up clubs and groups that have been running for some time are equally likely to benefit. This is because the League not only strengthens and renews skills within the club but also offers the opportunity to start relationships with clubs in other schools.



### What you need

The Schools League is open to UK Secondary Schools who have hobbyists involved in an active Gaming Club. You will also need gaming tables, terrain and small armies built using the format given in the School League pack.

### Further information

Simply contact us and state which league you would like to join: Warhammer, Warhammer 40,000, or The Lord of the Rings. We will send you the School League Pack and all the information that you need to get involved.

### Contact Information:

Email: [schools@games-workshop.co.uk](mailto:schools@games-workshop.co.uk)

Phone: 0115 916 8380

Post:  
**UK Community School League**  
**Games Workshop Head Office**  
**Willow Road**  
**Lenton**  
**Nottingham**  
**NG7 2WS**

To avoid disappointment, register your interest immediately as places are limited and we can only offer this opportunity on a first-come first-served basis.



The Midlands regional finalists show off their winner's certificates.



**Are you running an event? If you want to advertise it for free in this fine publication simply drop us an email at: [eventsdiary@games-workshop.co.uk](mailto:eventsdiary@games-workshop.co.uk)**

The closing dates for receiving details for publication in the following issues are:

**1st August for WD311 (November)**  
**1st September for WD312 (December)**  
**1st October for WD313 (January)**

Please note all dates and details are correct at the time of going to print but are subject to change.

## AUGUST

### CITY OF GOLD

**Date:** 4th August, 2005

**Venue:** GW Plaza

**Details:** Adventurers wanted for treasure hunting in the far away land of Lustria! (No experience needed.) This is a Mordheim campaign using starting warbands, running throughout August and September.

**Contact:**

GW Plaza – 02074 360839 (ask for Johan)

**Website:**

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### BOUNTY HUNT

**Date:** 6th August, 2005

**Venue:** GW Carlisle

**Details:** Renegade Psyker Creavus Drell has escaped the clutches of Inquisitor Maelsant for the last time. A price greater than any before has been placed on his head, and your gang wants a piece of the action.

Take your Necromunda Gang across the hive, through the blasted wastelands and to places you otherwise would not go as you hunt this crazed man. Contact the Carlisle Hobby Centre for further details about this event.

**Contact:**

GW Carlisle – 01228 598216

**Web:** [www.games-workshop.co.uk](http://www.games-workshop.co.uk)

### GW PRESENTS: WARHAMMER GRAND TOURNAMENT HEAT ONE

**Date:** 6th and 7th August, 2005

**Venue:** Warhammer World, Nottingham

### Events diary abbreviation guide

WH .....Warhammer  
 40K .....Warhammer 40,000  
 BB .....Blood Bowl  
 WAB.....Warhammer Ancient Battles  
 WPS.....Warhammer Players' Society  
 WECW ...Warhammer English Civil War  
 Epic .....Epic Armageddon  
 LOTR ...The Lord of The Rings  
 GW .....Games Workshop  
 GT .....Grand Tournament

### Age Limit: 16+

**Details:** Compete for your place in this season's Grand Final. You will need a fully painted 2,000pts Warhammer army. Play six games over the weekend, with the qualifiers given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

**Contact:**

Hobby Specialists – 0115 914 0000

**Website:**

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### 40K FORUMS.COM TOURNAMENT

**Date:** 10th August, 2005

**Venue:** Warhammer World, Nottingham

**Details:** A 1,500pts 40K tournament available for all 40forums members to enter. The tournament uses the same format as the Conflict events. Come along and see if you can win a few games, or more importantly, simply enjoy yourself! A rules pack for the event can be downloaded from the website.

Entry is free; lunch at Bugman's Bar will be at your own expense. The tournament runs from 10am-5pm.

**Contact:**

admin@40kforums.com

**Web:** [www.40kforums.com](http://www.40kforums.com)

### REVENGE OF SOTEK

**Date:** 13th August, 2005

**Venue:** GW Shrewsbury

**Details:** A Warhammer campaign day.

While your armies are camped in Lustria they hear a rumour of vast hoards of treasure located in a local temple. All races have sent armies into the jungle to hunt for this wealth.

You will need a 1,500pts army to take part in this chance to plunder. Places are limited to 12 and games start at 10am.

**Contact:**

GW Shrewsbury – 01743 362007 (ask for Mark)

**Website:**

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### LANCASHIRE OPEN

#### WARHAMMER 40,000 TOURNAMENT

**Date:** 13th August, 2005

**Venue:** Wargames World, 22 Cooper Street, St Helens

**Details:** A Warhammer 40K 1,500pts Swiss pairings competition. The tournament runs from 10.30am-5.30pm. All armies must be painted. Only 20 places available, entry is £10. There are prizes for first place, Best Painted Army and Most Sporting Player.

**Contact:**

phil@wargamesworld.com or send a large SAE to:

Wargames World, 22 Cooper Street, St Helens, Merseyside, WA10 2BQ.

**Website:**

[www.wargamesworld.com/sthelensshop/default.asp](http://www.wargamesworld.com/sthelensshop/default.asp)

### THE RISE OF SOTEK

**Date:** 13th and 14th August, 2005

**Venue:** The Gaming and Events Centre

**Details:** The ancient cities of the Lizardmen have lain undisturbed for thousands of years, but now they're being raided by the younger races!

You will need a 1,500pts Warhammer army to take part in this two-day campaign weekend. Tickets are £30, including lunches.

**Contact:** See page 123.

**Website:**

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### GW PRESENTS: WARHAMMER 40,000 GRAND TOURNAMENT HEAT ONE

**Date:** 13th and 14th August, 2005

**Venue:** Warhammer World, Nottingham

**Age Limit:** 16+

**Details:** Compete for your place in this year's Grand Final. You will need a fully painted 1,500pts Warhammer 40,000 army and will play six games over the weekend, with the top third of the players given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include your ticket to the final should you qualify, lunch on both days and an evening meal on the Saturday.

**Contact:**

Hobby Specialists – 0115 91 40000

**Website:**

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### ENGINES OF THE GODS

**Date:** 20th August, 2005

**Venue:** GW Plymouth

**Details:** The Lizardmen are defending the Temple of Chotec from the vile

Skaven Plague Monks led by the devious Nurglitch, while attempting to awaken the war machines of the Old Ones. Enter the dense jungle terrain. A special pyramid temple will be used as the gaming centrepiece.

**Contact:**

GW Plymouth – 01752 254121

**Web:**

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### MAN THE BARRICADES

**Date:** 20th August, 2005

**Venue:** GW Shrewsbury

**Details:** A 40K campaign day. As Hive Fleet Kraken begins its final assault on Ichar IV, a city near the front lines finds itself under attack. The besieged Imperial forces and their allies must hold at all costs. Bring your 1,000pts armies to help break or defend the barricades. All armies must be painted and there are only 12 places available. Games start at 10am.

**Contact:**

GW Shrewsbury – 01743 362007 (ask for Mark)

**Website:**

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### DEATH BEFORE DISHONOUR

**Date:** 26th August, 2005

**Venue:** GW Plymouth

**Details:** Tyranids have attacked an Imperial control post on Ichar IV. The Emperor's finest must fight to the last to defend this outpost before the Great Devourer closes its claws around the planet. Help the mighty warriors of the Ultramarines second company repel the Tyranid invasion once and for all and save the planet.

**Contact:**

GW Plymouth – 01752 254121

**Web:**

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### OYXL AND THE LOST VALLEY WARHAMMER CAMPAIGN WEEKEND

**Date:** 27th and 28th August, 2005

**Venue:** Warhammer World, Nottingham

**Age Limit:** 16+

**Details:** Fight for clues in the ruined city of Oyxl and find a way to access the Lost Valley. Those who succeed will reap its untold riches in treasure and magic power. Your army will be part of an adventuring band, as you try to solve the mysteries of the Lost Valley through a mix of intrigue and gaming.

There will be five games across the weekend. Tickets include lunch on both days, and an evening meal on the Saturday. Tickets are £40 each, available from GW Direct (see page 126).

**Contact:**

Warhammer World – 0115 916 8410

**Website:**

[www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

### THE BATTLE FOR ICHAR IV

**Date:** 27th and 28th August, 2005

**Venue:** The Gaming and Events Centre

**Details:** The Ichar system is under attack from Tyranids. Guard strategists say that the Tyranid fleet can be defeated if it is met at Ichar IV and made to take enough casualties to force it to retreat like a wounded animal. The Imperium has put forward its best

## CONFLICT IRELAND: THE TRIAL OF CHAMPIONS

This year see the first ever all-Ireland tournament for Warhammer and Warhammer 40K. Running from June to November, there will be six regional heats in the cities listed below. Each heat will take the form of a one-day event where players will battle it out for a place in the all-Ireland finals which will be held early next year.

|            |               |                                      |
|------------|---------------|--------------------------------------|
| Cork:      | 7th August    | hosted by Other Realms – 0214222224  |
| Bangor:    | 14th August   | hosted by Replay Games – 02891452210 |
| Galway:    | 23rd October  | hosted by Model World – 0917656555   |
| Waterford: | 20th November | hosted by Hobby Shop – 051852227     |

This is the biggest gaming event Ireland has ever seen, with people from all over the country taking part in over 600 games to decide who truly are the best Warhammer 40,000 and Warhammer players.



forces to deal with the threat but the activity on the planet has awoken an even more ancient menace.

Open to Space Marines, Imperial Guard, Inquisition, Eldar, Sisters of Battle, Tyranid or Necron forces. Spaces are limited so book early for this two-day campaign weekend. Tickets are priced £30, including lunches.

