INSIDE NEW CITADEL REALM OF BATTLE GAMEBOARD UNVEILED!

GAMES WORKSHOP

WHITE DWARF™

GAMES WORKSHOP'S MONTHLY MAGAZINE
WD347
November 2008

WARHAMMER®

WARRIORS OF CHAOS

ALSO IN THIS ISSUE

WARHAMMER 40,000™

THE LORD OF THE RINGS STRATEGY BATTLE GAME

WD347 NOV 2008 WWW.GAMES-WORKSHOP.COM
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The Warriors of Chaos are on the march; the lands of the Empire their destination, its utter destruction their goal.

EDITORIAL



One of the things I personally like most about the hobby is making scenery. That statement often gets me some odd looks amongst my fellow hobbyists, as they see scenery building as something of a chore that gets in the way of gaming. Let me explain.

For me, wargaming isn't about tactics and winning or losing, but about the spectacle of gaming. When I play Warhammer, I see the manouevring of my regiments as a narrative, with my heroes fighting bold challenges and influencing events in the Warhammer world itself. The same is true of Warhammer 40,000, and perhaps even more so of The Lord of the Rings, as every time I call a Heroic Move with Aragorn I can just picture Viggo Mortensen charging into battle in the movies. Now, all of this visual excitement gets killed for me when I play over a green blanket with cornflake boxes for buildings. I love modelled battlefields, but with so many armies on the go I find it difficult to fit scenery building into my schedule. That's why I got really excited about the Citadel terrain we released last year, and why I'm getting excited again by the new Gameboard out this month. Now I know that the people I play against who don't like scenery building will have a great-looking board anyway, because they can go out and buy it ready-made. Perfect!

On an entirely separate note, last month I promised to show you one of my Sons of Medusa Space Marines, so here he is. After reading Mat Ward's design notes last month, I was eager to apply some of the new principles in the Space Marines Codex to my army, so I opted to paint Captain Sicarius in my lovely bright green Chapter colours (after a modicum of conversion work). I've renamed him Captain Perseon, and now I get to use a hard-as-nails special character in my army, even though I don't play Ultramarines.



So, enough of my musings. What do I have in store for you this month? Well, first and foremost there's the new Warriors of Chaos army! I know that a lot of you have been eagerly waiting for this army book since we printed the "get-you-by" list in issue 342, and now the waiting is over. Phil Kelly has done a sterling job in making Chaos Warriors one of the most terrifying troop types in Warhammer, as they prove in our battle report on page 58, in which Phil takes on master tactician Alessio Cavatore. The aforementioned Realm of Battle Gameboard also plays its part in this battle, so you can see for yourself how it looks during a game. This issue also sees the start of a two-part article that's close to my heart: Painting Space Marines. This article will take you from the basics to the 'Eavy Metal techniques, and is designed to complement our *How to Paint Space Marines* book. With that, I bid you farewell for another month. Enjoy!

Mark Latham, Editor

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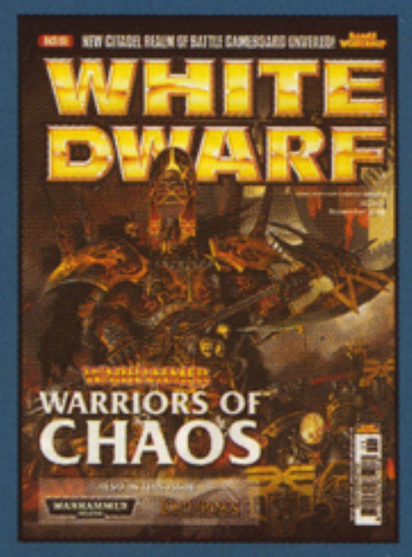

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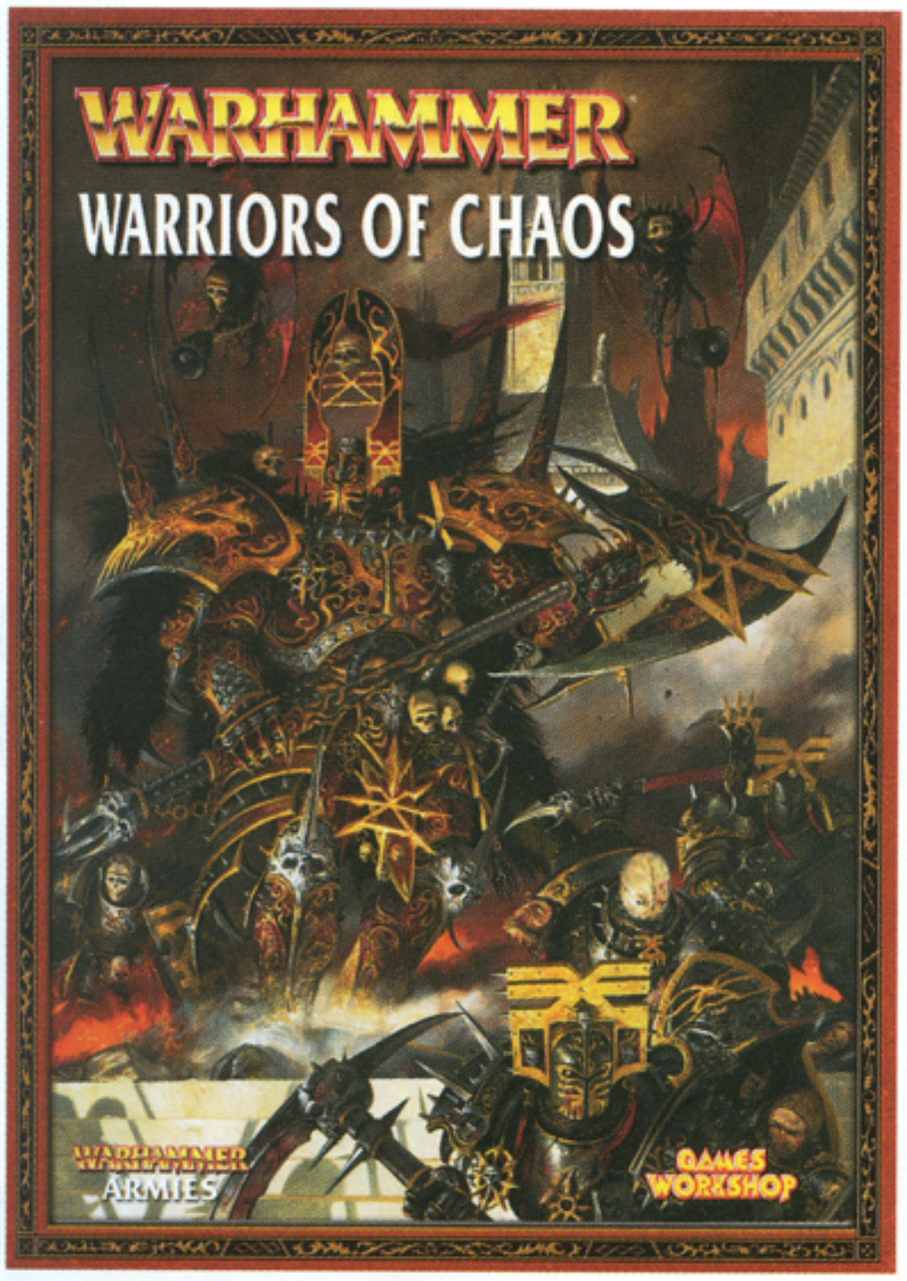
WARRIORS OF CHAOS



NEW ARMY BOOK

The men of the north are the scourge of the Old World and beyond, wreaking a trail of destruction and carnage in their lust for power and glory. At the heart of their armies are the Chaos Warriors, merciless killers clad in hell-forged armour, their hearts as cold as the lands from which they hail.

This 128-page Warhammer Armies book includes a comprehensive look at the background of the northmen, including the many invasions of the Chaos Warriors, a complete bestiary for all the unit types available to a Warriors of Chaos army, a full-colour hobby section, and the brand new army list.

WARHAMMER ARMIES:
WARRIORS OF CHAOS
Product code: 60030201005
Written by Phil Kelly

UK	£15	Euro	€22.50
Denmark	175dkr	Norway	210nkr
Sweden	200sek		

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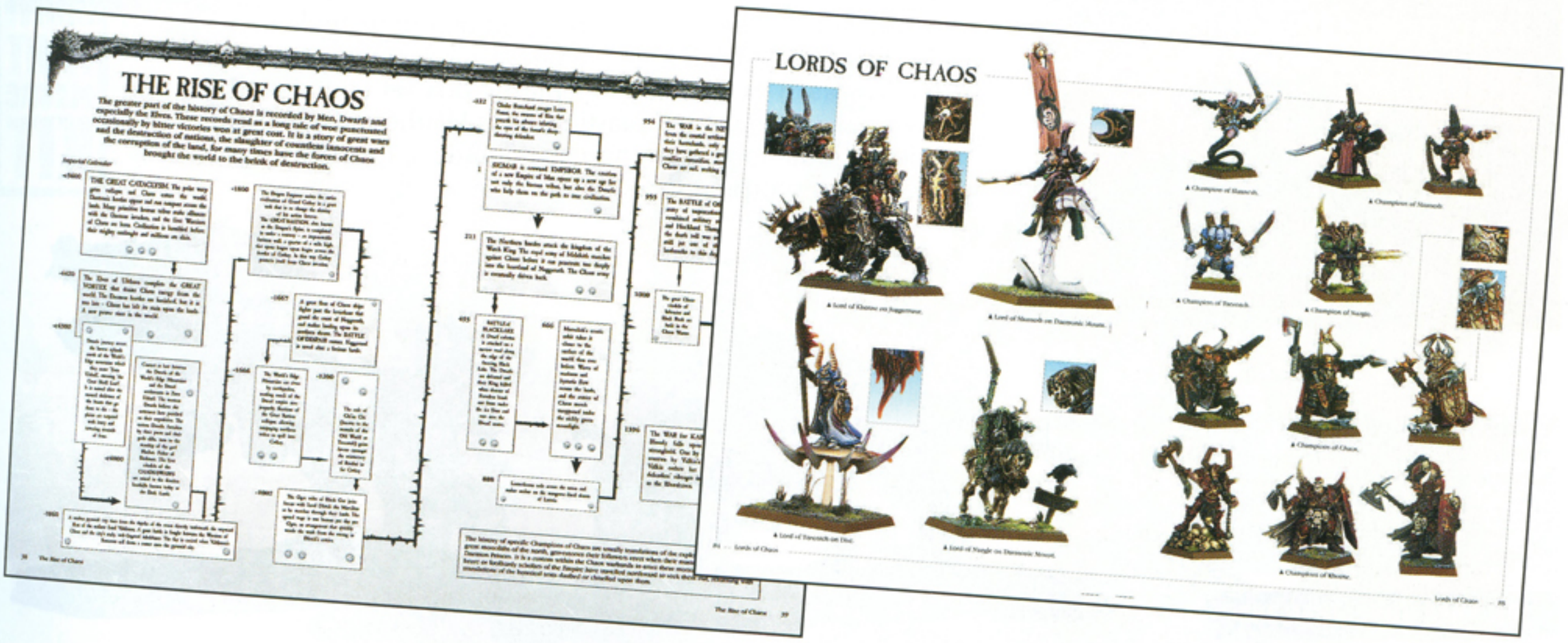

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CHAOS KNIGHTS



CHAOS KNIGHTS
Product code: 99120201011
Sculpted by Mark Harrison, Mike Anderson and Neil Langdown

UK	£12	Euro	€17.50
Denmark	135dkr	Norway	165nkr
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ON SALE NOVEMBER 1st

The elite of the elite in the Warriors of Chaos army, the Chaos Knights are amongst the most fearsome cavalry in the Warhammer world. This new multi-part plastic set, by Mark Harrison, makes five highly-detailed Chaos Knights, complete with a variety of unique heads, shields and weapon options.

MULTI PART PLASTIC KIT



A unit of Chaos Knights can be equipped with ensorcelled weapons, granting the wielder Strength 5 magical Attacks.



CHAOS WARHOUNDS



When the Warriors of Chaos march to war, they are accompanied by ravenous hounds and bloodthirsty dogs, the Warhounds of Chaos. These beasts have been warped by the Winds of Magic, and this plastic box set contains enough parts to make ten plastic Chaos Warhounds with all manner of mutations, from horns and antlers, to spines, tentacles and scorpion tails.

MULTI PART PLASTIC KIT

CHAOS WARHOUNDS
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CHAOS WARRIORS CHOSEN COMMAND

The Chosen are amongst those most favoured by the Gods of Chaos, blessed with supernatural abilities and strength to aid them in the destruction of civilisation. The Chosen Command benefit from the dark blessings more than most – the standard bearer can carry a magical standard and the champion can bear a magic item. Sculpted by Mark Harrison, this box set contains five of these intricately detailed metal miniatures.

CHOSEN COMMAND
Product code: 99110201209
Sculpted by Mark Harrison

UK	£18	Euro	€25
Denmark	200dkr	Norway	260nkr
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CHAOS WARRIORS CHOSEN

The Chaos Warriors Chosen box set contains five metal miniatures, allowing you to add additional ranks to your Chosen regiment. Armed with great weapons and Chaos armour, the Chosen are formidable foes on the battlefield, blessed by the Dark Gods themselves.

CHAOS WARRIOR CHOSEN
Product code: 99110201210
Sculpted by Mark Harrison

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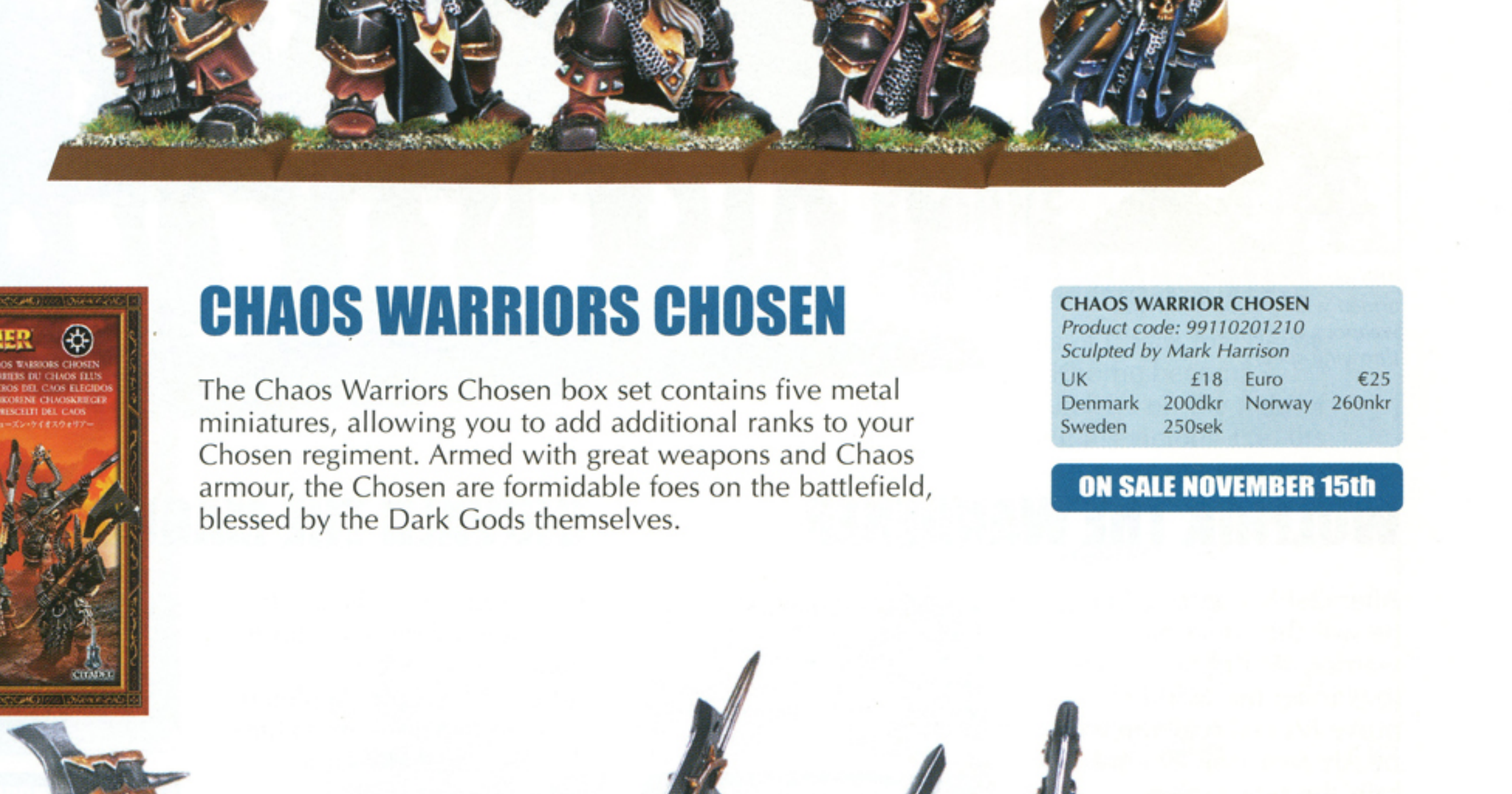

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CHAOS MARAUDER HORSEMEN



CHAOS MARAUDER HORSEMEN
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The new multi-part plastic Marauder Horsemen, designed by Alex Hedström, contains a huge variety of components and options. The box set allows you to assemble five horsemen, the fast cavalry of the Chaos horde, with a choice of heads, shields and weapons.

MULTI PART PLASTIC KIT





The Marauder Horsemen can be armed with a choice of hand weapons and shields, flails or throwing spears.



WULFRIK THE WANDERER

After rashly boasting that he was the equal of any warrior, Wulfrik was cursed to wander the world to prove his claim. Sculpted by Aly Morrison, Wulfrik sails the seas in the longship, Seafang.

WULFRIK THE WANDERER
Product code: 99060201212
Sculpted by Aly Morrison

UK	£8	Euro	€12.50
Denmark	100dkr	Norway	120nkr
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SIGVALD THE MAGNIFICENT

Favoured son of Slaanesh, Sigvald may be beautiful in appearance, but he is rotten to the core. Sculpted by Juan Diaz, the miniature features Sigvald's Auric Armour and his blade, Sliverslash.

SIGVALD THE MAGNIFICENT
Product code: 99060201213
Sculpted by Juan Diaz

UK	£8	Euro	€12.50
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KHORNE CHAOS LORD ON JUGGERNAUT



There is little in the Warhammer world that can stand up to the charge of a Chaos Lord, let alone one mounted on the brass-hided Juggernaut of Khorne. Sculpted by Jes Goodwin, the Khorne Chaos Lord on Juggernaut is an exquisite army centrepiece, exuding a sense of power and menace as the beast prepares to charge.





The Chaos Lord can be assembled with a bare head instead of a helmet.

KHORNE CHAOS LORD ON JUGGERNAUT
Product code: 99110201206
Sculpted by Jes Goodwin

UK	£18	Euro	€25
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CHAOS LORD ON DAEMONIC MOUNT



Gods amongst men, riding to battle astride gigantic chargers forged from magic, Chaos Lords are the leaders of the Warriors of Chaos. This mutated Chaos Lord and his Daemonic Mount were sculpted by Mike Anderson.



CHAOS LORD ON DAEMONIC MOUNT
Product code: 99110201207
Sculpted by Mike Anderson

UK	£18	Euro	€25
Denmark	200dkr	Norway	260nkr
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KHORNE CHAOS CHAMPION

Those Warriors of Chaos that devote themselves to Khorne become bloodthirsty butchers on the field of battle. Swinging his vicious axe, the Khorne Chaos Champion was sculpted by Jes Goodwin.

KHORNE CHAOS CHAMPION
Product code: 99060201211
Sculpted by Jes Goodwin

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Alternate skull-faced head.

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NURGLE CHAOS SORCERER

Bearing a staff dripping with pustulent slime and carrying a collection of decaying scrolls under his arm, the Nurgle Chaos Sorcerer positively oozes disease and decay. Sculpted by Aly Morrison, the Nurgle Chaos Sorcerer is a malignant addition to a Warriors of Chaos army, inflicting his foes with buboes and curses.



NURGLE CHAOS SORCERER
Product code: 99060201208
Sculpted by Aly Morrison

UK	£8	Euro	€12.50
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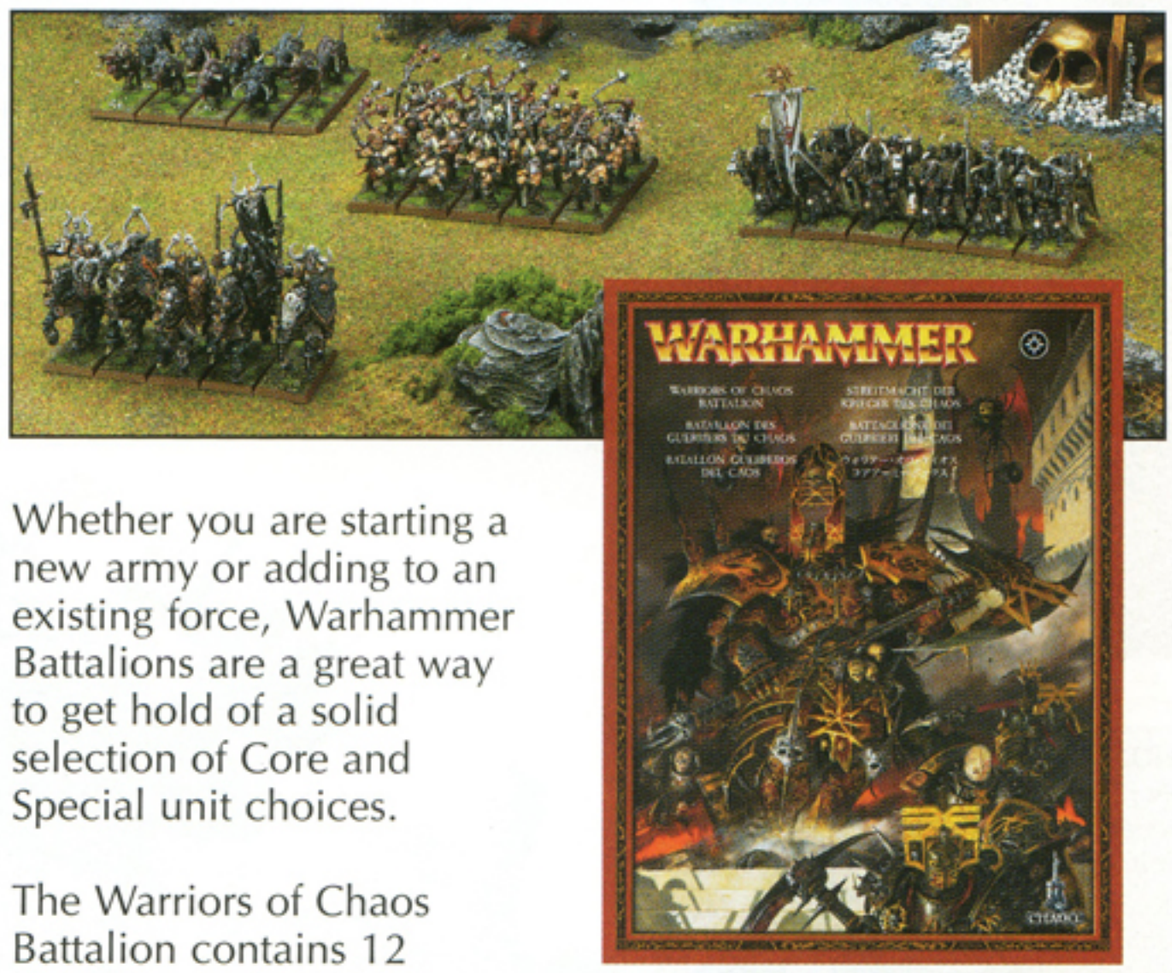
WARRIORS OF CHAOS BATTALION



Whether you are starting a new army or adding to an existing force, Warhammer Battalions are a great way to get hold of a solid selection of Core and Special unit choices.

The Warriors of Chaos Battalion contains 12 Chaos Warriors, 20 Chaos Marauders, 10 new Chaos Warhounds and 5 of the new Chaos Knights.

WARRIORS OF CHAOS BATTALION
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CITADEL REALM OF BATTLE GAMEBOARD

A first for wargamers everywhere, the Citadel Realm of Battle Gameboard is a highly detailed, sturdy board designed with gaming in mind. Comprising six 2' by 2' plastic boards designed by expert model-maker Dave Andrews, the Gameboard can be assembled in many combinations.

CITADEL REALM OF BATTLE GAMEBOARD
Product code: 99229999065
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CITADEL SCENERY PAINTING PACK

400ml of brown paint.
40ml of ochre paint.
400g of Scorched Grass.
25g of Static Grass.
2" Scenery brush
20ml tube of PVA glue.

CITADEL SCENERY PAINTING PACK
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Sculpted by Tom Walton

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SEE MORE ABOUT THE GAMEBOARD ON PAGES 34-41.

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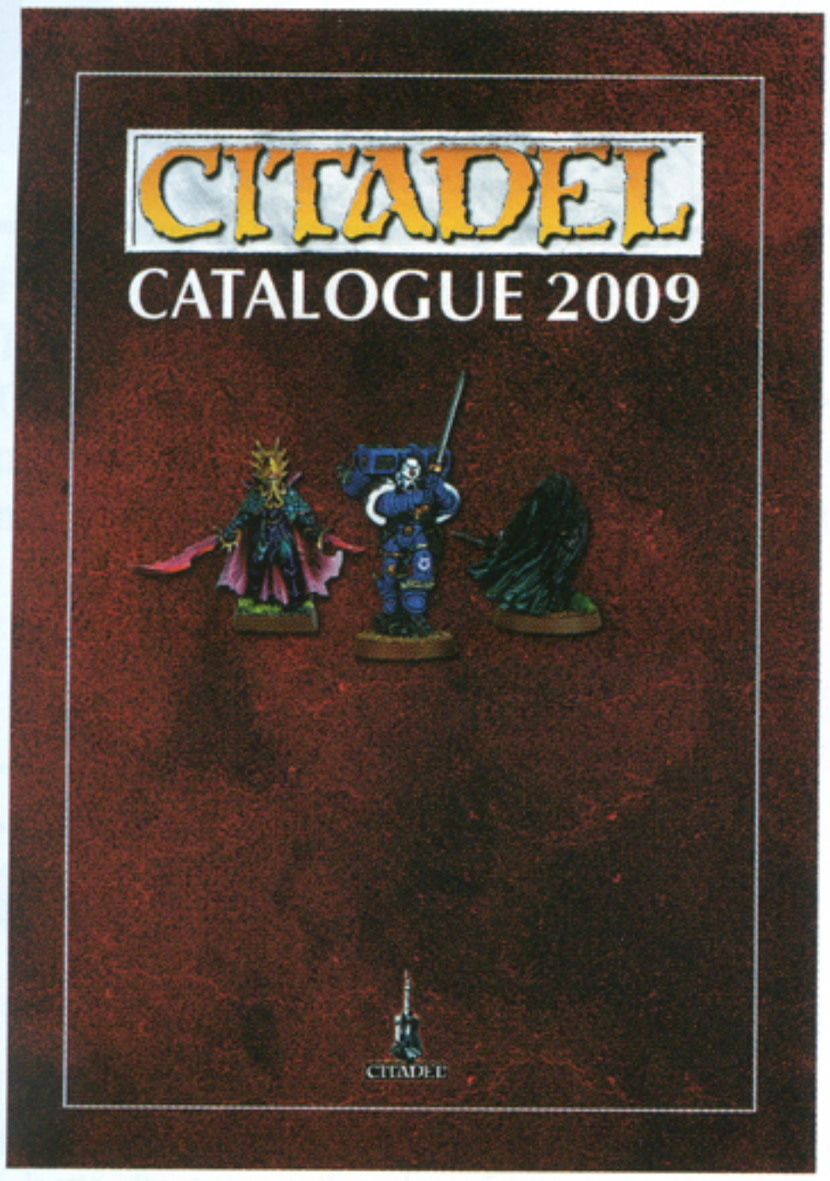

CITADEL CATALOGUE 2009

This month sees the release of the 2009 edition of our popular Citadel Catalogue. This indispensable guide contains full-colour images of our entire range of Citadel miniatures for Warhammer, Warhammer 40,000 and The Lord of the Rings strategy battle game. The 2009 Catalogue is the most up to date source for our collection of Citadel miniatures available, arranged in a user-friendly manner to make it as easy to navigate as possible. So, for example, if you're a Warriors of Chaos player looking for a unit of Chaos Knights, you would need only turn to the Special units section, where the Chaos Knights will be displayed in the same place they are in the army book. This approach has been applied throughout the catalogue to make it easily accessible to newcomers, as well as remaining intuitive and convenient for veterans.

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The Citadel Collectors Range is a very exciting prospect for many hobbyists, offering some exceptional and unusual models exclusively via mail order. The Collectors Range allows us to produce showpiece models and dioramas, alternative and unusual miniatures, together with the very best of our extensive historic archive. These models are available exclusively via mail order – the latest releases are shown here; log onto our online store for the full selection.



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THE DEATH OF GOTHMOG

As Éowyn lay injured after slaying the Witch-king, Gothmog sought to deal her a fatal blow. Fortunately, Aragorn and Gimli arrived in time and slew the Castellan of Minas Morgul, ending his threat and heralding the defeat of the armies of Mordor. This vignette, sculpted by Alan Perry, depicts the dramatic scene.

THE DEATH OF GOTHMOG
Product code: 99111499073
Sculpted by Alan Perry

UK	£18	Euro	€25
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BLOOD FOR THE BLOOD GOD

In the Shadowlands of the north, men eke out an existence in service to the Dark Gods. To survive they must fight and take the cleaved skulls of their opponents as trophies and offerings to the gods that watch over their followers. In this way the champion can gain his patron's favour and rise to become a Lord of Chaos and immortal legend, feared across the whole world. C L Werner's engrossing new novel follows the path of one such champion.

BLOOD FOR THE BLOOD GOD
by C L Werner
ISBN: 978-1-84416-668-8

UK	£6.99	Euro	€9
Denmark	70dkr	Norway	85nkr
Sweden	80sek		

ON SALE OCTOBER 18th

CAIN'S LAST STAND

After a long and distinguished career defending the Imperium from its many enemies, Commissar Cain is enjoying a well-deserved retirement on Perlia, teaching in a schola progenium. But when a Black Crusade threatens the sector, all able-bodied citizens must rise to the defence, including Cain and his cadets. As the forces of Chaos overwhelm Perlia, can the wily Commissar prove himself to be a real hero of the Imperium one last time?

CAIN'S LAST STAND
by Sandy Mitchell
ISBN: 978-1-84416-667-1

UK	£6.99	Euro	€9
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Sweden	80sek		

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MATHIAS THULMANN WITCH HUNTER

In the grim Old World, the Empire is in as much danger from the enemy within as the armies of invaders that constantly attack its borders. Foremost among its protectors are the witch hunters, templars of Sigmar sworn to track down the evil and the corrupt, no matter where they hide, and how hard they might fight. Follow the story of legendary Witch Hunter Mathias Thulmann as he ruthlessly tracks down witches, heretics and mutants throughout the Empire.

WITCH HUNTER
by C L Werner
ISBN: 978-1-84416-669-5

UK	£9.99	Euro	€15
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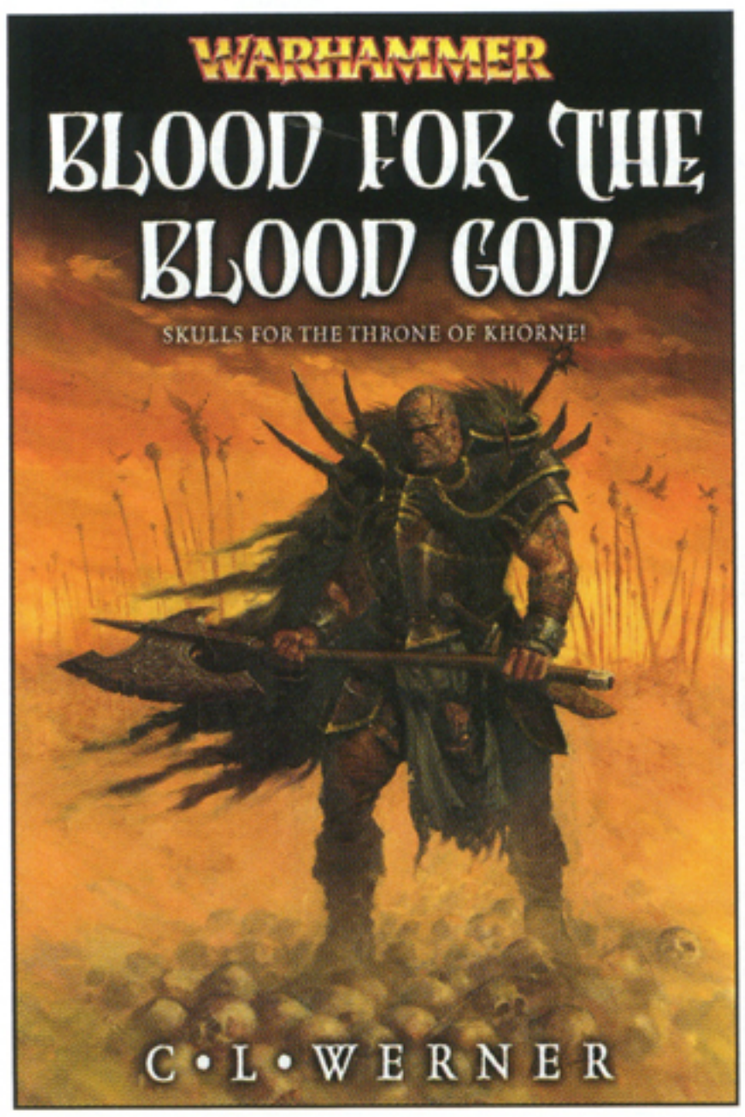



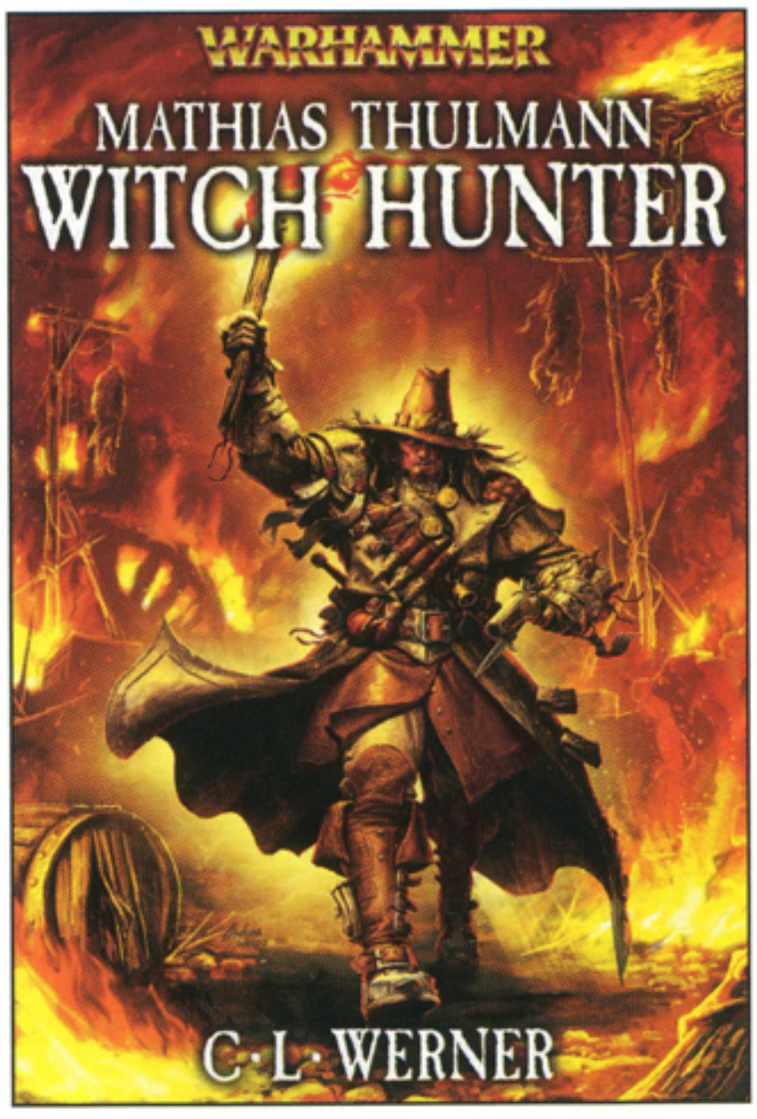

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NURGLE OGRYNS

Corrupted by the fetid touch of the Plague God Nurgle, these Renegade Ogryns fight to spread pestilence and decay wherever they wage war. There are three separate Nurgle Ogryn designs sculpted in resin.

Models designed by Mark Bedford.







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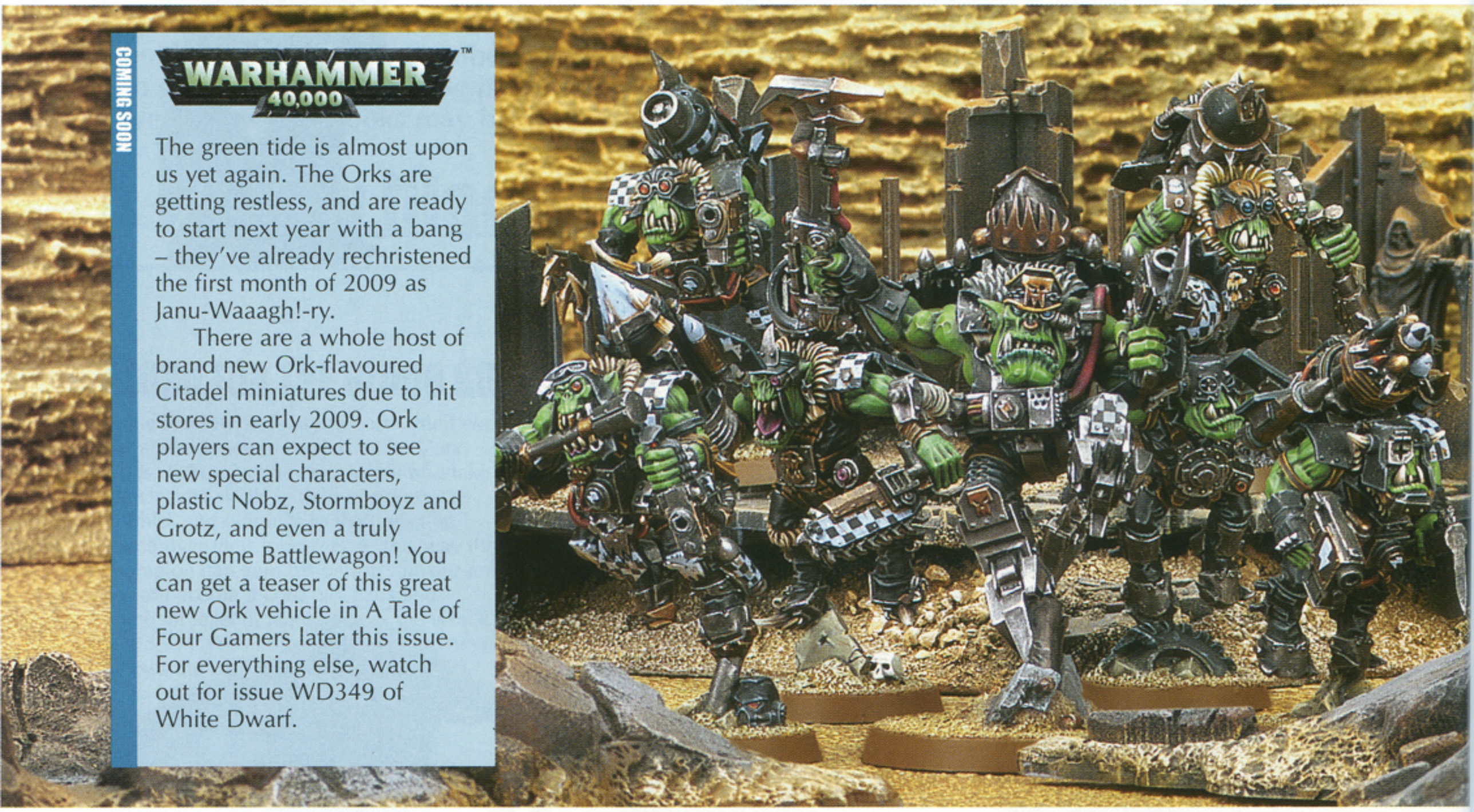
JANU-WAAAGH!-RY

THE ORKS ARE COMING – EVEN GREENER AND MEANER THAN BEFORE!



COMING SOON

WARHAMMER 40,000™

The green tide is almost upon us yet again. The Orks are getting restless, and are ready to start next year with a bang – they've already rechristened the first month of 2009 as Janu-Waaagh!-ry.

There are a whole host of brand new Ork-flavoured Citadel miniatures due to hit stores in early 2009. Ork players can expect to see new special characters, plastic Nobz, Stormboyz and Grotz, and even a truly awesome Battlewagon! You can get a teaser of this great new Ork vehicle in A Tale of Four Gamers later this issue. For everything else, watch out for issue WD349 of White Dwarf.

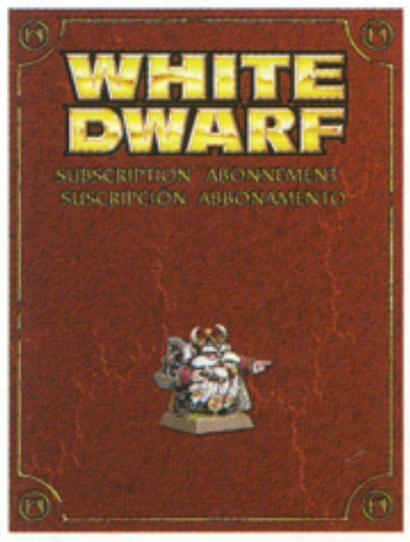
Citadel Spray Gun In Stores Now!

After a few problems with some mischievous Snotlings, the Spray Gun is now available in Hobby Centres and through all the usual channels. So you can get spraying your miniatures without any further delay!



Sub-in-a-box!





Grombrindal may have left our editorial pages, but he's still out and about on campaign. In fact, you can find him up and down the country in a rather nice-looking box that you can take home and keep. Yes, the **White Dwarf Sub-in-a-Box** is back! Purchasing this will not only guarantee you twelve issues of the greatest magazine in the world, but you'll get a brand new and exclusive Grombrindal miniature designed by Dwarf-meister Aly Morrison, available for one year only! You can get your boxed subscription from Games Workshop Hobby Centres. But that's not all – existing subscribers can give Mail Order a call to find out how they too can get hold of this exclusive model.

In Karak Eight Peaks, a great greenskin Waaagh! is building. In the northern reaches of the Empire, the servants of Tzeentch have already marched deep into Ostland and are laying waste to everything in their path. Prince Tyrion's army has raced north to engage the marauding Dark Elves.

Recognizing that the only way to counter the threats arrayed against them will be to combine their strengths, the leaders of the Empire and the nations of the Dwarfs and the High Elves convene a great Council of Wisdom in the Imperial capital of Altdorf. At this summit, Karl Franz, Thorgrim Grudgebearer and Finubar, Phoenix King of Ulthuan, forge a pact that their peoples shall fight as one. The Age of Reckoning has finally begun.

War is everywhere in *Warhammer Online: Age of Reckoning (WAR),* the new MMORPG for the PC from Mythic Entertainment, published by EA Games. WAR features next generation Realm vs. Realm gameplay that will immerse players in a world of perpetual conflict for countless years to come. WAR is out now – log onto the website and choose your allegiance!



IN BRIEF

Dwarfer Andy Hall and his teammate, Robert Purser, came a respectable 51st in the Warhammer Doubles tournament, while Tale of Four Gamers slow-coach Pete Foley came 28th with his teammate. Their effort has inspired the White Dwarf team to get armies together for the 40K Doubles tournament.

Eagle-eyed readers may have heard mention of a certain Adam Troke online and in White Dwarf recently. No sooner had we waved him farewell than he was seen clawing at the Studio doors with a pleading look on his face, bemoaning a hard life in the "real world". We took pity on him, and inducted him into the new web team – welcome back Adam!

If you've been into the hobby for any time at all, chances are that you'll have a miniature designed by Alan Perry or Michael Perry somewhere in your collection. That's because these talented twins are our longest-serving sculptors, and have been with the company for over three decades. We'll be looking at their career highlights next issue. Congratulations!

Waaagh! Gobsmakk

This year has seen hordes of Orks springing up on people's desks around the Studio. To celebrate the appearance of so many new Ork armies, art manager Dom Murray organised a one-night Waaagh! in Nottingham's Warhammer World hall, where 16 gamers played 8 games side-by-side to determine the fate of a world. 20,000 points of Orks, under the command of such luminaries as Phil Kelly, Alex Boyd, John Blanche and Grand Warlord Adrian Wood, took to the field against veteran Imperium commanders including White Dwarf's own Matt Hutson, Glenn More and Andrew Kenrick. Despite a valiant effort on the part of the Space Marines, the thin line of Imperial troops could not hold, and the Orks won the day!



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The Design Studio is looking for potential Trainee Miniatures Designers to join the ranks of its highly talented sculpting team.

Successful candidates will need to display an enthusiasm for and knowledge of the GW hobby and the worlds of Warhammer and Warhammer 40,000 as well as the ability to be able to sculpt great 28mm miniatures.

If you feel you have the necessary skills and talent to take on this challenge, then please send good quality photographs of your recent work to:

Anne Clarke
Games Workshop, Willow Road,
Lenton, Nottingham NG7 2WS

Alternatively you can e-mail us at:

HR.Recruitment
@games-workshop.co.uk

The closing date for us to receive your application for this great opportunity is 14th November 2008.



MAKING CHRISTMAS EASIER

At Games Workshop we believe that Christmas shopping should not be a stressful, rushed affair. Completely the opposite in fact. The staff in our Games Workshop stores really enjoy making sure that their hobbyists get the best gifts possible over Christmas but they also make sure that your shopping experience is relaxing and fun!

Let us do the hard work

While you sit down and drink a cup of coffee, our staff will pick your list for you while you wait. If you want to do some other shopping, they will pick your list and have it all bagged up and ready to buy on your return.

Expert Advice

If you are not sure what to buy, our friendly and knowledgeable staff can help advise you on what to get to make your family member or friend's Christmas day!

Gift Guide and Wish Lists

This year all our stores will have a full colour Christmas Gift Guide packed with all those 'must have' Christmas presents. We will also have two part 'Wish Lists' – one part to take away to distribute to gift buyers and another that is held in the store. This is great as you can be sure that anything you buy is exactly what your loved one wants for Christmas!



Final Postage Dates

It's only a matter of weeks until Christmas and, with the deluge of Greetings Cards that is sure to begin flooding post rooms across the world, it's time to start thinking about those last few presents and the vital Final Postage Dates.

LAST ORDERING DATES

Special Delivery	22/12/08
First Class	20/12/08
Second Class	17/12/08

Our Mail Order will be closed on the following days:

- Christmas Day & Boxing Day ..... CLOSED
- New Year's Day ..... CLOSED

THE RETURN OF IRON HALO

Last year we helped thousands of hobbyists to assemble, model, convert, paint and game with all those fantastic Christmas Gifts they had received... In fact, it was so popular we have decided to do it again!

Every day in January and February our stores will be running activities aimed at making the most of all the miniatures you will have received at Christmas. Simply come in and pick up an activity flyer, fill it in with the dates and activities you would like to participate in, and when you complete your flyer you will be rewarded with an 'Iron Halo' badge to display your hobby prowess!



WARHAMMER®

BOUND IN IRON

Chill winds blow southwards, turning the attention of the Old World once more to the northlands. The Realm of Chaos is waxing strong and encroaching upon the civilised lands of men. Phil Kelly stands at the head of this unholy host, and intrepid Dwarfer Andy Hall sets out to tackle him.



In the cold wastes of the north, the followers of the Gods of Chaos gather in their thousands. Hordes of barbaric Marauders and armour-clad Chaos Warriors pour forth from the bleak wastelands to wage war against the soft-bellied wastrels who inhabit the rich lands of the south. Monstrous aberrations advance with them, proof that the northmen are truly the favoured of the gods. There can be no bystanders in this eternal war, for the Ruinous Powers and their chosen servants will never rest until the world becomes a Realm of Chaos.

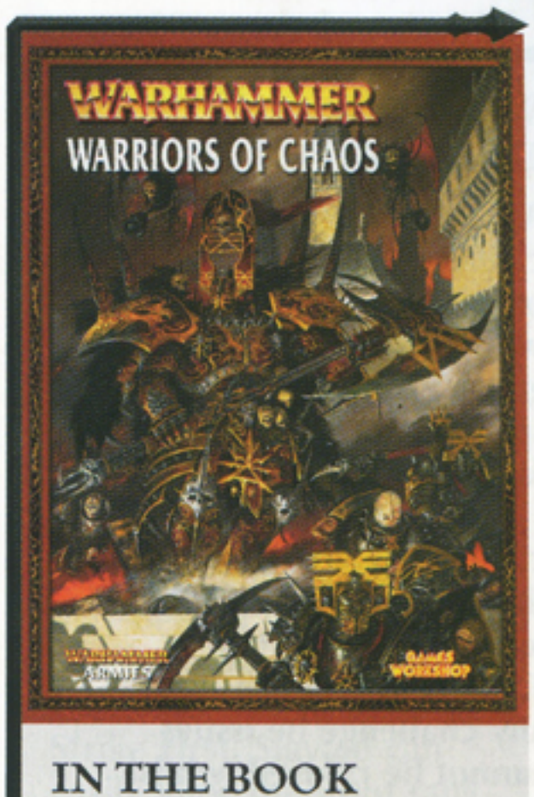
Regular readers will know that the Warriors of Chaos have been coming for some time now. Ever since we gave the Daemons their own Warhammer Armies book, the next obvious step was to give the Warriors of Chaos their own time in the spotlight. And whilst moving the Daemons to their own book gave them enough space to expand their background and really do them justice, so too the Chaos Warriors have benefited from not having to compete with the multitude of other agents of Chaos. So, Warriors of Chaos players, put down your "get-you-by" army list from WD342, because once you've glanced through the new book, you're not going to go back!

"Steel and iron were the watchwords we used for this project," says Phil Kelly. "I wanted people to feel that if they dropped the new book it would clang! It's not so much about tentacles and gribbly mouths on the end of protracted tongues – that's more the Daemons' territory. No, this was about big, scary men that invade from the north clad in large suits of metal."

It's interesting to note that Phil mentions the north as, pre-Hordes of Chaos, the origin of the Chaos Warriors was all a bit of a mystery. "There was an assumption that Chaos Warriors were dispossessed, fallen nobles from the civilised lands and, to a certain extent, that's true. Archaon, for instance, was once a devout Sigmarite priest until he learnt a terrible truth that sent him straight to the damnation of Chaos, and there are many other such examples. But I wanted to emphasise that the vast majority of Chaos Warriors come from the lands that surround the Realm of Chaos, known as the Umbra Chaotica or the Shadowlands."

So, as Phil is keen to point out, it's the tribesmen of the far north that form the bulk of the Dark Gods' mortal followers. They are a hardy people, forged in inhospitable tundra populated by nightmarish creatures. "They are a people of circumstance," says Phil. "These men don't start life inherently evil, they just believe in taking what they need and as a result they are very warlike. They're always trying to beat up the neighbouring tribe to take their valuables, their women or food. The boundary of a tribe is set by as far as they can see in all directions, so defined territory or set landmarks, such as rivers, are meaningless to them, especially living in a place where such things are wont to move when the pall of Chaos expands. So maps, politics, whoever has the biggest feather in his hat; these concepts are lost on the northmen. They are a 'might makes right' culture."

It's easy to see why such a brutal society with such immediate and pressing desires would have little time for the notoriously silent deities of the south and their petty dictates of worship. But, as Phil explains, there's a much more tangible



IN THE BOOK

Betwixt the covers of this tome of malevolent intent you'll find:

- **An extensive chapter on the hardy men of the north and the fickle gods they worship.**
- **The sagas of Chaos, each chronicling a mighty invasion that changed history.**
- **A bestiary containing full details of all the units that a dread Warriors of Chaos army can muster.**
- **A hobby section featuring advice and a gorgeous 'Eavy Metal showcase.**
- **A complete army list, including magic items, spells and dread Gifts of Chaos.**

ARMOURED MIGHT

A Chaos Warrior needs not food nor drink nor sleep, for he is nourished by the carnage that he wreaks. He is a grim, silent figure able to march for weeks through the thickest blizzard or densest jungle.



WULFRIK THE WANDERER

After a drunken boast claiming that he could best any warrior in this world or the next, the gods cursed Wulfrik to spend eternity proving his foolhardy statement.

In the game, Wulfrik can deploy on any side of the table due to his flying longship. His Gift of Tongues rule means that any challenge he issues cannot be refused, whilst the Hunter of Men ability grants him +2 Strength and re-roll misses against his chosen opponent.



reason why the tribesmen of the Shadowlands look to the Realm of Chaos for guidance. "In the northlands the Dark Gods exist, no 'ifs' or 'maybes', they do exist and influence every aspect of those people's lives. Almost every one of them is born with some kind of blemish or mark because of their proximity to the Realm of Chaos. But while such a thing would bring the wrath of the Witch Hunters in the towns of the Empire, in the north it is seen as a boon and blessing, that their gods are watching over them – and in the majority of cases they literally are!"

So it is from these tough tribesmen that inhabit the northern lands that the Chaos Warriors come, but is there such a difference between a Chaos Warrior and a marauding tribesman? "Oh yes, quite a big one," answers Phil. "A Marauder, while a worshipper of the Dark Gods, will still have mortal concerns – the warmth of the fire, companionship and the care of his family. A Chaos Warrior is a man who has left his tribe and made a pact with the Ruinous Powers to become something more than a man and something distinctly less. All he will have from then to eternity is his weapon, the gift of Chaos armour and constant warfare to sustain him. He has stepped on a path that will either see him rise to Daemonhood, die in battle (where his soul will be forfeit) or atrophy to Spawndom."

To enter into such a pact where you're handing over your soul for an eternity of servitude, the rewards must surely be great, the power untold, otherwise why would you commit such a dire risk? "That is definitely something I wanted to get across," agrees Phil. "These guys are mighty, both in the background and in the rules." Phil isn't exaggerating there either. A glance at the Chaos Warrior entry in the new army list proves the point, as you'll see a beefed-up profile, now with 2 Attacks and with Chaos armour as standard. If you equip them with shields you're getting a 3+ armour save, increased to 2+ in combat, making them undoubtedly the best Core infantry unit in the game.

"Like all the units in the new army list they also have a new rule called the Will of Chaos. This represents the fact that they come from the most hostile land in the world and march alongside unimaginable terrors, so they do not scare easily. As a result, units can re-roll failed Panic tests. So it's very hard to shake a Chaos army," says Phil.

And it doesn't stop there. The Marks of Chaos allow you to further hone your Chaos Warriors into killing machines. The Mark of Khorne makes your units subject to Frenzy, whilst anyone attacking the bearer of the Mark of Nurgle incurs a -1 to hit for shooting attacks and -1 Weapon Skill when in base-to-base contact. Giving your units a Mark of Slaanesh will make them immune to Fear, Terror and Panic, while the Mark of Tzeentch gives the bearer a cumulative +1 ward save and +1

LORDS OF IRON



The shields wielded by Chaos Lords are highly individual to mark them out amongst rival Champions.







Khorne has awarded this Chaos Lord with a mighty Juggernaut. Not only is it an eye-catching model, but absolutely deadly in the throes of combat.

to casting spells if they're a magic user. "A marked Chaos Warrior unit, even though it's coming in at around 350-400 points, is an unstoppable force. In any other army list it would be a Special or Rare choice but I'm unrepentant about that. I wanted you to have the ability to field a whole army clad in Chaos armour. Such a force would be quite small but it will pack one hell of a hard punch. At the same time I didn't want to tie players down to just that option, so the Marauders are still very much there and part of the army list. These are the tribesmen we spoke of earlier and although they haven't yet made their eternal pact with the Chaos Gods they are still a formidable force. They also have the Will of Chaos rule so won't panic easily and are relatively cheap. But they're not just chaff either, with Weapon Skill 4, an Initiative of 4 and some nasty weapon options at their disposal. You can also give them a Mark of Chaos just like the Chaos Warriors, which will really toughen them up and can give the enemy a nasty surprise when he realises it's not just the Chaos Warriors he has to avoid," says Phil.

I WANTED YOU TO HAVE THE ABILITY TO FIELD A WHOLE ARMY CLAD IN CHAOS ARMOUR.

However, the greatest change to the list is actually with the Champions of Chaos, those Chaos Warriors who have caught the direct attention of their divine lords. The Eye of the Gods table represents this and it changes the dynamic of how the army plays. "These guys really love fighting for the gods and are constantly trying to impress them. As I've already mentioned they're not fighting for mortal concerns like land or gold, they are fighting for glory, plain and simple. A god's attention will fall upon his Champion if he slaughters in his name. So all Chaos characters have the Eye of the Gods rule, which means that they can never refuse challenges and must issue them if they are able. What's more, if the Champion slays his opponent or kills a model with the Large Target special rule, he gets to roll on the Eye of the Gods table. Now this table is full of cool bonuses like Unholy Resilience (+1 to Toughness), Fearsome Aura and many more such beauties. There's a couple of not-so-desirable results, but that is the fickle nature of Chaos, and they are in the minority. Any bonus you gain stays with that Champion for the rest of the battle."

This really emphasises the importance of challenges in combat, again something Phil wanted to encourage. "When all's said and done, close combat is the coolest thing about Warhammer. And the coolest thing

SIGVALD THE MAGNIFICENT

The personification of beauty on the outside and rot within, Sigvald the Magnificent rides at the head of an army of utterly devoted followers. His elite bodyguard bear mirrored shields so that Sigvald might bask in his own divine glory. Vain he may be, but he is also deadly in battle – with 7 Attacks that Always Strike First, Sigvald can easily wipe the front rank off an enemy unit.







The Chosen lead the Chaos horde into battle against an Empire gunline.

about combats isn't the Marauder jabbing his sword into the Skeleton, it's the challenges – your custom-equipped character taking on your mate's tooled-up Lord in a one-on-one duel – that's why you always leave them till last."

While we're talking about gods we should ask a question that always crops up when we cover Chaos, about forces dedicated to a single Chaos Power. "They are viable, yes," answers Phil. "The Marks of Chaos allow you to personalise your units, but that's not how I see the Warriors

HE HAS STEPPED ON A PATH THAT WILL EITHER SEE HIM RISE TO DAEMONHOOD, DIE IN BATTLE OR ATROPHY TO SPAWNDOM.

of Chaos worshipping the Dark Gods. They venerate the whole pantheon. Like the ancient Greeks would make an offering to one god for a good harvest or another before they went on a long voyage, so the northmen will make an offering to any or all of the Dark Gods depending on circumstance. The Dark Gods will occasionally pick their favourite champions to proudly bear their mark, but most northmen will worship all the Chaos Gods

early in their careers. In game terms it means there's absolutely nothing wrong with having, say, a Pendant of Slaanesh while wielding an Axe of Khorne. It's not so limiting and opens up the full gamut of magic powers, items and gifts – of which there are loads in the new book! You have to remember that when Chaos invades other lands it does so as a unified horde – albeit temporarily. So Warriors of Chaos armies should feel free to reflect that!"

Over time the full range of Chaos units will be released, but in the meantime we'll have to settle for the likes of the excellent new Marauder Horsemen, the brand new Chaos Knights and the Chosen, all favourites of Phil's. "The Chosen are a brilliant choice, as you get a free roll on the Eye of the Gods table that affects the whole unit – it even lets you re-roll some of the less desirable abilities. I see the Chaos Knights as the next logical step up from being Chosen; if you have performed well on the battlefield, you get awarded a Steed of Chaos and gain Ensorcelled Weapons that give you +1 Strength, or you can surrender them in exchange for the return of the good old Chaos lance – Strength 6 on the charge with a minimum of 2 Attacks!"

But it's not just the metal-clad northmen that you'll find in a Warriors of Chaos army. As we've already established

HUNTERS OF THE NORTH



Brutish and bloodthirsty beasts, the Warhounds of Chaos are tireless hunters built of little more than muscle and fang. Warped in mind as well as body, they prowl the wilderness in ravening packs. running down prey.

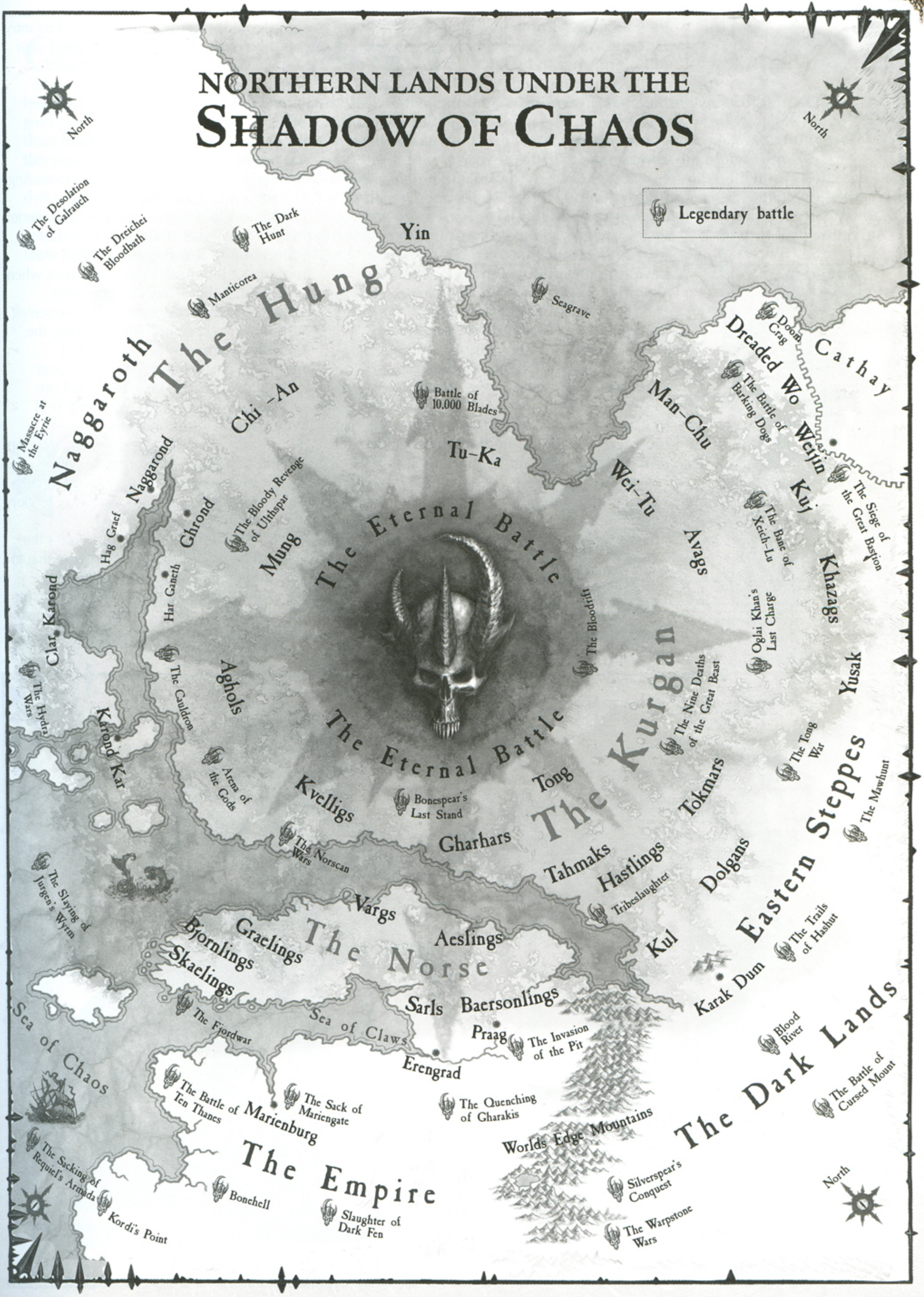


The first warriors to blood their blades in the Chaos army are usually the Marauder Horsemen, the swift outriders of Chaos.

YOU CAN FIND A FRAME DIAGRAM OF THE NEW MARAUDER HORSEMEN KIT ONLINE AT THE GAMES WORKSHOP WEBSITE.



NORTHERN LANDS UNDER THE SHADOW OF CHAOS



they are not the only inhabitants of the Umbra Chaotica – the Chaos Wastes are full of mutants and monstrous creatures that clamour for battle and slaughter as much as the men of the north themselves. These creatures eagerly follow the Chaos hordes southwards under the thrall of the commanding Chaos Lord.

"It was important to include monsters like the Ogres, Trolls, Giants and Dragon Ogres. After all, this is a Chaos army and we've always said these creatures inhabit the north. In fact, the Warriors of Chaos have to travel through an area called Troll Country to get to the Old World!"

There's also a more serious and fundamental philosophy at work here as well. "A lot of these creatures can be found in the Beasts of Chaos book but I actually think they're more at home in the Warriors of Chaos book. This is because the Beasts of Chaos army is meant to be about the monsters that haunt the dark, that you'll find in the cellar, that live in the darkest groves of the forests. Shaggoths, Dragon Ogres and their ilk inhabit the mountains and wastes of the bitter north so they're in this book. I think we'll address this again when we come back to the Beasts of Chaos army," explains Phil. And why wouldn't you want them in your Warriors of Chaos army? They're all incredibly tough, Fear- and Terror-causing monsters that really complement the rock-hard units of infantry you'll have in your force. "Charging your Chaos Warriors in the front and then bringing in some Trolls or Ogres in the flank will bring any foe swiftly to their knees," agrees Phil.

If you think a Shaggoth is hard then you'll probably be terrified to know that Phil's gone one step further by introducing a Shaggoth special character.

"Unfortunately we haven't got a model for him yet," says Phil, "that's for the future, but he'll definitely be big. I was thinking of Japanese monster movies when I wrote his rules. That's not the only monster special character you'll be seeing in the future though; there's Throgg, the Troll King, who's a really hard and intelligent Troll. Taking Throgg in your force allows you to take Trolls as Core choices, in effect letting you do a Troll army packed with monsters."

So, after months of hard work, Warriors of Chaos is now fit for purpose. What advice has Phil got for burgeoning Chaos Lords about to set out on their way to glory and damnation?

"Your enemy will be scared – it's the most intimidating army to face, use that to your advantage. You'll need to be aggressive, like a hunter-killer, preying on his characters to make yours even better. Only then will Daemonhood beckon..."



Trolls roam the northern wastes preying on isolated villages and travellers. When the Warriors of Chaos march south they gather and follow the horde, eager to feast on the flesh of the enemy.

Rage of the Ancient Storms





Dragon Ogres are said to be amongst the oldest of all the world's living creatures. They slumber under the northern mountains, only rousing when violent and terrible storms assail the peaks.

Truly gigantic and as old as the mountains themselves, the Shaggoths are perhaps the most ancient of monsters to inhabit the world.

GODS OF THE NORTHMEN

In the north, every day is a struggle to survive as the gods play their deadly games using the northmen as their pawns. There's no crisis of faith in these lands for the gods exist, as undeniably as the wind and the night. A northman communes with his deities directly, dedicating body and soul to his gods rather than offering prayers at the behest of sanctimonious priests, greedy clergymen and narrow-minded patriarchs. Of these deities, the greatest of all are the four known as the Dark Gods. The unwitting creations of all mortals' most powerful subconscious emotions, they are broadly summarised as rage, hope, despair and pleasure. They are Khorne, the Blood God, whose bellows of rage echo across the multiverse, Tzeentch the Changer of Ways and weaver of time, Nurgle the Lord of Decay whose rotting carcass oozes corruption, and the Dark Prince Slaanesh, master of lust, seduction and unspeakable desires.



Champion of Khorne



Sorcerer of Tzeentch



Champion of Slaanesh



Sorcerer of Nurgle

STORM OF STEEL



The army shown above is a balanced Chaos army that includes a little bit of everything and hence could handle all comers. Let's have a look at the content in a little more detail.

Heading the bill is a seriously hard Hero in the form of an Exalted Hero. Many Chaos players prefer a Chaos Lord to lead their force for the extra Leadership and hitting power, but an Exalted Hero is the equal of most other army's Lords and a good deal cheaper. With the Chaos Runesword bolstering his already formidable statline and a Mark of Khorne to give him Frenzy, this Hero has a total of six Strength 6 attacks, plus three S5 attacks from his Daemonic Steed – more than enough to single-handedly take out a character or a small unit in a single turn.

A Chaos Sorcerer with the Book of Secrets and Power Familiar generates as many dice as a Wizard Lord!

A couple of Sorcerers provide some much-needed ranged ability and magical defence. They both carry items that boost the number of power dice they can use. A Chaos Sorcerer with the Book of Secrets and a Power Familiar generates as many dice as a Wizard Lord! Tzeentch help him if he miscasts, though, for the raw power of Chaos often comes at a very high price.

The Core units in the army are mainly infantry, a couple of 12-man Chaos Warrior units backed up by a pair of Marauder units to give the army some solid bulk. One of the Warrior units has the Mark of

We asked Phil Kelly to design a good, solid Warriors of Chaos army list that can take on a variety of foes.



Heroes

I **Threxis Corpseflayer**
Exalted Hero of Chaos
Mark of Khorne, shield, Daemonic Mount, Chaos Runesword.
230 points

2 **Grumblegut**
Level 2 Sorcerer
Mark of Nurgle, Power Stone, Dispel Scroll.
185 points

3 **Xachrias**
Level 2 Sorcerer
Mark of Tzeentch, Book of Secrets, Power Familiar.
190 points

Core Units

4 **20 Marauders**
Flails; includes Chieftain, musician and standard bearer.
120 points

5 **20 Marauders**
Mark of Nurgle, light armour and shields; includes Chieftain, musician and standard bearer.
170 points

6 **5 Marauder Horsemen**
Shields and throwing axes; includes Chieftain, musician and standard bearer.
110 points

7 **5 Chaos Warhounds**
30 points

8 **5 Chaos Warhounds**
30 points

9 **12 Chaos Warriors**
Mark of Slaanesh and shields; includes Champion, musician and standard bearer with Banner of Wrath.
277 points

10 **12 Chaos Warriors**
Mark of Khorne and additional hand weapons; includes Champion, musician and standard bearer.
252 points

Special Units

11 **5 Chaos Knights**
Mark of Tzeentch and lances; includes Champion, musician and standard bearer.
295 points

Rare Units

12 **Chaos Spawn**
55 points

13 **Chaos Spawn**
55 points

TOTAL: 1999 points

Slaanesh, ensuring it will never run away due to Panic, Fear or Terror – a useful base for the Sorcerers to make the most of their lethal spells, especially with the unit's Banner of Wrath bolstering their magical onslaught.

The big hitters of the army are the Chaos Warriors with additional hand weapons and the Mark of Khorne (each Warrior dishes out a frightening four S4 attacks each), and the unit of lance-toting Chaos Knights. The Chaos Knights not only have a 1+ armour save but also a 6+ ward save because of their Mark of Tzeentch – an upgrade that will pay for itself twice over if it saves a single cavalryman's life!

Chaos armies can be easily outmanoeuvred, so this army includes a unit of Marauder Horsemen and two small units of Chaos Warhounds to engage enemy fast cavalry, prevent outflanking manoeuvres or hunt down their war machines. The Marauder Horsemen in particular are very versatile, able to pick off lone enemy Wizards with their throwing axes or negate rank bonuses with a well-timed charge into the flank. The Chaos Warhounds can be used for all the above but are also nice and cheap and so can be used as a screen unit for your more important regiments.

A couple of gibbering Chaos Spawn finish the list off, not least because an Unbreakable unit can be invaluable on the flank, but also because they are unpredictable and hence great fun to use. With a little bit of practice, a balanced list like this can take on whatever your opponent can throw at them and grind them into the dust.

MONSTROUS HORDE





The primary strength of this army comes from its tough battleline flanked by heavy hitting units like the Chaos Giant and the Chosen. At the core of the army are two units of Chaos Warriors, each containing an Exalted Champion and a Chaos Sorcerer. I chose these characters rather than a Daemon Prince or Chaos Lord so as to "buff" the unit – each one has been given either a magic item or daemonic gift that provides Magic Resistance (2) for him and his unit. Magic Resistance can also be used to dispel an area effect spell (such as *Storm of Chronos*) if he is in the target area, so it makes sense to keep the flanking units close by, not only to benefit from the General's Leadership but to also save them from such a spell. The two Chaos Sorcerers have been given the Mark of Slaanesh, as a quick look through the Lore of Slaanesh spell list revealed a nasty little spell – *Lash of Slaanesh* – that if used successfully could benefit this army greatly. As the lowest casting level spell, you're guaranteed to get it, and apart from inflicting D6 Strength 3 hits, it has the added benefit of preventing the target unit from marching in the following turn, provided it causes a wound. The Lore of Slaanesh is awesome, affecting the psychology of friendly and enemy units. I chose the Hellcannon and the Chaos Giant for the flanks of the army, both for their devastating power and the fact that they cause Terror – after all, Slaanesh is all about messing with people's minds.

Christian Byrne scours the new army list and comes up with a powerful force that'll have opponents quaking in fear.



Heroes

1 **Exalted Hero of Chaos**
Mark of Khorne, Shield, Biting Blade, Collar of Khorne and Soporific Musk.
180 points

2 **Exalted Hero of Chaos**
Mark of Slaanesh, shield and Fury of the Blood God.
140 points

3 **Level 2 Sorcerer**
Mark of Slaanesh and Chaos Runesword.
175 points

4 **Level 2 Sorcerer**
Mark of Slaanesh and Dispel Scroll.
150 points

Core Units

5 **14 Chaos Warriors**
Mark of Khorne, musician, standard bearer, Champion, additional hand weapons and Banner of Rage.
319 points

6 **12 Chaos Warriors**
Mark of Slaanesh, musician, standard bearer, Champion, shields and Rapturous Standard
252 points

7 **5 Chaos Marauder Horsemen**
Musician, standard bearer, Chieftain, shields.
100 points

Special Units

8 **10 Chaos Chosen**
Musician, standard bearer, Chosen Champion, great weapons.
250 points

Rare Units

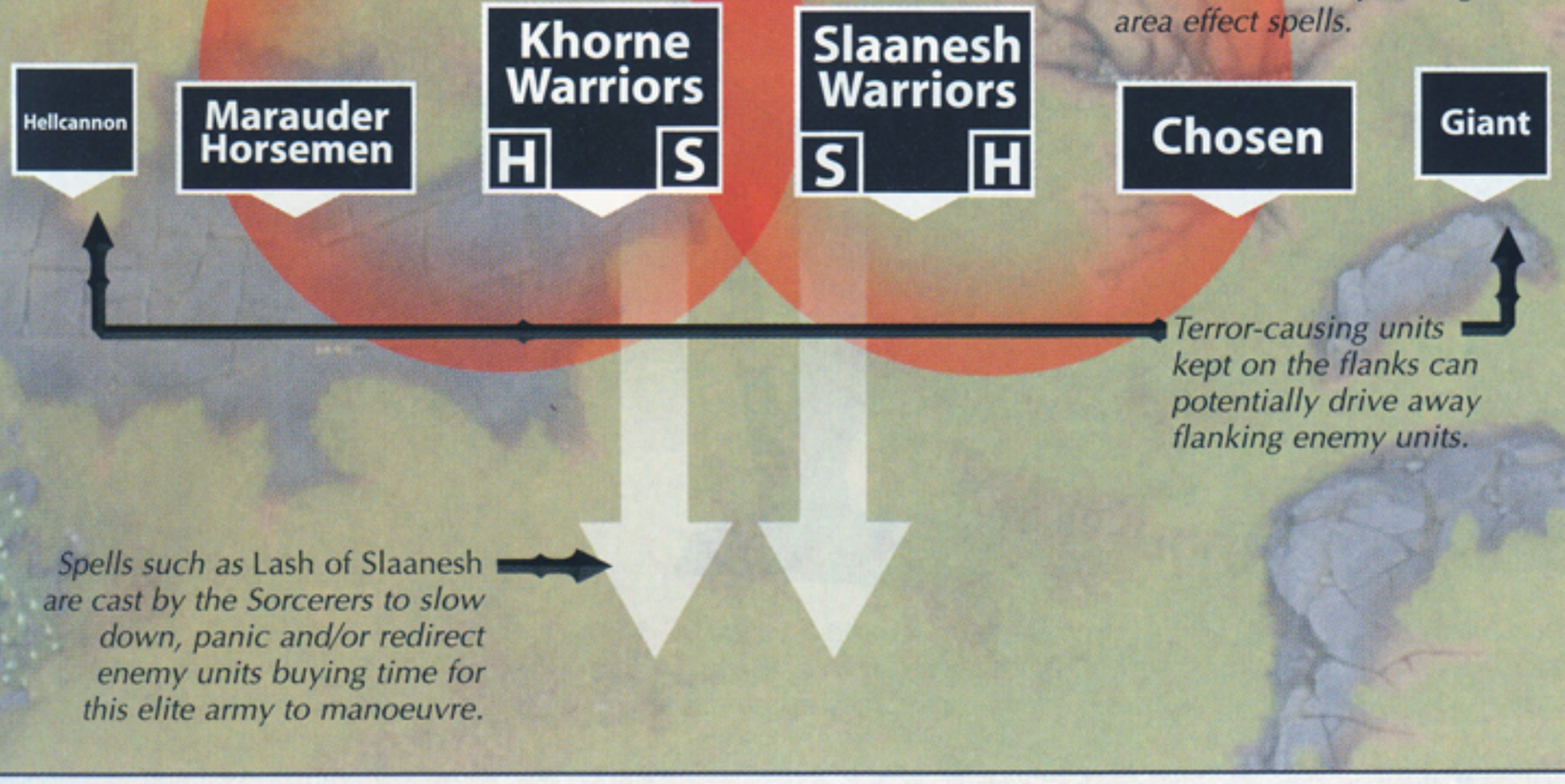
9 **Hellcannon**
205 points

10 **Chaos Giant**
225 points



TOTAL: 1996 points

TACTICS AND DEPLOYMENT



ORIGINS OF CHAOS

We've been making Chaos Warrior models for as long as Citadel Miniatures has existed. But how did the concept of these evil, burly men clad in metal armour, serving the forces of disorder come into being?

"The Games Workshop concept of Chaos comes firmly from Brian Ansell," says Warhammer author, Rick Priestley. "He in turn was influenced by the massive speculative fiction genre of the 60s. But everything you associate with Chaos in Warhammer originally started with Brian, from the names of the gods, the different types of Daemon and the idea of large, armoured Chaos Warriors."

It was Alan Perry and Michael Perry who sculpted the very first Chaos Warriors – mind you, at that point they sculpted everything because they were the only Citadel Designers at the time! Over the years many other designers have taken the mantle of Chaos Warrior Sculptor, from such masters as Jes Goodwin and Aly Morrison right up to the brilliant new miniatures by the latest generation of Citadel Designers.

Mark Harrison is one such designer, and he was given the envious task of creating both the new Chaos Knights and the Chosen; not that he's a stranger to the Chaos gig, as he also played a prominent part in designing the last batch of Chaos Space Marines.



One of the Perry twins' original Chaos Warriors from the 80s.



A second wave Chaos Warrior by Jes Goodwin.

"I do like sculpting Chaos," admits Mark. "There's something very appealing and cathartic about it! I also think it adds consistency to the whole range when you have the same sculptors working on it."

For Mark the largest project in this release was undoubtedly the Chaos Knights and one he set about with relish. "I started with the strong shapes Brian [Nelson] had already defined with the previous metal figures and the weapon shapes Jes did. I also wanted to add the ornate level of detail you found on the very early metals that Alan and Michael made. So they are a combination of all those influences. What I wanted to do with these elements is make each Chaos Knight stand out as an individual champion, as befits their status, while still having an underlying form that tied them together as a unit."