**Contact:** See page 123.

**Website:**  
www.games-workshop.co.uk/events

## THE WYRDSTONE HUNT

**Date:** 29th August, 2005

**Venue:** GW Glasgow Gaming Room

**Details:** Join GW Glasgow's annual Wyrdstone hunt. To take part, gamers need a 500gc starting gang. This event will be held over three rounds and will run from 10am-6pm.

**Contact:**  
GW Glasgow – 0141 221 1673

**Website:**  
www.games-workshop.co.uk/events

## SEPTEMBER

### WARHAMMER TOURNAMENT

**Date:** 3rd September, 2005

**Venue:** GW Carlisle

**Details:** Enter this warm-up for the Grand Tournament finals. Get your practice in with this one-day Warhammer tournament using GT rules. Contact the Carlisle Hobby Centre for more details.

**Contact:**  
GW Carlisle – 01228 598216

**Web:** www.games-workshop.co.uk

### 40K DOUBLES TOURNAMENT

**Date:** 10th September, 2005

**Venue:** The Gaming and Events Centre

**Details:** Pair up with a friend to battle against other pairs in this competition for deadly duos. To play you will need two Combat Patrol forces of 500pts and a friend to play with. Full details of rules will be sent with the event pack. Tickets are £15 including lunch.

**Contact:** See page 123.

**Website:**  
www.games-workshop.co.uk/events

### YOUNG BLOOD

#### WARHAMMER TOURNAMENT

**Date:** 10th September, 2005

**Venue:** Newmillerdam Scout Hut, 699 Barnsley Road, Newmillerdam, Wakefield

**Age Limit:** 16 years or younger

**Details:** You will need a 1,500pts Warhammer army chosen to standard force organisation charts, rulebooks and codexes, and your lunch. Entry is £5; there are limited places so register as soon as possible to book a place. For more details and tournament packs, send an email to the address below.

**Contact:**  
Iain Dalton – votemoose@hotmail.com

### GW PRESENTS: WARHAMMER GRAND TOURNAMENT HEAT TWO

**Date:** 10th and 11th September, 2005

**Venue:** Warhammer World, Nottingham

**Age Limit:** 16+

**Details:** Compete for your place in this

season's Grand Final. You will need a fully painted 2,000pts Warhammer army. Play six games over the weekend, with the qualifiers given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

**Contact:**  
Hobby Specialists – 0115 91 40000

**Website:**  
www.games-workshop.co.uk/events

### ADULT BEGINNERS

**Date:** 11th September, 2005 – LoTR

18th September, 2005 – 40k

25th September, 2005 – Warhammer

**Venue:** GW Plaza

**Details:** A chance for any adult beginners to spend a full day focussing on their chosen game. This will include gaming and painting lessons. Places are limited, so book as soon as possible.

**Contact:**  
GW Plaza – 0207 4360839

**Website:**  
www.games-workshop.co.uk/events

### WARHAMMER DOUBLES TOURNAMENT

**Date:** 11th September, 2005

**Venue:** The Gaming and Events Centre

**Details:** Pair up with a friend and take on other pairs of gamers. To play you will need two Border Patrol forces of 500pts and a friend to play with.

Full details of rules will be sent with the event pack. Price is £15 including lunch.

**Contact:** See page 123.

**Website:**  
www.games-workshop.co.uk/events

### CARDIFF CARNAGE 2005

**Date:** 17th and 18th September, 2005

**Venue:** The Welsh Institute of Sport, Cardiff

**Details:** The first annual Cardiff Carnage, South Wales' premier

tournament. This is a two-day tournament for Warhammer and Warhammer 40,000 and will accommodate 60 players. You will need a fully painted 2,000pts (for Warhammer) or 1,500pts (for 40k) army to compete in this event, hosted by the infamous Viet Taft of Cardiff Wargames Club. Visit the website or send an email for more details.

**Contact:**  
stuartmccorquodale@yahoo.co.uk

**Website:**  
www.cardiff-wargames.org

### GAMES DAY 2005

**Date:** 25th September, 2005

**Venue:** The NEC, Birmingham

**Age Limit:** 16+

**Details:** Games Workshop's premier event. See pages 60-62 for all the info.

**Contact:**  
Hobby Specialists – 0115 914 0000

**Website:**  
www.games-workshop.co.uk/events

### COMBAT PATROL TOURNAMENT

**Date:** 26th September, 2005

**Venue:** GW Glasgow Gaming Room

**Details:** Four round Combat Patrol tournament running from 10am-6pm. Can you win this 40K competition?

**Contact:**  
GW Glasgow – 0141 221 1673

**Website:**  
www.games-workshop.co.uk/events

## OCTOBER

### A CLASH OF WARLORDS

**Date:** 1st October, 2005

**Venue:** GW Shrewsbury

**Details:** A Warhammer tournament. This is the first tournament for the Shrewsbury Gaming Room. The competition will follow conflict rules and gamers will each need a 1,500pts fully painted army.

**Contact:**  
GW Shrewsbury – 01743 362007 (ask for Guy)

**Website:**  
www.games-workshop.co.uk/events

### COUNTDOWN TO CATAclysm

**Date:** 1st October, 2005

**Venue:** GW Carlisle

**Details:** One year to the day it was meant to go off, the mysterious Warpstone Hemisphere beneath the streets of Middenheim has begun ticking once more. Discover what plots and intrigues are behind this. Will you be able to stop the timer before Clan Skryre's greatest invention puts paid to Middenheim for good?

A time-limit based Mordheim Campaign day. Contact the Carlisle Hobby Centre for details.

**Contact:**  
GW Carlisle – 01228 598216

**Web:** www.games-workshop.co.uk

### SPACE HULK

**Date:** 2nd October, 2005

**Venue:** GW Plaza

**Details:** With Hive Fleet Kraken seemingly defeated, several dangerous artefacts have been left on Ichar IV. This is an Inquisitor campaign running throughout October and November.

**Contact:**  
GW Plaza – 02074 360839 (ask for Ken)

**Website:**  
www.games-workshop.co.uk/events

### PIRATES OF SARATOSA

**Date:** 9th October, 2005

**Venue:** The Gaming and Events Centre

**Details:** This is a Mordheim tournament. Rumours abound of hidden treasure buried on the pirate island of Saratosa. Copies of the treasure map are being sold and motley bunches of villains and thugs are heading for the area. Brave the monsters, get the treasure and escape alive.

**Contact:** See page 123.

**Website:**  
www.games-workshop.co.uk/events

## Hobby Centre Summer Events

There are plenty of battles awaiting your army at your Hobby Centre over the summer. Contact your local Games Workshop to find out when each event takes place and for further details (see page 132 for a list of every Hobby Centre).

**The Battle for Ichar IV** – All Summer: Ichar IV is an important planet in the Ultima Segmentum. A planet of lush forests, volcanoes and volatile mud flats, Ichar IV is also one of the main weapon producers in the sector and of vital strategic importance to the Imperium. Soon it will become the stage for the greatest defence against the Tyranid menace the galaxy has ever seen.

**The War of The Ring™** – All Summer: With darkness growing in Mordor, Sauron has dispatched the Nine. The Fellowship must complete their quest or life in Middle-earth will change forever. Join the Good or Evil side and register your results along with the rest of the UK online to determine the fate of Middle-earth in our internet campaign!

**The Conquest of the New World** – All Summer: The Lustrian continent has been laid open. The Lizardmen are desperately trying to protect their homeland from invaders. The adventurers, having established bases along the coast, are trying to find ancient treasure that they can return to the Old World with. Join in the fun by capturing a Lustrian treasure from the depths of the jungles, or fighting off the intruders for glory in the eyes of the Old Ones.





# ORDERING DIRECT

**G**ames Workshop Direct is fast, accurate, but most of all, convenient. You can order any product from the comfort of your home (or office, when the boss isn't looking), secure in the knowledge that we'll have it in stock and it'll be in your hands a few days later. We aim to despatch all orders within three days, and most go faster than that, so order during the week and spend your weekend actually doing your hobby, not just buying your models.

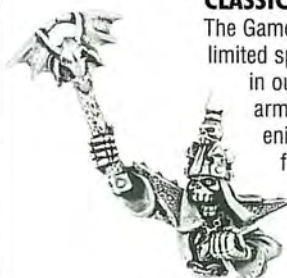
Ordering Direct is the perfect service for hobbyists whose hobby time is precious.

Why waste valuable hobby time on the journey to and from your nearest supplier when you can order from GW Direct and have any Games Workshop product delivered to your door in a matter of days? You can also stay ahead of the game with our Advance Order service, which ensures you get the latest releases the day they come out without ever having to leave your house.

## GAMES WORKSHOP DIRECT

### CLASSIC AND COLLECTORS' MODELS

The Games Workshop range of models is constantly evolving. Due to limited space, we cannot stock Citadel Miniatures' full array of models in our Hobby Centres. From alternative marks of Space Marine armour, to different kinds of dragons or even models for the enigmatic Eldar Harlequins, Direct has a dazzling selection of figures you won't find anywhere else.