As you can see from the packed frame shown on the next page he has easily achieved his goals. For the burgeoning modeller there's so much to appraise. You get five bespoke Chaos Steeds and more than enough components to guarantee that each Knight will look different. "There are seven shields and seven helmets plus loads of weapons, so you'll have spares," says Mark. "I've deliberately designed the components so they'll fit with our other Chaos plastic kits – that way you can swap helmets, weapons, shields; any bits that you like, really."

CHAOS CHOSEN









The Champion of the Chosen is only a few gifts away from rising to Exalted status.

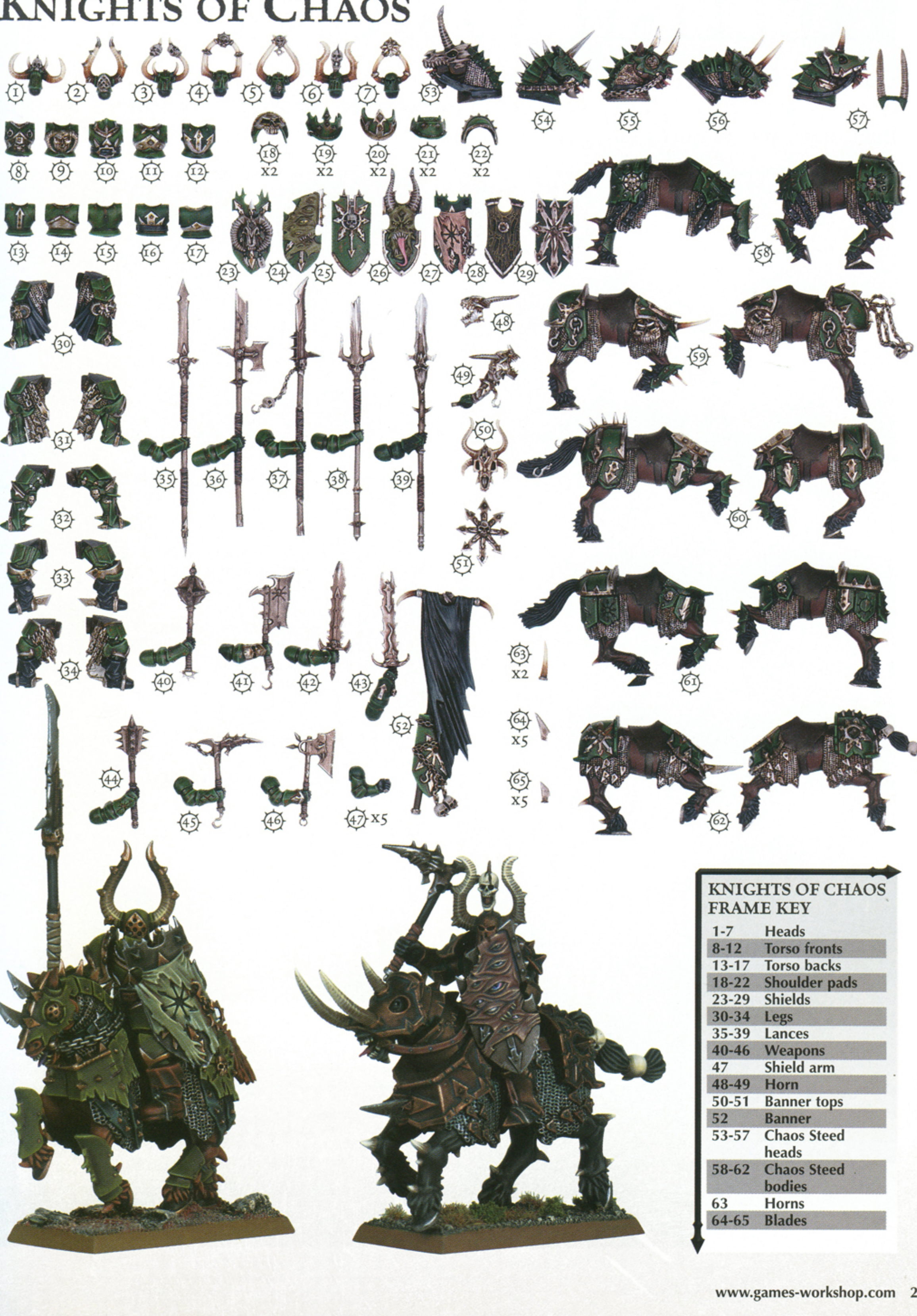


A Chosen standard can be a magic banner. This, coupled with a Mark of Chaos, can make a deadly combination.



No unit is complete without a musician, and the Chosen march to the beat of a grotesque drum.

KNIGHTS OF CHAOS



KNIGHTS OF CHAOS FRAME KEY	
1-7	Heads
8-12	Torso fronts
13-17	Torso backs
18-22	Shoulder pads
23-29	Shields
30-34	Legs
35-39	Lances
40-46	Weapons
47	Shield arm
48-49	Horn
50-51	Banner tops
52	Banner
53-57	Chaos Steed heads
58-62	Chaos Steed bodies
63	Horns
64-65	Blades

HELLISH VISIONS

Our books have never been just about the words – we've always relied on our talented packs of artists to add depth to our worlds. Nowhere is this more apparent than when the subject matter is Chaos.

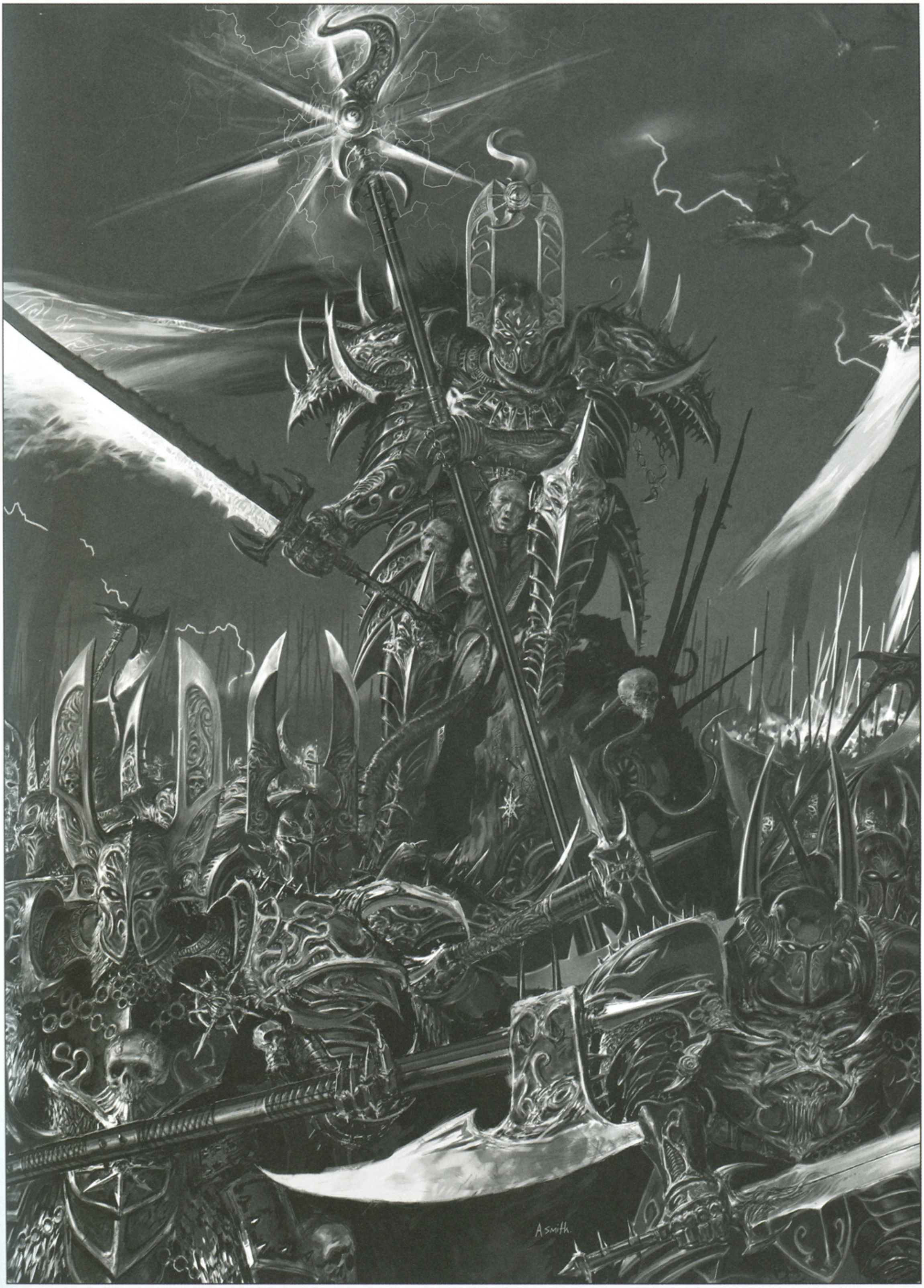




Alex Boyd was particularly pleased with Festus the Leechlord, because, as we discovered when we interviewed Alex and Paul for the Daemon issue, both artists like drawing Nurgle things. It seems to be the mixture of the gleeful and the disgusting that both artists like to depict.

For this drawing Paul Dainton wanted to get across the exterior beauty of Slaanesh's adopted son, Sigvald, but also the internal rot that lurks just beneath the surface. Paul tried to depict this through the leering facial expression that exudes arrogance and cruelty.

Adrian Smith is an absolute master at drawing the forces of Chaos so it was imperative his artwork was used in the new book. As well as painting the brand new cover, Adrian has also done some great internal art, such as this Tzeentch Chaos Warrior piece.


A smith.

WARHAMMER®



IN-STORE THIS MONTH

From the frozen wastes of the North, out from the swirling Maelstrom of energy stride the mortal armies of the Dark Gods.

Darkness has arisen. Ravening hounds surge forward ahead of the rampaging tribesmen of the icy fjords well used to reiving against the nations of the old world. Beyond them the baleful Warriors and the warped Chosen ones; monsters, abominations and machineries of darkness grind inexorably forward; crushing all before them.

The Black winds of magic blow but one name across the lands of men...

Chaos!

This month sees the resurgence of an ancient evil; the fearsome and devastating armies of the Mortal followers of Chaos. Complete with a new Army Book and amazing range of miniatures, they will be smashing their way into your local store!

Darkness Rising 8/11/08

To mark these dark days, all of our stores will be holding a series of amazing activities and events on the 8th and 9th of November.

These will include modelling and painting clinics, army collecting and tactics workshops and, of course, huge games where your new Warriors of Chaos armies may unleash their devastation upon the lands of the Empire, Dwarfs and Elves.

Get down to your local Games Workshop store NOW and find out what they have planned for the doom of the Old World!



Ring your local store for details.



www.games-workshop.com

CITADEL

REALM OF BATTLE



It's always been a dream of ours to create great-looking gameboards as good as the miniatures we make – and now, we've finally cracked it, as Andy Hall discovered when he talked to master terrain maker Dave Andrews.



With the arrival of the Gameboards, Games Workshop now offers everything you need for a great looking tabletop in plastic. It doesn't matter which one of our gaming systems you play as there is terrain in the range that'll suit your needs.

Canny gamers who play more than one game will be sure to paint their scenery so it'll suit all game systems.

It was five years ago when Dave Andrews first wrote down a wish list of cool things we should make. Plastic buildings, modular gaming hills and their like have all seen the light of day over the last few years but the one thing that has eluded us is a battlefield, which is ironic when you consider that no matter what system you play, every gamer needs a suitable surface to play over.

"We took our time with it because we wanted to get it right," says Dave, and he should know because he designed the Realm of Battle Gameboard – a world first.

The plan was to develop a modular battlefield comprising six 2' by 2' tiles that would connect together in a variety of ways. "The challenge has been not only to make the tiles as flexible as possible, but also to define them as well. They needed some detail on there or else they'd be pointless, but if they were overly complex you'd lose the functionality." Luckily Dave's the most qualified man in the world for this project as he's been making wargames terrain for well over 25 years. "It's not hard to make fantastic looking scenery," he says, modestly. "Where the experience comes in is in making great-looking terrain that is practical, and that you can actually game over."

Dave has taken this "make it look great; make it practical" philosophy and worked it into the new boards. For instance while the hills are a nice size they're not so steep that your miniatures topple over. They're also clearly defined into steps and there's plenty of room at the top of the hill to place your unit, squad or another terrain piece. It's not just on the hills either – the cracked road and pits of skulls are sunken into the tile so they won't effect your models as they traverse across them. Warhammer players need not fear – you can push a loaded movement tray over the features and it won't catch. "I wanted to add details like the skull crevices to add interest and texture but I didn't want to make it too specific. These elements could easily appear on a Warhammer battlefield, on some unnamed planet or even somewhere in Middle-earth. A lot of context will be added depending on how you paint up your boards," says Dave.

Painting these details and even the whole battlefield isn't going to be an issue either, as the tiles are produced using the exact same grade of plastic we use for our miniatures. "This was very important," agrees Dave. "We could have taken a short cut by using a softer plastic as most other companies would do in this position, but it was important for us that the tiles paint up exactly like our models. The whole surface of the tile is sculpted and textured so it will take paint really well. Of course, you can flock them with static grass, as we've done with our production samples here."

Once you've got the tiles painted you're going to want to play over them. This is where the modular tile system really comes into its own. As you'll see on the following pages we've defined three broad set-ups characterised by the placement of the four hill tiles, but there really are uncountable variations. And because it's a universal system you can easily add two or more sets to make larger battlefields with set-ups only limited by your imagination. Securing your tile layout from curious relatives and clumsy opponents is also easy thanks to an ingenious little clip system that attaches to each of the tiles keeping them flush and firmly locked together. The clips are easily removable as well, so once you're through gaming, the tiles will stack away with no fuss.

So, now you've finally got your portable, modular plastic battlefield ready to go. However, for Dave the most exciting aspect of the project is that this is just the beginning. "Now we've made it and know we can do it, the prospects for future products in the series – themed tiles, river tiles, and so on – are very exciting. I've no doubt there's more to come."

Building Landscapes

One set of the Realm of Battle Gameboards allows you to build a 6' by 4' battlefield. But you can add further sets to create a potential playing area of any size and shape. This means players can join all their sets together to create massive landscapes for games of Apocalypse or Warhammer Legendary Battles.

Dave has designed the hills on the tiles in the same style as the gaming and modular hills already in the Citadel Scenery range so it all functions as a complete terrain set. What's more, you can place the modular hill on top of the hill tile to increase the height – it's a seamless fit, as if we'd designed it that way!



Above: *For this The Lord of the Rings battle, all the Gameboard's hills have been raised with the addition of Modular Gaming Hills.*

Below: *The Eldar stem the Tyranid swarm on a Gameboard painted as an ash waste on an abandoned Imperial world.*

Jeremy Vetock presents three Realm of Battle Gameboard set-ups with examples of how to apply fun scenarios and house rules to the boards' features. These are just a taster of the variations you can create.

HIGH GROUND

A large hill dominates this battlefield atop of which could sit an ancient temple, the site of a powerful relic or simply be a deserted plateau.



The crevices of skulls give the Gameboards a distinctive look. You can use them as a feature with unique rules as in the Warhammer scenario here, or just as easily ignore them as a purely aesthetic element.

WARHAMMER

The Menace from the North

When the marauding forces from the north invade, they bring the warping power of Chaos with them. The swirling Winds of Magic cause the very ground to tremble, crack and split. In the midst of this upheaval, monoliths, pylons, or idols dedicated to the Dark Powers erupt upwards from the broken ground.

This is a classic "fight for the hill" scenario, the added incentive being extra power and dispel dice for whoever controls the Arcane Ruin at the top of the hill. The skull crevices play a very active role in this scenario, jeering those who flee while rewarding units that fight by bestowing Frenzy upon them.

Special Rules: An Arcane Ruin is placed in the centre of the hill. It acts as an Arcane Monolith (see Special Features, Warhammer rulebook, page 100). Ending the game in control of the Arcane Monolith will grant a player an extra 250 victory points.

Skulls for the Skull Throne: The swirling Winds of Magic have uncovered an ancient battlefield, a long-buried unholy tribute to Khorne, the god of battle. Any unit touching any part of a skull crevice becomes subject to Frenzy for the entirety of that turn. Models already subject to Frenzy gain an additional Attack for the entirety of the turn in which they touched the skull crevice. Any model attempting to rally within 12" of any part of a skull crevice does so at a -2 penalty to their Leadership (representing the skulls heckling and deriding any feeble pretenders showing cowardice on their battlefield).



WARHAMMER 40,000

Seize the High Ground

This planet is almost entirely flat, so that precious vantage points can be used to dominate the surrounding area. Both armies are tasked with capturing all the high ground for their own side.

Place as many hills on this battlefield as you can muster, even stacking them on top of each other to create some very tall ones. While the victory condition for the scenario (control the most hilltops) is straightforward, it leads to a tactical and bloody battle. Will you sit back and blast the foe, only attempting to capture hills at the last minute? Or will you take them early and hunker down to hold them all game? Remember that standard mission games might end on turn 5, 6, or 7 so don't wait too long to counterattack or you'll run out of time!

ALTAR OF KHORNE

See this Warhammer scenario being played out in this month's battle report on page 58.

The Gameboards are finely detailed, having been designed with the same care and forethought as if they were a Citadel miniature. You can see such details around the hills; there's littered leg bones, loose rubble and skeletal heaps – remnants from battles past.







Check out our website for even more Gameboard scenarios.



Three of the tiles have a broken, paved texture on them. These areas can be painted to suggest the remains of an ancient road or causeway. Placing the three tiles together really strengthens this concept (see the Valley of Death layout over the page). Of course you don't have to follow this – they'll work just as well when set up in a disparate fashion.

Fog on the Barrow Downs

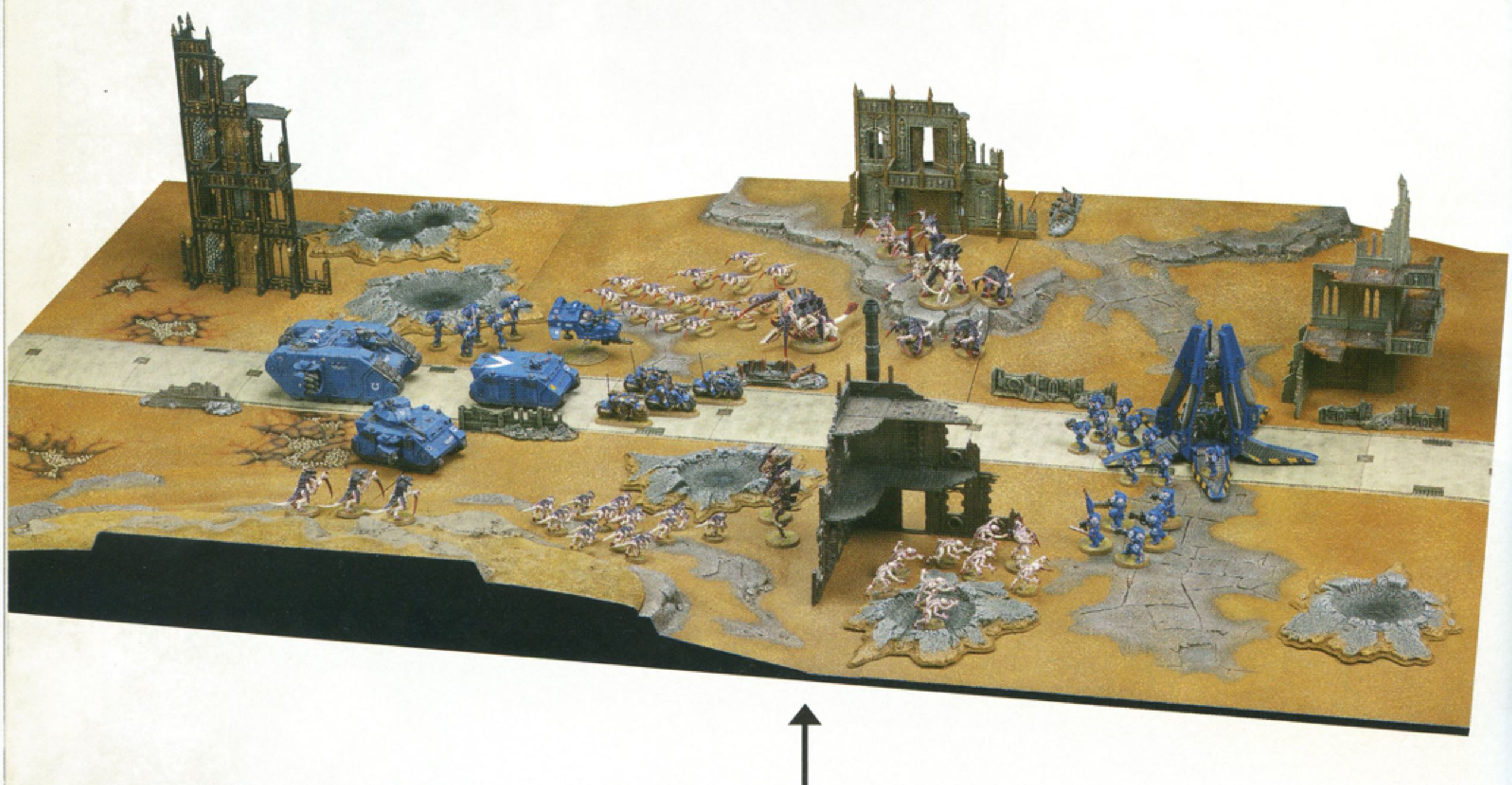
The hilly region known as the Barrow Downs has been the site of many battles throughout the ages.

The Barrow Downs is well known for its rolling hills and its thick fog that often blankets the landscape. In this scenario, two opposing forces clash amidst an impenetrable fog. This is a battle to the death as both sides seek each other out in the cloying mists. Only on the hilltops can warriors escape the fog, but will these clear havens help or hinder them?

Special Rules: Except for the hilltops, the entire battlefield is swathed in thick, swirling fog. At the start of each player's Move and Shoot phase, roll 2D6 and multiply the result by 3. This is the distance all of the player's models can see to shoot or charge for the remainder of that phase. All hilltops are clear of fog, meaning models that start their turn on top of a hill may add 12" to the distance they can see.

HEAD FOR THE HILLS

With high ridges on either side of the battlefield, the terrain presents a perfect opportunity for an ambush or for armies to clash as they charge down the hillsides.



WARHAMMER 40,000

Run the Gauntlet

The attacker must smash through an enemy's battleline before they are surrounded and slaughtered.

The mission is simple, but deadly – the attacking side must smash through enemy defences to get from one side of the battlefield to the other. This could be a breakthrough mission punching through enemy lines to exploit vital areas to the rear, or it could involve breaking out of an enemy encirclement. The defender must rush to stretch a blockade of troops and vehicles across the attacker's path. Both sides can use Deep Strike to devastating effect – either clearing the path to victory or setting up last-minute obstacles. Don't forget the rule that allows vehicles on the road to gain extra movement – this could provide a game-changing extra burst of speed! The defender must set up first, deploying all of his troops on the opposing ridgelines. After the defender has deployed, the attacker may choose either of the short board edges to set up on with the opposite edge becoming the exit point.

WARHAMMER

Battle of the Ridges

Two armies meet along opposing ridgelines, their mutual goal to cross the blood-soaked ground and smash the foe asunder.

It is easy to imagine two great battlelines forming up on the high ground of opposing ridgelines. For one brief moment the two hated rivals stare at each other across the valley, before battle commences.

Special Rule: Hills count as difficult terrain to any model moving up the slope, but not to those moving downhill. Any unit, including those charging or marching, that moves down the hill (no going sideways to claim the bonus!) may add an additional D6" to their move. This extra move must be taken in a straight line, with no more than one wheel allowed!

THE LORD OF THE RINGS

Ambush on the Mountain Pass

Whilst travelling through one of the many fog-bound passes over the Misty Mountains a warband is set upon by a hated enemy. Can they escape the deadly ambush?

The trap is sprung! The history of Middle-earth is rife with tales of marauding Goblins, wild packs of Wargs, or Orc warbands ambushing travellers on the Misty Mountain passes. Likewise, the Rangers of the North, Dwarfs with revenge on their minds, or Elves out of Rivendell might waylay evil-doers in the narrow passes.

This scenario places the defender's troops in the middle of the gaming table and allows the attacker to set up in a surrounding position along any table edge. The defender must try to escape off one of the short table edges.

THE VALLEY OF DEATH

Throughout history valley floors have been the stage of many a battle, as if the mountains themselves are funnelling the armies together for bloody war.



The Trollshaws

Bandits, thieves, and even Trolls have been wreaking havoc on the few wilderness roads that cross Eriador. Rumours of their treasure troves abound and rival warbands rush to seek them out, although whether they come to steal or reclaim the treasures depends on who the searchers are!

Somewhere in the ruin-topped hills or desolate copses of ancient trees can be found the ill-gotten gains of local raiders. This treasure could be as mundane as gold or as rare as mithril. Will you concentrate on finding the loot or try to capture it from your opponent?

Objectives: Each terrain feature can be searched once for hidden treasure, buried kinfolk, or some other item worth looting. Roll a dice the first time a model on foot enters the terrain feature – on a 5+ it finds treasure! Treat treasure as a light item, as described in The Lord of the Rings rulebook. The side that can claim the most treasure at the end of the game is the winner.

THE LORD OF THE RINGS

Battle of the Vale

A once-peaceful valley becomes the site of a defending army's last stand.

The defender must set up in the middle of the battlefield, while the attacking army deploys along both short table edges.

This battle could represent an ambushed army defending its baggage train, the attack on a watchtower, or a peaceful Empire hamlet besieged by plundering forces. The defender must deploy two battlelines and each must protect the other, while the attacking player must challenge both, or risk being easily repelled.

Special Rules: In the very centre of the table, place an appropriate special feature for the defenders to rally around. This counts as a Historic Landmark.

WARHAMMER

Attack on Crater Station

Two armies attempt to capture a research station that is located in the centre of a massive crater.

The four hills in each corner of the battlefield form the outer rim of a vast crater. At the epicentre of the blast site stands a research station that is the sole objective of this scenario. Place either a single building or a small series of buildings or ruins in the table's centre. Whoever claims the centre at the end of the game is the winner. Except for the research station itself, the battlefield has no cover – so expect a bloodbath!

Deployment: Both sides must split their forces roughly in half (by units) and then, in alternating turns, place one half of their army on one of the corner hills. Roll a D6 to see who may place first.

WARHAMMER 40,000

PREPARING YOUR REALM OF BATTLE

Painting your Boards

While it'll be far too tempting to break out your models and start playing on your battlefield straight away, at some point you're going to want to paint them. This might seem daunting at first but, armed with big brush, drybrushing and overbrushing techniques you can get an effective look in no time at all. Don't forget there's also our Scenery Painting Pack, the contents of which contains all you need to paint and flock your Gameboard. All of the tiles in the examples below were undercoated with Chaos Black.

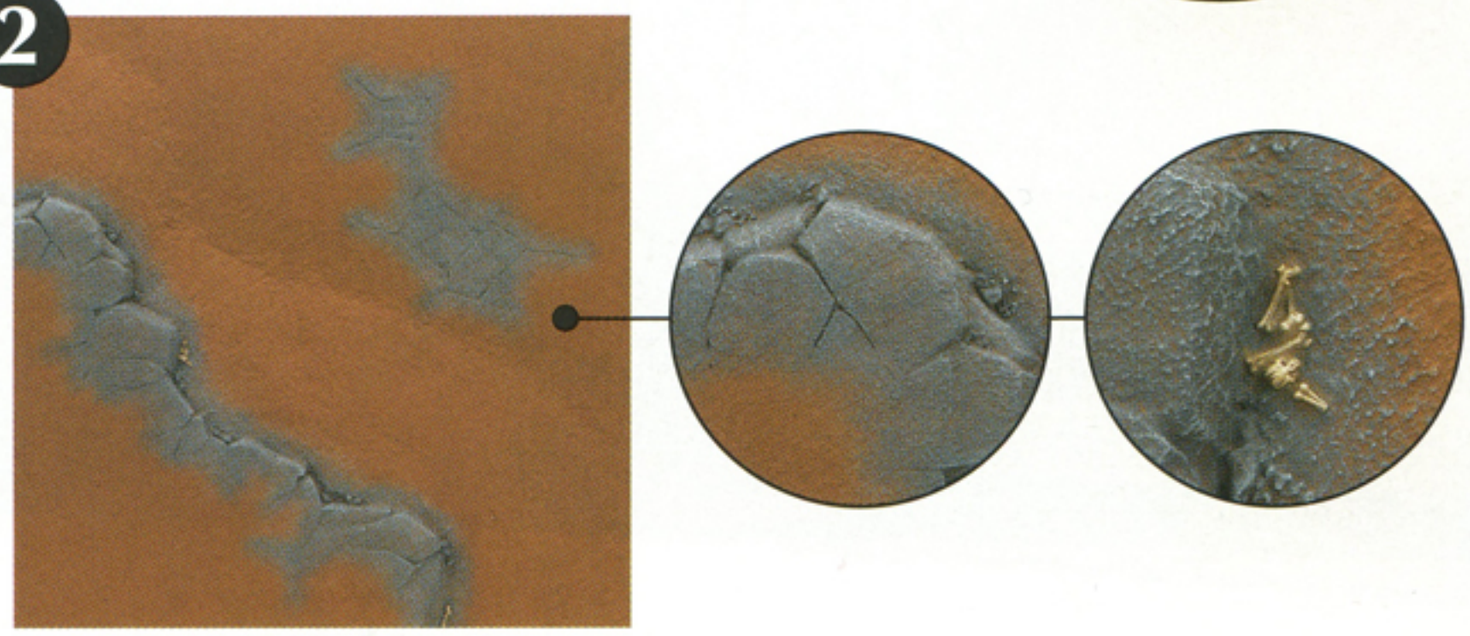
Don't forget, the great new Scenery Painting Pack is an economical way to get the base colour, glue and flock for your Gameboard

1



Using the bottle of brown paint from the Scenery Painting Pack, basecoat the entire Gameboard. The scenery brush will be a useful tool for this task.

2

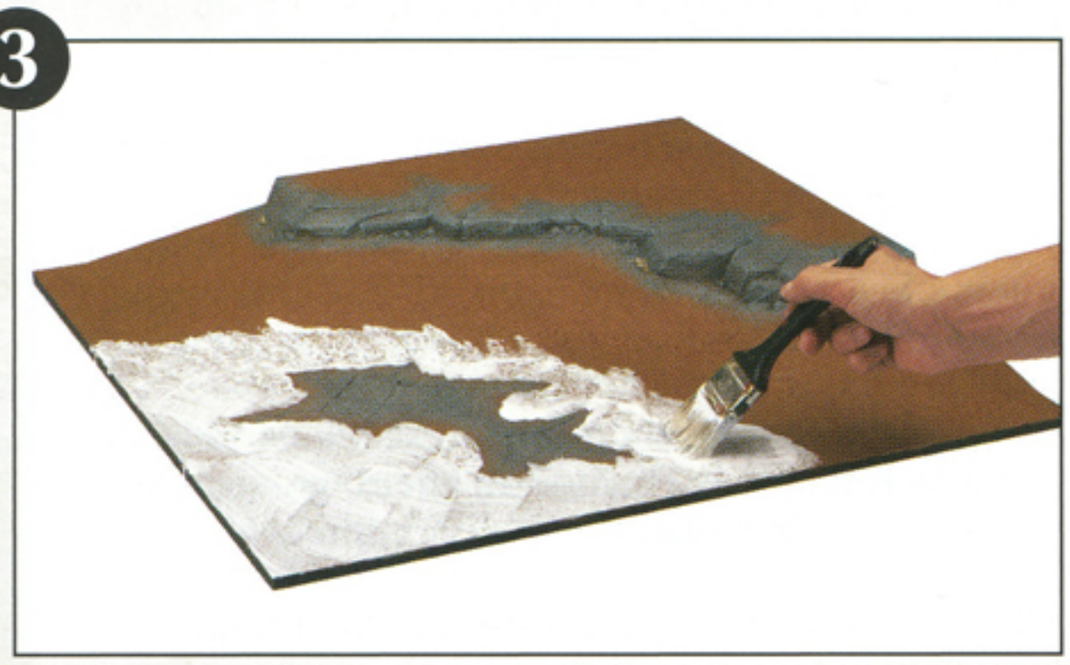


The rocky outcrops were overbrushed with Adeptus Battlegrey and drybrushed with Astronomican Grey. The bone details were picked out with Bestial Brown, drybrushed with Bubonic Brown and then washed with Gryphonne Sepia. They were then highlighted with Bleached Bone and Skull White. The board was then ready for flocking.

Flocking your Boards

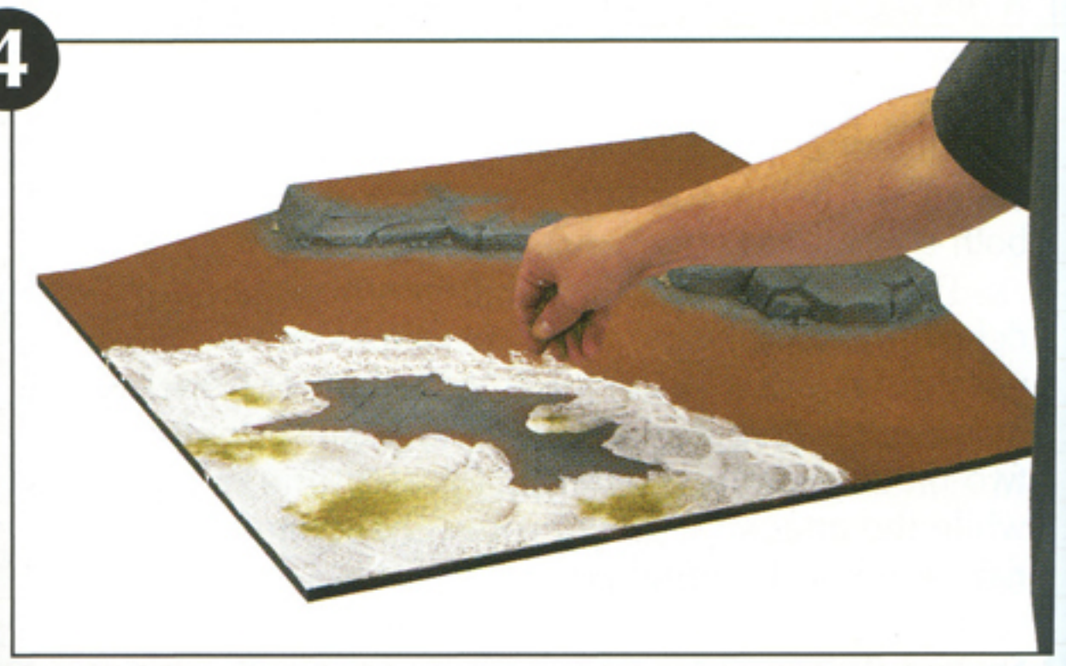
When flocking large areas it's best to use at least two varieties to get a varied texture, or else the final flocked effect can look artificial. In the following example we're going to flock a Realm of Battle tile using the Static Grass from the Scenery Painting Pack. Before you apply the flock, you'll need to paint the tile. If you're aiming for the look of a green field then it's best to basecoat it brown. This way, if any flock should fall off then it will look like earth showing through beneath the grass. It's best to use the darker shade of Static Grass as the prominent colour for large areas – if it's too bright your battlefield may look luminescent!

3



To start with, coat about a third of the tile with watered-down PVA glue – about a 1:1 mix.

4



You'll need to work quickly over the next few steps, but try not to rush. First, lightly scatter the lighter coloured Static Grass across the glue. You may want to concentrate it in certain areas to create light patches.

5



Next, scatter the dark static grass over the board. Cover the glued area, but don't feel that you have to avoid the lighter flock you've already placed. It's important not to go to the edge of the glue, as this will create an unnatural border when you do the next area.

6



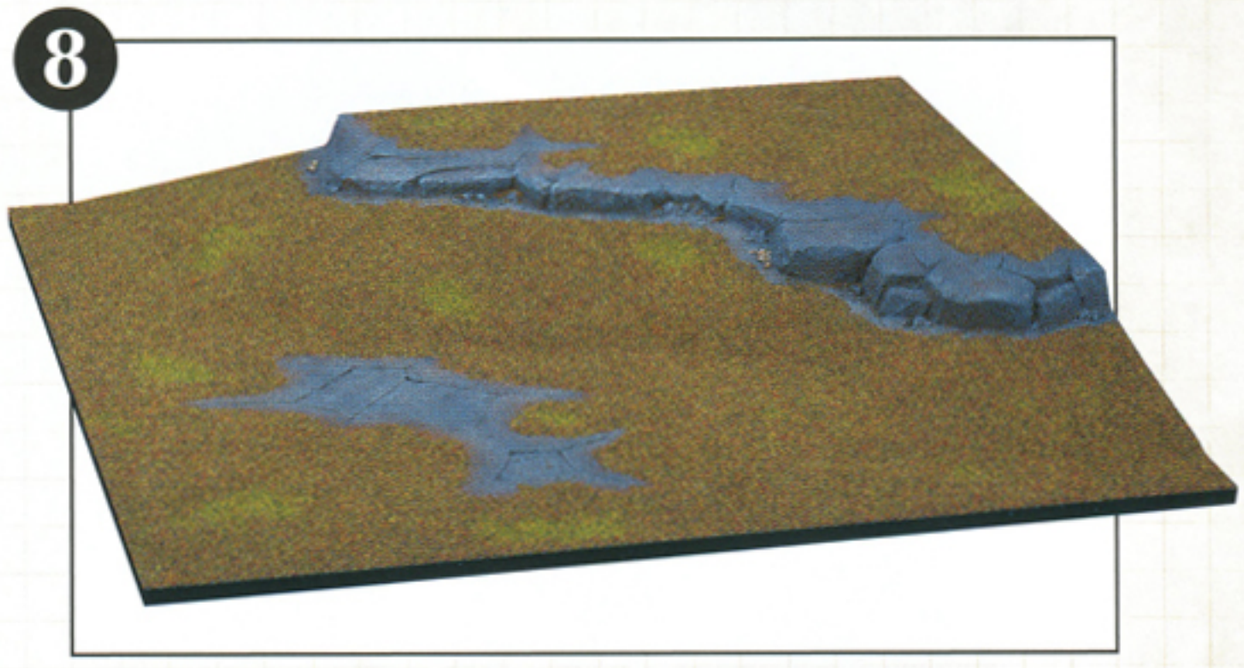
Apply the glue mixture over another third of the tile. Brush over the border of the last area, but be careful not to touch the existing flock. Repeat steps 4 and 5 on this and all subsequent areas until you're happy with the effect.

7



Next, gently pat the area down to ensure the flock adheres. Don't press down too hard as you don't want to leave a hand imprint.

8



Leave it to dry for at least an hour and then tip the board so the excess scatter runs off. If you do this onto some paper, you can pour the excess back into a pot to use again. A coat of Purity Seal can be sprayed onto the flock to protect it and hold it in place, but this is not essential.

Alternative Approaches



Ash Waste



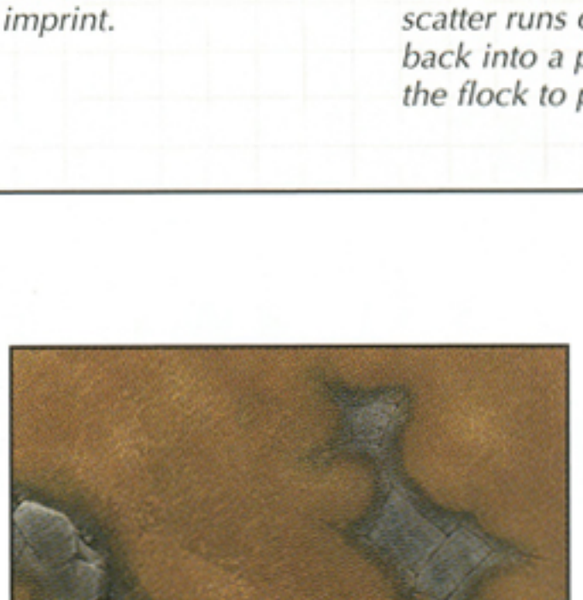
Desert



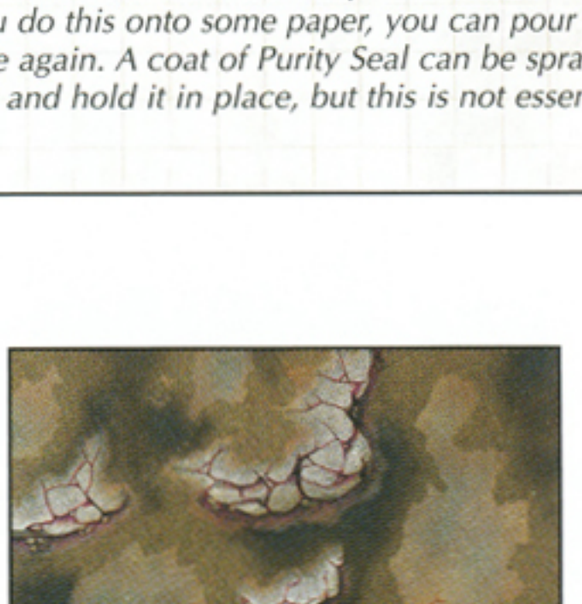
Wasteland



Arctic Tundra



Red Planet



Rocky Plateau

Check out our website for even more Gameboard painting tips.