DREAD KING BODY  
9947079901301 £2.00



DREAD KING LEGS  
9947079901302 £2.00



CRUSADE ARMOUR  
9947010132203 £2.00



MK1 THUNDER ARMOUR 1  
9947010132231 £3.00

*A vast amount of Classic and Collectors' models are available for all the races for all our game systems from Games Workshop Direct.*

### GW DIRECT ALSO OFFERS THESE SERVICES

Exclusive models • New releases • Subscriptions • Advice from Hobby Specialists  
• Component Parts • Advance Orders • Online Store

## CONTACTING DIRECT

There are numerous ways of getting directly in touch with our crack squad of Hobby Specialists. Lines are open from 9am-9pm Monday to Saturday and 10am-6pm on Sunday. Faxes, e-mails and letters will be answered immediately. Whether you want to order a new army or just chat about how to get the best out of your Necromunda gang, drop us a line.

#### • ON THE INTERNET

Visit our well-established store at: [www.games-workshop.co.uk/store](http://www.games-workshop.co.uk/store)

#### • IN-STORE

Order from any Games Workshop Hobby Centre at the in-store order point.

#### • BY PHONE

Call the Hobby Specialists on: 0115 91 40000 (UK), 0044 115 91 88506 (Denmark),  
0044 115 91 68255 (Netherlands), 0044 115 91 88507 (Sweden)

#### • BY EMAIL

Email the guys on: [HobbySpecialists@games-workshop.co.uk](mailto:HobbySpecialists@games-workshop.co.uk); or for customers in Northern Europe: [NEMO@games-workshop.co.uk](mailto:NEMO@games-workshop.co.uk)

#### • BY FAX

Fax your order on: 0115 916 8002 (UK) or 0044 115 916 8162 (NORTHERN EUROPE)

#### • BY POST

Or the traditional way: Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS



## SHOP ONLINE

The Games Workshop secure Online Store is the best way to shop by GW Direct. It's safe, fast and there whenever you want it. So, if you've a yearning to order Orcs from the convenience of your own home at 3am in your jim-jams, go ahead. We won't tell anyone!

### CONVENIENT

The Online Store is open 24 hours a day, 7 days a week, 365 days a year. It's always there when you want to order. Orders are usually packed and sent out within 24 hours, so you won't have long to wait for your hobby products.

### SECURE

The Games Workshop Online Store is completely safe. We use powerful encryption software to ensure that your payment and personal details are protected, so order with confidence.

### FAST

The UK Online Store runs on fast, powerful servers to make sure you can complete your order as quickly as possible.

### EASY TO USE

With colour pictures, simple navigation and an extensive help section, we've made online shopping with Games Workshop really simple and hassle free.

### HUGE RANGE

Our entire range of models for all our games systems, books and hobby materials is available on the Online Store. The store is updated with the latest new releases and advance orders every Friday, ensuring that it's always up to date.

### DELIVERED TO YOUR DOOR

Ordering online you need never leave the comfort of your own home to get your Games Workshop games and models. No more trudging into town in the cold and rain for your hobby fix, just order from home, wait a couple of days and the postman will do the rest. Easy.

### COMPLETE SERVICE

The Online Store offers everything you can get from our Hobby Specialists on the phones, including Advance Orders, subscriptions, the Specialist Games Range, components, event tickets and more. Browse at your leisure and even see the models you're ordering.

So what are you waiting for? Give the online store a try!

## SPECIALIST GAMES FROM THE ONLINE STORE

The Online Store carries a huge range of Games Workshop products. A section of the Online Store is devoted to Specialist Games. All of our current systems are supported there and you'll be able to find the main boxed games or rulebooks and the full range of models for it. Warmaster is just one of our Specialist Games you'll find there.

The Warmaster rulebook is the complete guide to playing tabletop fantasy wargames with the Warmaster range of models from Games Workshop. This range of models is 10mm scale and covers almost every Warhammer race. The book contains detailed rules, scenarios, army lists for six awesome armies, and is comprehensively illustrated with artwork and photographs. More army lists can be found on the Warmaster website at:

[www.specialist-games.com/warmaster](http://www.specialist-games.com/warmaster)





## FROM THE ARCHIVES OF WHITE DWARF

Direct always carries a supply of recent back-issues of White Dwarf, so if you've missed a crucial issue, all may not be lost, simply contact Direct to see if the magazine is still in stock. Act quickly though as supplies are limited.



### WHITE DWARF 286

Just some of the articles featured in this classic White Dwarf:

- The Battle of Sternburg – a Beastman scenario.
- Heroes and Villains – additional background for the Eldar special character Eldrad Ulthran.
- Camouflage Schemes – The essential guide to painting Camouflage patterns on your models.
- The Wizards of Middle-earth – Tactics for using spellcasters in The Lord of the Rings.



## THIS MONTH'S CONVERSIONS

White Dwarf features a plethora of conversions every month to inspire you in all your hobby endeavours. In most cases we include an extensive list of components so that you can replicate these conversions yourself. Some, however, are more inspirational than practical. Such is their intricate nature they should only be attempted by skilled modellers. In this case, if you still want to have a go at them then simply contact GW Direct who'll provide advice and suggest components you might need.



For all the components and modelling details of the conversions featured in this month's White Dwarf, turn to the relevant articles given below.

| ARTICLE                       | PAGE  | GAME SYSTEM      | TYPE OF MODEL   |
|-------------------------------|-------|------------------|-----------------|
| All Creatures Great and Small | 64-71 | Warhammer 40,000 | Full conversion |
| The Battle for Cadia          | 82-90 | Warhammer 40,000 | Full conversion |
| Converted to the Cause        | 46-51 | Warhammer        | Full conversion |
| Dok Butcha                    | 120   | Warhammer 40,000 | Full conversion |

## COLLECTORS' GUIDES

Collectors' Guides are an amazing resource for gamers and collectors alike. Each book focuses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models are gathered together in logical order so you can build the force you really want without scrabbling through a load of ancient catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models that are no longer available anywhere.

Now available from your local Games Workshop Hobby Centre:

### Collectors' Guides

- **NEW!** Skaven
- Space Marines (third edition)
- Orks
- Chaos Space Marines
- Empire
- Orcs and Goblins
- The Lord of the Rings
- Warhammer Chaos
- Undead
- Eldar and Dark Eldar
- Tau and Necrons
- Dwarfs
- Monsters and Mercenaries

### Catalogues

- The Specialist Games Catalogue
- 2005 Catalogue





# ADVANCE ORDERS

## CAN'T WAIT TO GET YOUR HANDS ON THE LATEST RELEASES?

Then why not Advance Order it? You can place an Advance Order for any of the new releases, even before they appear in the pages of White Dwarf! You can get the latest products and models for your armies and be guaranteed of receiving them as soon as they are released.

## DELIVERED DIRECT TO YOUR DOOR

You can place an Advance Order through the Online Store, by calling one of our Hobby Specialists or by contacting us by post. All you have to do then is wait for your order to be delivered to your door on the very day of release. All advance orders are sent out ahead of the time

they appear in the shops, so you get your order on the release date at the latest, guaranteed.

## PAY LESS FOR POSTAGE

When you place an Advance Order for a model, as well as being fast and convenient, it also saves you money. Postage for Advance Orders is only £2\* so you can afford to get more models for your money.

So why bother slogging to the shops on release day, when you could be at home assembling your newly delivered models or already reading the latest army book? There's no better way to get your hands on the latest models before anyone else.

\*£2 postage only applies to Advance Order products being delivered to addresses in the UK or Ireland. Orders including Advance Order products will be held until the last available product is released.

## THIS MONTH'S ADVANCE ORDERS...

### AVAILABLE TO ADVANCE ORDER FROM 16TH JULY (released 27th August)

- Wood Elf Glade Riders

### ADVANCE ORDER FROM 23RD JULY (released 3rd September)

- Wood Elf Waywatchers
- Wood Elf Waywatcher Lord
- Wood Elf Tree Kin
- Branchwraith Drycha

### ADVANCE ORDER FROM 30TH JULY (released 10th September)

- Gandalf the Grey (foot and mounted)
- Gandalf on Cart
- Arwen (foot and mounted)
- Wood Elf Spellsinger
- Wood Elf Warhawk Rider

### ADVANCE ORDER FROM 2ND AUGUST (released 13th September)

- Bretonnian Collectors' Guide

### ADVANCE ORDER FROM 6TH AUGUST (released 17th September)

- Wood Elf Lord with great weapon
- Ringwraiths boxed set
- Witch-king of Angmar (foot and mounted)

### ADVANCE ORDER FROM 13TH AUGUST (released 24th September)

- Wood Elf Lord (mounted)
- Haldir on foot with bow
- Dunedain of the North
- Sam and Bill the Pony