ASSAULT ON BLACK REACH





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A TALE OF FOUR GAMERS

We're four months in and nearing the exciting climax of A Tale of Four Gamers, so this month we thought we'd try something a little different. We're pitching our titular gamers against one another for the first time, in our Tale of Four Gamers mini-league.



Like the Warriors of Chaos featured earlier, Neil is also from the grim north. In the Warhammer world these lands are known as the Chaos Wastes, but we know them as "Up North." When not raiding the south, Neil is the Studio's resident illustrator.

CLEANSE AND BURN!

After the thrill of the new Space Marine Codex last month, Neil gets to put all of his shiny new toys to the test against his fellow gamers.

Neil: I've mainly been on holiday this month, but as I'd already got 1500 points finished, I could put my feet up and paint just one thing – the new Redeemer. I would have liked to have painted more to add some more choice and flexibility to my force, but it couldn't be helped. I painted it using the Citadel Spray Gun to save time, and to get a smoother coat.

The Redeemer is very easy to put together (much, much easier than the old metal Crusader, so I'm thankful that it's all plastic!) with loads of options to allow you to customise it. I've added a set of Forge World's Crimson Fists Land Raider doors so that it really stands out on the battlefield.

I've tried the Redeemer out in battle already, and it's proving to be a great addition to the force. Everyone bangs on about the high armour of the Land Raider, but it's not until you see it weather four turns of shooting that you appreciate quite how survivable it is. Matt's Red Corsairs shot at it for three turns before engaging it in melee, and even then he took until the fourth turn to destroy it with a chainfist.

Flamestorm cannons are made for taking out Chaos Space Marines – they kill them on a 2+, ignoring 3+ power armour and cover saves alike! In the time it took Matt to destroy the Redeemer, it had forged across the battlefield and laid waste to the best part of a unit of Night Lords. Coupled with its Machine Spirit, it can happily plough forwards into the heart of the enemy, immolating a different unit with each of its flamestorm cannons. Now that's what I call a tank!



Month 4 Rules

This month we're pitching the gamers against one another in a league. Each gamer must play the other three once, and they have three weeks to do it, scoring points for their results. Points are available for painting as usual, and they have to have completed at least a 1500-point army to get the points.

Models painted on time	5pts
Models painted late	3pts
Models not painted	0pts
Games played	
Win	3pts
Draw	1pts
Lose	0pts

Month 3 Leaderboard

Neil Hodgson	23pts
Fil Dunn	23pts
Matt Hutson	23pts
Pete Foley	17pts

WEEK 1 HIGHLIGHTS

The first round of our mini-league saw White Dwarf stalwart Matt Hutson pitched against both Neil Hodgson and Pete Foley. Can the side of Chaos prevail over the forces of the Imperium?

REDEMPTION – MATT vs NEIL

The first game of our mini-league was a classic match-up between Chaos Space Marines and Space Marines. The mission was, aptly enough, Annihilation, as both sides went all out to destroy one another.

The battle centred around the towering ruins in Matt's deployment zone. Neil's Redeemer rumbled into the Chaos Space Marine lines, employed to devastating effect to clear the traitors from their entrenched positions. When finally destroyed, the Land Raider still did its duty, killing the final Night Lord in the ensuing explosion. Huron Blackheart continued his run of form in this series, slaying the Assault Marines. The game ended in victory for Matt.





WEEK 1 ROUNDUP

Redemption

Matt defeated Neil 5-3 in an Annihilation mission.

Wail of the Banshee

Matt and Pete played a Capture & Control mission with a Pitched Battle setup. The game started well for Matt, the Chaos Vindicator taking out five Jetbikes with one shot, but Pete quickly piled on the pressure, pinning him in his own table half with the Elite units. The Howling Banshees wasted no time butchering Chaos Space Marines, the Banshee Exarch finishing off Huron Blackheart with her executioner. The game ended with a 1-0 victory for Pete.



Matt has lavished details on his Night Lords, painting lightning patterns on their blades and power armour, as well as markings on their helmets.

BETTER LATE THAN NEVER



Pete recently entered the Warhammer Doubles tournament here in Nottingham. Rather than settling for one of the umpteen other armies he already had painted, Pete painted a completely new Empire army in a week. No wonder he's always behind with his Eldar!

It's been a long, hard road to get this far, but finally Pete has finished his tournament-sized Eldar army and gets to put it to the test in the crucible of battle.

Pete: I've finally finished my last few Eldar units, just in time to try them out in a tournament-style mini league amongst my fellow Four Gamers. There's the old adage that no plan survives contact with the enemy, and my army has certainly proven that – my army looks nothing like the list I started out with four months ago, after my first faltering forays onto the battlefield. So, after Phil Kelly's invaluable advice last month, it's out with the Autarch and the Shining Spears, and in with two units of Howling Banshees and a troupe of Harlequins (I know Phil suggested taking one or the other, but if it's advice worth taking, it's advice worth taking twice). The Harlequins haven't done much for me yet (except draw a lot of fire), but the Banshees proved their worth against Matt. The combination of Banshees, power weapons and *Doom* is particularly potent; the re-rolls give the S3 Eldar the edge over T4 Space Marines, and the power weapons negate that pesky 3+ armour save.

I've not really missed the Autarch – he's quite good, but he doesn't really have a place in my army any more, having moved away from the predominance of Jetbikes. I had to cut him to make room for the new units, which were required to add much needed punch to the force. I've also added a second Falcon to my army this month, which is always good value. Its high armour and speed more than make up for a reduced transport capacity – I'm transporting a squad of six Banshees in one, and five Banshees along with the Farseer in the other, a tactic that's working nicely so far.

This army is likely to be my final Grand Tournament line-up, as it's starting to do what I want now. It's certainly quite competitive. The larger Jetbike squads are quite shooty – in the game against Matt one of the squads killed his Chaos Terminators – and perform admirably at snatching objectives at the last moment, whereas the Dire Avengers are pretty solid at defending my own objectives.



Pete opted to take Phil Kelly's advice from last month, but instead of taking one Elite unit, he took three!



WEEK 2 HIGHLIGHTS

The Adeptus Astartes engage the xenos in week 2 of the league, as Neil Hodgson takes to the field again. After his defeat at the hands of Matt, can he fare any better against tournament veteran Pete Foley?

STRIKE FAST, STRIKE HARD – NEIL vs PETE

Pete and Neil rolled up a Seize Ground mission with five objectives, and a Dawn of War setup, which meant both forces deployed well into their respective table halves.

Neil had worried that he wouldn't be able to pin the tricksy Eldar down enough to unleash his Redeemer, and Pete was happy to live up to expectations. The only Eldar who stood still long enough for Neil to get to grips with were Pete's Elite units. The Banshees did their power weapon/*Doom* combo all over again, chopping up Space Marines aplenty. The real surprise came about when his Harlequins charged a Tactical Squad and the Space Marines butchered the enigmatic Eldar warriors!

The game ended after the fifth turn, with both sides in possession of a single objective – a draw!





Objectives

Pete's favoured tactic is to use the Eldar's superior manoeuvrability to attack isolated enemy units, denying the foe the chance to bring their entire strength to bear. Forewarned of this by Matt, Neil deployed his Crimson Fists in a defensive formation, forcing the Eldar to face the entire gun line.

WEEK 2 ROUNDUP

Strike Fast, Strike Hard

Neil and Pete draw 1-1.

Precision Strike

Fil and Pete played a Capture & Control mission with a Spearhead deployment. Whereas in the game against Neil, the Eldar couldn't attack the enemy piecemeal, Fil allowed his Orks to be picked off by Pete. The Eldar used their superior manoeuvrability to attack the Ork line where it was weakest, picking their targets where Fil would be unable to retaliate with the full weight of numbers. The game ended in a 1-0 victory for Pete and his Eldar.

ON THE WEB

Don't forget to catch up with our gamers in our online diary, where you can read in-depth reports about all of the games in the mini-league.

BRINGERS OF DARKNESS



Matt is the most competitive member of the White Dwarf team, regularly shouting at his colleagues during after-work games on the Bugman's Bar runic quiz machine. He should be right in his element in our mini-league.

Matt has added a final few things to his army this month – a Predator Annihilator, a squad of Chaos Space Marines and a new character – rounding it off at 1500 points.

Matt: The Predator has been a long-overdue addition to the army, providing some much-needed anti-tank support. Unfortunately it's my only real anti-tank support, and once it's gone it's gone.

I've also added another unit of Chaos Space Marines, increasing the number of scoring units to three (or more if I split the units up). For a bit of variety, I've decided to paint them as Night Lords. Naturally, the precedent is set in the background (see the *Fall of Vilmus* story in the 40K rulebook), so I feel entirely justified by adding them in. The dark blue armour has made a nice change too, and I've really gone to town on the markings, adding lightning patterns to the power armour and terror markings to the helmets. They're exceptionally time-consuming to paint, but the end result is well worth it.

The final addition has been a Chaos Lord, a conversion based on the great Techmarine Collectors miniature. I've converted this model to represent the Astral Claws' Techmarine, Armanneus Valthex. I've modelled him with a power fist and combi-flamer, the various bits taken from the spare parts left over from my Chaos Space Marine frames.

I've been disappointed with my performance in the league games I've played, and I'm wondering if the army is lacking something – it has no real tricks to speak of apart from loads of flamers. I think it needs something hardier, maybe a Dreadnought, or something fast and spiky, like Bikes.



Matt's conversion of Armanneus Valthex, the Astral Claws' Techmarine from the Wolf of Fenris.



KULT OF SPEED

With a vast horde of Orks amassing on his desk, Fil is treating himself this month with not only a character conversion but also a pre-release plastic kit – the Ork Battlewagon.

Fil: This month was my final push to get my Ork horde up to 1500pts although, if I'm honest, I was pretty much there last month anyway. I've added a triumvirate of Orky-know-wots to the army this month – my Wazdakka Gutsmek conversion, a third powerklaw-armed Nob and (drum roll please) a new plastic Battlewagon!

The Battlewagon was my big treat for this month, being an advance copy of the brand new model out in January. The Battlewagon is easily one of the best things in the Ork Codex, but until now if you've wanted to add one to your army you've had to build one from scratch (and believe me, there are some pretty nifty conversions adorning the various Ork armies in the Studio). The new kit really is unbelievable *(you'll be able to read all about it in White Dwarf in two months' time – Ed)* – there are so many options that I had a hard time choosing what I wanted to include on it. In the end I settled for quite a simple, stripped-down tank for my first Battlewagon, with no big gunz (just plenty of shootas). This has left with me with loads of spare parts, which I've already put to use elsewhere in my army – the spare tracks got reappropriated for use on my Trukk last month, as the eagle-eyed amongst you will have spotted. This Battlewagon may be stripped-down, but it utterly dwarfs the Trukk.

I've had my eye on Wazdakka for a while now. He's a cool character that we don't do a model for which, to my mind at least, is a challenge. I've converted him from scratch (you can see how I went about it in my last Four Gamers diary on the website) and I think he'll prove an invaluable addition to my army. I'm including him to provide some much-needed anti-tank support into my army – his dakkagun can penetrate anything less than a Land Raider, and glance even one of those armour 14 monsters – and as much as I like the models, I don't think Tankbustas fit my army.

In battle I plan on using Wazdakka to zoom up the flank and behind enemy lines, all the while keeping him out of combat. I used him in my game against Matt and he shot the Red Corsairs up nicely, taking out a Predator, a Vindicator and two squads of Chaos Space Marines all by himself! Not bad for 180 points.



Fil recently injured himself on his way to work in a bit of a "fender bender". Fil vehemently denies all claims that he's been taking the Orky spirit to heart, though we hear he's currently doing some "kustom jobz" on his wagon... erm, car!



WEEK 3 HIGHLIGHTS

It's the final week of the mini-league and it's all still to play for. The Orks step to the fore as Fil prepares to unleash the Kult of Speed upon Matt's Red Corsairs and Pete's Eldar.

GUNS BLAZING – Fil vs Matt

The game between Fil and Matt was a Capture & Control mission and, unlike the last few times Fil has played this mission, he remembered to look after his home objective! Fil stationed his Deff Dread on top of his objective to dissuade any Chaos Space Marines from having a go, whilst surging forwards with the rest of his army to snatch Matt's objective. The Boyz made a real mess of the Red Corsairs and by the time the Chaos Space Marines made a lunge for the Orks' objective, Fil had comfortably taken Matt's so could pull a big unit of Boyz back to see them off.

Wazdakka was the star of the show, destroying a Predator, a Vindicator and two squads of Chaos Space Marines over the course of the game. The game ended with Wazdakka shooting the last Night Lord that had been contesting Matt's objective, swinging the game 2-0 in the Orks' favour.





WEEK 3 ROUNDUP

Guns Blazing

Fil defeats Matt 2-0 at Capture & Control.

For the Emperor!

Neil and Fil played a Seize Ground mission. Neil managed to destroy the Battlewagon – the only player to do so in the mini-league – with a well-aimed shot from the Razorback. Wazdakka charged the Redeemer but failed to penetrate its armour, and the tank turned around and tried to drive over him. Naturally, Fil opted to go for Death or Glory, immobilising it! The game ended a 1-1 draw at the end of Turn 5.

The Chaos Terminators Deep Strike into position – a decision Matt will later regret as they find themselves missing out on all the action as they struggle to exit the ruin. Elsewhere, the Deffkoptas and the Warbikes, led by Wazdakka, rip up the Chaos Space Marine flank.

LEAGUE RESULTS

Matt: With two losses and a win, I'm disappointed that I didn't do better, especially as with one more win I could have been going into the final month in the lead! I should have beaten Fil, but poor placement of my Terminators ultimately cost me the game – had I deployed them where they could have bolstered my own objective or contested Fil's, they might have made more of a difference. I did manage to beat Neil though – the only player in the league to do so, might I point out – so it's not all bad. I'm hoping to repeat the same trick next month too.

Month 4 Score:
Models painted late; Games played: Loss, Loss and Win.

6

Fil: A win, a loss and a draw – a pretty even outing for the Orks, all in all. I think I've finally got the hang of the Orks now. Wazdakka has performed great and, because I've kept him out of combat, he's not died yet. The Battlewagon finally got popped in the game against Neil, but it's more than held its own up til now. The key to using Orks successfully is timing the Waaagh! correctly – well-timed it can be utterly devastating; badly timed and it can leave the attack faltering. Going into the final month, I'm currently in the lead, so here's hoping for a green Apocalypse win.

Month 4 Score:
Models painted on time; Games played: Win, Draw and Loss.

9



LEAGUE RESULTS

Week 1	Week 2	Week 3
Matt vs Neil Matt Wins (3 Points)	**Neil vs Pete** Draw (1 point each)	**Fil vs Matt** Fil Wins (3 Points)
Matt vs Pete Pete Wins (3 Points)	**Fil vs Pete** Pete Wins (3 Points)	**Neil vs Fil** Draw (1 point each)

Neil: Considering the intermittent luck I've had with my Crimson Fists so far, I think that two draws and a defeat is quite a respectable result. The game against Matt was close and I think with another turn or two I could have swung it my way. The game against Pete ended on a draw at the end of Turn 5 but we were both poised to snatch a second objective each had the game gone on to Turn 6, so one false step by either of us and the game could have tipped either way. I'm busy painting up tanks now to see off Matt's Chaos Space Marines next month.

Month 4 Score:
Models painted on time; Games played: Draw, Draw and Loss.

7

Pete: Short of a victory over Neil, I don't think that the league could have gone much better and, after some embarrassingly late models, I need all the help I can get to remain in the running! After the pounding I'd had at the hands of Phil Kelly last month, I had been feeling rather despondent, but my tweaked army list is spot on – I'd certainly be happy to go to the Grand Tournament with the Eldar now. Next month we're playing an Apocalypse game – not something I'd normally take a tournament army to – but I've got something clever planned.

Month 4 Score:
Models painted late; Game played: Win, Win and Draw.

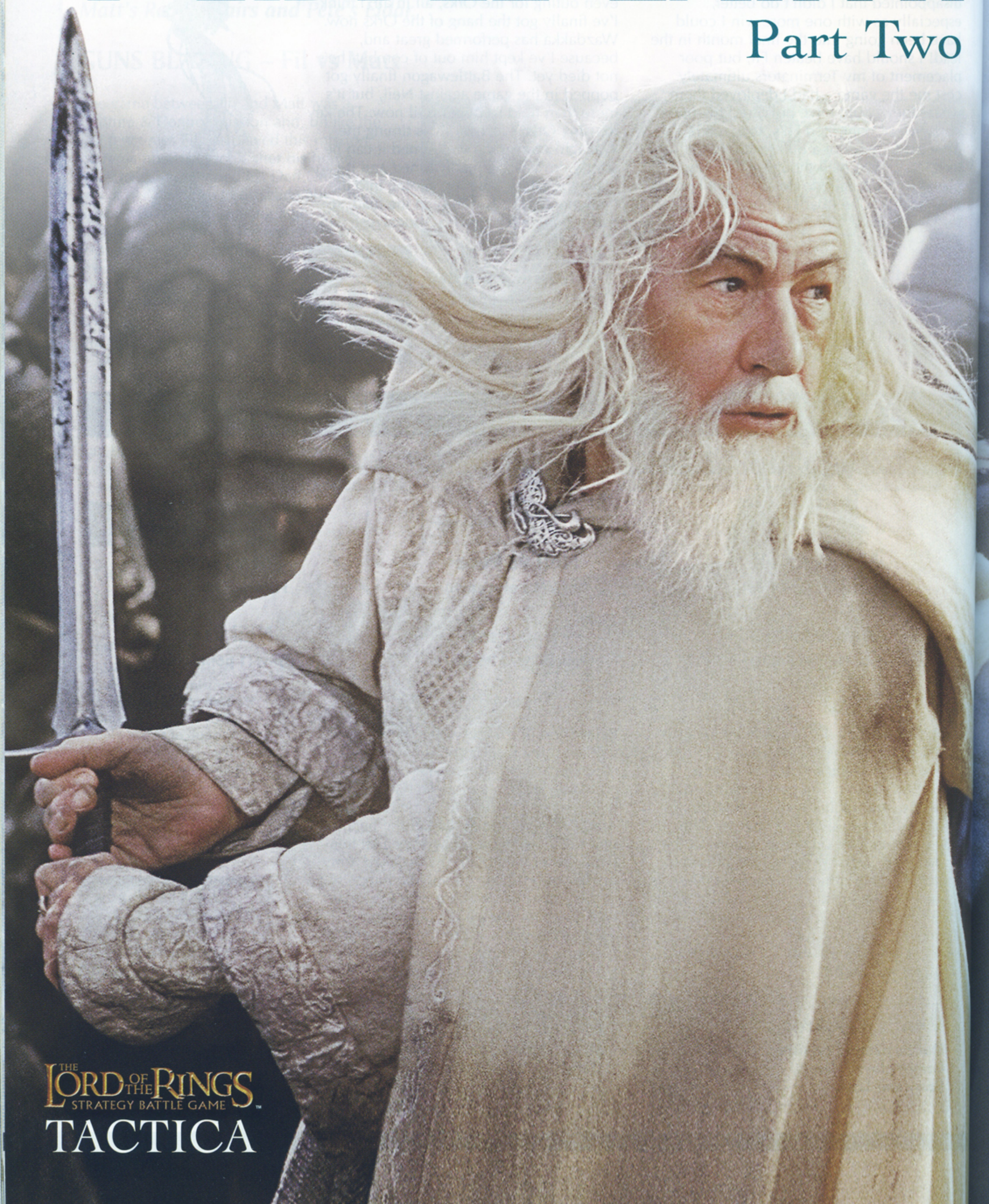
10

NEXT MONTH

With the gamers' armies standing at 1500 points and only one month left of our hobby challenge, we're going out with a bang – a no-holds barred Apocalypse game that will decide the overall winner!

The Magic of MIDDLE-EARTH™

Part Two



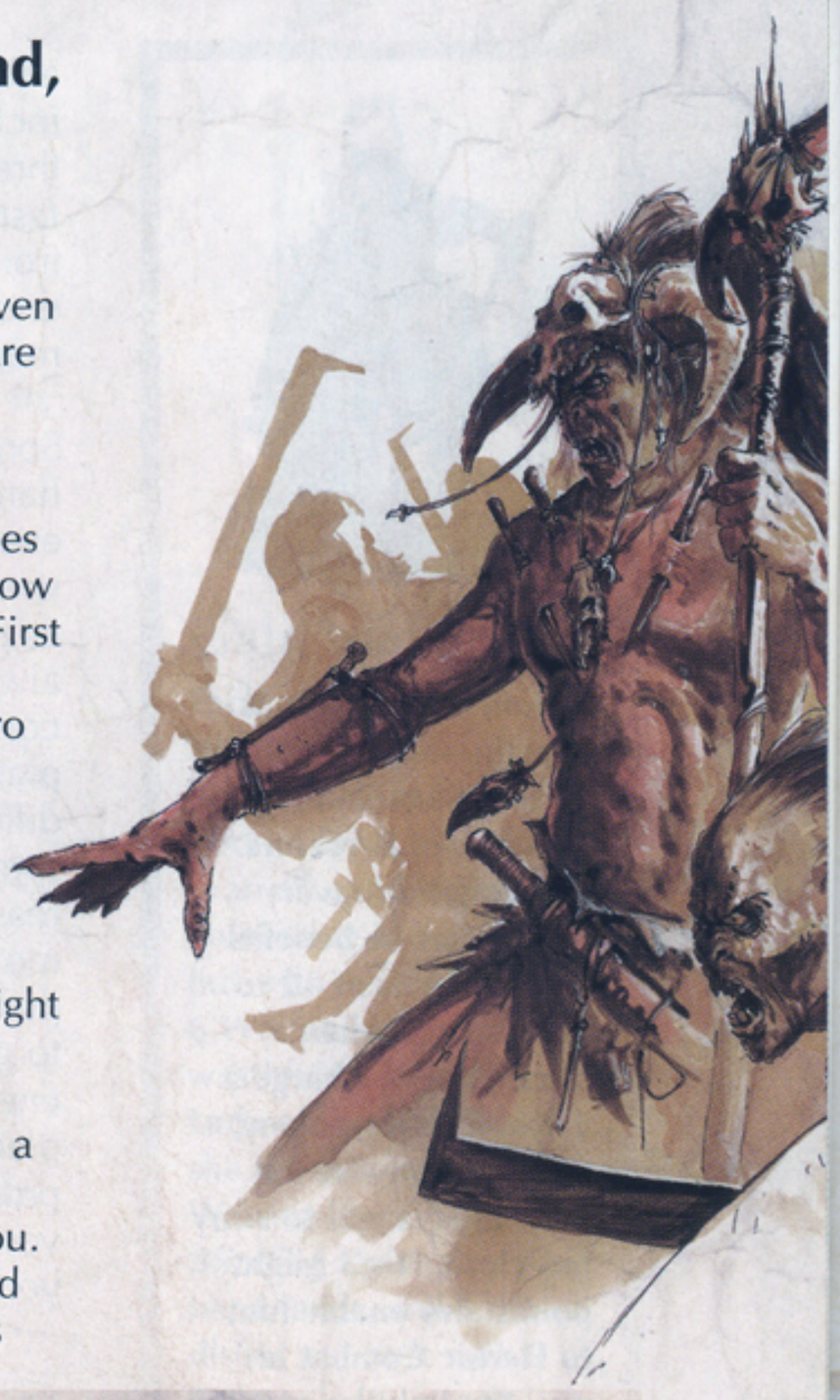
THE LORD OF THE RINGS STRATEGY BATTLE GAME™

TACTICA

In Middle-earth, the greatest spellcasters are heroes of legend, able to turn the tide of battle with their magic. In Part 2 of our Tactica, Simon Grant discusses Wizards.

Having illuminated the myriad spells available to the magicians of Middle-earth last month, it's time to take a look at those mighty beings who are capable of unleashing them. There is nothing more intimidating to face than an army with a capable spellcaster at its core and not knowing what tactics your opponent has planned for them. In this article, I will take a look at how to get the most potential out of these devastating Heroes, and for those facing them, how to stand a chance.

Broadly speaking, there are two types of spellcaster available to the denizens and Free Peoples of Middle-earth: Sorcerers and Warrior-mages. Sorcerers are fragile yet incredibly capable magic wielders, able to hurl enemies through the air with a quick incantation, or bind a victim helplessly in place through sheer force of will. Warrior-mages are well equipped and capable warriors who have mastered some basic forms of magic, serving to make them even more powerful on the battlefield. Both are incredibly useful additions to any army, and are often the core around which an army and battle plan is formed. I will endeavour to show you how these Heroes can be incorporated into an army and how they can be both used, and countered. First off all, let's take an in-depth look at the two Hero types, then how one such Hero can be used in an example army list.



The Sorcerer

Largely used in a supporting role, these spellcasters can dominate the game through the careful use of spells at the right time and place.

Sorcerers are often fairly weak in combat, rarely able to hold their own in a fight and vulnerable whenever they are forced to do so, but don't let this fool you. Their main strength lies in their huge and sometimes indefinite store of Will points

Charging a Superior Foe



Some Heroes, such as Gandalf, are more than capable of fighting if the opportunity arises, but it is still best to engage only one enemy at a time where possible. Very few Sorcerers have more than a single Attack in combat, so it's best not to get overconfident, even if they have a respectable Fight value. Remember that spells can be cast at any point in the Move phase, so you can still cast your spell of choice before engaging your intended victim in combat.

In the example above, Gandalf wishes to charge an Orc Captain – rather unwise, given the Orc's fighting prowess. To even the odds, Gandalf casts *Transfix* (1) before charging, allowing him to win the fight with ease and use his cavalry charge to crush the foe (2).



Cirion

Cirion, the impetuous captain of Gondor, is a fantastic headhunter and the bane of Sorcerers. His gung-ho bravery means that he benefits from a bonus of +2 to his Courage when attempting to charge a Terror-causing enemy, making it unwise for even the Nazgûl to stray too close. His 3 Might points also enable him to Heroic Combat his way through the enemy to reach his chosen target in a reckless yet swashbuckling manner, as befits the character. At only 55 points, Cirion is a real bargain.

and a flexible variety of spells, often including powers from two or even all three of the "ABC" categories of magic *(See last issue – Ed)*. Kept protected and away from the thick of the fighting, but near enough to use the full potential of their magical arsenal, they can be devastating.

Perhaps the greatest strength of the Sorcerer lies in their choice of spells. It is hard to cater for every circumstance when facing one, as they will almost always be able to confound your plans with a different choice of spell. For this reason, it is all the more crucial to ensure that your Sorcerer is positioned where he can employ his spells to greatest effect, causing disruption to the enemy line by ruining your opponent's plans with his magic, or even just his presence alone. A Sorcerer also makes a very tempting target, so use this bait to your advantage. Even Elendil can't hack his way through your lines to attack your Sorcerer if he's *Immobilised!*

It is then a simple matter of bludgeoning said Hero into a fine red paste with the nearest Troll and/or generic evil minions. Easy. [Cue evil laugh].

I think Ringwraiths deserve a special mention here. They are simply fantastic in a supporting role, not only with their arsenal of spells, but with their Harbinger of Evil rule reducing enemy morale within 12", whilst their own high Courage value bolsters their cowardly minions. Ringwraiths certainly don't need to be in the thick of the fighting for their evil influence to be felt. For even greater impact, why not splash out on both the

> "A Sorcerer also makes a very tempting target, so use this bait to your advantage."



Masters of Magic

Both Evil and Good players are spoilt for choice when it comes to picking a powerful Sorcerer.

1 Sauron the Necromancer

With a whopping 25 Will points and the ability to use them as Fate when required, the Necromancer has a surprising amount of staying power. Add that to his huge arsenal of spells including *Chill Soul*, the effects of his Ancient Evil special rule, and that of instantly killing anyone he wounds in combat, he is a sorcerous bargain at 250 points.





2 Gandalf (the Grey or White)

Gandalf simply has the best selection of spells available to a Good Hero. Because he is on both The Fellowship and Tower of Ecthelion army lists, he's available to almost any budding army of the Free Peoples. With Glamdring in his hand and a Fight value of 5, Gandalf is no slouch when required to fight in combat. Gandalf the White, though more expensive, has the advantage of easier casting rolls for all his spells, making it largely unnecessary to use more than his free point of Will (from his Staff of Power) when using magic.

Shadow Lord and the Dark Marshal and watch your opponent's face drop! [Cue another evil laugh].

Most Sorcerers can be shut out of the game by engaging them in combat, even if not killing them. Ringwraiths are especially vulnerable to this, having to expend a Will point after every round of combat. Many of them also cause Terror, either naturally or by casting *Terrifying Aura*, so try to use your warriors with the highest Courage value, or a cheap Hero to accomplish this. Use Heroic actions if need be to engage them before they get the opportunity to cast their spell of choice, as they cannot use magic of any kind once caught up in combat. Try to think what spell you would cast in their situation and then look to counter it accordingly.

The Warrior-mage

Some spellcasters are more than happy to get stuck into the enemy, using their powers in the thick of it to swing the tide in their favour. These "Warrior-mages" are best identified by their high Fight, Attack and Defence values, notably higher than the archetypal Sorcerer, making them much more capable of handling most combat situations. Their defining characteristic, however, is that they will have an abnormally high store of Will points and a few spells at their disposal. Some such Heroes, like Arwen Evenstar, are more delicate but cheaper in points, engaging in combat only when it suits them to do so, whilst her father, Elrond, is a heavy-duty frontline brawler, whose magical powers only serve to make him even more formidable in battle.

Such mighty Warrior-mages as the Elven lord Celeborn are expensive in points, but can easily fulfil the roles of two Heroes in most other armies. These massively powerful Heroes are best thrown into the thick of the fighting, using their spells to disrupt battlelines or cause even more damage. Don't, however, be tempted to ignore the myriad uses of the cheaper Warrior-mages, as they too will dominate an area of the battlefield if left free to do so, and can cause a surprising amount of problems due to their multi-talented nature. Heroes such as the Mouth of



Galadriel

Each of Galadriel's aspects fits into a different category. In her normal form, Galadriel is an all out Sorceress, vulnerable in combat, but with 3 spells and 6 Will points. In her wrathful guise as the Lady of the Galadhrim, she is much more of a Warrior-mage, with *Cast Blinding Light* protecting her friends whilst she dishes out hurt with 3 Fight value 6 attacks! You can only have one Galadriel in your army, so choose wisely.

3 The Witch-king of Angmar

With a maximum of 20 Will points, an awesome variety of spells and the ability to break the staff of an enemy Wizard, the Witch-king is a Sorcerer rightly feared. Include his option to ride a terrifying Fell Beast and the Witch-king can soar to safety on a whim, or redeploy to where his magical talent is needed the most. Give him the Crown of Morgul and he could even be used as a Warrior-mage instead, though be careful because his points can soon start to mount up.



Honourable Mention

Radagast the Brown

One of Radagast's best abilities is his Master of Birds rule, allowing him to target anyone in range of his spells, whether he has line of sight or not. With his One With Nature rule combining the effects of a Woodland Creature and an Elven cloak, Radagast can sneakily stay hidden from harm, whilst using his variety of spells to support his allies and stay at a safe distance.

The best of the best

The best Warrior-mages combine great martial prowess with a variety of useful spells to aid themselves – and their allies – in battle.



1 The Dark Lord Sauron

Unsurprisingly in the top spot for this category, too, is Sauron. With his Fight value of 9, Defence value of 10, an unsurpassed magical ability and range of spells, there was only ever going to be one winner. At 375 points even without The One Ring, however, he comes at a price.



2 Elrond

A hard choice between the lord of Rivendell and his counterpart, Celeborn in Lothlórien, but the ability to devastate a whole area of the battlefield with *Nature's Wrath* is priceless. Add that to his ability to re-roll any failed Fate saves thanks to his Elven Ring, Vilya, and using *Renew* to heal himself (or others) in the case of injury, Elrond proves himself to be an all-rounder of the highest calibre.

3 Gildor Inglorian

Similar in points to an Elf Captain, Gildor has good characteristics, a whopping 4 Will points, and *Immobilise*. Only needing a 3+ to cast this fantastic spell, he is superb at helping to counter the worst that your enemy can throw at you. Point for point, Gildor is one of the most flexible heroes in the game.



Honourable Mention

Dragon



Dragons are terrifyingly powerful beasts at the best of times, but add the abilities of a powerful spellcaster into the mix by taking the Wormtongue ability and there is little that they cannot achieve. Give your Dragon the Wings upgrade, too, and you will have an airborne magical menace that can threaten anyone anywhere on the battlefield.

Sauron – able to kill warriors with impunity and with no less than four spells at his disposal for only 60 points – should never be underestimated.

Most Warrior-mages have mastered the *Transfix/Immobilise* spell, and can be used to help nullify the strengths of enemy Heroes or monsters, making them brilliant for protecting a weak area of the battleline. Many of them also have access to steeds of varying shape and size, and can therefore be deployed to lead any cavalry you may have into the heart of the enemy lines. Accordingly, these Heroes should be positioned leading the tip of your army's spearhead, or protecting the chink in your armour. If you can get them to where they need to be, Warrior-mages can always be relied on to help get the job done.

It is worth bearing in mind that unlike many of the Sorcerer class, Warrior-mages only have a limited amount of Will points. Any method of draining their Will points, such as *Sap Will* or casting spells on them and forcing them to use Will points to resist, is a great tactic, denying them the use of their own powers. Fight fire with fire! Weaker Heroes can also be susceptible to a determined attack, removing the threat they pose as soon as possible – more often than not, they won't have the staying power of the more expensive Heroes.

The Defenders of Minas Tirith

Having enlightened you all as best as possible in the ways of the magical arts, I will endeavour to showcase an army using the principles I have mentioned. I have put together a 700-point army list – suitable for any tournament – inspired by the climactic scene when the gateway to Minas Tirith is breached, with Gandalf rallying the defenders to stand their ground.

The Shield Wall – Supported by their archers and a banner, this unit will be at the heart of the battle. Designed to suck in and soak up the best part of the enemy army, this will leave Gandalf and Imrahil free to do their jobs.

The White Rider – with the fantastic manoeuvrability offered by Shadowfax, Gandalf can be exactly where he needs to be at any given time. With the cunning use of a *Sorcerous Blast* at the correct angle, Gandalf can devastate the whole front rank of the enemy's troops, knocking them sprawling and hopefully killing a few to boot. The whole shield wall will then take a step forward and butcher the beleaguered troops mercilessly whilst they lie defenceless. By employing this method, I hope to be able to take on an enemy superior in either numbers or Fight value, with relatively few men of my own. Shadowfax will also allow Gandalf to get

The Defenders of Minas Tirith

Gandalf the White (on Shadowfax) .....235 points

Prince Imrahil of Dol Amroth (Lance, armoured horse) .....155 points

22 Warriors of Minas Tirith (14 shields, 7 spears, 8 bows) .....183 points

1 Warrior of Minas Tirith (with banner) ..32 points

5 Knights of Dol Amroth (Lance, armoured horse) .....95 points

TOTAL .....700 points



out of harm's way very quickly if required. Gandalf will bombard enemy Warrior-mages, forcing them to use their Will points in self defence, leaving them with little offensive magic. As you can see, Gandalf is integral to all my plans with this army. Forth the White Rider!

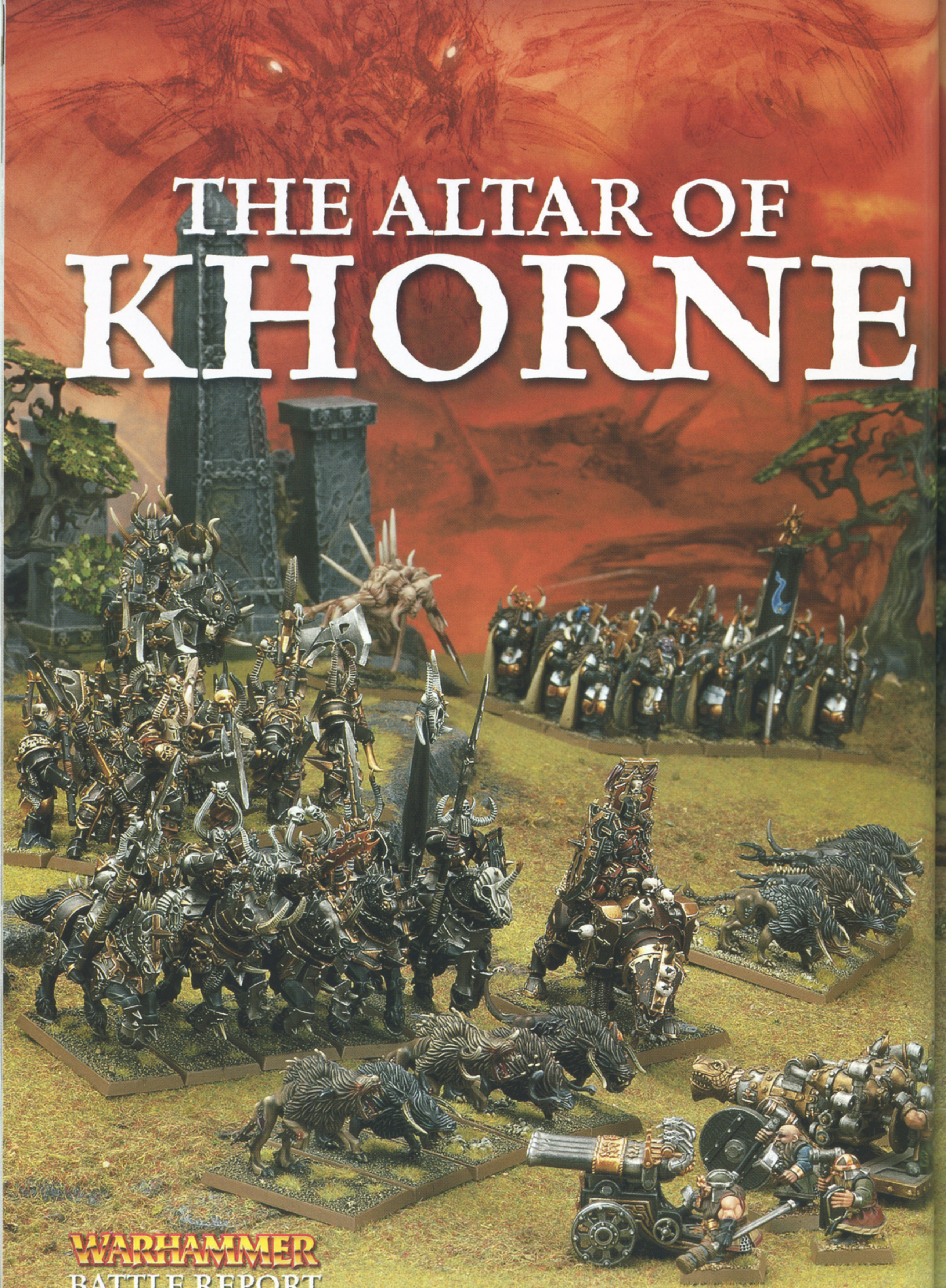
> "Having the right spellcaster in the right place at the right time really can turn a game on its head."