**RULES IN  
WD310!**

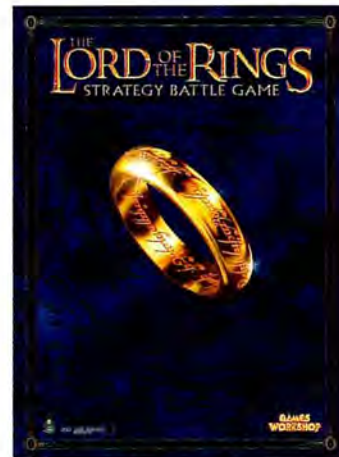


SAM AND BILL THE PONY  
99061461015 £6.00

**RULES IN  
WD309!**



GANDALF AND CART  
99111499054 £12.00



**COMING SOON!**

THE LORD OF THE RINGS RULEBOOK  
60041499012 £20.00

**YOU CAN ADVANCE ORDER ALL THESE  
THE LORD OF THE RINGS PRODUCTS!**



# RECENT RELEASES

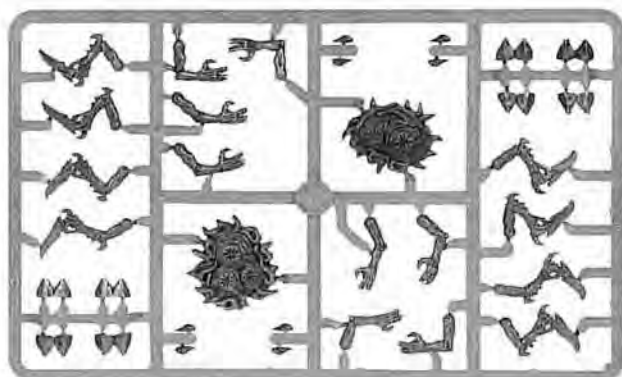
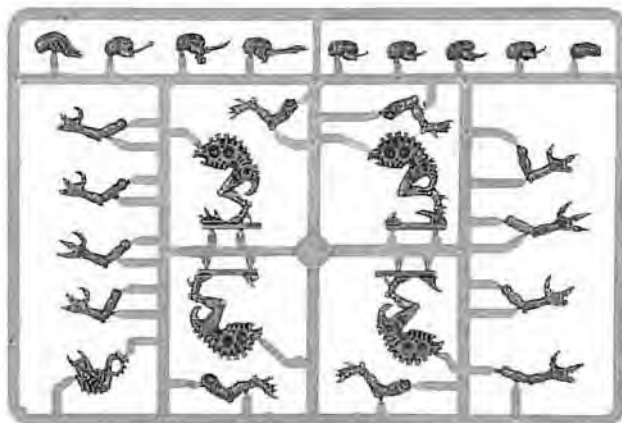
This month we are focusing on some of the recent releases from White Dwarf 305, 306 and 307. Here you'll be able to find all the component parts for the models detailed below, which should serve as a handy stopgap before the release of the relevant Collectors' Guides.

All of these components are available to order online, so if you've got a particular conversion in mind or you want to order that certain character model it couldn't be easier to get all the most up to date components you need.

## THIS MONTH'S FEATURED MODELS:

*Tyrant Tyrant Guard, Genestealers, Zoanthrope, Saurus on Cold Ones, Tehenhauin – Prophet of Sotek, High Elf Heroes and High Elf Mages.*

Sprues shown at 40% of actual size.



GENESTEALERS SPRUE  
99380106009 £8.00



TYRANT GUARD RIGHT LEGS  
9947010604206 £2.50



TYRANT GUARD LEFT LEGS  
9947010604205 £2.50



TYRANT GUARD CLAWS 1  
9947010604202 £2.50



TYRANT GUARD CLAWS 2  
9947010604204 £2.50



TYRANID ZOANTHROPE HEAD  
9947010604101 £4.00



TYRANID ZOANTHROPE TAIL  
9947010604102 £2.00



TYRANT GUARD BODY 1  
9947010604201 £3.00



TYRANT GUARD BODY 2  
9947010604203 £3.00



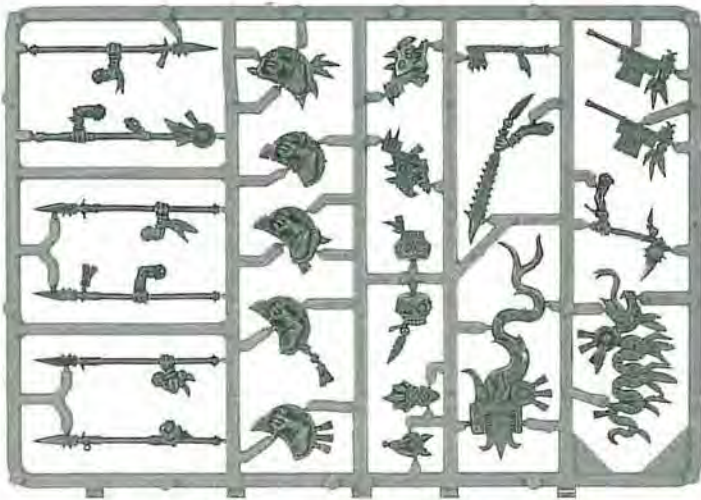
TYRANID ZOANTHROPE SPINE PLATES  
9947010604103 £2.00



TYRANID ZOANTHROPE LEGS SPRUE  
9947010604104 £1.50



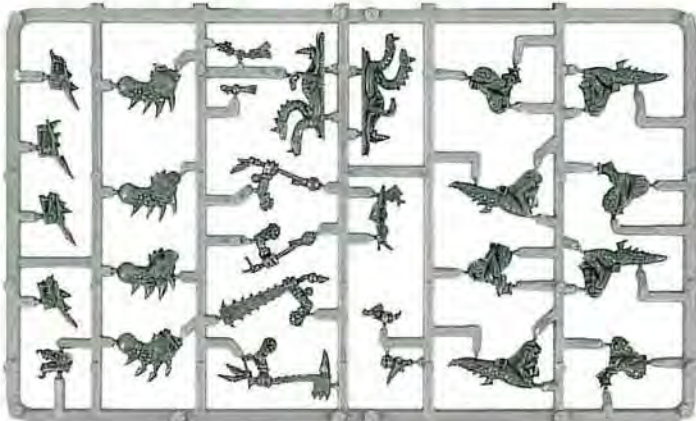
Lizardmen plastic sprues shown at 45% of actual size.



LIZARDMEN COLD ONES SPRUE  
99360208004 £2.00



TEHENHAUIN BASE  
9947020806603 £2.00



LIZARDMEN COLD ONE RIDERS SPRUE  
99360208003 £8.00



TEHENHAUIN TABLET  
9947020806602 £1.50



TEHENHAUIN BODY  
9947020806601 £5.00



HIGH ELF HERO 2 SPRUE  
9947021011404 £2.00



HIGH ELF HERO 2 BODY  
9947021011403 £4.00



HIGH ELF HERO 3 BODY  
9947021011405 £5.00



HIGH ELF MAGE 3 BODY  
9947021011304 £4.00



HIGH ELF MAGE 3 EAGLE  
9947021011305 £1.00



HIGH ELF MAGE 2 BASE  
9947021011303 £1.00



HIGH ELF HERO 1 BODY  
9947021011401 £4.00



HIGH HERO 1 SPRUE  
9947021011402 £2.00



HIGH ELF MAGE 1  
9947021011301 £5.00



HIGH ELF MAGE 2 BODY  
9947021011302 £4.00



HIGH ELF HERO 3 BOW  
9947021011406 £1.00



# STORE FINDER



## HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a large listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Most Games Workshops are open seven days a week and late for gaming evenings. Contact your local store for more details. You can find a list of all our retail outlets on our website at:

[www.games-workshop.co.uk/storefinder](http://www.games-workshop.co.uk/storefinder)

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on **0115 916 40000**. Stores highlighted in yellow indicate new stores. Stores in green are elite Northern European stores; stores in blue are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting.

Hobby centres marked with a cross (✕) have Gaming Room facilities.

### A Games Workshop Hobby Centre is much more than just a shop...



#### FREE GAMING AND TACTICS ADVICE

All our staff are gaming veterans (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



#### FREE PAINTING AND MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!



#### FULL RANGE OF PRODUCTS

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.



#### IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus many components and classic models with which to customise your armies.



#### BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, so whether you want to learn how to charge your knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



#### HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. They feature team participation battles for you to take part in, painting workshops to develop your painting skills, and a forum for gamers to talk about the hobby. On Sunday evenings many stores run specific activities for those who have graduated from the Beginners' Programme.



#### EXPERIENCED PLAYERS

Many Games Workshop hobby centres run evenings (usually Tuesdays and Thursdays) for veteran gamers. They are aimed at older gamers with plenty of experience on the battlefield. You can share ideas about all aspects of your hobby, battle against experienced opponents, and play GW's Specialist Games systems well into the evening.



#### HOBBY CENTRE GAMING ROOMS

A growing number of our Hobby Centres now have additional space in the shape of Gaming Rooms. This makes it perfect for meeting fellow hobbyists and arranging larger games, playing campaigns or just painting and modelling. On Monday to Friday these rooms are reserved for veterans over the age of 16 but the weekend is free for all veteran gamers and those who have been through the Beginners' programme. These centres are marked by a cross. Give them a ring to find out what's going on and to avoid disappointment! See page 138 for a full list of Gaming Rooms and contact details. Gaming Rooms are also in this Store Finder list, marked with an (✕).





Find your nearest Hobby Centre or independent retailer on these pages  
on our website: [www.games-workshop.co.uk/storefinder](http://www.games-workshop.co.uk/storefinder)  
by e-mailing us: [hobbyspecialists@games-workshop.co.uk](mailto:hobbyspecialists@games-workshop.co.uk)  
by calling us: 0115 91 40000

## AVON

**GW BRISTOL (CENTRAL):**  
13 Bradfield, Tel: 0117 925 1523  
**GW BRISTOL (CHERRY CAUSEWAY):**  
Unit 129, The Vale, Tel: 0117 959 2528

**BRISTOL, Area 51:**  
Tel: 0117 934 4000  
**PORTSMOUTH, Makin:**  
Tel: 0127 584 4781  
**YATE, Heggagours Toys:**  
Tel: 01454 437 0500

## BEDFORDSHIRE

**GW BEDFORD:**  
10 Gimpson, Tel: 0123 427 3603  
**LEIGHTON BUZZARD, Cuddlers:**  
Tel: 0152 501 7410  
**LUTON, Ottokers:**  
Tel: 0158 246 0909  
**LUTON, Final Fantasy**

## BERKSHIRE

**GW MAIDENHEAD:**  
Unit 2, 17 Market Street, Tel: 0162 803 1281

**GW READING:**  
111 Beaulieu Street, Tel: 0118 353 8103

**GW SLOUGH:**  
101 High Street, Tel: 0175 367 0025  
**BRACKNELL, Ottokers:**  
Tel: 01344 418 8125  
**NEWBURY, Miniature Merchants:**  
Tel: 01635 552 0176

**SANDHURST, Toyworld:**  
Tel: 0125 287 2050  
**WINDSOR, Ottokers Bookshops Windsor:**  
Tel: 0175 365 0450  
**WINDSOR, WJ Daniels:**  
Tel: 0175 368 2186

## BIRMINGHAM AREA

**GW BIRMINGHAM:**  
Unit 116, Baling Lane, Tel: 0121 336 7000  
**GW DUDLEY:**  
Unit 26, Merry Hill Centre, Tel: 0121 448 0118  
**GW SOLIHULL:**  
690 Victoria Road, Tel: 0121 705 7922

## GW SUTTON COLDFIELD:

40-47 Birmingham Road, Tel: 0121 354 3174  
**GW WOLVERHAMPTON:**  
9 Ring Street, Tel: 0190 231 0360  
**GW WALSLEY:**  
Unit 22, Old Square Shopping Centre  
Tel: 0192 232 5307

**ACOCKS GREEN, Jeff's Games and Workshops:**  
Tel: 0121 706 5178

**GREAT BARR, Gaming Crypt:**  
Tel: 0121 360 5080

**EDGBASTON, Wayland's Forge:**  
Tel: 0121 687 91100

**RUBERY, Ray's Hobbies & Toys:**  
Tel: 0121 453 3349

**SUTTON COLDFIELD, Digital Dragons:**  
Tel: 0121 687 7793

**BUCKINGHAMSHIRE**

**GW HIGH WYCOMBE:**  
Unit 25, The Outpost Centre, Tel: 0149 353 1404

**GW MILTON KEYNES:**  
Unit 7, Wood Road Extension, St. Mary's Road, Wood  
Shopping Centre, Tel: 01908 889 0477

**ATLESBURY, Toy Wonderland:**  
Tel: 01773 665 0181

**BUCKINGHAM, Above Toys:**  
Tel: 0129 692 1815

**BURNHAM, Crea Toys:**  
Tel: 0149 461 2015

**GERARDS CROSS, Howard Marshall:**  
Tel: 0175 888 2902

**PRINCES RISBOROUGH, Treats:**  
Tel: 0184 434 4354

**CAMBRIDGESHIRE**

**GW CAMBRIDGE:**  
81 Regent Street, Tel: 01223 331 3362

**GW PETERBOROUGH:**  
25 Waverley Road, Tel: 01753 288 0070

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**HAYWARD'S HEATH, Health Models and Toys:**  
Tel: 0144 445 9785

**HORSHAM, Gentle Gallery:**  
Tel: 0148 325 8567

**HORSHAM, Ottakers:**  
Tel: 0148 320 6189

**LEWES, The Hobby Shop:**  
Tel: 0127 347 2344

## STEYNING, Gentle Gallery:

Tel: 0190 381 2933

**UCKFIELD, Kid's Stuff:**  
Tel: 0182 570 2018

**WORTHING, KC's Games Shop:**  
Tel: 0190 323 7983

## TYNE AND WEAR AREA

**GW NEWCASTLE (central):**  
Unit 6A, Newcastle Shopping Centre, Tel: 0191 332 2418

**GW METRO (METRO CENTRE):**  
Unit 2, First Floor, The Arcade (near the Modernium), Wigan, Tel: 0191 461 0350

**METRO CENTRE, Gateshead, Toymaster:**  
Tel: 0191 468 2500

**NORTH SHIELDS, SR Gladstone & Son:**  
Tel: 0191 257 0335

**SOUTH SHIELDS, Coats Models:**  
Tel: 0191 437 7541

**SUNDERLAND, Eskayes:**  
Tel: 0191 514 7500

**SUNDERLAND, The Toy & Computer Shop:**  
Tel: 0191 565 5156

**SUNDERLAND, Owen Owen Ltd T/A Japlings:**  
Tel: 0191 518 2165

**WASHINGTON, Toymaster:**  
Tel: 0191 415 5144

**WHITLEY BAY, T&G Allan:**  
Tel: 0191 252 1564

## WARWICKSHIRE

**GW COVENTRY:**  
Unit 20, Upper Level, Calmairia, Lancy Shopping Centre, Tel: 0247 629 7311

**GW LEAMINGTON SPA:**  
22 Park Street, Tel: 0192 613 5771

**BEDWORTH, Railway & Modellers Junction:**  
Tel: 0247 631 0285

**KENILWORTH, Aircraft Arts & Pictures:**  
Tel: 0192 651 1294

**LEAMINGTON SPA, Trinders Toy Town Ltd:**  
Tel: 0192 637 0501

**NUNEATON, Nuneaton Education Co/Tas Nuneaton Bookshop:**  
24 Abbey Street, Tel: 0247 634 2000

**RUGBY, Jolo Railways & Models:**  
Tel: 0178 856 0372

**STOCKINGFORD, Whitelore Post Office:**  
Tel: 0247 624 5749

**WARMINSTER, Row Models:**  
Tel: 0196 521 5418

## WILTSHIRE

**GW SALISBURY:**  
18 Winchester Street, Tel: 0172 233 8095

**GW SWINDON:**  
58 Fines Street, Tel: 0179 343 5030

**DEVIZES, Haggasaurus Toystore:**  
Tel: 0136 072 3841

**MARLBOROUGH, H Ducks:**  
Tel: 01647 251 2178

**MELKSHAM, The Teashop:**  
Tel: 0122 576 6415

**SWINDON, Spot On Models:**  
Tel: 0179 352 0996

## WORCESTERSHIRE

**GW WORCESTER:**  
13 Lyggett Hill, Cathedral Plaza, Tel: 0190 561 6707

**DROITWICH, Look-rite Ltd T/A Toyworld:**  
Tel: 0190 572 3403

**EVESHAM, Battle Honours UK:**  
Tel: 01928 645 875

**REDDITCH, Haggasaurus Toy Store:**  
Tel: 0192 765 082

**STOUBOURN ON SEVERN, TP Activity Toys:**  
Tel: 0125 997 2600

## YORKSHIRE

**GW BRADFORD:**  
4 Pocklington, Bradford, Tel: 0127 473 4395

**GW DONCASTER:**  
Unit 10, The Colonnades, Tel: 0130 232 0535

**GW HARRGATE:**  
53 Silver Parade, Tel: 0142 356 4310

**GW HULL:**  
30 Farnham Street, Tel: 0148 258 5776

**GW LEEDS (central):**  
12-16 Central Road, Tel: 0113 242 0835

**GW LEEDS (WHITE ROSE):**  
Unit 200, White Rose Centre, Tel: 0113 272 3470

**GW SHEFFIELD (central):**  
16 Fitzwilliam Gate, Tel: 0114 275 0114

**GW SHEFFIELD (MEADOWHALL CENTRE):**  
Unit 918, High Street, Upper Mall (next to entrance near Boots), Tel: 0114 256 9536

**GW WAKEFIELD:**  
96 Kewgate, 8th Floor, Centre, Tel: 0192 430 8431

**GW YORK:**  
13A Lonsd, Tel: 01904 6014

**THE GAMING CENTRE:**  
Units 6/9, Meadowhall Plaza, Amos Road, Tel: 0114 242 4833

**BRADFORD, Toymasters:**  
Tel: 0127 472 4723

**BRIDLINGTON, Croppers:**  
Tel: 0126 267 7727

**HALIFAX, Halifax Modellers World:**  
Tel: 0142 234 2157

**HALIFAX, Magazine World:**  
Tel: 0142 234 0547

**HALIFAX, Toymasters:**  
Tel: 0142 355 3886

**HARRGATE, Toymaster:**  
Tel: 0142 356 4328

**HUDDESFIELD, Toymaster:**  
Tel: 0148 454 4654

**HUDDESFIELD, Something Wicked:**  
Tel: 0148 455 5226

**HULL, Mayfair Toymaster:**  
Tel: 0148 265 2277

**ILKLEY, Wargames World:**  
Tel: 0193 260 7500

**KEIGHLEY, Toymasters:**  
Tel: 0153 340 4049

**LEEDS, Royal Armouries Museum:**  
Tel: 0113 229 1939

**LEEDS, Toyworld:**  
Tel: 0113 243 9600

**NORTHALLERTON, T & M Grover Ltd:**  
Tel: 0160 677 3334

**OTLEY, Toymaster:**  
Tel: 0193 310 2055

**POCKLINGTON, Chylis Plays:**  
Railway Street, Tel: 0115 930 6021

**RICHMOND, Anything Goes:**  
Tel: 01774 861 0135

**SCARBOROUGH, Space, Myth and Magic:**  
Tel: 0645 644 1123

**SHEFFIELD, Atkins Toymaster:**  
Tel: 0114 279 1950

**SHEFFIELD, Toymasters:**  
Meadowhall Shopping Centre, Tel: 0114 226 9078



**SHEFFIELD, Wargames Emporium:**  
Tel: 0114 275 4820  
**WHITBY, John Anderson - Toymaster:**  
Tel: 01919 760 2213  
**WHITBY, Models and Movie Props Ltd:**  
Unit 4, Market House, Tel: 01919 760 9123