Imrahil and his elite Swan Knights are the head-hunters of the army. If I encounter an angry bunch of Trolls, as in the film, Gandalf will aim to pick on one Troll to *Immobilise* every turn, leaving Imrahil and his chums free to ride it down. I would hope to repeat this tactic every turn, while distracting the others with my brave shield wall. If I encounter an enemy Sorcerer, I will instead unleash this deadly cadre of knights to neutralise the magical threat as soon as possible.

A Magical Middle-earth

Well, that's it. I hope that you will all have rediscovered how magic can be used in The Lord of the Rings game, and will consider including some Sorcerers and Warrior-mages in your armies. Having the right spellcaster in the right place at the right time really can turn a game on its head, snatching victory from the jaws of defeat. And what do I say to those amongst you that still stubbornly refuse to take a spellcaster in your army? It's best to be careful when fighting against an opponent who has heeded my advice and taken a magic user of his own… but happy hunting those enemy Wizards!

THE ALTAR OF KHORNE



WARHAMMER
BATTLE REPORT

Kraxis Bloodfist roared the names of his gods as his Daemon Steed lowered its armoured head and charged. The Juggernaut's battlelust was near as furious as his own, and the beat of the Chaos Lord's heart pounded in time with the thunder of his steed's brazen hooves. Time slowed to a crawl as the Juggernaut crested a ridge and careened downwards towards the Dwarf lines. Kraxis felt the red-hot punch of black powder weaponry as rune-etched bullets hammered into his shoulder and thigh, the thick lances of pain only invigorating him further. One of his knights fell to a lucky shot and was quickly assailed by the chattering, gnashing skulls that pushed through the tortured ground below him, desperate to wet their bone-dry fangs with blood.

Kraxis cared not. He grinned wolfishly as fear began to tinge the joyless faces of the Dwarfs in the shieldwall up ahead. The Chaos Lord savoured the moment like a gourmand savouring a full-bodied wine - the anticipation of terrible and inescapable violence, the last moment of lucidity before the holy rage overcame him and the slaughter began. The Dwarf hold would be brought low, its defenders cut to pieces and hung from the battlements as a grisly warning to those who would oppose the taint of Chaos that spread over the land. This and more Kraxis had vowed.

Lord Kraxis and his hulking steed crashed straight through the Dwarf shieldwall with the force of a battering ram, and the blood sacrifice began.



A Chaos Lord of Khorne leads his host into the realm of the Dwarfs in this month's battle report. Can the black powder weapons and blocks of solid infantry repel the visceral might of a Chaos Horde? Read on to find out...

We always look forward to the battle reports in White Dwarf, but this month's in particular had a real feeling of a classic match up as the Dwarfs tried to halt the dread forces of the Warriors of Chaos.

With the arrival of both the new Realm of Battle Gameboards and the Warriors of Chaos releases it was a no-brainer to combine the two for this game. We'd decided early on that the High Ground set-up and the Menace from the North scenario would make for the most exciting battle. So, the crevices are full of cackling skulls who proclaim the battlefield as an altar of Khorne – this gives units Frenzy if they cross over them, and inflicts a -2 penalty to Rally tests as the skulls berate routing units for cowardice. The Arcane Ruin on the hill channels the Winds of Magic as they blow south ahead of the Chaos Lord's host, so it counts as an Arcane Monolith special feature that is worth an additional 250 victory points. A more detailed breakdown of the scenario can be found on page 36.

The scenario and battlefield was set, but we still needed two willing generals. These were not hard to find as Phil Kelly duly stepped forward in the role of Kraxis Bloodfist, the Chaos Lord. Alessio Cavatore offered his services as the Dwarf general, ready to gather a mighty throng that would stop the invading northmen in their tracks. Both generals then went away to hatch their plans and choose their forces. This game warranted some big armies, so each force had 3000 points to spend.

THE DWARFS





Alessio has a lot in common with Dwarfs – they're both very beardy! Just kidding; but if there's one person who can halt the iron-bound horde, then it's this veteran Games Developer.

Alessio: Alright, the obvious thing that I can do today is to pick as many guns as I can find in the Studio's Dwarf collection, and then try to obliterate the Chaos army at range before those terrifying combat monsters can lay their hands (and axes, and claws...) on me.

However, this will likely lead to a very two-dimensional game, one that I've seen many times before – Chaos runs at the guns, and then either: *a)* Chaos is shot to pieces or *b)* Chaos reaches the gun line with reasonable numbers and cuts the enemy army to pieces.

This time, I'll try something completely different – I'll go for balance! I actually love picking a list that does not repeat any choice, and is therefore very representative of its race. Both my Bretonnian and my Skaven army have been collected for complete variety, and amongst their ranks you won't find the same unit, or indeed the same character, twice.

These armies are fun to play, and they can be very competitive too, as they tend to be good all-rounders with a mix of different units that allow them to take on any opposition.

I started to go through the Dwarf army list and soon found out that, even at 3000 points, I couldn't hope to field every unit in the list – there are just so many different units in that army!

Starting with my Core choices, I picked one unit each of Thunderers, Quarrellers, Warriors and Longbeards. I then moved to Special, where I went for a Cannon, a unit of Slayers, one of Hammerers, and two Bolt Throwers (I know, this breaks the "no repeat" rule, but they do come as "two for one!"). Finally I picked my Rare choices, which proved to be no choice at all – I just



Lord and Heroes

1 **Dekador the Kin-slayer**
Dwarf Lord
Shield, Master Rune of Adamant, Rune of Stone, Rune of Snorri Spangelhelm, Rune of Fury and Rune of Cleaving.
268 points

2 **Kark the Unforgiven**
Daemon Slayer
Master Rune of Swiftness, Rune of Snorri Spangelhelm and Rune of Fury.
185 points

3 **Baranar the Stout**
Thane
Battle Standard Bearer, Master Rune of Valaya, Rune of Determination and Rune of Guarding.
240 points

4 **Rothi the Old**
Runesmith
Shield and three Runes Spellbreaking.
147 points

5 **Thelgar Thumbsplitter**
Master Engineer
Great weapon and handgun.
84 points

6 **Aar Aarsson**
Dragon Slayer
50 points

Core Units

7 **10 Thunderers**
140 points

8 **10 Quarrellers**
110 points

9 **20 Dwarf Warriors**
Shields, musician, standard bearer and Veteran.
205 points

10 **20 Longbeards**
Shields, musician, standard bearer and Veteran
265 points

Special Units

11 **23 Hammerers**
Musician, standard bearer, Gate Keeper and Rune of Determination.
326 points

12 **20 Slayers**
Musician, standard bearer, and Giant Slayer
253 points

13 **Cannon**
Rune of Forging and Rune of Fortune.
150 points

14 **Bolt Thrower**
Engineer and Rune of Penetrating.
85 points

15 **Bolt Thrower**
Engineer, Rune of Penetrating and Rune of Burning.
90 points

Rare Units

16 **Organ Gun**
120 points

17 **Flame Cannon**
140 points

18 **Gyrocopter**
140 points

TOTAL: 2998 points

had to take one of each of the three deadly war machines.

The same principle was applied to the Heroes, and all four of the available choices were included. Finally, with the Lord-level characters, I judged I had enough anti-magic with the Runesmith and the Master Rune of Valaya on my Battle Standard Bearer, and picked a rock-hard Dwarf Lord to lead the army (from the safety of the Hammerers unit) and a Daemon Slayer with a mean runic axe.

At the end of this process I had a splendid-looking Dwarf army, that left out just a few unit types and one type of character available to the army – a pretty good effort if I may say so myself!

With such a mixed army my plan is to sit back and shoot up the advancing Chaos horde as much as possible, but also to edge forward with my close combat units to intercept the Chaos Warriors before they make it into contact with my soft missile troops and gun crews (if you can call Dwarf artillerymen soft).

MY PLAN IS TO SIT BACK AND SHOOT UP THE RAPIDLY ADVANCING CHAOS HORDE.

Hopefully, when the inevitable clash happens, my firepower will have thinned the Chaos ranks enough to give us a fighting chance, and if anyone can go toe-to-toe with the minions of the Dark Gods in close combat it is the Dwarfs!

WARRIORS OF CHAOS





Phil Kelly has been lost to us since he started work on Warriors of Chaos. In his place is a Daemon using Phil's form. The insidious creature plans to take over Nottingham and then the world!

Phil: Warriors of Chaos units are as expensive as they are formidable, and as a result I was facing the prospect of being outnumbered by Dwarfs, something that a man can very rarely say with a straight face. Nonetheless, I was determined to play it straight down the middle and take on those short, heavily armoured, beard-toting hard cases with – you guessed it – tall, heavily armoured, beard-toting hard cases. After all, though there are plenty of weird and wonderful units in the new Warriors of Chaos army book, the real meat of the list lies with the Warriors of Chaos themselves. Two units of Warriors, two units of Knights and a unit of Chosen would give me an unstoppable armoured centre. With any luck I will storm through the enemy firepower, into the Dwarf lines and out the other side, leaving a bloody trail before you can say "dead Dwarf".

Tempting as it was to go crazy with the new super-nasty Chaos magic, the new Chaos Lord models were far too tempting to pass up – especially the fella on the Juggernaut. That model is so majestic I tooled him up to be about as hard as a Chaos Lord can be. It'll be worth it to see Alessio's face when Captain Khorne dishes out 6+D6 attacks with his shiny Chaos Daemonsword, his frenzied Chaos Knights compounding the carnage. His lieutenant, Octovos Drakk, wears the Armour of Morrslieb – a 4+ ward save against non-magical attacks never goes amiss, after all. He would lead the second unit of Chaos Knights, this time with the Blasted Standard and Mark of Tzeentch to give them a 4+ ward save against those cannonballs and Bolt Throwers and steam guns.

The core of my force comprises two units of Chaos Warriors, one unit with the



Lord and Heroes

1 **Kraxis Bloodfist**
Lord of Chaos
Mark of Khorne, Juggernaut, Chaos Daemonsword, Pendant of Slaanesh, shield.
380 points

Octovos Drakk
2 **Exalted Hero**
Chaos Steed, Armour of Morrslieb, shield.
166 points

3 **Wulfrik the Wanderer**
185 points

4 **Ghalkis Claw**
Exalted Hero
Battle Standard Bearer, Banner of the Gods, shield.
265 points

5 **Khaelac Thunderchild**
Chaos Sorcerer
Level 2 Wizard, Mark of Tzeentch, Book of Secrets, Power Familiar.
190 points

Core Units

6 **Wulfrik's Wanderers**
19 Marauders
Musician, standard bearer, Marauder Chieftain and flails.
115 points

7 **The Bleak Brethren**
5 Marauder Horsemen
Musician, standard bearer, Marauder Chieftain and flails.
105 points

8 **The Howling**
5 Warhounds of Chaos
30 points

9 **The Slavering**
5 Warhounds of Chaos
30 points

10 **Companions of the Plague**
15 Chaos Warriors
Mark of Nurgle, musician, standard bearer, Champion and shields.
300 points

11 **The Darkson Brotherhood**
15 Chaos Warriors
Mark of Tzeentch, musician, standard bearer, Champion and shields.
290 points

Special Units

12 **The Sons of Kairos**
5 Chaos Knights
Mark of Tzeentch, musician, standard bearer, Knight Champion, lances and The Blasted Standard.
335 points

13 **The Knights of Blood**
5 Chaos Knights
Mark of Khorne.
230 points

14 **The Anointed Blades**
10 Chosen
Mark of Nurgle, Musician, standard bearer, Champion, great weapons and Banner of Rage.
320 points

15 *Rare Units*
Bonesplitter, Chaos Spawn
55 points

TOTAL: 2996 points

Mark of Nurgle and the other with the Mark of Tzeentch. Given that I was fully expecting my hardest units to be outnumbered at least two to one, I wanted something to keep them in the fight. Step up an Exalted Hero with the Banner of the Gods – 125 points of goodness that gives the Stubborn rule to every unit within 6", and causes Terror into the bargain. I may lose a fight or two, but with Stubborn and the high Initiative of the Chaos units I would be cutting down more and more Dwarfs with every turn.

I have another ace up my sleeve in the form of Wulfrik the Wanderer. Wulfrik is a fantastic asset when facing an enemy gun line, as with a bit of luck he can turn up behind enemy lines on the first turn, a unit of Marauders in tow, and he is an excellent hunter of enemy characters, with a special rule to ensure he hits his chosen prey hard. If my surprise tactic fails I can give the enemy war machines a headache with my Warhounds and Marauder Horsemen, and a Chaos Spawn could ably intercept the inevitable Gyrocopter attempting to block my march moves. The plan? Why, charge recklessly forward and hunt down the enemy characters as quickly as possible, of course. I just hope the Chaos Gods are watching...

THE NEW CHAOS LORD MODELS WERE FAR TOO TEMPTING TO PASS UP.

BREAK THEM!

Oblivious to the massed ranks of crossbows, handguns, and batteries of war machines, Lord Kraxis orders his horde forwards to death or glory on Khorne's altar.

As one the Chaos line surged southwards. The implacable Chaos Knights and armoured Warriors of Chaos advanced, heedless to the gunline that awaited them. The Chaos Sorcerer, Khaelac Thunderchild, called upon the foul Chaos Winds to power his arts but the Dwarfs were prepared for such sorcery, and easily dispelled all his magical attacks, the Runesmith exhausting one Rune of Spell Breaking to do so.

In the Dwarf turn the Slayers marched forward as fast as they possibly could. The rest of the Dwarf line held, although the Hammerers and Warriors shuffled forward slightly to take up better positions. The Gyrocopter advanced along the west flank, targeting the Chaos Warriors.

Whereas Chaos ignored the Shooting phase, the Dwarfs bypassed the magic and went straight to the reassuring reliability of their ranged weapons. The Cannon was the first to speak. Alessio aimed it at the Chaos Warriors of the Darkson Brotherhood, killing three despite them having a 6+ ward save from the Mark of Tzeentch. The Khorne Knights were next to taste Dwarfen firepower and lost three of their number from the Thunderers and a shot from the Bolt Thrower. The Flame Cannon aimed at the Chosen but it overshot. The Organ Gun fired upon the rapidly closing Tzeentch Knights, but the combined ward save offered by the Blasted Standard and the Mark of Tzeentch meant that all the Knights survived the fusillade. However, the Chaos Hounds deployed in the west were not so lucky and three were killed by the well-aimed crossbows of the sharp-eyed Quarrellers.

THE KHORNE KNIGHTS WERE NEXT TO TASTE DWARFEN FIREPOWER AND LOST THREE OF THEIR NUMBER.

The Dwarfs had inflicted a healthy tally but there'd be little chance of another such Shooting phase in the coming turns.

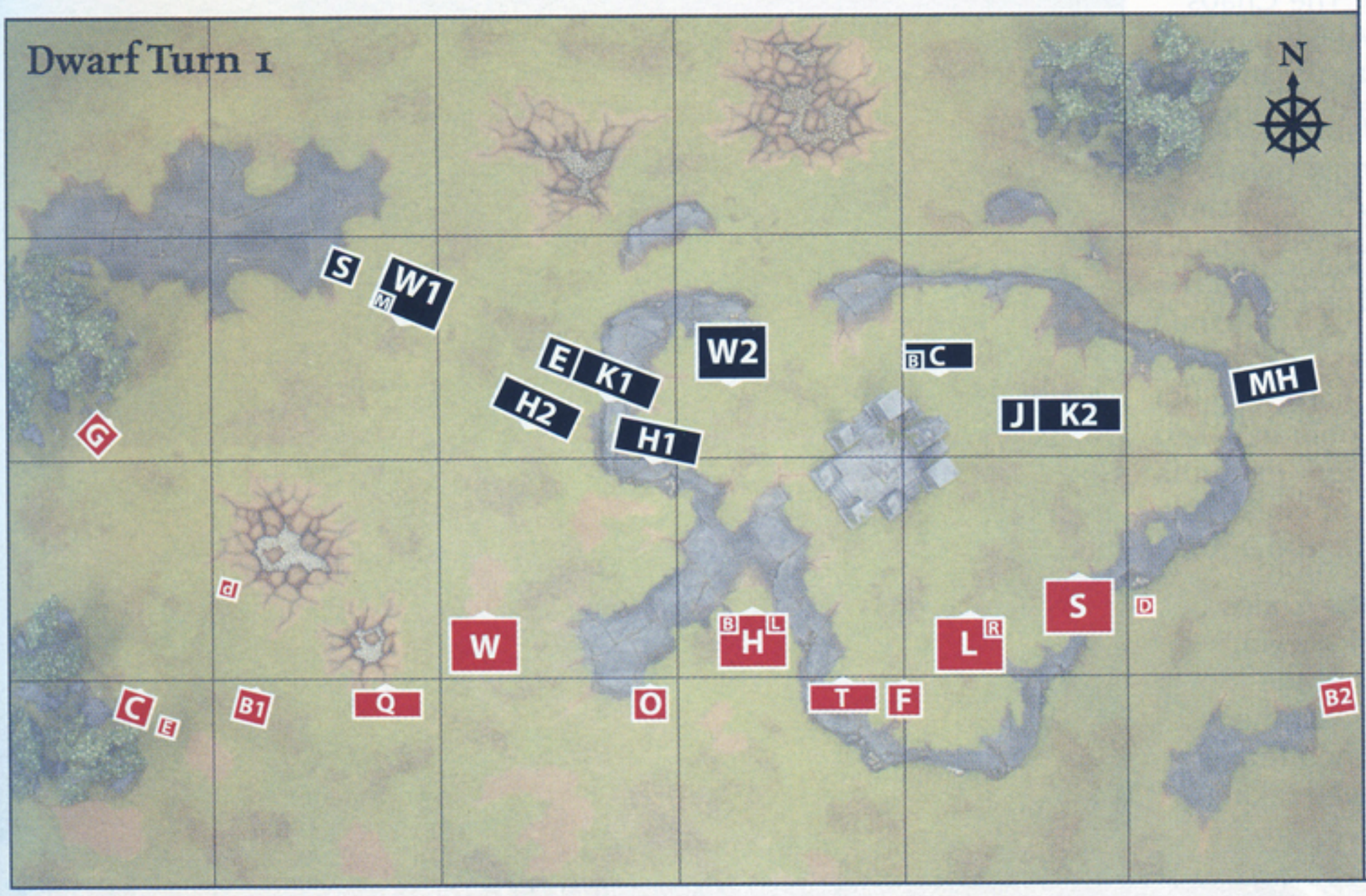


Warriors of Chaos Key

- J — Chaos Lord (Mark of Khorne)
- E — Exalted Hero
- W — Wulfrik the Wanderer
- B — Battle Standard Bearer
- M — Sorcerer (Mark of Tzeentch)
- M — Chaos Marauders
- W1 — Chaos Warriors (Mark of Nurgle)
- W2 — Chaos Warriors (Mark of Tzeentch)
- C — Chosen (Mark of Nurgle)
- MH — Marauder Horsemen
- K1 — Chaos Knights 1(Mark of Tzeentch)
- K2 — Chaos Knights 2 (Mark of Khorne)
- H1 — Chaos Warhounds 1
- H2 — Chaos Warhounds 2
- S — Chaos Spawn

Dwarfs Key

- L — Dwarf Lord
- R — Runesmith
- E — Master Engineer
- B — Battle Standard Bearer
- D — Daemon Slayer
- d — Dragon Slayer
- T — Thunderers
- Q — Quarrellers
- W — Warriors
- H — Hammerers
- L — Longbeards
- S — Slayers
- B1 B2 — Bolt Throwers
- C — Cannon
- O — Organ Gun
- F — Flame Cannon
- G — Gyrocopter



2 THE GODS ARE WATCHING

The first Chaos charges take place as Phil's mounted forces reach the Dwarf lines. To add to Alessio's woe, Wulfrik the Wanderer enters the fray from the south.

Both the units of Chaos Knights charged across the the battlefield to join combat with the Longbeards and Dwarf Warriors. The Marauder Horsemen were desperate to taste blood and charged into the easternmost Bolt Thrower. The Chaos Warhounds tried to charge the Thunderers but were met by a hail of gunfire that sent them fleeing away, much to Khorne's disgust. The rest of Phil's army continued its relentless advance southwards.

Once again the Chaos Sorcerer's power was dissipated by the Dwarfs' strong anti-magic vibe. The first combat of the game was between the Marauder Horsemen and the stubborn Bolt Thrower crew. Despite the Dwarfs bringing one of the Marauders low, the momentum of the charge was too much and the Dwarfs fled, only to be run down. The Chaos Knights of Khorne piled into the Longbeards and Lord Kraxis issued a challenge which was bravely accepted by the unit's Champion. The Dwarf was no match for the Chaos Lord and he died where he stood. The Eye of the Gods looked favourably upon their victor and rewarded him with an improved Ld of 10. The rest of the Chaos Knights were not so lucky and didn't manage any further wounds. The Longbeards hit back but also failed to make a dent, leaving the combat in a stalemate at that point.

The Sons of Kairos skewered the Dwarf Warriors, the Exalted Hero killing the Dwarf Champion with ease, but this time the Eye of the Gods was closed. The Chaos Knights romped to victory, but Alessio rolled a double 1 for his Break test thanks to the Battle Standard re-roll, so they stood their ground for now.

With no more characters to kill, the Exalted Hero with the Tzeentch Chaos Knights set about the Dwarf rank and file, his compatriots following suit. The Dwarfs failed to hit back and so lost the combat. Even with the Battle Standard close by they couldn't stand against the Knights and fled, only to be trampled under daemonic hooves, as the Chaos Knights overran into the Quarrellers.

The Longbeards proved to be more tenacious and held out against the Chaos Knights of Khorne once again. However, the Runesmith died at the hands of the Chaos Lord which not only depleted the Dwarfs' magical defence but earned Kraxis +1 Strength – the gods were indeed taking an interest in him.

ANNOTATIONS

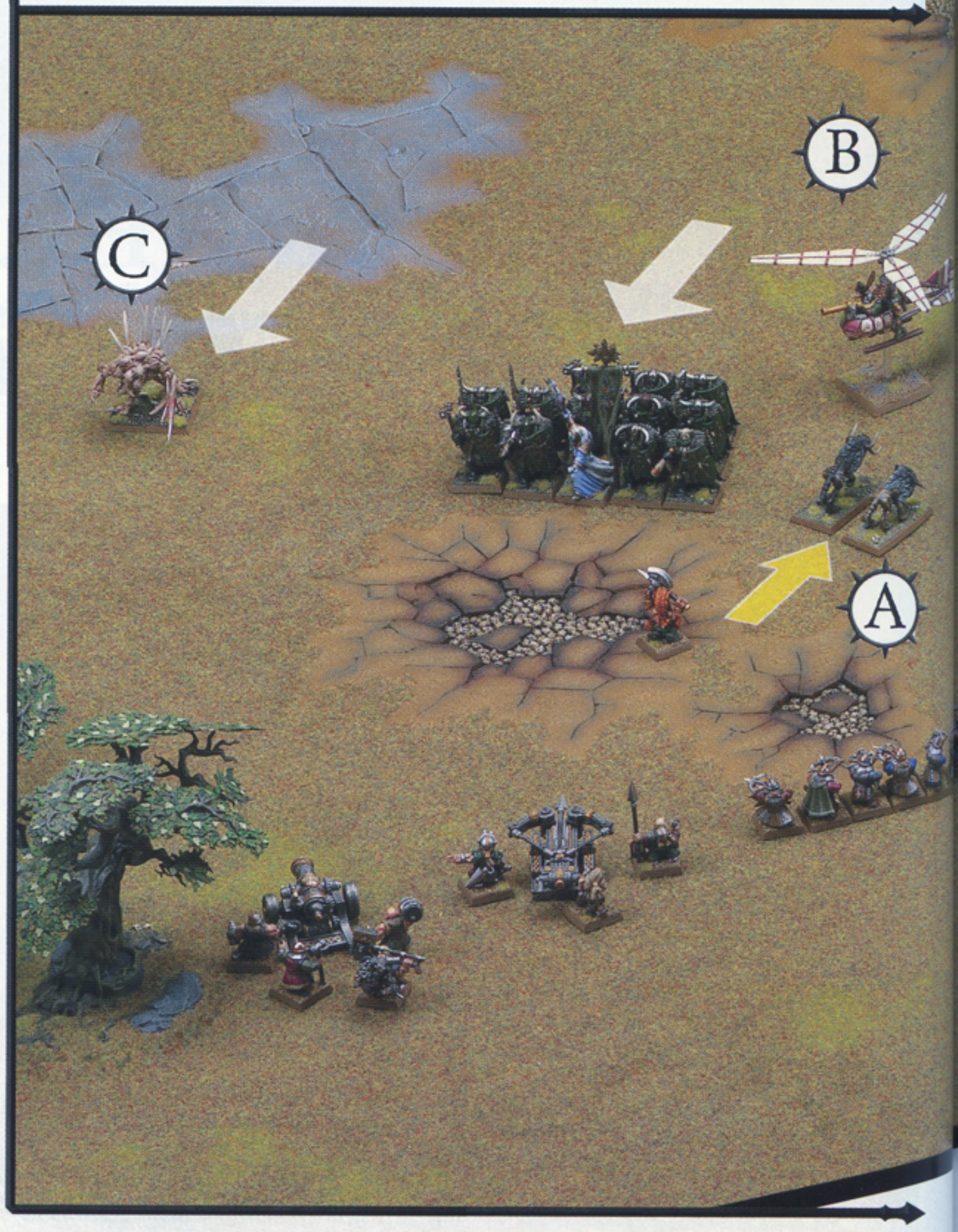
(A) The Dwarfs start their turn with some charges – the lone Dragon Slayer tries to charge the Chaos Warhounds but they flee. The Hammerers attempt to charge the Nurgle Chaos Warriors but don't make it.

(B) The Gyrocopter manoeuvres behind the Chaos Warriors and kills two with a gout of super-hot steam.

(C) The Cannon targets the approaching Spawn and, in a show of masterful marksmanship, the cannonball careens straight through the abomination, utterly destroying it.

(D) Wulfrik's Marauders are targeted by Dwarfen shooting. Together the Organ Gun and Flame Cannon slay eight of Wulfrik's kindred. He passes the resultant Panic test with ease.

(E) The Thunderers target the Chosen and kill three. It could have been a lot worse if not for the Mark of Nurgle, which meant the Dwarfs were at -1 to hit when shooting at the Warriors of Chaos.





THE WANDERER

The Chaos turn begins with Wulfrik the Wanderer and his band of bloodthirsty Marauders arriving on the battlefield behind the Dwarf lines from their flying longship. He announces to anyone who can hear his guttural shouts that the Dwarf Battle Standard Bearer is his target, and so he must kill him in a challenge before the battle is over.



EYE OF THE GODS

Every time a Chaos Hero or Lord kills an enemy character in a challenge he is rewarded with a roll on the Eye of the Gods table. By the end of Turn 2 Phil's Chaos Lord had gained a Ld of 10 and a Strength of 6 by slaying the Runesmith and Longbeard Champion. The Exalted Hero, Octovos Drakk, had also rolled on the table but had rolled The Eye is Closed result so didn't get awarded a bonus, although there were plenty more Dwarf characters to slaughter and so garner the Dark Gods' attention.

KEY

Move — Flee — Charge

3 THE RAVAGES OF CHAOS

The full might of Chaos hits the battered Dwarf line. But the Dwarfs are far from finished, as the Chaos Warriors find out when they face the Hammerers.

MANIPULATING FATE

The Companions of the Plague could have charged the Dragon Slayer at the start of Turn 3, but Phil wasn't keen on that idea as his Chaos Sorcerer would have been compelled to challenge him. So in a sneaky tactic worthy of Tzeentch himself he didn't charge, allowing the Sorcerer to leave the unit. The Chaos Warriors then moved over the crevice of skulls to become subject to Frenzy. Phil wasn't worried about being shot because the Dragon Slayer was already on the skulls himself, so he was also subject to Frenzy, meaning he would have to charge the Warriors in the next Movement phase. This way Phil had achieved both his goals – moving the Chaos Sorcerer out of potential danger to protect him from shooting, and forcing the Dragon Slayer into combat in order to neutralize a powerful character in the following Dwarf turn.



Once again the Chaos turn started with a host of charge declarations. The Chosen went for the Slayers who were only too happy to receive the attack. The Darkson Brotherhood and Wulfrik's Wanderers charged the Hammerers from both sides.

The Marauder Horsemen then reappeared onto the battlefield after wiping out the Bolt Thrower crew, and headed north-west towards the hill.

With the Runesmith slain and Chaos in control of the Arcane Monolith, Phil was more confident of casting a spell this turn. The Sorcerer targeted the Gyrocopter first with a *Fireball,* which was cast but had no effect, then with *Baleful Transmogrification,* which Alessio dispelled. Finally, *Flickering Fire of Tzeentch* was cast and Alessio could do nothing as the Gyrocopter was raked with seven Strength 6 hits. The smoking wreckage of the Dwarf contraption fell to the ground.

The Close Combat phase started with the Chosen fighting the Slayers. Ghalkis Claw, the Chaos Battle Standard Bearer, challenged the Giant Slayer who accepted without hesitation. The Chaos Champion fought the orange-haired Dwarf. With the gods' attention drawn to the battle, it was Claw who emerged the victor, cutting down the Slayer. For his efforts he received +1 to his Toughness – fitting for a unit carrying the Mark of Nurgle. The rest of the Chosen cut through the Slayers, killing another eight, but the Dwarfs were not going anywhere, being Unbreakable.

The Knights of Khorne continued their epic clash against the Longbeards. The Chaos Lord alone killed five but also managed to wound himself in his rage by rolling 1s to hit. Bizarrely, this had the effect of increasing his attacks by +1 as he was wearing the Pendant of Slaanesh. Despite taking heavy casualties, the Longbeards still refused to break, proving that Dwarfs really are very hard!

In the west the Sons of Kairos were far more decisive, and rode over the Quarrellers with ease, killing nine in the initial charge. The lone surviving Dwarf ran and the Chaos Knights pursued, desperate to get out of the Bolt Thrower's field of fire, but they only managed a roll of six inches – not enough!

In the centre of the battlefield the Hammerers found themselves being attacked on both sides, but the Dwarf Lord and his throng were ready. The Chaos Warriors did no damage to the front ranks; Wulfrik fared better in the rear – he and his men killed two, but the Dwarfs hit back and slew two Marauders in return. The Dwarf Lord swung his mighty rune-axe and inflicted two wounds but only one Chaos Warrior fell, the other was saved by his armour. The Dwarfs were technically beaten, but the stubbornness of the Hammerers meant they had blunted the Chaos attack.



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TURN 3 (CONTINUED)

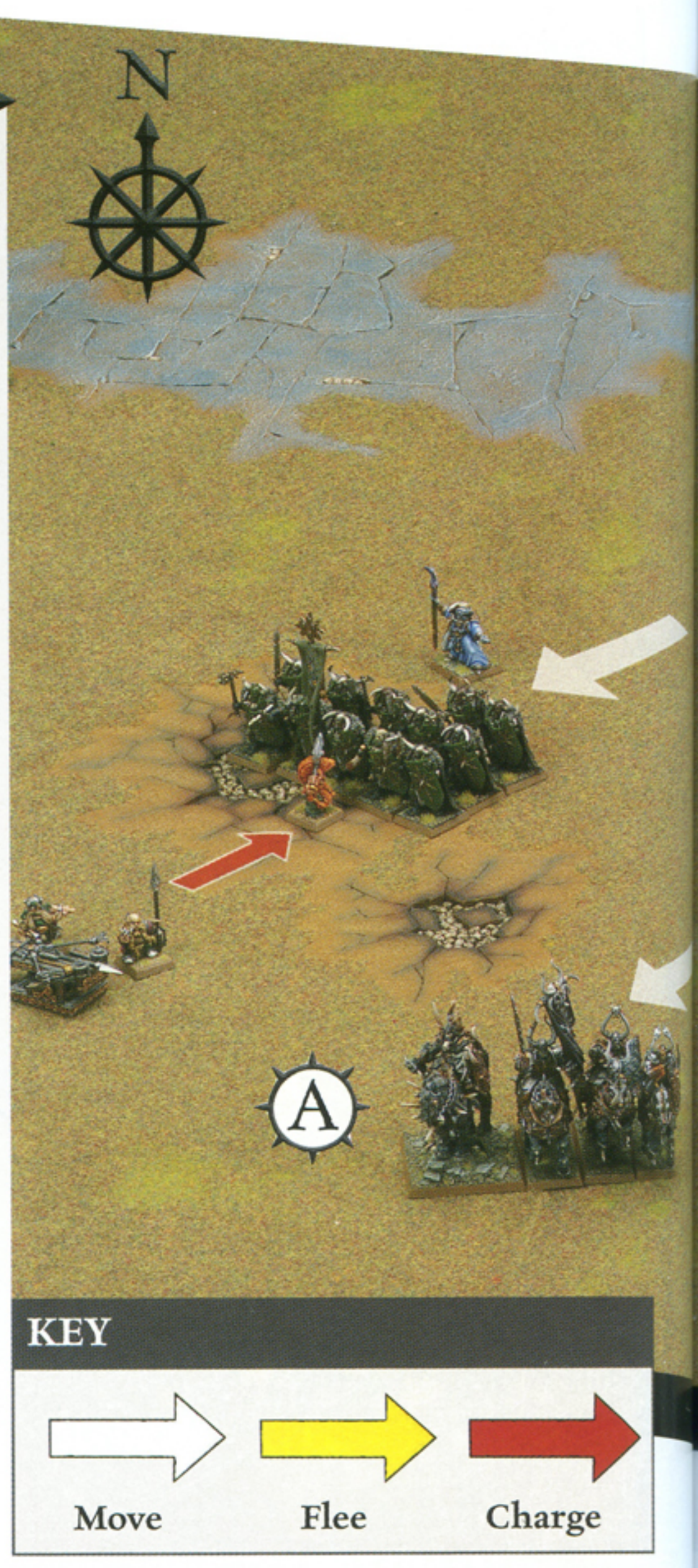
The Dragon Slayer and Daemon Slayer started the Dwarfs' third turn by declaring charges. The Dragon Slayer, being Frenzied because of his proximity to the skulls, had no choice but to charge the Companions of the Plague. On the other side of the battlefield the Daemon Slayer charged into the combat between the Longbeards and Chaos Knights, deigning the Chaos Lord a worthy foe to pit his axe against.

The Magic phase was bypassed in favour of shooting as the remaining Dwarf war machines spoke once again. Only the Thunderers held their fire as, without a target present, they elected to reform in the Movement phase.

The Close Combat phase was another busy one as Dwarfen steel matched the northmen's ferocity. In the west the frenzied Dragon Slayer confronted the Chaos Warriors – unfortunately for Alessio he missed with all his attacks. The Chaos Warriors set about the Dragon Slayer, taking a wound from the Dwarf Hero.

To the east, the unit of Slayers fared better against the Chosen, by killing one. However, the Chosen are rightfully named and sliced through the half-naked Dwarfs with fervour, killing another five.

The Daemon Slayer issued a challenge to Lord Kraxis. The Slayer hit first and his rune axe glowed as he confronted the Khorne Chaos Lord. The Dwarf swung his axe and it bit deep, wounding the Chaos Champion. But the Dwarf Slayer had forgotten that this battlefield was an Altar of Khorne and Kraxis was currently a favoured son. The wound the Slayer had caused gave the Chaos Lord a further attack, again thanks to the Pendant of Slaanesh. The Daemon Slayer was hit back with a mighty 10 attacks and, as accomplished fighter as he was, he couldn't hope to stand against such a furious attack and was turned into a bloody smear at the end of the Daemonsword. However, Khorne wasn't finished, as Phil had rolled two 1s when rolling to hit, causing Kraxis to strike himself. The Chaos Lord lost his final wound in a grand gesture to the Blood God. Phil rolled on the Eye of the Gods table out of curiosity to see what gift he would have received for killing the Daemon Slayer, to find it would have been Divine Greatness, giving him a 4+ ward save and proving the Dark Gods also have a sense of humour! The Chaos Knights slew another four Longbeards and this, coupled with the loss of the Daemon Slayer, proved the Dwarfs' undoing, so they fled. The Chaos Knights pursued with glee but overran into the Flame Cannon before they could catch them. However, the Longbeards wouldn't trouble the Chaos army anymore in this battle.



ANNOTATIONS

(A) The Bolt Thrower fires down the flank of the Chaos Knights, slaying two of Tzeentch's favoured.

(B) The Flame Cannon brings its barrel to bear on the Marauder Horsemen. The gout of flame engulfs one of the northmen. The remaining three are unfazed and pass their Panic test due to the Will of the Gods special rule, which lets all Chaos units re-roll failed Panic tests.

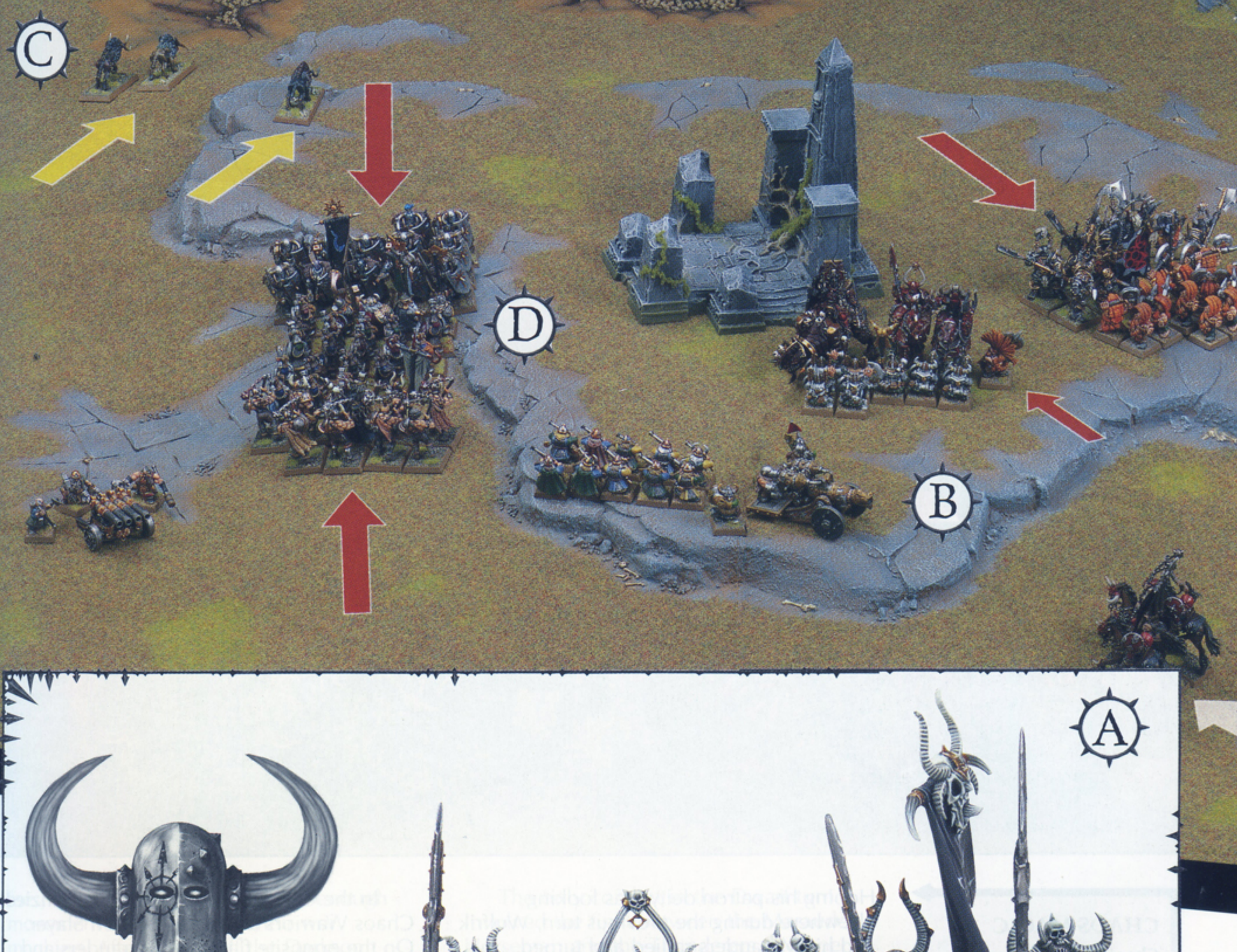
(C) With a lack of juicier targets, the Cannon fires at the Warhounds. The Chaos Gods seem to take note of Phil as he makes a flippant comment that none of Alessio's war machines had yet rolled a misfire. This results in Alessio rolling a misfire result! Luckily, Dwarf contraptions are notoriously reliable and, with the presence of a Master Engineer, Alessio re-rolls the artillery dice to get a more favourable result, killing another of the dark hounds.