## WALES

**GW CARDIFF:**  
31 High Street, Tel: 0292 664 4912  
**GW NEWPORT:**  
25 Skinner Street, Tel: 01492 325 8205  
**GW SWANSEA:**  
45 Prince of Wales, Tel: 01792 446 2900  
**ABERGAVENNY, Richards of Abergavenny:**  
Tel: 01495 398 2410  
**ABERYSTWYTH, Albion:**  
Tel: 0197 061 7030  
**BANCORY, Bancory Toy & Gift Shop:**  
Tel: 0123 062 8386  
**BANGOR, ACME Computers:**  
Tel: 0197 061 7030  
**BRECON, J. Clark Toys & Gifts:**  
Tel: 0157 462 2800  
**BRIDGEND, Javel for Fun:**  
Tel: 01916 760 7000  
**CARDIFF, Dice and Dice Computer and Video Visual:**  
Tel: 0292 526 2103  
**CARMARTHEN, Good News:**  
Tel: 01292 721 7700  
**CARMARTHEN, Hardings:**  
Tel: 01416 600 604  
**CHEPSTOW, Artistic Corner:**  
Tel: 01292 721 7700  
**CHESTER, Brito Ideas:**  
Tel: 0197 072 8451  
**HAVENFORDWEST, Merlin Models:**  
Tel: 0145 778 8503  
**LLANDUDNO, Dina Toy Master:**  
Tel: 0151 673 5451  
**LLANTWIT MAJOR, Bulshaw Plaster:**  
Tel: 0145 679 4118  
**PEMBROKE, Dragon Alley:**  
Tel: 01464 602 1404  
**RHYL, Lightfoot Models & Toys:**  
Tel: 0174 823 1564  
**SWANSEA, Comic Shoppes:**  
Tel: 01792 264 2097  
**WRECHAM, Brito Ideas:**  
Tel: 0197 823 5451

**SCOTLAND**  
**GW ABERDEEN:**  
Unit 1, 12-14 Uppies Kilgore, Tel: 01222 464 3070  
**GW AIN:**  
10 Aiken Mill, Tel: 0129 261 0672  
**GW BATHGAD:**  
115 Bathgaden Shopping Centre, Kings Inch Road,  
Tel: 0141 602 9449  
**GW BATHGAD:**  
34 High Street, Tel: 0138 724 9702  
**GW DUNDEE:**  
110 Commercial Street, Tel: 0138 220 2382  
**GW DUNDEE:**  
10 High Street, Tel: 0131 222 6919  
**GW FALKIRK:**  
32 Cow Wynd, Tel: 0132 162 1550  
**GW GLASGOW:**  
81 Union Street, Tel: 0141 201 1673  
**ABERDEENSHIRE, Buchan Collectibles:**  
Tel: 0138 179 1774  
**ABERDEENSHIRE, Robertson Sports:**  
Tel: 0177 947 2644  
**ABERDEENSHIRE, Toyworld:**  
Tel: 0154 804 4233  
**ANGUS, Gordons:**  
Tel: 0135 642 2365  
**BANCHORY, Toy and Gift Shop:**  
Tel: 0123 062 8386  
**BANGOR, Models and Movie Props Ltd:**  
Unit 4, Market House, Tel: 01919 760 9123  
**EAST LOTHIAN, Fawcett:**  
Dunbar, Tel: 0126 386 5411  
**EDINBURGH, Moravianville Models:**  
Tel: 0131 217 7010  
**ELGIN, Junners's Toy Master:**  
Tel: 0143 542 492  
**FIFE (CLIPPA), The Nappy Pin:**  
Tel: 0175 465 3160  
**FORB WILLIAM, The Granite House:**  
Tel: 0139 770 3657  
**GALASHIELS, Books Plus:**  
Tel: 0174 615 2841  
**GLASGOW, Stalks Games:**  
Tel: 0111 220 5411  
**HADDINGTON, Cycle Services:**  
Tel: 0162 062 0909  
**HELVENSBURG, Game Domain:**  
Tel: 0143 667 3007  
**INVERNESS, Junners's Toy Master:**  
Tel: 0146 323 3234  
**KINROSS, The Hope Chest:**  
Tel: 0157 770 2546  
**KIRKCUDBRIGHT, SW Computers:**  
Tel: 0138 723 1620  
**KIRKCALDY, The Hope Chest:**  
Tel: 0159 325 0116  
**KIRKCALDY, George Leonard & Co:**  
Tel: 0159 325 0116  
**NORTH BERWICK, Lewis Coyne:**  
Tel: 0152 669 0442  
**ORKNEY, McLaren-Toy Master:**  
Tel: 0185 687 7789  
**SHELLAND, Harrys Dept Store:**  
Tel: 0159 569 3007  
**STIRLING, Do It @ Your Leisure:**  
Tel: 0175 682 0873  
**WESTF, F. Roe and Son:**  
Tel: 0146 650 0119  
**TURK LOTHIAN, Toy Works:**  
Tel: 0150 642 2060

**CHANNEL ISLANDS**  
**JERSEY, ST. HELLER, The Little Shop:**  
Tel: 0153 473 2187  
**GUERNSEY, ST. PETERS PORT, Grecoys Toy Master:**  
Tel: 0144 172 6032  
**GUERNSEY, ST. PETERS PORT, Corouel:**  
Tel: 0144 172 6032

**NORTHERN IRELAND**  
**GW BELFAST:**  
254 Castle Court (opposite back of the Court)  
Tel: 0282 623484  
**BALLYMENA, Camerons:**  
23 Broughmore St, Co Antrim, Tel: 0482 504 3821  
**BANBRIDGE, David Rogers:**  
5 Bridge St, Co Down  
**BANDOR, Replay Games:**  
High St, Co Down, Tel: 0489 145 2210  
**BANGOR, Stewart Miller & Sons:**  
60 Main St, Co Down, Tel: 0489 121 0108  
**COLERAINE, Meares:**  
7-11 Clough St, Co Down, Tel: 0126 544 44

**CUMMILL, Lilliput Construction Co:**  
50 Dunstable Road, Co Antrim  
**ENNISKILLY, Modellers Corner:**  
20 Durling St, Tel: 0486 632 2367  
**LISBURN, World of Wonders:**  
Theobald's Gate, Tel: 0486 766 9999  
**OMAGH, Whites Toy Master:**  
37 Bridge St, Tel: 0482 242 427  
**PORTADOWN, D. Jeffers:**  
8 Lankashire St, Tel: 0483 523 0999

## EIRE

**GW BLANCHARDSTOWN:**  
Unit 24B, Blanchardstown Shopping Centre, Dublin, Tel:  
0034 314 273 468  
**GW DUBLIN:**  
37, Lower Liffey Basin, Tel: 0035 118 715 791  
**ATHLONE, Toy City:**  
16 Centre, Co Wick, Tel: 091 647 0851  
**BALINAH, World of Wonders:**  
Olin Terrace, Co Mayo, Tel: 096 75876  
**BLACKPOOL, World of Wonders:**  
23 Northport Lane Pl, Co. Cork, Tel: 021 4 219 443  
**BRAY, ER Harris & Sons:**  
Co Wick, Tel: 021 957 995  
**CARRICK ON SHANNON, Mulvey's:**  
Main Street, Limerick, Tel: 021 552 2536  
**CASTLEBAR, McDermott:**  
Co Mayo, Tel: 096 70676  
**CORK, Art and Hobby Shop:**  
Droghda, Droghda Centre, Co Cork, Tel: 021 435 3580  
**CORK, Art and Hobby Shop:**  
Wilton Shopping Centre, Co Cork, Tel: 021 434 2307  
**CORK, Noddy's Toy Master:**  
12-14 Commercial St, Co Cork, Tel: 021 427 2588  
**COKE, Oliver Realities:**  
3 Connaught Lane, Co Cork, Tel: 021 427 2588  
**CLONAKILTY, Coughlan Educational Supplies:**  
11 Fossa St, Co Cork, Tel: 023 23209  
**CLONMEL, Hogan's Toy Master:**  
31 Fossa St, Co Cork, Tel: 023 23209  
**CLONTAR, Furlong:**  
4 Vernon Avenue, Dublin, Tel: 01 853 0205  
**CORK, World of Wonders:**  
Co Cork, Tel: 021 4210 443  
**DUBLIN, Bertha Toy Master:**  
45 Mary St, Tel: 01 822 7109  
**DUN LAOGHAIRE, Rando Toy Master:**  
Dun Laoghaire Shopping Centre, Co Dublin  
Tel: 01 844 011  
**DUNDALK, Pick n' Save:**  
Long Walk St, Co. Louth, Tel: 046 392 7326  
**DUNGAIR, Murphy's Toy and Cycle Specialists:**  
9 Main St, Co. Waterford, Tel: 056 41374  
**ENNIS, World of Wonders:**  
Woolgate, Co. Wick, Tel: 091 684 8807  
**FINGLAS, Bonas Toy Master:**  
Clonsilla St, Co. Dublin, Tel: 01 852 2910  
**GALWAY, Games Realm:**  
84 The Green, Galway, Tel: 091 562 996  
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# GAMING ROOMS

## GAMES WORKSHOP HARROGATE

53 Station Parade, Harrogate Tel: 01423 564 310

### MANAGER: Alex Limond



Alex Limond

Games Workshop Harrogate is focused on gaming. Not unusual considering it's a Gaming Room, but Harrogate wants EVERYONE to come and play there. Alex Limond explains. "Our gaming league is for all systems, is open to all-comers, and has three divisions," he says.

Alex, a manager of some five years, regularly games in-store with a variety of armies. He plays all systems, but his favourite is Warhammer, for which he fields High Elves. His oldest Warhammer 40,000 force are his 'misfit' Space Marines – he's been collecting them since he was 10!

An impressive wall of fame adorned with winners' plaques from Grand Tournaments and various Conflict Tournaments backs up Harrogate's gaming focus. A Harrogate team regularly goes to these events, but not merely to win. "The team is sent with objectives," Alex explains, "They don't necessarily have to win, just try to fulfil their mission, which might be getting Best General or Most Sporting Player." This extols the virtues of good playing practice, something Alex is keen to promote.

A friendly rivalry exists between Harrogate and neighbours York, and the stores pay each other regular visits. "Having other stores coming over to play at Harrogate is something we want to encourage," says Alex, "just call us up to organise a game." Alex is also keen to challenge all-comers, "I'm the best gamer in the country," he boasts proudly with a cheeky smile.

### CAMPAIGNS

Harrogate runs campaigns regularly and it falls to staffer James Kilvington to make them as exciting as possible. You can play in all three of our summer events there (Ichar IV, The War of The Ring™ and Conquest of the New World) with James on hand to help out. He's also given each campaign special rules and scenarios unique to the store for added fun. The Lustrian campaign setting is particularly appropriate to James as he used to be a herpetologist (that's a reptile handler!). "I think it's working with reptiles that made me want to collect Tyranids," he says of his favourite army.



The ruins table above is just one of Harrogate's varied hobby arenas and can be used for a variety of systems.



These Great Knarlocs (above) are merely part of store regular Tony Bailey's all-Kroot army. Tony can be seen directing his troops to the right of the gaming table (left).



The Harrogate boys stand proudly before their trophy wall (Left to right: James Kilvington, Alex Limond, Andy Simms and Janthony Mora).

### MINIATURE SHOWCASE: GW HARROGATE

James Kilvington painted the superb Hive Tyrant you see left. His painting style and colour scheme really emphasise the spikiness of the model.

The converted Skaven Assassin below is another of James's miniatures. He uses it in his Mordheim warband.



### Travel Tip

The best way to find the Harrogate store once you've reached Harrogate Town Centre is to head for the train station. It's a five minute walk from this point.



Find your nearest Gaming Room on these pages  
on our website: [www.games-workshop.co.uk/storefinder](http://www.games-workshop.co.uk/storefinder)  
by e-mailing us: [hobbyspecialists@games-workshop.co.uk](mailto:hobbyspecialists@games-workshop.co.uk)  
by calling us: 0115 91 40000



#### A PLACE FOR EXPERIENCED GAMERS

The age limit on Gaming Rooms gives older gamers a place to play games without distraction. All gamers who attend will have some degree of experience, so you should have no trouble finding a challenging opponent.



#### YEARS OF EXPERIENCE

When you grow weary of constant battle, you can head to the Gaming Room's special painting area where you can sit and paint while swapping modelling knowhow and old war stories with other hobbyists.



#### ALL GAMES CATERED FOR

Play the games of your choice. There are tables and scenery for Warhammer 40,000, Warhammer, The Lord of The Rings, Epic, Battlefleet Gothic, Blood Bowl, Inquisitor, Necromunda and Mordheim.



These models are by staffer Janthony Mora, who has come all the way from Ohio to share his prodigious talents with Yorkshire gamers. His Luthor Huss (above) is highly detailed. Ja also enjoys making objective markers, such as the gibbet below. He regularly paints models for the Harrogate store, so if you want some top tips, pop in; he is more than happy to pass on his wisdom.



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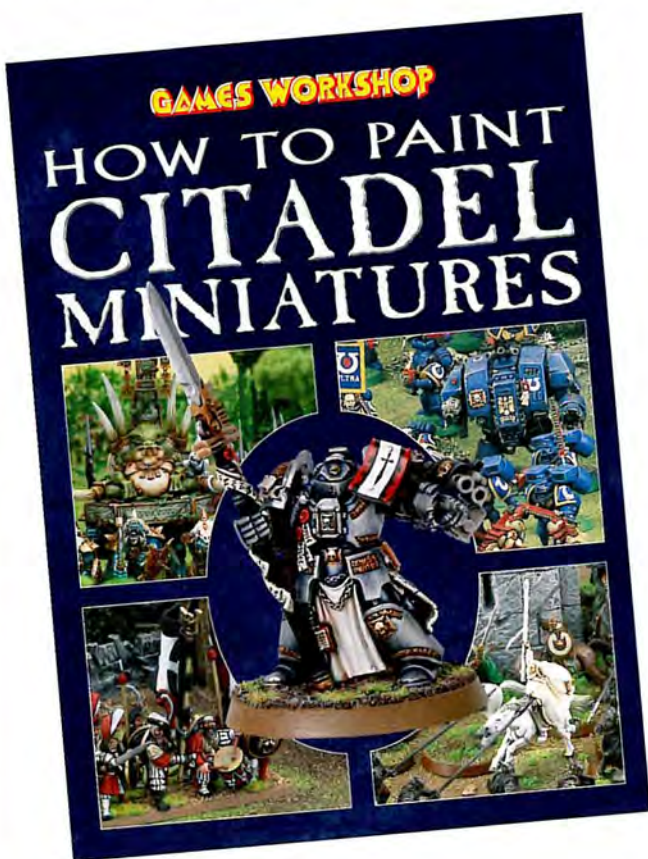
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# HOBBY SUPPLIES

Whether you're just starting your first army or you're the owner of six Golden Demons, here you'll find everything you'll need to paint your models. Using Games Workshop paints will enable you to follow the painting schemes set out in every army book, codex, Games Workshop gaming supplement and the pages of this fine publication.



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# ESSENTIAL HOBBY TOOLS AND TIPS

**GAMES WORKSHOP**

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call: 0115 91 40000

website: [www.games-workshop.co.uk/store](http://www.games-workshop.co.uk/store)

## Citadel Colour Paints and Inks

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| Fiery Orange      | Scorpion Green    |
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| Sunburst Yellow   | Kommando Khaki    |
| Bad Moon Yellow   | Rotting Flesh     |
| Scorched Brown    | Fortress Grey     |
| Graveyard Earth   | Codex Grey        |
| Bestial Brown     | Shadow Grey       |
| Snakebite Leather | Space Wolves Grey |
| Desert Yellow     | Chaos Black       |
| Bubonic Brown     | Skull White       |
| Vomit Brown       | Mithril Silver    |
| Bleached Bone     | Boltgun Metal     |
| Dark Flesh        | Chainmail         |
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| Vermin Brown      | Dwarf Bronze      |
| Tanned Flesh      | Brazen Brass      |
| Dwarf Flesh       | Burnished Gold    |
| Bronzed Flesh     | Shining Gold      |
| Elf Flesh         | Red Ink           |
| Liche Purple      | Magenta Ink       |
| Warlock Purple    | Yellow Ink        |
| Tentacle Pink     | Chestnut Ink      |
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Perfect for mixing together your favourite colours.

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## PAINTING EXOTIC FUR

When painting the fur clothing on your Savage Orcs, try some exotic animal furs with stripes or spots!



Search for some reference photos in magazines, in books, or on the internet and have them handy while you're painting. Animals to look for include zebras, leopards, cheetahs, tigers, giraffes, cows, and more!

### TIGER FUR

**1** Paint the fur with Dark Flesh, then overbrush it with Blazing Orange. Drybrush the fur with Fiery Orange for a highlight.



**2** Using Chaos Black, paint a series of stripes across the fur.



**3** Highlight the stripes with a 3:1 mix of Codex Grey and Chaos Black.



### SNOW LEOPARD FUR

**1** Paint the fur with Fortress Grey. For a highlight, drybrush it with Skull White.



**2** Next, paint large 'U' shapes with Chaos Black all over the fur.



**3** Finally, highlight the black spots with a 1:3 mix of Chaos Black and Codex Grey.





# FUEL FOR THE FURNACE

Deep in the vastness of the Worlds Edge mountains, far below the snowy peaks, the White Dwarf sits upon his throne within the hall of his secret hold, watching over his minions as they work upon this very publication. As he does so he reads your missives, sometimes guffawing at your bearding foolery, sometimes sinking deep into thought. Whatever Grombrindal thinks, we scribes thank you, for your letters provide us with the fuel for the furnace of our steam-powered printing machine.

## GROMBRINDAL'S PICK OF THE MONTH

### Dreams come true

I've made it one of my goals to get something published in White Dwarf and darn it, even if it takes me 30 years, I'm going keep trying... at least I will until you tell me to stop or that my efforts are futile.

Someone once told me that, in order to get photos in White Dwarf, one has to paint up the new release miniatures, but in order to do that, one has to get their hands on a new release miniature before it is actually released. Well I wouldn't have a clue how to go about doing that, or if there is any truth in what the person told me anyway.

If you could help me in any way to achieve my goal, I would be eternally grateful.

Thank you,  
Irene Turner

*Irene, your wish is granted. By the way, the New Release thing is not true. We publish pictures of all kinds of models here. Just please, if you are photographing your models, make sure the pictures are in focus. I've had some where I can't even tell what the model is! Follow Irene's example, her piccys are lovely – Guy*



### Painting puzzle

Just wanted to ask what has become of my all time favourite article 'Painting Masterclass'. After my subscription to your utterly superb magazine I was distraught to discover that PMC had disappeared from White Dwarf's pages. I always valued the articles as they showed the god-like skill of the 'Eavy Metal team and others in realms of detail and I always looked forward to see what models had received the attention of the painting elite in each issue in the vain hope that I could turn out a model to a similar standard (this has, however, remained a very distant goal).