HAMMERERS FIGHT ON

The Hammerers remain undaunted despite being surrounded by Warriors of Chaos. Wulfrik slays another of their number. The Chaos Warriors in front of the Dwarf Battle Standard Bearer manage to wound him while the Marauders kill three more hammer-wielding Dwarfs. In return, the Dwarf Lord strikes out, felling an impressive three Chaos Warriors. The Dwarf Thane carrying the Battle Standard cleaves down another. The final result of the combat is a Dwarf win. The Chaos Warriors pass their Break test but Wulfrik's villainous Wanderers succumb to panic and flee.





THE SONS OF KAIROS

The Chaos Knights marked by Tzeentch charged into the Quarrellers and made short work of the crossbow-armed Dwarfs. This left the Knights in danger of taking a Bolt Thrower shot along their flank. Phil was not overly worried though as his Knights were carrying the Blasted Standard, which gave them a 5+ ward save combined with the Mark of Tzeentch, increasing the ward save to 4+.

4 FAVOUR OF TZEENTCH

The Winds of Magic flow around the battlefield as the Dwarfs' resolve finally begins to wane, but the Hammerers steadfastly refuse to follow the script.



CHAOS MAGIC

Chaos Sorcerers have three Lores of Magic to choose from. The spells in the new list are different from those in the Daemons of Chaos book. Much like Daemon magic, each lore reflects prominent aspects of the patron god. So, Slaanesh magic deals in lots of psychological effects; Nurgle inflicts disease and festering wounds, while Tzeentch magic wreathes the target in flames of mutation and endless change.

Hoping his patron deity was looking elsewhere during the previous turn, Wulfrik and his Marauders rallied and turned around, ready to head straight back into combat in the next turn. The Marauder Horsemen charged the Flame Cannon, even though it already had two Chaos Knights to contend with. The Sons of Kairos headed west and lined themselves up for a charge against the remaining Bolt Thrower in the following turn.

Khaelac Thunderchild embraced the Winds of Magic that had been blowing stronger ever since the death of the Runesmith. He targeted the Organ Gun crew with a *Fireball* but rolled a miscast – the Sorcerer took a Strength 6 wound but nevertheless continued to manipulate the Winds of Magic. He tried *Flickering Fire of Tzeentch* next but that was dispelled by the Dwarfs' natural resistance.

In the Close Combat phase the frenzied Chaos Warriors killed the Dragon Slayer. On the opposite flank the Marauders and Chaos Knights made short work of the Flame Cannon crew. This spurred the Marauders to overrun into the rear of the Thunderers. In the combat close by, the Slayers killed another of the Chosen before being wiped out by the powerful Chaos Warriors. It didn't all go Phil's way as he struggled against the Hammerers again, with the Dwarf Lord felling another three iron-bound Warriors. The Chaos Warriors lost the combat and reluctantly retreated, only just making their escape.

No charges were declared in the fourth Dwarf turn as Alessio tried to reform his lines and bring some semblance of order to his disparate force. The Organ Gun crew, who had spent the last few turns running this way and that trying to flee from several



Warriors of Chaos Key

- J Chaos Lord (Mark of Khorne)
- E Exalted Hero
- W Wulfrik the Wanderer
- B Battle Standard Bearer
- M Sorcerer (Mark of Tzeentch)
- M Chaos Marauders
- W1 Chaos Warriors (Mark of Nurgle)
- W2 Chaos Warriors (Mark of Tzeentch)
- C Chosen (Mark of Nurgle)
- MH Marauder Horsemen
- K1 Chaos Knights 1(Mark of Tzeentch)
- K2 Chaos Knights 2 (Mark of Khorne)
- H1 Chaos Warhounds 1
- H2 Chaos Warhounds 2
- S Chaos Spawn

Dwarfs Key

- L Dwarf Lord
- R Runesmith
- E Master Engineer
- B Battle Standard Bearer
- D Daemon Slayer
- d Dragon Slayer
- T Thunderers
- Q Quarrellers
- W Warriors
- H Hammerers
- L Longbeards
- S Slayers
- B1 B2 Bolt Throwers
- C Cannon
- O Organ Gun
- F Flame Cannon
- G Gyrocopter



foes, managed to rally and have enough movement left to re-crew their war machine. After seeing off the Darkson Brotherhood in the last turn, the Hammerers turned about face and made for the Dark Gods' plaything, Wulfrik the Wanderer and his Marauders.

In the Shooting phase Alessio tried a sneaky sniping manoeuvre with the Cannon to take out the Chaos Sorcerer. His shot was good and the ball bounced into the rear of the Chaos Warriors, before flying through the Chaos Sorcerer. Phil then remembered (in the nick of time!) that the Mark of Tzeentch gives all bearers a 6+ ward save which he coolly made, much to Alessio's annoyance! Alessio tried to take his frustration out on the Knights of Tzeentch by firing the Bolt Thrower at them, but Tzeentch smiled on his favoured and the Knights passed another ward save.

The only combat in the Dwarf turn involved the fight between the Marauder Horsemen and the Thunderers. No one was expecting great things from the Horsemen as, even though they had charged from the rear, they were few in number. Nevertheless, they managed to kill three Dwarfs, who then failed to hit the Marauders back. The Thunderers lost the combat by three and then failed their Break test. The Dwarfs ran and were promptly run down by the mounted northmen, ending yet another favourable turn for the Chaos Gods. Phil's rapid ascension to Daemonhood seemed to be in the bag.

PHIL'S RAPID ASCENSION TO DAEMONHOOD SEEMED TO BE IN THE BAG.

5

THE DWARFS LAMENT

The Chaos forces start to wipe away all opposition, but are still wary of tackling the Dwarf Lord and his rock-hard bodyguard.

With the Chosen in firm control of the Arcane Ruin the focus of the battle switched to the west flank where the war machine crews were charged by the Chaos Knights and Chaos Warriors.

The Chaos Sorcerer loosed *Flickering Fire of Tzeentch* at the Hammerers and killed four loyal Dwarf bodyguards but all his other spells were blunted by the Master Rune of Valaya. In the Close Combat phase, Wulfrik's Wanderers made short work of the Organ Gun crew. The Bolt Thrower crew also suffered at the hands of the Chaos Knights and frenzied Chaos Warriors, and were wiped out. The Chaos Knights overran into the Cannon. Octovas Drakk, the Exalted Hero commanding the Chaos Knights, rolled on the Eye of the Gods table as he had slain the Dwarf Engineer accompanying the Bolt Thrower. Previously the gods had appeared oblivious to Drakk's actions but this time the Dark Gods looked favourably upon him and rewarded him with +1 to his Strength.

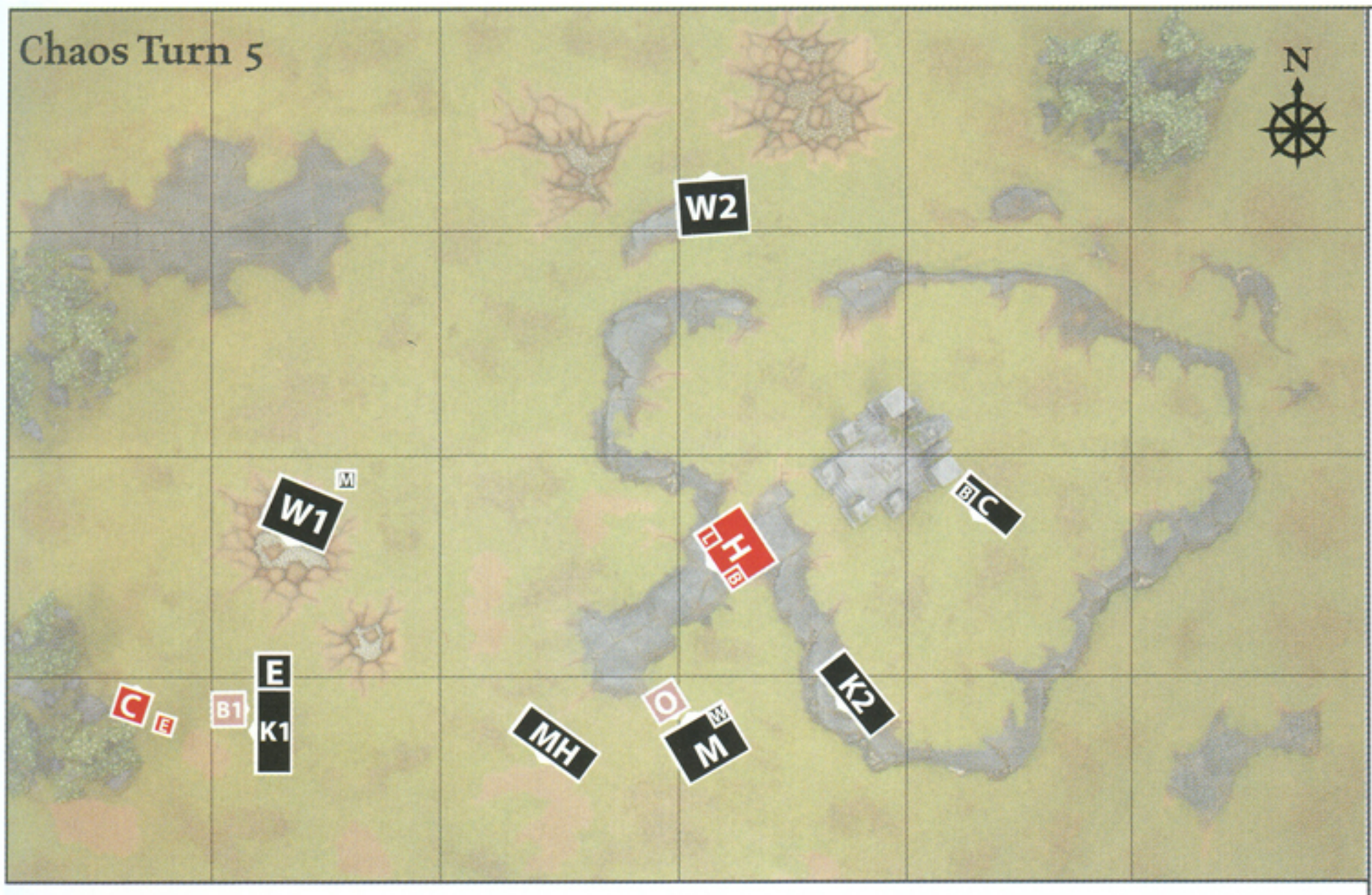
In the Dwarf turn the Hammerers charged the Marauder Horsemen, who fled rather than face an angry Dwarf Lord. The Cannon crew were more hopeful than the Bolt Thrower crew as they had the benefit of a defended obstacle. This proved to be only a minor obstruction for the Knights, who wounded a Dwarf and broke the crew, running them down as they fled. No one was now in any doubt that the day belonged to Chaos.



ENTRENCHED POSITIONS

Having a Dwarf Master Engineer in your army gives you more than just a re-roll when your attached Cannon misfires – it means you can also entrench one war machine so it is treated as being in hard cover and a defended obstacle. If the crew hadn't been attacked by the Chaos Knights, there was every chance the crew could have survived another crucial turn.





Warriors of Chaos Key

- J — Chaos Lord (Mark of Khorne)
- E — Exalted Hero
- W — Wulfrik the Wanderer
- B — Battle Standard Bearer
- M — Sorcerer (Mark of Tzeentch)
- M — Chaos Marauders
- W1 — Chaos Warriors (Mark of Nurgle)
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- C — Chosen (Mark of Nurgle)
- MH — Marauder Horsemen
- K1 — Chaos Knights 1(Mark of Tzeentch)
- K2 — Chaos Knights 2 (Mark of Khorne)
- H1 — Chaos Warhounds 1
- H2 — Chaos Warhounds 2
- S — Chaos Spawn

Dwarfs Key

- L — Dwarf Lord
- R — Runesmith
- E — Master Engineer
- B — Battle Standard Bearer
- D — Daemon Slayer
- d — Dragon Slayer
- T — Thunderers
- Q — Quarrellers
- W — Warriors
- H — Hammerers
- L — Longbeards
- S — Slayers
- B1 B2 — Bolt Throwers
- C — Cannon
- O — Organ Gun
- F — Flame Cannon
- G — Gyrocopter

6 THE FINAL FIGHT

With all of their kinsfolk lying dead and broken, it is left to the Hammerers to fight on for pride and honour.

Wulfrik was desperate to challenge his nominated foe and so charged the Hammerers along with the two remaining Chaos Knights of Khorne. The Wanderer issued his challenge and the Dwarf Thane handed the Battle Standard to a companion, readied his axe with a few practice swings and accepted. As the Chaos Champion was fighting his favoured enemy that Phil had nominated at the start of the battle, Wulfrik received +2 to his Strength and could re-roll missed hits in the challenge. This meant that the Battle Standard Bearer didn't stand much of a chance and was cut to ribbons. The Marauders and Chaos Knights managed to kill three more Dwarfs as well. The Hammerers hit back, slaying a Marauder while the Dwarf Lord scythed down a further three. The Hammerers had won once again and so the Chaos forces had to take a Break test, which they just managed to pass only because the Chaos Battle Standard Bearer was close by.

In the final Dwarf turn, Wulfrik issued another challenge, which the Dwarf Lord stepped forward to accept. However, without his favoured enemy rules Wulfrik was outclassed and the Dwarf Lord cut him down! The Marauders managed to even things up with a few dead Hammerers and the final combat ended in a draw. We'll never know if the Hammerers managed to fight their way out alive...







Dwarf of the Match: DAEMON SLAYER

The best moment of the game has to be the challenge between Phil's Chaos Lord and my Daemon Slayer. It ended with the best possible result for both contenders, who both got what they longed for. My Slayer Lord found redemption by slaying the mortal form of a great Lord of Khorne on a daemonic beast (I'm sure he died happy!), and the Chaos Lord, rolling Divine Greatness on the Eye of the Gods chart, certainly attracted the attention of the Blood God himself and ascended in death to the rank of Daemon Prince in the realm of his patron!



ANOTHER ENTRY FOR THE BOOK OF GRUDGES!

Alessio: What went wrong, then? I guess, with Chaos winning the roll to go first, my battleline was under pressure a bit too soon and my missile troops and artillery (which did quite well), did not have enough time to do sufficient damage to the enemy before the melee. The Dwarfs put up a solid fight in most cases but, apart from my Lord, they lacked the punch to cut through the high Toughness and impressive armour save of the Chaos Warriors. Combined with a very un-Dwarfish inability to pass Break tests (with a few spectacular exceptions, it must be said), the line did not hold. In hindsight, I should have held back my units more, and concentrated all of my fire on the most pressing threats (i.e. the Chaos Knights) first. I was intending to do so, but allowed other juicy targets to distract me. For example, my Cannon didn't really need to kill the Spawn, as it was far enough away that it wouldn't have been able to cause trouble for a couple more turns.

What really impressed me about the new Warriors of Chaos army was the sheer amount of high-quality attacks that some of its units and characters can dish out – I've never seen Dwarf units dissolve so quickly! Even though it was a painful experience, I have to admit that it is very appropriate and represents the background very well. I definitely feel that Chaos Warriors should be the most lethal Core troop choice in the Warhammer world, and with 2 Attacks and such an awesome profile they really are!

Another new trait that stands out in my eyes is this great new freedom, which allows the mortal worshippers of Chaos to mix and match different marks and magic items. Not only it is very characterful and "chaotic", but it also allows them to pick some wicked combos!

Now, more than ever before, knowing in advance that I will be facing an army of grim Warriors of Chaos, I am really tempted by the gun line option. You know, that feeling of: "If I don't stop these guys at a distance, I won't stand a chance!"

BLOODY AND BRUTAL

Phil: Kerrunch! After years of having my paltry Skaven rebound from Dwarf shieldwalls, it was very cathartic to smash into big units of Dwarfs and send bodies flying left and right. The combination of the Chaos Knights and Lord Kraxis was devastating, killing six or so Longbeards a turn – even if the hairy little blighters kept passing their Leadership tests. The Chosen were even more impressive, cutting great swathes through the Slayers sent to bar their path, though the normal Chaos Warriors found out that when fighting against a Dwarf Lord and his bodyguard of hand-picked stunties even a 2+ armour save can only help so much.

I was impressed by the potential of my Tzeentch Sorcerer. I'd expected Alessio's anti-magic capabilities to close him down every turn, but the fact that he generated so many power dice meant that he constantly tested Alessio's defences, frying that annoying Gyrocopter with the *Flickering Fire of Tzeentch* and killing a bunch of Longbeards too – even passing a 6+ ward save to avoid a cannonball to the head!

The best part of the game, for me at least, was playing out all of the various challenges. I didn't win them all by any means, losing a fair few unit champions along the way, but my heroes gave every Dwarf they came across a right good kicking and were rewarded for their efforts. The feeling of having your characters upgrade themselves as the game progresses is just great. No wonder these guys are such glory hogs!

I was pleased that my heavily armoured units shrugged off the worst that the Dwarf firebase could pour into them with aplomb. Sure, I lost a Knight or two and a handful of Chaos Warriors on the way in, but every unit – barring the Spawn and the Warhounds – got stuck into close combat, which in the end is the best place for a Warrior of Chaos to be. Though I might like to claim that some canny tactical decisions tipped the balance, in the end the raw power of the Chaos army did the hard work. Chaos is back, and it's spikier than ever. Be afraid, good guys of the Warhammer world, be very afraid...

Master of Murder: LORD OF KHORNE

Phil: The Chaos Lord slaughtered every character in his path with maximum overkill, earning a succession of rewards – first a commanding presence, then a boost to his Strength, then finally divine greatness with a roll of a double-6! Pity the Daemon bound within his axe got jealous and did him in. Still, Khorne cares not whence the blood flows...





King Dekador growled in frustration as the northmen charged his bodyguard of Hammerers once more. His clansmen lay dead around him, and the ground was soft with the lifeblood of Dwarf and northman alike. Time for the King to prove his mettle, thought Dekador, muscling past his drinking partner Gorgni and raising his hammer to block the downward sweep of a giant northman's sword. The brute had called out Fragnir with an ear-searing insult in perfect Khazalid, and now the royal banner lay upon Fragnir's corpse in the dirt and blood. Dekador swore an oath of his own, and felled the bearded giant with three mighty blows. It was not enough. All around them, a wall of barbed steel and darkness was closing in.

Back to back, the last few surviving Dwarfs planted their feet in the mud, raising their warhammers in one last act of defiance.

STANDARD BEARER



Once Jervis Johnson starts to ponder, it can take several days to get any sense out of him, and only then after several cups of tea. This month, his tea servitor suffered a malfunction, and Jervis appears to have completely lost his train of thought. You have been warned.

As regular readers of Standard Bearer will know, while my goal is to write a tightly structured column that makes a clear and well-argued point, I do have a tendency to ramble and digress. (Actually, as those of you who have met me in real life will know, these tendencies are not confined just to the Standard Bearer columns I write. But, appropriately, I digress). However, ramble as I might, I do do my best to make a point. And that makes this month's Standard Bearer a little bit different, because this month I'm going to deliberately ramble and just generally chit-chat about a subject, without having any one specific point in mind.

The reason for this rather scatter-gun approach is influenced, I think, by the nature of the subject I want to talk about, which is "making painting a habit". There are a couple of reasons I want to talk about this, one based on personal experience and the other based on observing the great miniatures painters that I know. I'll get back to the personal experience in a moment, but what my observations have taught me is that people who excel at painting miniatures all paint as a "habit"; they always seem to have a project on the go, and they start to get a bit twitchy if they don't get their painting fix for a while. The result is that not only do they get technically better at painting, but they are also able to build up huge collections of painted miniatures that the rest of us can only dream of. These are the people like my friend Mark Farr, who seems to have an endless supply of painted Dark Elf troops to try out whenever we fight a battle, or the chap I met just recently in our Nottingham store fielding *30,000 point's* worth of Dwarfs in a Legendary Battle game, or my colleague Jeremy Vetock who is constantly adding new units to his Warhammer and 40K Orc/k armies, or Matt Hutson who always seems to bring along a new Space Marine army to fight with... and so on.

I, on the other hand, am a rubbishly slow painter, easily distracted, whose main claim to painting fame is having an ability to start a project and never quite finish it. Which leads me to the personal experience that made me want to write this column. You see, I had decided this really had to change, and this made me think about why painting wasn't a habit for me like it was with the guys I've just mentioned. After some pondering I came to the conclusion that a big reason was that my painting table was out in my game room. This meant that if I wanted to paint I had to secrete myself away on my own, which meant I missed out on being with my family. "Hmm," I thought, "what if I could paint and hang out with my family at the same time?" This seemed like a good idea, so I bought myself a paint station – and everything changed! Now I can sit wherever, cheerfully painting away, and return the paint station to the den when my wife gets fed up with it cluttering up wherever I last left it.

Now, don't get me wrong, I'm not saying that getting a paint station will

Painting Areas



Left. *White Dwarf's Glenn More prefers to paint his various projects at his dining room table using a Citadel Paint Station to keep everything together.*

Above. *By confining all of his painting and hobby to the paint station, when Glenn is finished he can tidy it away by popping it onto his bookcase.*

change your life (though it just might). No, what my experience taught me is that in order to make painting a habit, you need to think about how you can create an environment for your painting that suits you and your lifestyle. There's no "one-size-fits-all" solution to this – you should try out lots of different ideas and see which work best for you. You might, like me, find that having a mobile paint station really helps. On the other hand, my colleague Thomas Webster-Deakin feels quite the opposite, and loves to cloister himself away from the cares of the world to paint his miniatures in the privacy of his den. Another approach taken by many people at the Studio is to paint at their desk during lunchtimes or after work; the paints and miniatures disappear into a drawer when not being used.

Painting doesn't have to be a solitary occupation either. Jeremy Vetock is from the colonies... sorry, I mean the USA... and he tells me that the weather there is so fine that in the summer he used to organise open-air painting sessions, where his friends would come round to paint models, chat and have a barbecue. Sadly the British climate rather precludes such things, but Jeremy is still known to organise Studio painting sessions that involve as many people as possible, painting and chatting away, sustained by pizza and the occasional refreshing beverage brought over from Bugman's Bar.

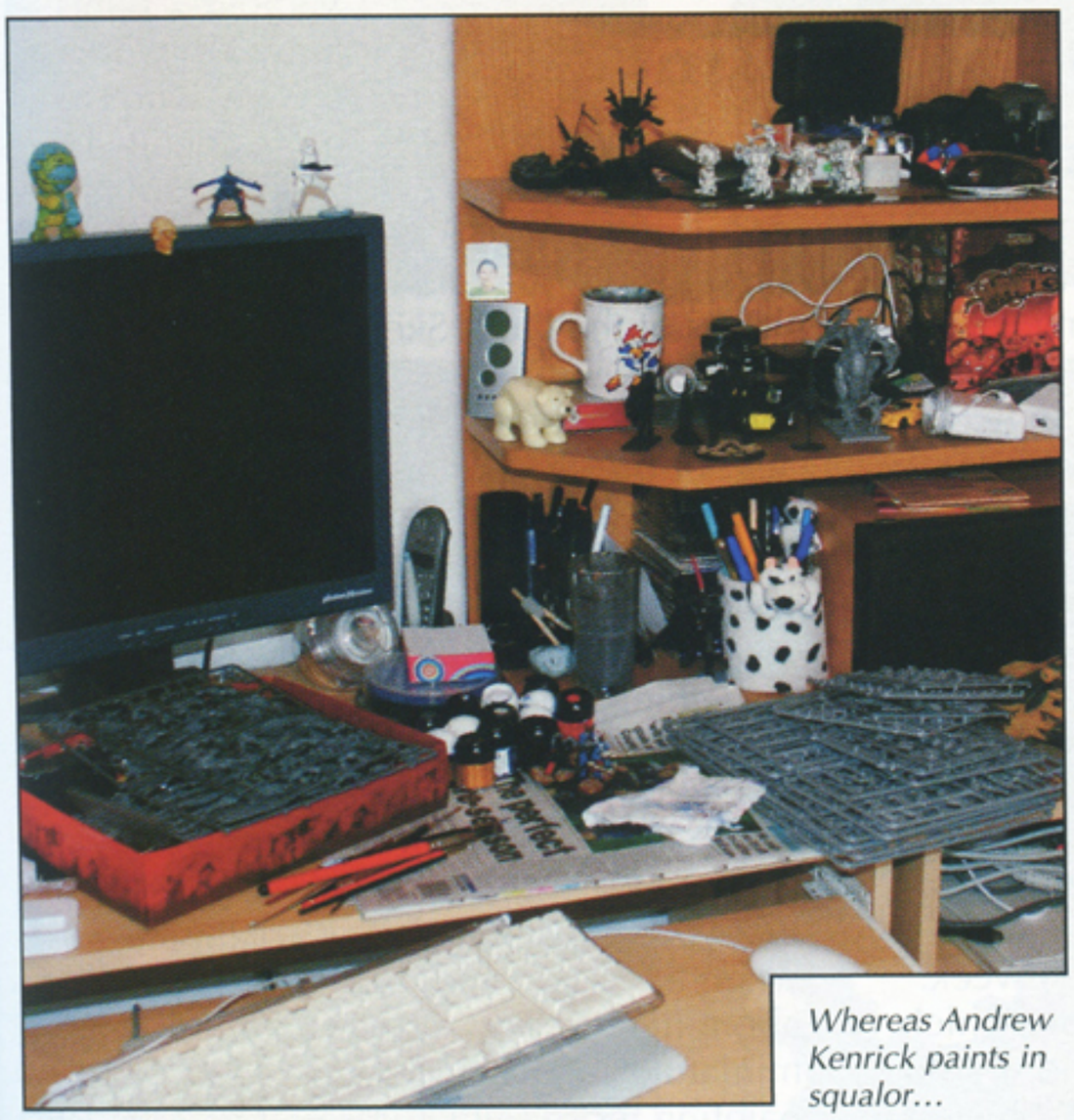
However, while finding the right painting environment is important if you



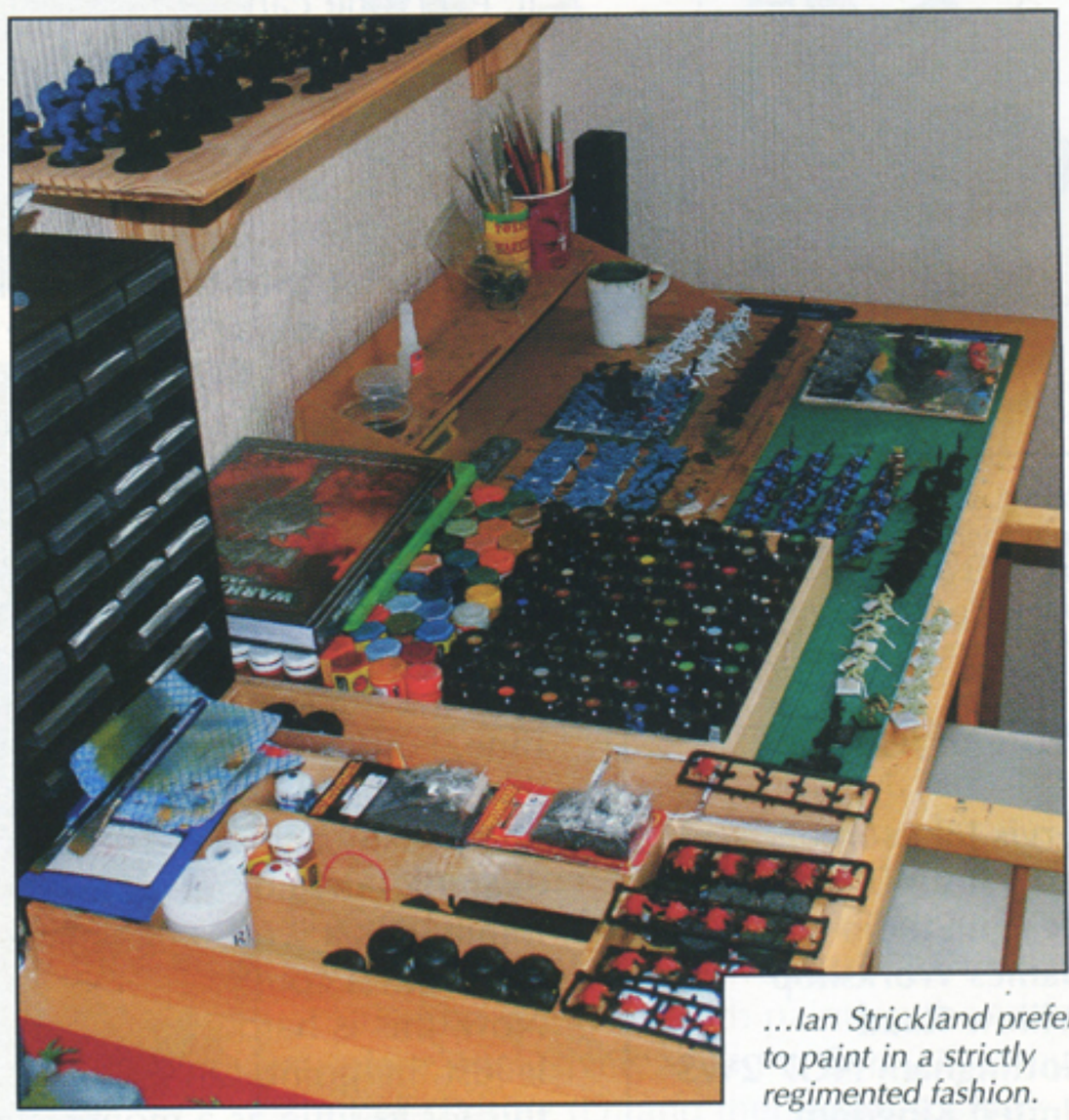
Jeremy oversees a Warhammer Studio painting evening.



Art department boss Dom Murray fits a lunchtime painting session into his busy schedule.



Whereas Andrew Kenrick paints in squalor...



...Ian Strickland prefers to paint in a strictly regimented fashion.

Studio Painting Evening









A more recent Studio painting party organised by Jeremy Vetock. Beer, pizza and Citadel miniatures were provided in massive quantities.

want to get the painting habit, it's not the whole story, because as well as *space*, you will need *time*. All of the painters I mentioned at the beginning of this article seem to be able to manage to find the time to paint. What's more, they do this without it seeming to interfere with the other things they do in their life. The trick, it seems to me, is to spare a little bit of time for painting, but on a regular basis. Let's face it, everyone can spare at least 2-3 hours a week to paint some miniatures, and if you do this every week, then before you know it you, too, will have painted a huge army. Little but often, that's the key to success!

"Let's face it, everyone can spare 2-3 hours a week to paint some miniatures."

The final thing I'm going to mention is closely related to the last one, and that is to try and set yourself goals that are easily achievable. If you want painting to become a habit, then it needs to be enjoyable, and there is little enjoyable about desperately painting a model in an unrealistically short time. Fortunately, when painting is a habit, you can break down your big goal into little, easily achievable chunks. For example, my current goal is to paint five miniatures a week – that's about a model a day, with a couple of days off each week. Now, this is hardly an onerous task, which is just the point. On the other hand, if I do this for as little as a month, then I'll have a new regiment to add to my Warhammer army or a couple of new units to add to my Warhammer 40,000 army, and if I do it for a year I'll have an extra *two hundred and sixty* painted models in my collection. And all for a few hours painting time each week, that I can spend while having some quality with my family.

(As an aside, my new painting regime has resulted in my seven-year old daughter, Bella, becoming quite obsessed with the Vampire Counts army I'm working on. My wife is quite appalled. "You're turning her into a geek!" she says. I just smile and ask Bella what she thinks of the latest Skeleton Warrior I've finished painting...)

Now, as I forewarned you all at the start of the article, this has been rather a rambling Standard Bearer, with plenty of examples but little in the way of specific instruction. This is because I can't tell you how to get the painting habit – that's something that you need to find out for yourself. Hopefully this article will have given you some ideas to try out, but really it's up to you to find ways to overcome any excuses for *not* getting the painting habit that you may come up with. After all, when all is said and done, this is a hobby about fighting battles with *painted* miniatures – and once you get the habit, painting those miniatures will be as much fun as playing with them.

Please write in if you have any comments about this month's Standard Bearer, or anything else to do with the hobby for that matter.

Write to Jervis at:

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United Kingdom

CITADEL

Spray Gun

HOBBY ESSENTIALS

There's no doubt that the Spray Gun is a cool-looking piece of kit but more than that it's a highly effective painting tool with many practical uses. For this month's Citadel Hobby Essentials we take a look at its numerous functions.



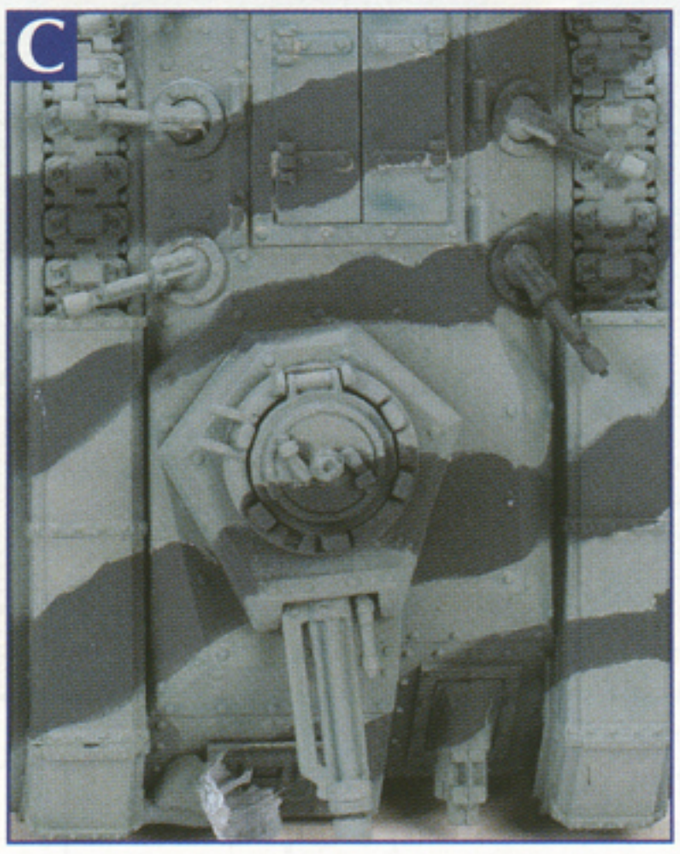
A. Basecoating

The Spray Gun's primary function is to basecoat your models quickly and effectively. Simply use the Spray Gun as you would a can of spray paint – hold the gun about 20-30cm from your target and spray in short bursts, gently moving it from side to side. You can adjust the nozzle to refine your spray to the optimum angle, while the trigger and pistol-grip offer you maximum control.

B & C. Vehicles

Painting large models like tanks with the Spray Gun is a real time-saver. And, with the aid of some adhesive putty used as a mask, you can paint clean, crisp, camo patterns on them, too.





Citadel Washes

It's not just Foundation paints you can use with your Spray Gun, the new Washes work perfectly – in fact they're even easier to use as you just add them straight into the paint jar; there's no need to mix with water. A spray wash works best over organic textures or areas with lots of raised details. Simply spray on your basecoat and then follow it with a wash of a suitable colour.







***1.** This Rider of Rohan has been sprayed with Calthan Brown.*

***2.** A spray wash of Devlan Mud is applied.*

***3.** The wash dries completely matt.*





D & E. Terrain

Anything from hills, buildings and the Citadel Woods can be painted with the Spray Gun. With the woods in particular you can get away with painting the terrain piece exclusively with the Spray Gun by basecoating (D) and then using a spray wash (E), as described above.

PAINTING WORKSHOP

In the first of a two-part special, we look at how to paint the Adeptus Astartes, outlining a variety of techniques and tips to get your army on the tabletop and looking great.

PAINTING SPACE MARINES

Part One





The subject of painting Space Marines is a vast one, as the many Chapters of the known galaxy all have their own heraldry, uniforms and peculiarities. This makes Space Marines one of the most interesting choices of army for the avid modeller and painter.

The *How to Paint Space Marines* book is the first place to look when assembling and painting Space Marines, and this guide is intended to accompany that fine tome. In Part One we asked Nick Bayton and Chad Mierzwa for a host of tips for assembling your Space Marines and choosing your preferred method for painting power armour in your Chapter's colours and how to base your models to represent different battlezones. Part Two will cover how to apply heraldry, campaign badges and honour markings, and how to paint banners and kill marks.

May the armour's shade protect your body.

May the weapon's hue help slay those that doubt.

May the banner's livery proceed before you.

May you illuminate the darkness with the Emperor's light.

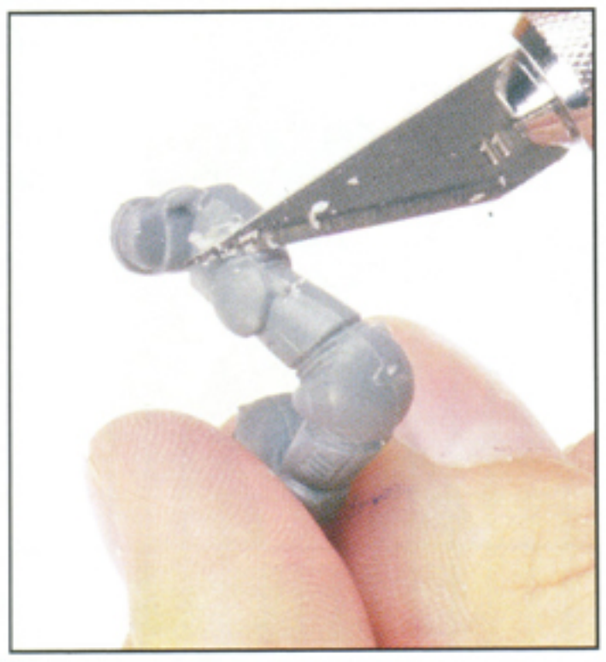
The Litany of Decoration, from the Index Astartes.

ASSEMBLING YOUR SPACE MARINES

Preparation

The rank and file models in a Space Marines army are plastic, and as such don't take long to prepare and assemble. We've used a Tactical Marine as an example, although the principles for preparing this model can be applied to Terminators or even battle tanks.

Start by clipping the components from the plastic frame with a pair of Plastic Cutters, and then use a Hobby Knife and files to clean them up, before sticking them together with Plastic Glue. This glue forms a strong, permanent bond by welding pieces of plastic together.



Using the Hobby Knife, scrape the blade gently across the mould lines to remove them.



Use a flat Hobby File to flatten out the contact points – namely the shoulder joints and the soles of the boots.



Stick the torso, legs and backpack together, then glue the model to the base.

Top Tip

The Glue

Remember to use the right glue for the job – Superglue for gluing metal to metal and plastic to metal, and Plastic Glue for sticking, well, plastic!



Arms

Once the body has been assembled, it's time to glue the arms on. It is important to remember that Space Marine arms come as matched pairs on the frame (easily identifiable by the different patterns on corresponding forearms), designed to hold a weapon in a particular position. When clipping them out, try to keep them in these matched pairs or you may find that the hands are too far apart or close together to hold the weapon comfortably.



Our example Space Marine with a matched pair of arms and two shoulder pads clipped out, cleaned up and ready to assemble.



The arms are stuck on, ensuring that the flat upper surfaces of the hands are lined up, ready to receive a bolter or special weapon.

The Head

Space Marine frames have a wide selection of heads to choose from, so you can pick the one that looks coolest for each model. When gluing the head onto the body, think about the direction it is facing – do you want the model to be looking along the gun barrel, as if firing, or looking away as if the gun is at rest?



The assembled Space Marine ready for painting.

Top Tip

Leave the Bolters Off

In order to paint the Space Marine's chest eagles, it's best to paint the bolters separately and glue them on at the end of the process. Simply paint them on the frame and touch them up afterwards.