My main inquiry is whether it is

possible that PMC will return triumphantly to the pages of White Dwarf heralding a golden age of painting expertise, or is it possible that other articles could be expanded to fill the shoes of the departed article, like for example Dok Butcha incorporating more of the modelling and painting required to make the models.

I understand that both space and time are precious in the making of White Dwarf but is it possible that my dreams will be realised. Or will the article be permanently retired to be found again in WD400 as a special feature?

Alex Elliott

*Hello Alex. We're looking to include more of this kind of thing in future. Dok Butcha will now always have a hobby tip with it, and though that will concentrate on only one aspect of the model, it will be useful to everyone. We're looking at doing more army showcases and 'Eavy Metal showcases, hopefully with some hobby tips in there too, and our Hobby Supplies slot will always have handy, themed, tips. Painting Masterclass itself should be making a return some time soon. However, we can't do this kind of article often as it requires an enormous amount of time and effort, not just for the WD team, but for the hobbyist involved, so they'll be a special treat – Guy*

### Roving report

I am a really big fan of Battle Reports. When you announced a new look battle report in WD303, I was pleased because the old maps confused me and I loved the new look. However, I was very disappointed when WD304 came out and I found that the Battle Report was not as it had been in the previous month's issue.

Joshua Sutton

Great edition, but what happened to the new style Battle Reports?

Matt Stevens

*This goes out to all of you who've asked us this question. I could bore you rigid with the way that White Dwarf is put together, but suffice it to say, we're doing Battle Reports in a variety of ways, the Salamanders versus Iron Warriors style being but one of them. For those of you who liked it (and not all of you did) You will see this type again – Guy*

### Where are the Gnoblar's?

I am wondering how come the Americans got a new Gnoblar army list in WD303 and we in the UK did not?

Michie Gavin

*We'll be publishing the army list in WD310, fear not – Guy*

### Good company

First off let me congratulate the team on an excellent issue for the 30th birthday (WD304). All of the articles within it were top notch, and there were more than a few times when I found myself openly laughing out loud at what was written within. I get the impression from reading the short pieces from the members of the GW staff at HQ that whilst sometimes there must be stress to deal with what with deadlines and so forth, otherwise it



sounds like it must be a really fun place to work.

Mainly I wanted to say thank you for the ace articles about your The Lord of the Rings Battle Companies. Since the game's release I have generally ignored it, but with this month's scribblings, together with the humour portrayed within, I feel suddenly inspired to begin playing this game as well, assuming I can find the money!

I guess my only choice now is whether to side with the Good guys or Evil guys, but it's a choice I'm quite looking forward to making.

All the best for the future, keep up the good work.

**Hugh Garvey**

*Thanks Hugh! We had a lot of fun with the Battle Companies. Next time, though, I'll try to win at least once – Guy*

## 'Nid Names

I have a question in my head that I thought only you might be able to answer seeing as you're so smart and talented, O wise one! Anyway, I'm a fan of the Hive Mind's minions, the Tyranids, and was doing a bit of research. I'd like to know how some of their names came about. For example, a hierophant is actually a Greek high priest of religious mysteries and a malefactor is a crook or criminal. A haruspex is a priest who practices divination by studying the entrails of animals, and a lictor is one of a group of roman officials who attended magistrates. However, the most puzzling of all was the harridan, which means an old scolding woman or a nag...! Can you tell me why? By the way, your Highness's greenskins are absolutely exquisite!

**Andrew Goh**

*They are modern-day interpretations of 41st-millennium High Gothic (which we represent with Latin) codenames. Either that, or they just sound cooler than Spiky Death Beast #1. You decide – Guy*

## GAMES WORKSHOP UK ONLINE

### LOG ON

One of the stalwarts of the old UK Web Site was Conversion Corner. This featured some great conversions from people, but now we've gone one better. You may have seen the Convershun Klinik section on the new site, where the infamous Dok Butcha presents fresh and exciting conversions. Unlike in the magazine, where the Dok looks at clever tips, online he's decided to concentrate on conversions for entries in our army lists we don't currently make dedicated models for, and to do this in the most realistic and economical way possible. Log on for some online hobby health help!

Owen Rees, Online Editor

### RELATED LINKS:

#### Wood Elves Homepage

We've gone to town on the Wood Elves, with a great selection of articles. In August we also have a variety of scenery projects to help you build your own wooded realm.

[www.games-workshop.co.uk/woodelves](http://www.games-workshop.co.uk/woodelves)

#### Regiments of Renown

Like the Anakonda's Amazons. Regiments of Renown this month? Why not add more to your army.

[www.games-workshop.co.uk/dogsoftwar](http://www.games-workshop.co.uk/dogsoftwar)

#### Thousand Sons Homepage

The Chosen of Ahriman features in Chapter Approved this month. Find out how to paint your Chosen and theme your terrain on the Thousand Sons homepage.

[www.games-workshop.co.uk/chaosspacemarines/thousandsons](http://www.games-workshop.co.uk/chaosspacemarines/thousandsons)

#### Dwarf Tactics

The Well-earned Reprisal scenario on page 119 sees the Dwarves of the Iron Hills fending off the terror

of the Easterlings. Discover how better to beat them with our tactics for Dwarves!

[www.games-workshop.co.uk/dwarves/tactics/](http://www.games-workshop.co.uk/dwarves/tactics/)

### IN THE MAKING:

Rik: I've begun work on some Khorne Berzerker Terminators for the Convershun Klinik using the new Space Marine Terminators, a few metal components, and a Khorne Berzerker sprue. The aim is to try to make some really cool, cost-effective conversions – and it's a great excuse to play with some more Terminators!



For a list of Rik's components, see:

[www.games-workshop.co.uk/convershunklinik](http://www.games-workshop.co.uk/convershunklinik)

### THE INBOX:

"I have an idea for an article you could use on the site, how do I go about submitting it to you?"

Because we work closely with the White Dwarf team and have similar standards for the types of article we want to publish the best way to submit material to us is through them! To do this you should follow their submissions guidelines. These can be found in the front of this magazine (page 7) or at:

[www.games-workshop.co.uk/whitedwarf/submissions](http://www.games-workshop.co.uk/whitedwarf/submissions)

If you have a burning question, query or suggestion for the UK Web Team, email us at:

[ukwebteam@games-workshop.co.uk](mailto:ukwebteam@games-workshop.co.uk)

### THE WEB TEAM

Owen Rees Online Editor  
Dave Allen Web Developer  
Rik Turner Web Developer

### WHISPERS FROM THE CHAOS WASTES

**Ace Elwood...** Cool idea. **Tristan...** Karel Missine... **Oliver Hawker...** Thanks for the scenario. **Aidan Browne...** We liked your squires. **Tony Spamer...** No plans to bring back that item of wargear at the moment. **Dominic Sloane...** Actually, LOTR will always be one of our main games systems. **Kostas Golomazos...** We won't be doing that, but there's nothing to stop you making up your own Relictors rules. **Phil Herbert...** No, sorry. **Alex Elliott...** I'd like to bring it back. **Bex Baron...** Nice dragon rules. **Philip Connolly...** **Chris Waller...** Sorry, we don't take artwork on WD. **Kerr Scott...** There will be a Dark Eldar Index Xenos soon. **Phil Weston...** Come on, it's only a short ferry ride. **Calum Gibson...** There is a web newsletter. Details are on the web at the top right of the front page. **Fraser Bowden...** **Paul Adey...** **James Hartley...** Lord Haley? I like that. And I didn't come up with those headlines! **Stephen Farthing...** **Ruairi Hynd...** **Ashley Pattison...** Chaos Marauders are the Warhammer world's answer to fantasy barbarians. You can do an army of them. **Christopher Terry...** Try playing in-store, and contact GW Direct for the General's Compendium. **Nicholas Emmerson...** **Mark Easterday...** No.



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WD308



# The Return of The Ring



## NEW RULES MANUAL!

The second edition of The Lord of the Rings rules will be in Hobby Centres soon. This comes in two forms, a gorgeous rulebook packed full of comprehensive statistics and hobby material, and the amazing Mines of Moria boxed game, which features the same rules in a handy, A5-sized book, as well as loads and loads of absolutely amazing miniatures, including the whole Fellowship, Goblins, a Cave Troll and some stunning scenery. Join us next month to see just why The Lord of the Rings is one of the most exciting games around!



## THE LORD OF THE RINGS

- **Designers' Notes** – The secrets behind the latest version of The Lord of the Rings rules.
- **Escape from Dwarrowdelf** – Follow the Fellowship as they attempt to flee Moria in this Battle Report.
- **PLUS** Three new scenarios, build a Gondorian bridge, and The Lord of the Rings tactics!



## WARHAMMER

- **Battle of the Cairns** – Part 1 of a new series examining the Wood Elves' clash with the nefarious Lichemaster, Heinrich Kemmler.
- **Warhammer Chronicles: Ogre Cavalry** – Ogres on Rhinoxen, run! Full rules and conversions.
- **The Wayfarer's Companion** – A detailed look at the New World's largest human settlement, the Norse colony town of Skeggi.



## WARHAMMER 40,000

- **To Kill a Tyranid** – Meet and beat the beast with these handy monster-blasting tips.
- **Tyranid Invasion part 3** – The end of the world is nigh! Another scenario, and how to build a digestion pool.
- **Army Showcase: Howling Griffons** – Building an army of these famed warriors from scratch.

*All information correct at time of going to press.*



**DON'T MISS OUR NEXT ISSUE: ON SALE 24TH AUGUST**





TM



New The Lord of The Rings rules manual coming soon!