Posing Your Space Marines

One of the great things about plastic kits is their versatility. Simply by turning a head or raising an arm, you can dramatically alter the pose of a model. Additionally, you can easily swap components between Space Marine squads, as the Tactical, Devastator, Assault and Command frames are all completely interchangeable. For a final option, you can even use a Razor Saw to chop and change components to your heart's content, creating entirely new poses and weapon configurations. Here, we've provided some example poses, using components from various plastic kits.



This Devastator Sergeant is kneeling, directing his squad's fire.



This Assault Marine is touching down and taking aim with his bolt pistol.



A Space Marine Apothecary surveys the battlefield, with his bolter held at rest.



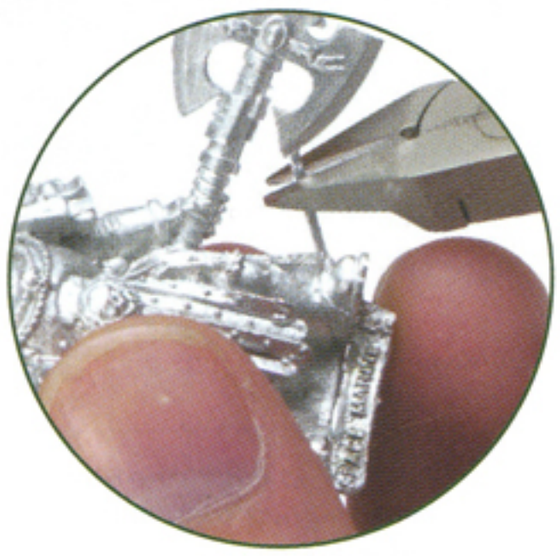
This Sergeant's outstretched arm is taken from a Company Standard Bearer, with a hand swap from a normal Space Marine arm.

Top Tip

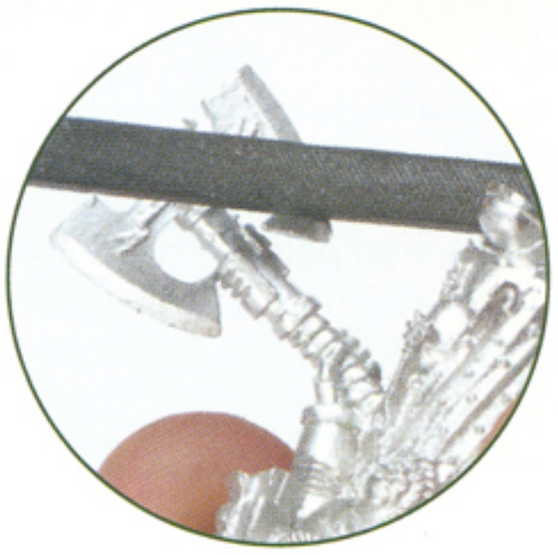
Metal Models

Although most Space Marine models are plastic, some character miniatures and rare troops are metal, or made from a mixture of plastic and metal (the latter are sometimes called "hybrid" miniatures). Metal models are no more difficult to assemble and paint than plastic ones, but they need to be prepared in a different way.

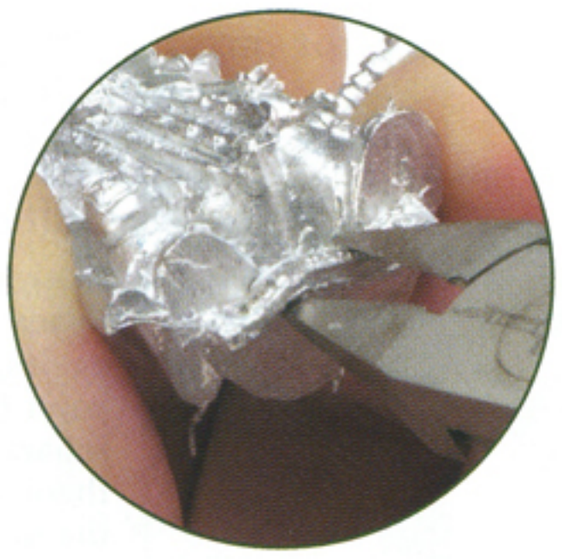




The first stage is to clip any bits of excess metal from the miniature. This is called "flash", and is a natural part of the metal moulding process.



Metal models sometimes get mould lines on them just like plastic ones. Scraping with a Hobby Knife isn't the best solution, though, so use a file instead.



Occasionally the metal tab at the base of the model doesn't fit tightly enough into the slottabase. If that's the case, just bend it slightly with your Plastic Cutters.



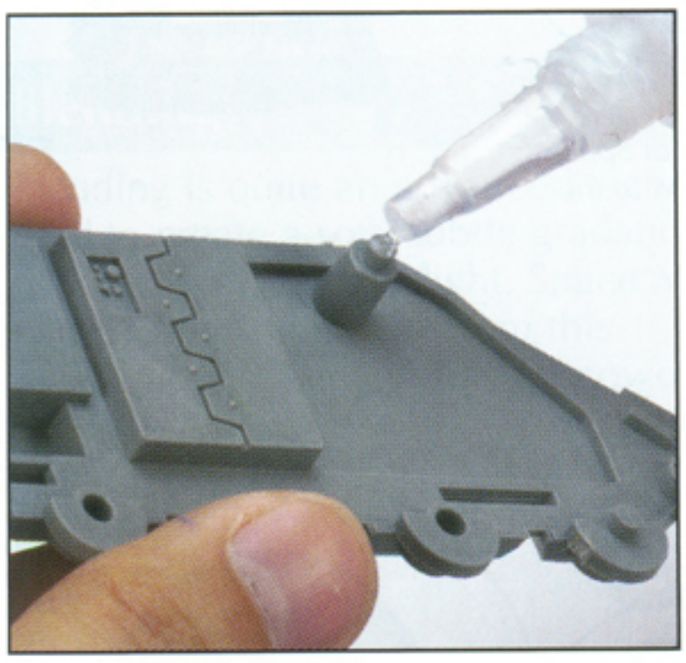
The assembled model, ready for undercoating.

VEHICLES ASSEMBLY

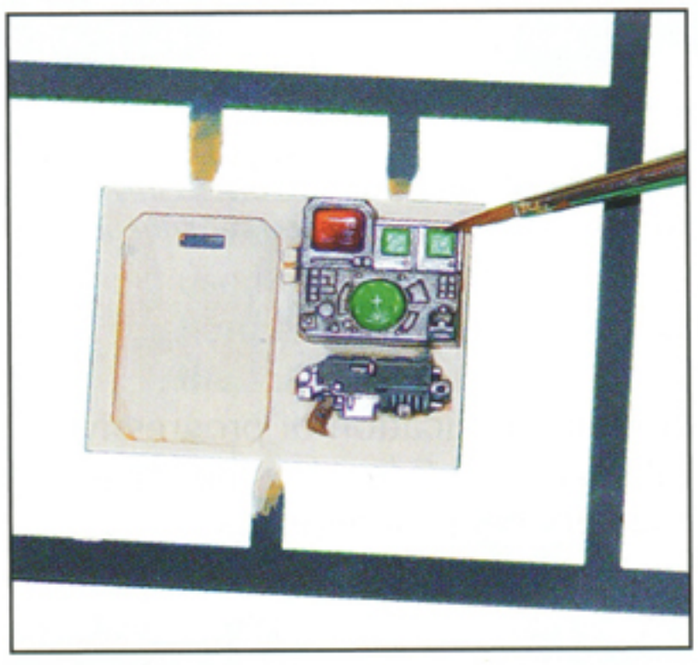
Preparation

Vehicle kits are large, multi-part models, often with detailed interiors and moving parts. As such, it's really important that you take a good look at the instructions before even beginning the assembly process – quite often the order in which you assemble the components is vital to the construction of the vehicle. Once you're happy to begin, the individual components can be clipped from the frames and cleaned up in exactly the same way as the Space Marine models.





Don't go mad and apply too much glue, or you may end up with some unsightly seepage. Apply the glue sparingly to the main contact points.



As Matt Hutson pointed out in last month's A Tale of Four Gamers, it's easier to paint the interior details before assembly.

Construction

Before applying glue to a vehicle, it's a good idea to check the fit of the components – tanks are large, complex models, and require a bit more thought than an infantryman. The "dry fitting" process can sometimes highlight potential problems, allowing you to spot where the plastic needs trimming down in order to achieve a snug fit. Once you're confident that the fit is correct, the components can be glued together. If you want to have interior details and moving parts, remember that some parts of the model are best painted before assembly, and that some pivot points should not be glued – refer to the instruction sheet for details.

Top Tip

Rubber Bands

So that you aren't sitting around holding onto your vehicles while the glue dries, it's well worth finding some elastic bands to do the job for you. Here, Chad Mierzwa has wrapped elastic bands around a Razorback while the whole thing dries. You may, however, decide to use this technique as you go along, depending on the type of vehicle. For example, you could glue the two track assemblies together and support them with elastic bands while they dry, and then stick the hull together in the meantime. It's a great way of tackling several tasks at once.



PAINTING POWER ARMOUR

Painting guides often focus on a single method of painting power armour – here we take a look at some alternatives. There is no right or wrong way to paint your Space Marines; just take a look at these examples and decide which technique you like the look of the most. However, most players find that a combination of the techniques works best, rather than employing them in isolation.

Drybrushing

Drybrushing is not a technique that normally lends itself to Space Marines, as it generally looks a little harsh when applied to smooth, flat areas. However, the advantage of this technique is that it allows you to paint models very quickly – some players like the trade-off in order to get an army on the table as soon as possible.



Step 1. *After undercoating, a basecoat of Mordian Blue was applied to the whole of the model.*



Step 2. *A 2:1 mixture of Ultramarines Blue and Space Wolves grey was drybrushed on.*



Step 3. *A final drybrush of Space Wolves Grey was applied to the power armour.*



Layering

The layering technique, used well, can be a great way of getting Space Marines battle-ready. This technique relies on the smooth application of progressively lighter layers of paint, leaving the darkest layers in the very deepest recesses.



Step 1. *A basecoat of Orkhide Shade was applied to the helmet.*



Step 2. *A highlight layer of 1:1 Orkhide Shade and Snot Green was painted on to the upper surfaces of the helmet, leaving the basecoat showing in the recesses.*



Step 3. *A final highlight of pure Snot Green was applied to the edges and uppermost surfaces of the helmet.*



Top Tip

Undercoating

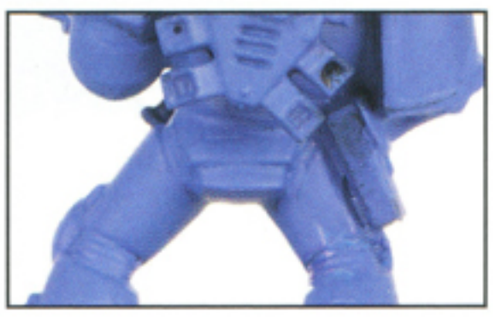
While many painters swear by a Chaos Black undercoat for their models, there's just as much reason to use Skull White. Generally, if your overall colour scheme is dark, choose black, and if it's light or bright, use white.

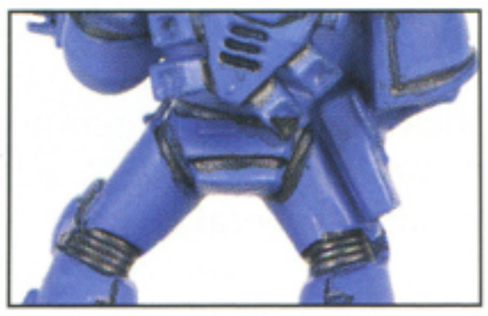


Technique

Washing In The Recesses

A very quick way of adding definition to Space Marine models is to wash Badab Black into the recesses. Use several applications to get a strong shade.





Hard Edging

Power armour can really benefit from the edging technique, especially on dark-coloured models. The technique hinges on the careful application of fine line highlights, painted onto the hardest edges of the armour plates. This can take the form of a single top highlight, or several layers, depending on how extreme you want the effect to look. This example shows you the effect of multiple layers.



Step 1. *After undercoating and basecoating, a 2:1 mix of Codex Grey and Chaos Black was used to paint the edges of the power armour.*



Step 2. *For the second highlight, a line of Codex Grey was applied.*



Step 3. *Finally, a very fine line of Fortress Grey was used on the most prominent edges of the armour.*



Blending

Blending is quite an advanced technique, used to create a soft, subtle gradation from dark tones through to light. Space Marine players often shy away from this technique, as it can make the power armour look a little soft – others like the almost-organic effect. Blending can be used to great effect when combined with hard edge highlighting – something that the 'Eavy Metal team do a lot.



Step 1. *A basecoat of Mechrite Red was applied and then the upper part was blended into a mix of Mechrite Red and Blood Red.*



Step 2. *Starting a little way further up the shoulder pad, a coat of Blood Red was applied. This was then blended into a mix of Blood Red and Blazing Orange.*



Step 3. *Blazing Orange was used on the uppermost part of the shoulder pad, blended into the previous stage. A fine line of Fiery Orange was used on the top edge.*

Combining the Techniques

Of course, what we've shown here are merely extreme examples of the various techniques. Most painters will naturally combine them as they paint, compensating for the shortcomings of one technique with the advantages of another. You can see further examples about how the experts go about using the best techniques for the job at hand later on in the article on p91.

Technique

Glazing

Sometimes the blending technique leads to highlights that are too light or chalky, or even visible "stripes" of colour. A glaze using very thin paint or Citadel Wash is a great way to tie all the blending layers together and tone down the colour.







A close-up of this 'Eavy Metal Space Marine shows the effectiveness of combining blending, layering and hard edge highlighting techniques.

Back Banners

Many Space Marine characters come supplied with back banners, which are flown in battle as a great mark of honour. There are two types of banner available – ones with sculpted detail, and ones that are plain. Here we look at a few different ways of painting these banners. In the 'Eavy Metal Masterclass on page 98 you'll find some more tips for painting sculpted back banners.



Sculpted detail is painted in exactly the same way as the rest of the model.



This banner has been painted plain blue, before having a waterslide transfer applied to it.



This banner has been painted plain white, and then the Chapter badge has been painted on by hand.

Basing

The way you base your models is a matter of personal preference, and gamers usually paint their bases to match their gaming surface. This model has been based to match the Studio armies, but you can always apply these techniques to any kind of surface – just change the colours to match your scenery collection.



Sand was stuck to the base with PVA glue. Some people prefer to glue the sand before undercoating instead.



The sand was painted Bestial Brown, then drybrushed Bubonic Brown and finally Bleached Bone.

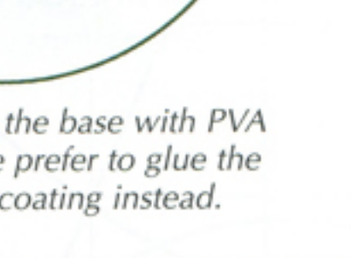


The rim of the base was painted Graveyard Earth and Static Grass was stuck to the base with PVA glue.

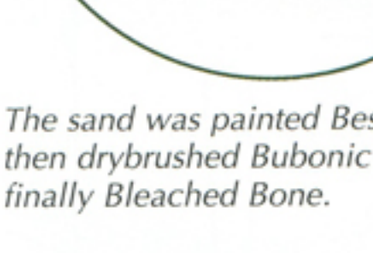


Citadel Basing Kit

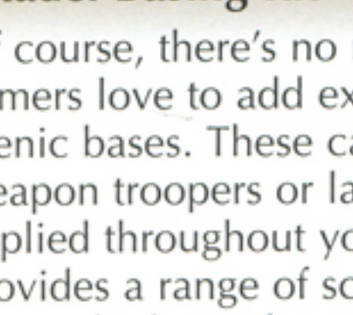
Of course, there's no reason to stop at plain bases. Many gamers love to add extra detail to their models by creating scenic bases. These can be made for characters, special weapon troopers or large models like walkers, or simply applied throughout your entire army! The Citadel Basing Kit provides a range of scenic details for your bases, as shown here, which can be combined with flock to great effect.



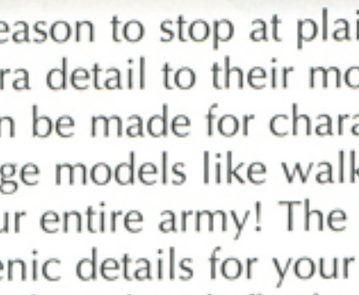
City Ruin



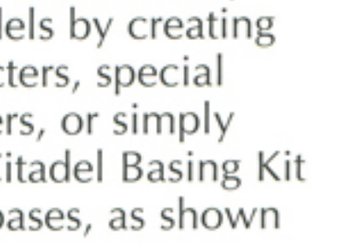
Eldar Battlefield



Snowscape



Wasteland



Manufactorum



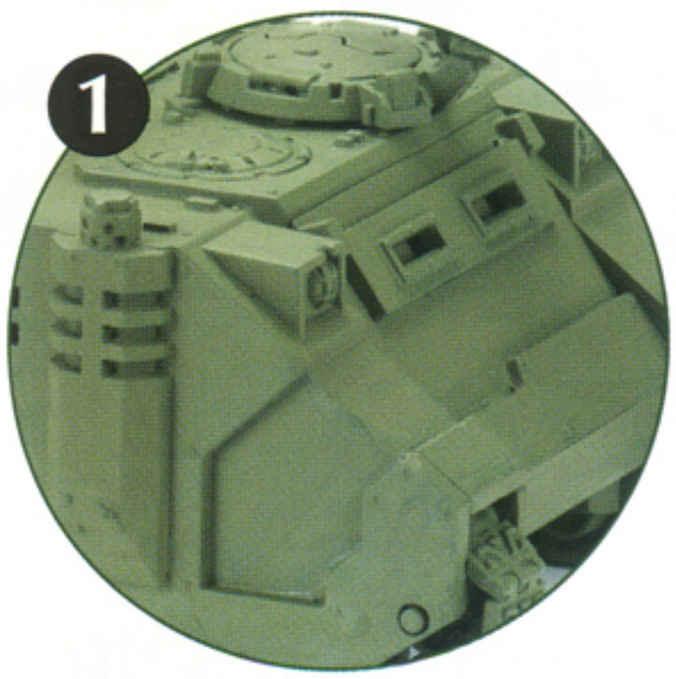
Dreadnought on a City Ruin base.

PAINTING VEHICLES

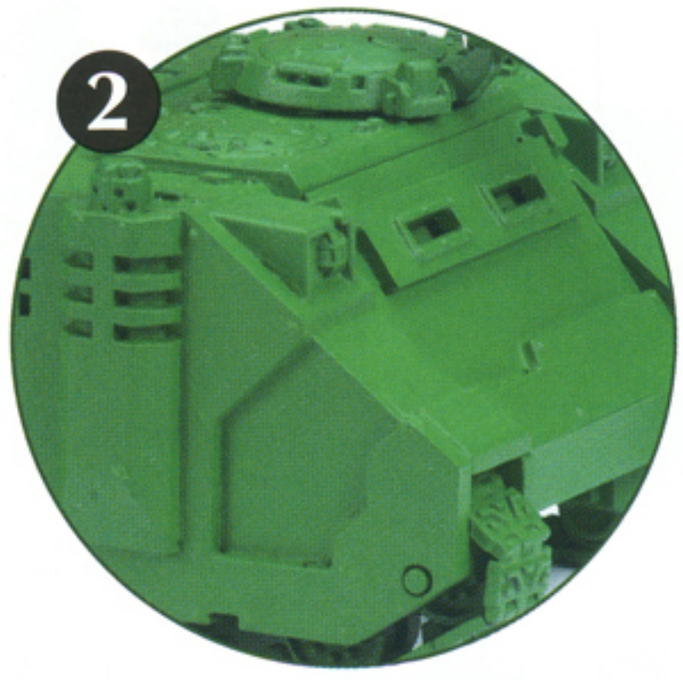
Most of the painting techniques shown earlier can also be applied to vehicles. A tank can be painted using either drybrushing and edge highlighting, or a combination of both.

The vehicle we've used in the example below is a Razorback, but the technique can be applied to any vehicle from a Land Speeder to a Land Raider.

While the example below deals with how to get the bodywork of the tank looking good, in next month's issue we'll be taking a look at more intricate details, like vehicle markings and battle damage.



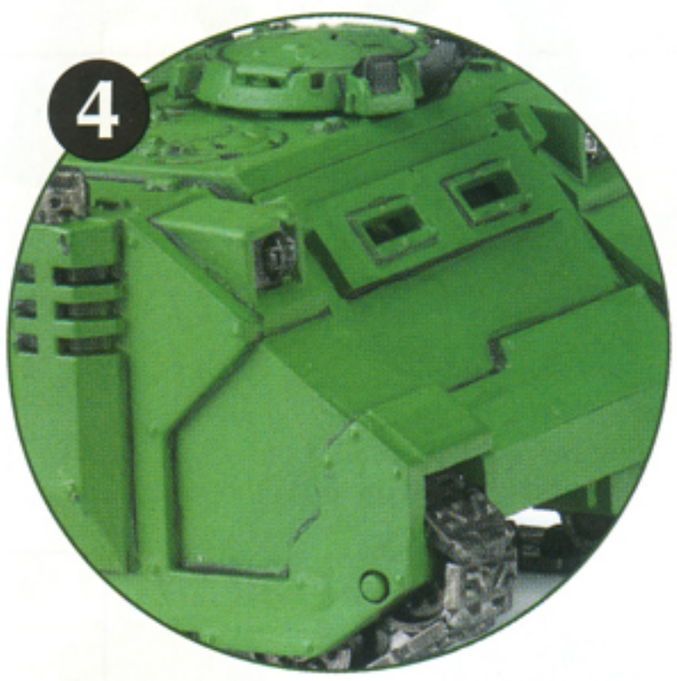
Step 1. *Nick basecoated the Razorback with a coat of Knarloc Green, applied with the Spray Gun.*



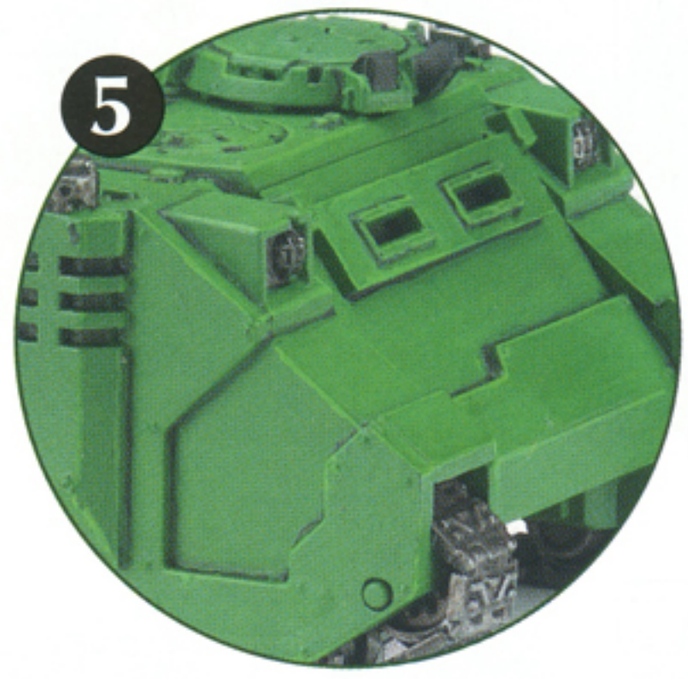
Step 2. *For the second stage, Nick applied a coat of Snot Green, using the Spray Gun to ensure an even, smooth finish.*



Step 3. *For the third stage, all of the details were painted Chaos Black. The metal areas were then painted Boltgun Metal.*



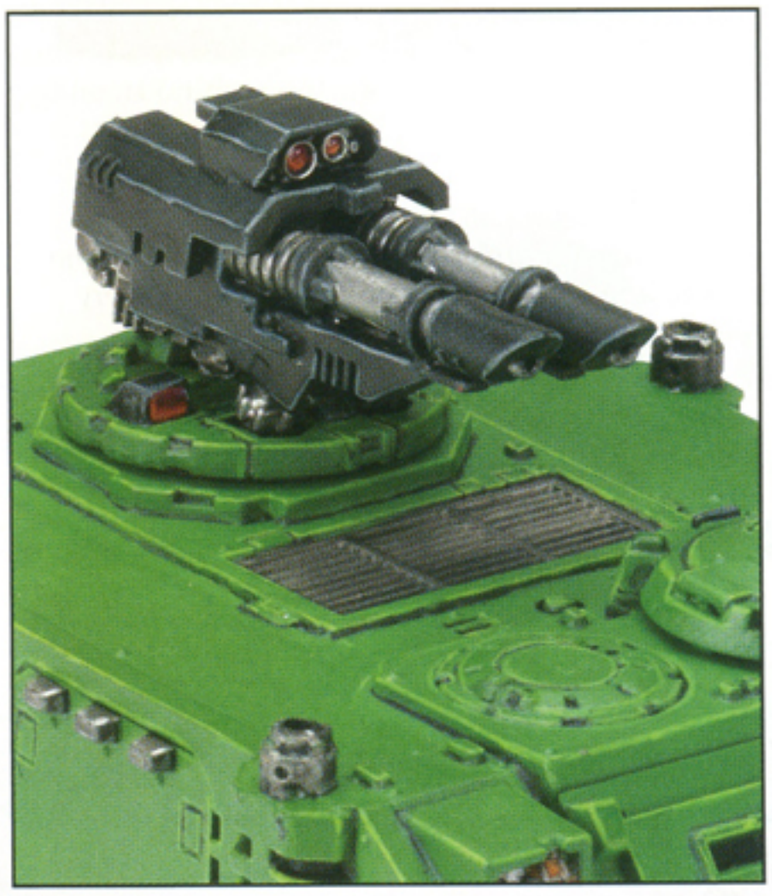
Step 4. *Nick then applied a watered-down wash of Badab Black in the recesses of the tank. The metal areas were washed liberally with Badab Black, too.*



Step 5. *The first highlight was applied to the edges of the Razorback with a 1:1 mix of Snot Green and Scorpion Green. The metal areas were highlighted with Boltgun Metal.*



Step 6. *A final extreme highlight was applied on the uppermost areas with pure Scorpion Green. The edges of the metal areas were highlighted with Chainmail.*





BATCH PAINTING

When painting entire armies, many hobbysists like to employ batch painting – quite literally the process of painting batches of models at a time. The Citadel Spray Gun is one method of speeding up this process, enabling you to basecoat and wash models with the same speed as you'd expect of a spray undercoat. This method is particularly good for Space Marines, who often have a single, solid base colour for their power armour, depending on the Chapter's colours.



Top Tip

How Big a Batch to Paint?

Some hobbyists like to paint up a squad of Space Marines at once before moving onto somehing else, while others like to paint blocks of 500 points at a time, or even an entire army. It really is up to you, but remember that seeing hordes of unfinished models in front of you can be quite daunting for some people, so make sure the task is manageable.

Drybrushing

Nick painted five Ultramarines at a time using the drybrushing technique described earlier. He first basecoated them all blue using the Citadel Spray Gun, then applied the increasingly lighter drybrushed highlight to them all.



Layering

Nick first basecoated all of the Salamanders with Orkhide Shade, before applying layers as described before. He applied one layer to all of the models before moving onto the next.



Top Tip

Washes

All of these models benefit from a shading wash of the appropriate colour. As described earlier, a wash is a great way to add definition or shading to the recesses of power armour. You can also apply a watered-down coat of paint or wash as a glaze, compensating for the softer, organic effect that can be created by blending or the chalky finish that drybrushing can leave.

Hard Edging

After undercoating all of the Raven Guard, Nick began to apply hard edging highlights to all of the models, applying each edging highlight to every model in the unit before starting the next.



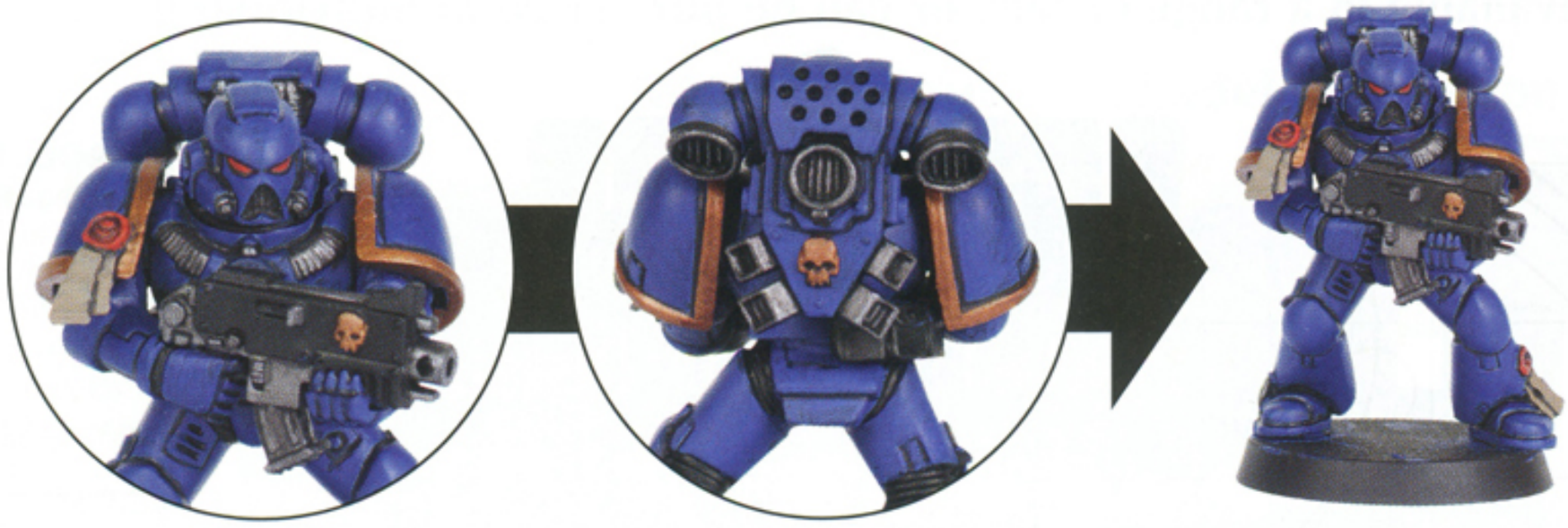
'EAVY METAL®

HOW TO PAINT THE 'EAVY METAL WAY

Now that some of the basic painting techniques have been covered, Neil Green of the famous 'Eavy Metal team shows us how the masters do it!

❶ Basecoat

The prescription armour colour here is a 1:1 mix of Ultramarines Blue and Regal Blue. The black areas are painted with a 1:1 mix of Chaos Black and Fortress Grey. The metal bits are basecoated Boltgun Metal, while the shoulder pad rims are painted with a 1:1 mix of Scorched Brown and Shining Gold. Finally, the eye lenses and purity seal are picked out in Mechrite Red.



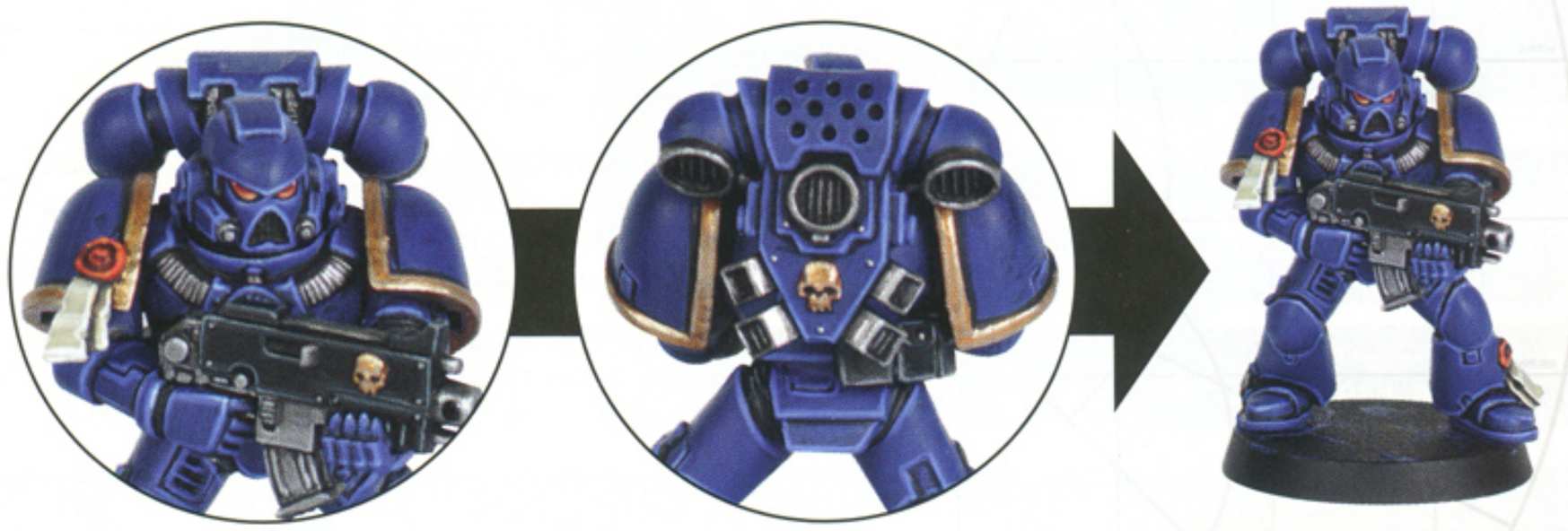
❷ Definition

Neil gave the blue armour a wash mixed from Regal Blue and Chaos Black, before applying Ultramarines Blue highlights. The gold areas were highlighted Shining Gold, while the black areas received a very sharp highlight of Codex Grey. Finally, the wax seal and lenses were highlighted with Blood Red. Most gamers would be perfectly happy to finish at this stage, but Neil wanted to go a little further...



❸ Fine Highlights

The edges of the Space Marine's armour were picked out with a 1:1 mix of Ultramarines Blue and Space Wolves Grey. Fortress Grey was used as a sharp highlight on the boltgun casing, while the eyes were highlighted with a spot of Blazing Orange. The metal bits were highlighted with Chainmail and, finally, Mithril Silver was added to Shining Gold for the edging highlights on the gold areas.





Next Month

In Part Two of our painting guide, we take an in-depth look at characters, honour markings, personal heraldry, Chapter iconography and more. As usual you can find more on our website, including plenty more Chapter colour schemes.

CITADEL®

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- Sunburst Yellow
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- Dwarf Flesh
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- Liche Purple
- Warlock Purple
- Regal Blue
- Ultramarines Blue
- Enchanted Blue
- Shadow Grey
- Space Wolves Grey
- Ice Blue
- Hawk Turquoise
- Dark Angels Green
- Snot Green
- Goblin Green
- Scorpion Green
- Rotting Flesh
- Camo Green
- Catachan Green
- Graveyard Earth
- Scorched Brown
- Bestial Brown
- Vermin Brown
- Snakebite Leather
- Bubonic Brown
- Vomit Brown
- Desert Yellow
- Kommando Khaki
- Bleached Bone
- Fortress Grey
- Codex Grey
- Chaos Black
- Skull White

Metallic Colour

- Burnished Gold
- Shining Gold
- Dwarf Bronze
- Tin Bitz
- Boltgun Metal
- Chainmail
- Mithril Silver

Citadel Wash

- Baal Red
- Asurmen Blue
- Leviathan Purple
- Devlan Mud
- Ogryn Flesh
- Gryphonne Sepia
- Thraka Green
- Badab Black

Citadel Varnish

- Gloss Varnish

Citadel Foundation

- Iyanden Darksun
- Macharius Solar Orange
- Mechrite Red
- Tau Sept Ochre
- Calthan Brown
- Khemri Brown
- Tallarn Flesh
- Dheneb Stone
- Gretchin Green
- Knarloc Green
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'EAVY METAL

MASTERCLASS

SPACE MARINES

WARHAMMER 40,000

In this month's 'Eavy Metal Masterclass, Joe Tomaszewski tackles Ultramarines Captain, Space Marine poster boy and all-round mighty hero, Cato Sicarius.

CAPTAIN SICARIUS



Cato Sicarius is amongst the greatest heroes of the Ultramarines. His titles are many – Captain of the 2nd Company, Master of the Watch, Knight Champion of Macragge, Grand Duke of Talassar and High Suzerain of Ultramar. Each reflects but a fraction of a lifetime's diligent and exceptional service.

As the tales of his triumphs grow ever longer, Sicarius' name has become a byword for victory, a legend formed in the bloody maelstrom of battle, known to all, even beyond the borders of Ultramar.

For such a legendary character an equally impressive miniature was needed, and sculptor Dave Thomas has obliged with a great-looking figure that was ripe for the 'Eavy Metal Masterclass treatment.

The talented Joe Tomaszewski was tasked with the paint job and he immediately set to work first by cleaning up all the metal components, removing the flash and mould lines. Joe then decided on his head and weapon options, going with the helmeted head and plasma pistol before undercoating with Chaos Black.

You Will Need

All of these paints are available from the Citadel Colour, Foundation and Wash ranges.

- Chaos Black Spray
- Bleached Bone
- Blood Red
- Boltgun Metal
- Chainmail
- Chaos Black
- Graveyard Earth
- Mithril Silver
- Red Gore
- Regal Blue
- Scab Red
- Scorched Brown
- Shining Gold
- Skull White
- Snakebite Leather
- Space Wolves Grey
- Ultramarines Blue
- Vomit Brown
- Charadon Granite
- Badab Black
- Leviathan Purple
- Thraka Green

Painting the Power Armour







Sicarius' gauntlets and backpack, even though they're not currently attached to the main model, were painted using the same blue technique as described in the box below. Joe checked how these components would appear in their final position when attached to the model, so that the highlights looked as though they were coming from the same light source.

Sicarius has a very "closed" posture, meaning that if you assemble the entire model you'll make it virtually impossibly to access all the detail with your brush.

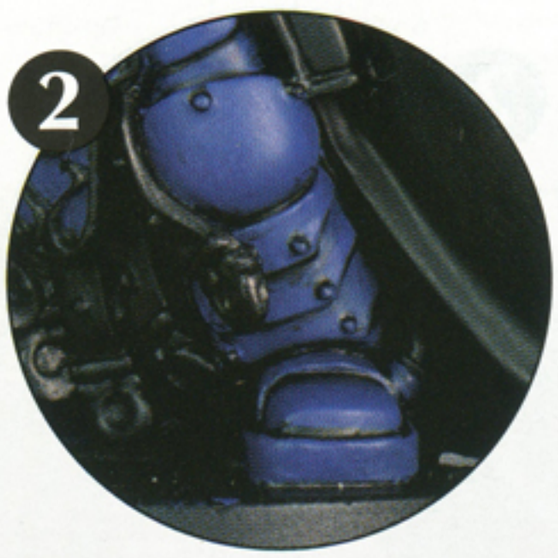
Bearing this in mind, Joe attached the head, as that wouldn't form an obstacle. The backpack and both the hands were kept off the model, as they would have prevented Joe from getting to the torso and cloak.

When working on a model like this it's always best to paint the obstructing components before attaching them to the model. In most cases it's obvious what items will hinder painting, but if you're unsure you can simply do a "test fit" by sticking all the components together temporarily with adhesive putty, and checking what parts of the model you can and can't get at with your brush.

Painting Blue



Step 1. *Joe began by basecoating the power armour with Regal Blue. He did this using several thin layers rather than one thick coat.*



Step 2. *A shade using a 1:1 mix of regal Blue and Chaos Black, was then applied to the recesses of the power armour.*



Step 3. *Joe then started on the highlights, first by applying a 1:1 mix of Ultramarines Blue and Regal Blue to the edges and ridges of the armour.*



Step 4. *Pure Ultramarines Blue was applied next, working up the highlight started in the previous step, on the edges of the power armour.*



Step 5. *The next highlight was a 1:1 mix of Ultramarines Blue and Space Wolves Grey. The highlight stages were also applied to other raised details on the armour, such as the studs.*



Step 6. *A final, fine highlight of pure Space Wolves Grey was used on the very edge of the worked up armour.*

Painting the Metal Areas







For the silver on Sicarius' weapons and other parts of the model, Joe started with a basecoat of Boltgun Metal. This was then covered with watered-down Chaos Black and, when dry, Joe worked the silver up with Chainmail, before applying a final highlight of Mithril Silver.

Painting a good-looking and realistic gold effect can be quite challenging. The secret to Joe's gold is to get a good basecoat coverage. He achieves this by always using a Scorched Brown and Shining Gold mix for his basecoat.

The other issue is that metallic paints are, by their very nature, a thick consistency, which can lead to a gloopy effect if applied straight from the pot. To combat this Joe always applies his metallics in very thin layers. Thinning down metallic paint can lead to it separating, so make sure you mix in the water vigorously before you apply it to your subject. Also, don't be frightened to highlight your gold with Mithril Silver for that super-polished effect.

Painting Gold



Step 1. *For the gold areas Joe started with a basecoat mixed from equal parts Shining Gold and Scorched Brown.*



Step 2. *A few thin layers of pure Shining Gold were then applied to all but the most recessed parts of the decoration.*



Step 3. *Joe worked the gold area up over several layers by blending the Shining Gold with Mithril Silver until he was working with a 1:1 mix of both colours.*



Step 4. *After blending, Joe went back to shading. Using a 1:1 mix of Scorched Brown and Chaos Black, he carefully darkened the deepest recesses of the gold areas.*



Step 5. *For the last, hard highlight, pure Mithril Silver was used on the edges of the most prominent raised areas.*



Step 6. *Finally, Joe used both purple and green glazes – watered down Citadel Washes – on different parts of the gold, to slightly change the look and add an extra nuance to the model.*

Painting the Cloak



As you can see, Joe's come up with something really special by painting a superb freehand design that follows the contours of the cloak, clarifying why this is an 'Eavy Metal Masterclass rather than a mere Painting Workshop!

Before you start something as ambitious as a complicated freehand pattern, sketch it out on paper first so you know what you're painting. Once you're happy with the pattern, paint it onto the model, being as neat as you can with as steady a hand as possible. Don't worry about getting it completely right first time, if you make a mistake you can always paint over it and try again. Joe had to do this more than once – you'll need a lot of time and patience. When you have the pattern down, the secret to good freehand design is the time spent sharpening up the image, using both the background and foreground colour to get the edges as defined as possible.

Painting the Outside



Step 1. *The outside of the cloak was first painted with a basecoat of Scab Red.*



Step 2. *The cloak was then carefully shaded using watered-down Chaos Black.*



Step 3. *Joe then carefully blended the folds of the cloak back up to Scab Red.*



Step 4. *Joe painted Red Gore in thin layers onto the prominent ridges of the cloak.*



Step 5. *He then highlighted further using a 1:1 mix of Red Gore and Blood Red.*

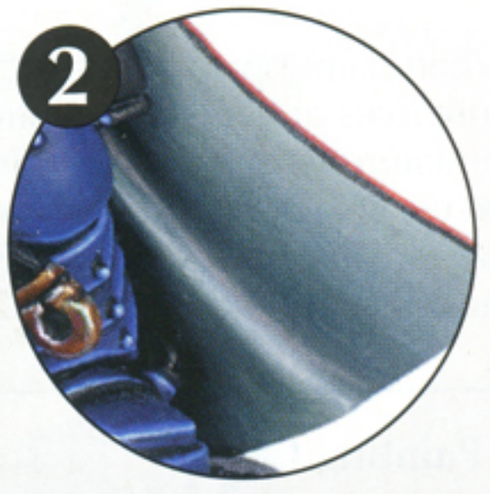


Step 6. *For the sharpest highlight, Vomit Brown and Skull White were added to the previous mix.*

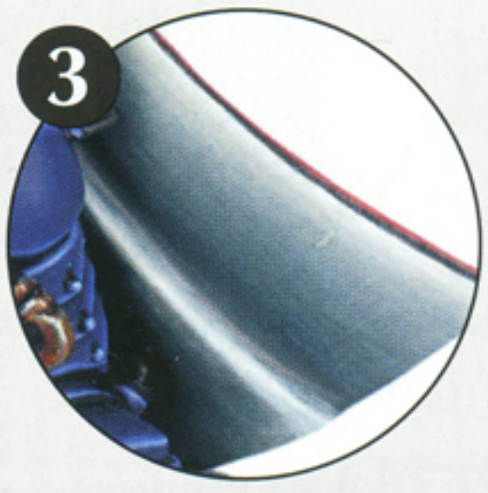
Painting the Lining



Step 1. *The basecoat was painted using a 1:1 mix of Regal Blue and Charadon Granite. He kept this in a pot as he needed it for later.*



Step 2. *The cloak was highlighted using the existing mix with half as much Bleached Bone added.*



Step 3. *Joe blended the cloak outwards, using the previous mix but adding more Bleached Bone for every thin layer applied, and then going up to Skull White.*



Step 4. *Joe then painted on his initial design using thinned-down Bleached Bone.*



Step 5. *Next, he began sharpening up and clarifying the design using Bleached Bone and the previous Charadon Granite mix.*



Step 6. *The design was highlighted in exactly the same places as the cloak lining with Skull White and shaded using the previous mix.*

Painting the Back Banner





The blue on the banner was painted on using the same method as described for the power armour. The red was built up using the same technique as the back of the cloak, but without the black wash.

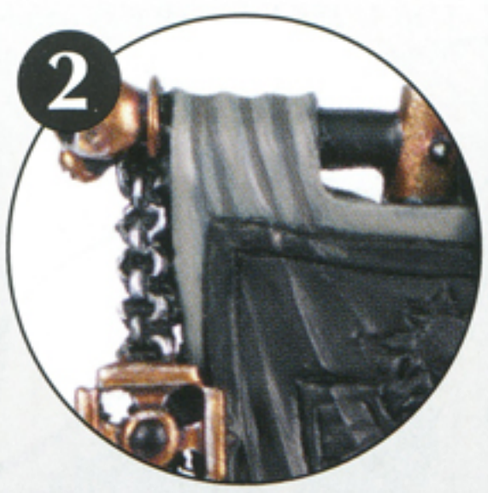
When painting sculpted back banners, the same general principals apply as to painting a model. However, with a miniature you'll usually paint from the inside out so any excess splashes you make will be covered over in later stages. With a back banner you should paint from the rear-most layer working towards the front for the same reasons.

A feature on Sicarius' banner is the aquila in the centre. Joe has painted it to look like gold but because it's meant to be on a cloth banner he hasn't used metallics. Instead, Joe has used muted browns and yellows that are not as extreme as a "non-metallic metal" effect, but still get the look of faux tapestry gold rather than real metallic gold.

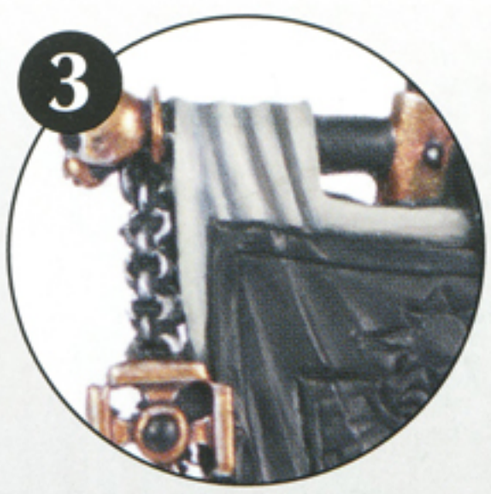
Painting Cream



Step 1. *Joe started with a basecoat of Charadon Granite, liberally coating the whole area including the entire back of the banner.*



Step 2. *Next, he painted the raised areas using a 1:1 mix of Charadon Granite and Bleached Bone.*



Step 3. *Joe began to add increasing amounts of Bleached Bone to the previous mix, blending each thin, layered highlight up to pure Bleached Bone.*



Step 4. *From Bleached Bone, Joe blended up to Skull White, again using many thin layers rather than two separate coats.*

Painting a Gold Effect



Step 1. *For the faux gold effect, Joe applied a 1:1 mixture of Snakebite Leather and Chaos Black as a basecoat.*



Step 2. *Pure Snakebite Leather was then applied onto the area as a mid-tone.*



Step 3. *A highlight using a 1:1 mix of Snakebite Leather and Skull White was then used where the banner creases. No paint was applied to the shaded recess.*



Step 4. *Skull White was applied for a final, harsh highlight; again, the shade created by the folds of the cloth was ignored for this step.*

Finishing Touches



The wreath was painted with Orkhide Shade, with increasing amounts of Skull White added for the highlight layers, working outwards to the edge of each leaf. All of the gems on the model were painted with a 1:1 mix of Blood Red and Chaos Black. Pure Blood Red was applied to the bottom half of each gem, followed by a coat of Fiery Orange in a crescent shape. A small highlight using a 1:1 mix of Sunburst Yellow and Skull White was added to the bottom half, while a dot of Skull White was carefully applied in the top portion. The gems were finished with gloss varnish.



The white plate on the shoulder, and the white Chapter badge on the cloak clasp, were given a basecoat of Codex Grey, then a layer of Fortress Grey, followed by several thin coats of Skull White.



Not only did Joe paint a complicated pattern in freehand, but the design stretches and warps, following the contours of the flowing cloak.



The whole plume was first painted Codex Grey, then highlighted with Fortress Grey and Skull White. The red sections were picked out and painted using the same technique as used on the cloak. Joe separated the two areas with a thin black line. When painting plumes, always apply the paint in outwards strokes to follow the detail.



This freehand Crux Terminatus was painted with Fortress Grey and then highlighted with Skull White. Regal Blue and Skull White were used to tidy and define the design.





ASK

'EAVY METAL®

Hopefully you'll have picked up a few hints and tips from this Masterclass. However, if you've ever wanted to ask an expert painter a question, or you have a painting problem that needs solving, then you'll be pleased to know that the world famous 'Eavy Metal team are opening their own painting clinic here in the pages of White Dwarf.

Send in your question or query to the address below and the 'Eavy Metal team will do their best to answer it in our new *Ask 'Eavy Metal* feature. Bear in mind that we work quite far in advance of publication, so it will be a good few months before you see the first questions in print, but if you can wait that long then write to:

White Dwarf, Games Workshop Design Studio, Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom

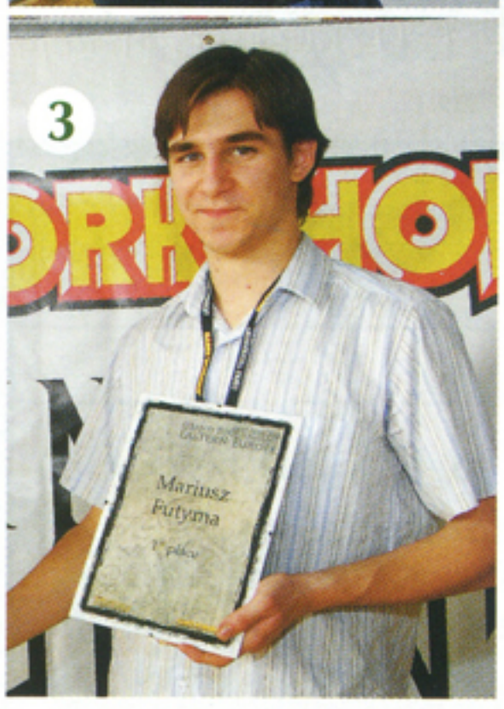
Eastern European 2008

Grand Tournament

On April 26th and 27th, amid the exhilarating celebrations of Warhammer's 25th birthday, deep in the heart of Poland, Eastern Europe's fourth Grand Tournament got under way. Our man in Warsaw, Maciej Krol was on hand to help run and report on the event.









1) *Warhammer 1st place, Dariusz Polit from Poland – Dariusz came top of the leaderboard with a lethally efficient Empire army.*
2) *Jacopo Semeraro from Italy not only won the Warhammer 40,000 tournament, but also picked up Best Army for his Space Marines.*
3) *Mariusz Futyma came top in The Lord of the Rings tournament using a combination of Haradrim and Nazgûl in his Evil force, and the Fiefdoms of Gondor for Good.*

Coinciding with the Warhammer 25th Anniversary celebrations being held in Games Workshop stores, independent stockists and gaming clubs all around the world, this year's Eastern European Grand Tournament (EEGT) was our biggest and most successful to date.

For the fourth year running Warsaw, the Polish capital, played host to the event, with more than 120 players in attendance, many of whom travelled from as far afield as Russia, Hungary, the Czech Republic, Lithuania, Ukraine, Scotland, England, Italy and, more locally, Poland.

In a bid to become the champions of the fourth EEGT and claim the laurels of victory, players battled in one of three concurrent tournaments – Warhammer, Warhammer 40,000 or The Lord of the Rings – over two days. When the dust finally settled after 20 hours of furious gaming only the winners were left standing.

Congratulations to this year's champions: Warhammer winner, Dariusz Polit with his all-conquering Empire army, Warhammer 40,000 winner, Jacopo Semeraro and his loyalist forces of the Space Marines, and to The Lord of the Rings winner, Futyma Mariusz, who led his armies of Middle-earth to victory.

For more information about the event including photos, the rules packs, the full results, together with details of how to enter next year's EEGT, visit the official website: www.eegt.eu

See you there!

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.



4) From the blood-soaked battlefields of the Old World...
5) ...To the blasted ruins of the 41st millennium, hobbyists from all across Europe descended upon Warsaw to take part in this year's Eastern European Grand Tournament.
6) Held, once again, at the Warsaw Sports Hall in Poland, the main 'arena' was packed to the rafters with more than a hundred gamers and onlookers.
7) After a hard first day of gaming, players were invited to enjoy the Warhammer 25th Birthday Celebrations held at the Paradox Café – a fantasy-themed pub in the city centre – where they could relax, take part in the festivities and swap war stories.
8) Master of ceremonies, event coordinator and all round hero, Maciej Krol takes the opportunity to say a few words, undoubtedly toasting the great Grombrindal himself.
9) And what kind of a party would it have been without the all-important cake?









Event Calendar

What's on, when and where: All the events for the next few months are listed here.





November

1st – HEAT 2 Throne of Skulls Warhammer

Date: 1st–2nd November, 2008
Venue: Warhammer World, Nottingham
Age Limit:16+
Details: Compete for your place in this season's Grand Final. You will need a fully painted 2000 point Warhammer army to play in six games over the weekend. The qualifiers receive a free place in the final.
Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Mail Order – 0115 91 40000
Website: www.warhammerworld.org

2nd – Warhammer 40,000 Teams Tournament

Date: 2nd November, 2008
Venue: Wakefield Hobby Centre
Details: Team up with your friends to overcome all challenges, using your skill and judgement to not only win your battle, but pit the right players against the right opponents. Do you have the nerve and skill to be the Team Champions? Each player will need a 1500 point Warhammer 40,000 army.
Tickets: Tickets cost £30 per four player team.
Contact: GW Wakefield – 01924 369431

8th – HEAT 2 Throne of Skulls Warhammer 40,000

Date: 8th–9th November, 2008
Venue: Warhammer World, Nottingham
Age Limit:16+
Details: Compete for your place in this season's Grand Final. You will need a fully painted 1500 point Warhammer 40,000 army to play in six games over the weekend. The qualifiers receive a free place in the final.
Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Mail Order – 0115 91 40000
Website: www.warhammerworld.org

15th – HEAT 3 Throne of Skulls Warhammer

Date: 15th–16th November
Venue: Warhammer World, Nottingham
Age Limit:16+
Details: Compete for your place in this season's Grand Final. You will need a fully painted 2000 point Warhammer army to play in six games over the weekend. The qualifiers receive a free place in the final.
Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Mail Order – 0115 91 40000
Website: www.warhammerworld.org

22nd – HEAT 3 Throne of Skulls Warhammer 40,000

Date: 22nd–23rd November
Venue: Warhammer World, Nottingham
Age Limit:16+
Details: Compete for your place in this season's Grand Final. You will need a fully painted 1500 point Warhammer 40,000 army to play in six games over the weekend. The qualifiers receive a free place in the final.
Tickets: Tickets cost £55 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Mail Order – 0115 91 40000
Website: www.warhammerworld.org

23rd – Games 'N' Stuff Fanatic

Date: 23rd November, 2008
Venue: Broerenkerk – Zwolle, The Netherlands
Details: This event offers a range of activities including Doubles Tournaments for our three main game systems, painting and terrain building workshops, demonstrations and a lot of other fun games to play.

Tournament players will require armies of 700 points each for Warhammer, 600 points each for Warhammer 40,000, and 300 points each for The Lord of the Rings.
Tickets: €27.50 per team
Contact: +31(0)38-4216385 or info@games-n-us.com
Website: www.gamesnstuff.com

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

December

7th Winter Bowl

Date: 7th December, 2008
Venue: Wakefield Hobby Centre
Details: In the depths of winter far to the frozen north there is a brutal Blood Bowl tournament held by the Norsemen. It is called the Winter Bowl, where only the toughest survive. To join this Blood Bowl tournament you will need a 1 million gold crown starting team with no star players.
Tickets: Tickets cost £10.
Contact: GW Wakefield – 01924 369431

7th Glory II

Date: 7th December, 2008
Venue: The London Event Centre, GW Bromley
Details: Following the success of the first Glory event, this one-day doubles tournament for Warhammer brings a close to the season.

Each team will require a 2000 point army, made up of two separate 1000 point armies, following the normal restrictions in the relevant army books.

Awards will be given for First, Second and Third places and for Best Painted Army.
Tickets: Tickets cost £20 and, upon purchase of your ticket you will receive your copy of the tournament rules pack.
Contact: GW Bromley – 0208 466 0678

13th Inquisitor GT

Date: 13th December, 2008
Venue: Warhammer World, Nottingham
Details: In the grim darkness of the far future, the battle for the Emperor's soul continues. You are invited to take part in this one day tournament and battle the alien, the heretic and the daemon to become the Inquisition's most feared agent.

Full details of the event, can be found at the website below.
Tickets: Tickets cost £10 in advance, £12 on the day.
Contact: Robey Jenkins
precinctomega@btopenworld.com
0796 727 7994
Website: www.darkmagenta.co.uk/inqgt.html

14th Warhammer 40,000 Tournament

Date: 14th December, 2008
Venue: King and Queen Pub, Marlborough Place, Brighton
Details: Play four games in this cheerful tournament with your friend as your ally.
Contact: Peter Cooke
peter.cooke@ntlworld.com
0797 409 4240



January

10th Warhammer 40,000 Doubles Tournament

Date: 10th–11th January, 2009
Venue: Warhammer World, Nottingham
Age Limit:16+
Details: Compete in a friendly tournament with a friend as your ally. Designed to challenge players' abilities to work together to achieve their goals, who will emerge as this year's Warhammer 40,000 Doubles Champions?
Tickets: Tickets cost £85 and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Mail Order – 0115 91 40000
Website: www.warhammerworld.org

11th The Plunder of Pen IX

Date: 11th January, 2009
Venue: Belgrave Social Club, Halifax
Details: The Pennine Raiders gaming club invites you to take part in their annual Warhammer 40,000 campaign. Battle your way through a series of linked scenarios set on a dying world being plundered by countless bands of space raiders.
You will need a 1500 point army. A hot meal, trophies and certificates are included in the entry fee and there is an all day bar on site.
Tickets: Tickets cost £5 per person.
Contact: matthewtownson@blueyonder.co.uk
hardplin@tiscali.co.uk
01274 427623 or 01422 369834



WARHAMMER® 40,000™

DOUBLES TOURNAMENT



10th–11th January 2009, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?

- You must bring two 500 point armies to create a combined 1000 point army – details of alliances between different races can be found in the tournament pack.
- You must be at least 12 years of age to enter. Players between the ages of 12 and 15 years must be accompanied by an adult.
- Tournament pack now available to download from **www.warhammerworld.org**

WHAT DOES THE TICKET COVER?

- Seven games over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday morning to get you started.
- Access to Warhammer World facilities including the Citadel Miniatures Hall.
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Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists! Hobby Centres are marked in red in the store listings.

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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!

Free gaming & tactics advice

All our staff are experienced gamers (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 beginners programme

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, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

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Tel: 0121 705 7997
• GW SUTTON COLDFIELD:
45-47 Birmingham Road, B72 1RH
Tel: 0121 354 3174
GW WALSALL:
Unit 26, Old Square Shopping Centre, WS1 1QF
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STOKE-ON-TRENT, Battlezone Games & Collectables:
Tel: 01782 833 633
TAMWORTH, Hobbycraft:
Tel: 01827 300 800

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• GW IPSWICH:
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Tel: 01473 210 031
BECCLES, Toy Box:
Tel: 01502 712 785
BURY ST. EDMUNDS, Model Junction:
Tel: 01284 753 456
BURY ST. EDMUNDS, Starlings Toymaster:
Tel: 01284 761 646
FELIXSTOWE, Wizards Workshop:
Tel: 01394 277 233
IPSWICH, Galaxy Models & Hobbies Ltd:
Tel: 01473 729 279
IPSWICH, Toyworld Ipswich:
Tel: 01473 728 535
NEWMARKET, Moons Toyland:
Tel: 01638 663 147
STOWMARKET, D J Collectables:
Tel: 01449 771 015
STOWMARKET, Simpson & Sons:
Tel: 01449 612 914
SUDBURY, FT Games:
Tel: 01787 466 060
SUDBURY, Tinetty's Toys:
Tel: 01787 372238
WOODBRIDGE, Toytown:
Tel: 01394 383 170

SURREY

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GW WOKING:
Unit 3, Cleary Court, 169 Church Street East, GU21 6HJ
Tel: 0148 377 1675
CAMBERLEY, Morning Star:
Tel: 01276 685160
CATERHAM, Modeller's Loft:
Tel: 01883 341 818
COULSDEN, Taylors Toys and Sports:
Tel: 0208 666 00710
CRANLEIGH, David Mann:
Tel: 01483 273 777
DORKING, Dorking Models:
Tel: 01306 881 747
FARNHAM, Darkstar:
6Tel: 01252 820 324
PURLEY, JH Lorimer Ltd:
Tel: 0181 660 9716
REDHILL, Gamers Guild:
Tel: 01737 789 123
REIGATE, The Toy Shop:
Tel: 01737 245 300
RICHMOND, Toy Station:
Tel: 0208 940 4896

SUSSEX AREA

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Tel: 0127 320 3333
GW CRAWLEY:
11 Broadway, RH10 1DX
Tel: 0129 355 2072
GW EASTBOURNE:
33 Cornfield Road, BN21 4QG
Tel: 0132 364 1423
BOGNOR REGIS,
Trains Models and Hobbies:
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CRAWLEY, HobbyCraft:
Tel: 0845 051 6552
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Tel: 01323 723 388
EAST GRINSTEAD, Martells of Sutton
Tel: 01342 321303
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Tel: 01342 300 917
HAYWARD'S HEATH, Clarkes:
Tel: 01444 457551
HORSHAM, Waterstones:
Tel: 01403 268 088
HOVE, Kids Dreams:
Tel: 01273 420 666
ST LEONARDS ON SEA, Silverhill Models and Toys
Tel: 01424 431 133
UCKFIELD, Kid's Stuff:
Tel: 01825 768 398

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GW METRO (Metro Centre):
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GW SUNDERLAND:
253B High Street West, Sunderland, SR1 3DH
Tel: 01915 100 434
GATESHEAD: HobbyCraft
Tel: 0191 482 7410
NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 570 335
SUNDERLAND, Joplins:
Tel: 0191 510 2105
SUNDERLAND, Toy and Computer Store:
Tel: 0191 565 5196
WHITLEY BAY, Alan's Model Shop:
Tel: 0191 253 3682

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GW COVENTRY:
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GW LEAMINGTON SPA:
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Tel: 01926 435771
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COVENTRY, Hobbycraft:
Tel: 02476 234 520
KENILWORTH, Abacraft Arts & Pictures:
Tel: 01926 511 294
NUNEATON, Heart of England Co-op:
Tel: 02476 382 331
RUGBY, Joto Railways & Models:
Tel: 01788 562 372
STRATFORD-UPON-AVON,
Much ado about toys:
Tel: 01789 295 850
WARWICK, Castle Trains:
Tel: 01926 497 905

WILTSHIRE

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GW SWINDON:
18 Brunel Plaza, SN1 1LF
Tel: 0179 343 6036
CHIPPENHAM, Thorntons at Signature:
Tel: 01249 463100
DEVIZES, Hoggosaurus Toymaster:
Tel: 01380 723 841
MALMESBURY, SPS Malmesbury:
Tel: 01666 824440
MARLBOROUGH, H Duck:
Tel: 01672 512 170
MELKSHAM, The Toyshop:
Tel: 01225 768 415
SALISBURY, Salisbury Model Centre:
Tel: 01722 334757
SHAFTESBURY, Harding's:
Tel: 01747 858295
SWINDON, HobbyCraft:
Tel: 0845 051 6551
SWINDON, SPS Swindon:
Tel: 01793 878 170
TROWBRIDGE, The Toy Shop:
Tel: 01225 768 415
WESTBURY, The Gas Cupboard:
Tel: 01373 825 825

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• GW WORCESTER:
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Tel: 0845 051 6548
DROITWICH, Look-rite Ltd T/A Toyworld:
Tel: 01905 772 403
REDDITCH, Hobby Hut:
Tel: 01527 540 840
REDDITCH, Hoggosaurus Toymaster:
Tel: 0152 766 092
STOURPORT ON SEVERN, TP Activity Toys:
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Tel: 0142 356 4310
GW HULL:
30 Paragon Street, HU1 3ND
Tel: 0148 258 9576
GW LEEDS:
38A Lands Lane, LS1 6LB
Tel: 0113 242 0834
GW SHEFFIELD (Central):
16 Fitzwilliam Gate, S1 4JH
Tel: 0114 275 0114
GW SHEFFIELD (Meadowhall Centre):
Unit 91B, High Street, Upper Mall
(next to entrance near Boots), S9 1EN
Tel: 0114 256 9836
• GW WAKEFIELD:
96 Kirkgate, The Ridings Centre, WF1 1TB
Tel: 0192 436 9431
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GOOLE, Pursuits4You:
Tel: 01405 760944
HALIFAX, Conways Toymaster:
Tel: 01422 353 986
HALIFAX, Halifax Modellers World:
Tel: 01422 349 157
HUDDERSFIELD, Something Wicked:
Tel: 01484 559 226
HULL, Archeron Games Workshop:
Tel: 01482 221011
KEIGHLEY, Conways Toymaster
Tel: 01535 604045
LEEDS, Hobbycraft:
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MALTON, World Wide Shopping Mall:
Tel: 01653 602880
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THIRSK, Thirst Art Store:
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WHITBY, John Anderson - Toymaster:
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• GW NEWPORT:
25 Skinner Street, NP20 1HB
Tel: 0163 325 6295
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Tel: 01492 534 169
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MACHYNLLETH, The Toy Box:
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NEWPORT, HobbyCraft:
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RHYL, Lightfoot Models:
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GW AYR:
Unit 2, Lorne Arcade, 115 High Street, KA7 1SB
Tel: 01292 285 895
GW DUNDEE:
110 Commercial Street, DD1 2AJ
Tel: 0138 220 2382
GW EDINBURGH:
136 High Street, EH1 1QS
Tel: 0131 220 6540
GW FALKIRK:
12 Cow Wynd, FK1 1PL
Tel: 0132 462 4553
• GW GLASGOW:
81 Union Street, G1 3TA
Tel: 0141 221 1673
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Tel: 01631 563645
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DUNFERMLINE, Abbey Models:
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DUMFRIES, Toytown:
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Tel: 0141 342 4300
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Tel: 0141 552 9785
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INVERNESS, Junners Toymaster:
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PETERHEAD, Unique:
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Tel: 01888 562 610

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BANBRDGE, Toymaster Banbridge:
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BANGOR, Replay Games:
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ENNISKILLEN, Hannas Toyworld Toymaster:
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ENNISKILLEN, Modellers Corner:
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NEWRY, Murphy's World of Wonder:
Tel: 028-30264978
PORTADOWN, Toymaster Portadown:
Tel: 028-35350889

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AALST, Hermelijn:
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AALST, Plays2Be:
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BRUSSEL, Intertoys Laken:
Tel: 022 68 71 41
GENT, Betty Boop:
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HALLE, Top 1 Toys:
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Tel: 026 87 42 53
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VILVOORD, Boekcenter BVBA:
Tel: +32 (02) 251 20 05
WESTKERKE, What Ever:
Tel: +32 (0473) 77 16 41

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SOFIA, Magic Worlds:
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SOFIA, Black Citadel:
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SOFIA, Moria:
Tel: 360 2 986 6858

CHINA

SHANGHAI, Zark:
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SHANGHAI, Zhanchui Store:
Tel: 86 21 52360900

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OSIJEK, Land of Magic:
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OSIJEK, Land of Magic:
Tel: 385 31 368 412
RIJEKA, Game Master:
Tel: 385 51 371 308
SPLIT, Land of Magic:
Tel: 385 21482249
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Tel: 385 42200161
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Tel: 385 14870077
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Tel: 38514923917

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NICOSIA, Megaland:
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KATO PAPHOS, Cyprus Crusade:
Tel: +357 976 49072

CZECH-REPUBLIC

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CESKE BUDEJOVICE, Chaotit:
Tel: +420602489158
HARADEC KRALOVE, Knihkupectví Valhalla:
Tel: +420495522009
KOPRIVNICE, Magic:
Tel: +420495522009
LIBEREC, Battle Games-Obchodní Pavilion:
Tel: +420777526154
OSTRAVA, Matrix (knihkupectví):
Tel: +420774 404 024
PRAHA, Ogrí Doupe:
Tel: +420224934811
PRAHA, Cerny Rytír:
Tel: +420222312461
PRAHA, Cerny Rytír:
Tel: +420222312461
VSETIN, Atlantis:
Tel: +420571411697

DENMARK

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AALBORG, Dragons Lair:
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AARHUS C, Dragons Lair:
Tel: 86 19 00 63
HILLERØD, Hobby & Fritid:
Tel: 48 25 26 16
KØBENHAVN K, Faraos Cigarer:
Tel: 33 32 22 11
KØBENHAVN NV, Arena København:
Tel: 38 33 57 00
NÆSTVED, Arena Næstved:
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Tel: 65 91 97 01
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AARS, Ting og sager:
Tel: 98 62 45 52
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ESBJERG, Adventure Corner:
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ESBJERG, B.O. Bøger Esbjerg:
Tel: 75 12 11 77
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Tel: 48 30 30 90
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GRENÅ, Bog & idé Grenå:
Tel: 86 32 19 33
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KOLDING, B.O. Bøger Kolding:
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NYKØBING F, Hundehuset:
Tel: 54 86 08 46
NYKØBING M, Morsø Boghandel:
Tel: 97 72 07 00
ODDER, Legekæden Odder:
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ODENSE SØ, B.O. Bøger Rosengårdscentret:
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RANDERS, Bog & Ide Randers:
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RANDERS, Randers Hobby Import:
Tel: 86 43 39 23
RINGKØBING, Buddy Legetøj:
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RINGSTED, Bog & Ide Ringsted:
Tel: 57 61 00 10
RINGSTED, Buddy Legetøj:
Tel: 57 67 14 80
RØDOVRE, B.O. Bøger Rødovre:
Tel: 36 41 04 85
RØNNE, Dorthe's Hobbystue:
Tel: 56 95 94 49
ROSKILDE, Ønskeleg:
Tel: 46 32 34 63
ROSKILDE, B.O. Ro's torv:
Tel: 45 46 34 12
SKAGEN, Legekæden Skagen:
Tel: 98 44 54 65
SKANDERBORG, Schmidt Bog & idé:
Tel: 86 52 00 27
SKIVE, Jydsk Boghandel:
Tel: 97 51 25 99
SLAGELSE, Uldtotten:
Tel: 58 53 50 35
ST HEDDINGE, Hobbystalden:
Tel: 56 50 86 10
SVENDBORG, Farve & Hobby Hjørnet:
Tel: 62 21 31 31
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Tel: 62 17 22 90
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THISTED, Buddy Legetøj:
Tel: 97 92 19 33
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VIBORG, Battle Bunker:
Tel: 86 60 17 40

EIRE

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Unit 249a, Blanchardstown Shopping Centre, Dublin. Tel: 01 822 3868
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Unit 3, Lower Liffey Street.
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Tel: 021 4279508
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GALWAY, Model World:
Tel: 091 765655
ATHLONE, Valhala Games:
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BALINA, World of Wonder Balina:
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CAVAN, Apex Games:
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COBH, Toytown Toymaster:
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CORK, Murphy's Toymaster:
Tel: 00353 24 93520
CORK, Toytown Toymaster:
Tel: 021 4814 162
DOUGLAS, Art and Hobby:
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DROGHEDA, Art and Hobby:
Tel: 041 987 3270
DUBLIN, Art and Hobby Jervis Centre:
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DUBLIN, Models Inc.:
Tel: 01 8735001
DUBLIN, Toymaster Banba Dublin:
Tel: 01 872 7100
DUBLIN, The Toy Store:
Tel: 01 6774420
DUN LAOGHAIRE, Toymaster Banba Dun Laoghaire:
Tel: 012 804 011
DUN LAOGHAIRE, Art and Hobby:
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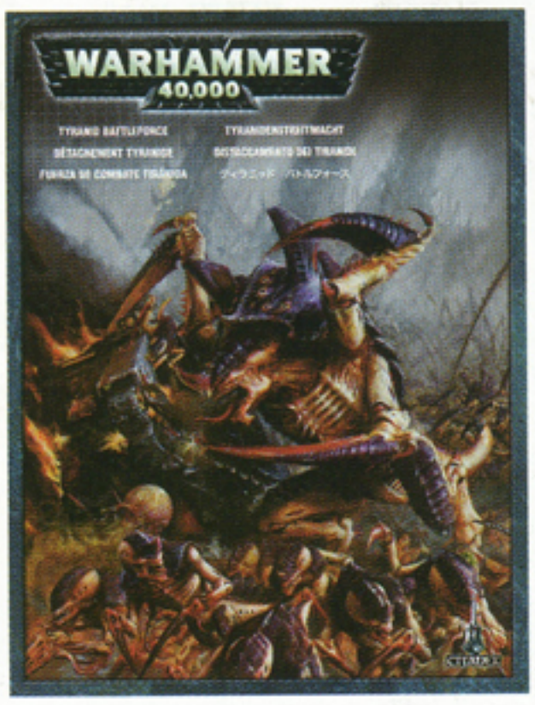
Dark Elf Battalion



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Tel: 00351 213 62 93 82
LISBOA, Lojas Arena:
Tel: 00351 213 15 55 80
PORTO, Mundo Fantasma:
Tel: 00351 226 09 14 60
SINES, Galeria BT:
Tel: 00351 269 63 25 11

ROMANIA

BUCHAREST, Hobby Games:
Tel: 00 40 21 3231 431

RUSSIA

KRASNODAR, Alegris-Jug (South):
Tel: 70959283337
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MINSK, Valahanovich ent:
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NORLISK, Na Styke Mirov:
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NOVOSIBIRSK, Icehummer:
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SARATOV, Detskiy Mir:
Tel: 64 5840
ST PETERSBURG, Art-Miniatures:
Tel: 00812 3321828
TAMBOV, Hobby and Igrushki:
Tel: 0075 2728811

SERBIA-MONTENEGRO

BELGRADE, ANET Hobbystore:
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BELGRADE, ANET Hobbystore:
Tel: 00 381 11 2652236
BELGRADE, EXIT Hobby store:
Tel: 00381 11 62 78 27
BELGRADE, White Dragon:
Tel: 00 381 63827222
NOVI SAD, Dragon:
Tel: 00 381 11 636 24038
NOVI SAD, Valhala:
Tel: 00 381 21315538
PODGORICA, Neutron Podgorica:
Tel: 00 381 69 060 669
ZREJANIN, Takeda:
Tel: 00 381 2364572

SINGAPORE

SINGAPORE, Comics Mart PTE Ltd:
Tel: 6883 2724
SINGAPORE, Comics Mart PTE Ltd:
Tel: 6836 9069
SINGAPORE, Comics Mart PTE Ltd:
Tel: 65 6462 2751
SINGAPORE, Forgeworks Hobbies:
Tel: 65 6438 5975
SINGAPORE, Paradigm Infinitum Pte Ltd:
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LJUBLIJANA, Pri Goblinu:
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SOUTH AFRICA

BELVILLE, The Boys and Mens Hobby Shop:
Tel: 0027 21 914 8688
BLOEMFONTEIN, The Games Dungeon:
Tel: 0027 51 446 5090
CAPETOWN, Pastimes Retail:
Tel: 0027 21 421 1191
CAPETOWN, Wizards Books and Games:
Tel: 0027 21 683 0360
CAPETOWN, World of Wargames:
Tel: 0027 21 701 4649
DORINGKLOOF, Battle Planet:
Tel: 00 27 8245 93933
DURBAN, The Hobby Specialists:
Tel: 0027 31 566 4806
EAST LONDON, Slaters Toy Magic:
Tel: +27 43 7265762
EDENVALE, Plastiks:
Tel: 0027 82 783 1489
GAUTENG, The Underground:
Tel: +27 11 795 3946
JOHANNESBURG, Esswex Retail:
Tel: 0027 11 8883619
JOHANNESBURG, Outer Limits Johannesburg:
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JOHANNESBURG, Outer Limits Pretoria:
Tel: 0027 12 342 4360
JOHANNESBURG, Wizards Book and Games:
Tel: 0027 11 890 9253
JOHANNESBURG, Warfair:
Tel: 0027 82 431 2242
JOHANNESBURG SOUTH, Dragons Den:
Tel: 0027 11 432 3996
MENLYN, Top CD:
Tel: 0027 12 361 3122
PIETERMARITZBURG, Games Direct:
Tel: +27 33 342 9978
RUSTENBURG, Warcry:
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UMLANGA, The Hobby Specialists:
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KARLSTAD, Spel och Fantasi:
Tel: 054 15 10 70
NORRKÖPING, Lekhuset:
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UMEÅ, Fantasia:
Tel: 090770360
KRISTIANSTAD, Spel på Vallgatan:
Tel: 044 101091
GOTEBORG, Wizard Games:
Tel: 031514150
SKELLEFTEÅ, Lek & Hobby:
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STOCKHOLM, Dragons Lair:
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STOCKHOLM, Science Fiction Bokhandeln:
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SUNDSVALL, Orionspel och böcker:
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BORÅS, Hobbex:
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BROMMA, Boink!:
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Tel: 0498215050
YSTAD, Tv Spelshörnan:
Tel: 041166680

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TAIWAN 806, Games 'R' Us:
Tel: 001164 9489 2750

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BANGKOK, Fantasia(TS Toys):
Tel: 66 8 9773 1379

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KHARKOV, Aladdin Toy Store:
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KIEV, Budinok Igroshek:
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Tel: 00 380 445 733 979
KIEV, Budinok Igroshek:
Tel: 00 380 445 821 385
KIEV, Budinok Igroshek:
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KIEV, Novi Skazka:
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ODESSA, Mashtabniye Modell:
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ODESSA, Models:
Tel: 00 380 505 622 277
SEVASTOPOL, Sevmodel:
Tel: 00 380 953 965 400
VINITSA, Spellscape:
Tel: 00 380 634 409 001

UNITED ARAB EMIRATES

DUBAI, Bishops Trading:
Tel: 00971559487870

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(•) Indicates Gaming Room facilities.

HOBBY STOCKIST
Offers a hobby gaming and painting service.

NE ELITE STORE
Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

NE PARTNER STORE
Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST
Official sellers of Games Workshop products.*

NEW STORE OPENING
Indicates new stores and stockists.

** To be sure they have what you want in stock, we recommend calling the store first.*



Club Directory

Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

THE GAMES WORKSHOP CONNECTION

The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun.

GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workshop hobby. Use the club listing to find a GCN gaming club near you and get involved.

The GCN strives to meet the following objectives:

- Promote good communications between Gaming Clubs and Games Workshop.
- Assist in the running of local gaming events.
- Support other clubs' activities.
- Assist in the running of games at the national level.
- Provide a forum for Gaming Clubs.
- To facilitate club development and growth.
- To create a safe environment for people to play in.

THROW DOWN THE GAUNTLET!

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you.

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you are want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

AVON

GCN BRISTOL, Portbury Knights:
Contact: Alan Vowles
Tel: 07771 985488

BEDFORDSHIRE

GCN BEDFORDSHIRE, Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779 1559297
E-mail: gladiator64uk@yahoo.co.uk

BERKSHIRE

GCN BRACKNELL, Bracknell Forest Gamers:
Contact: Dan Currey
E-mail: d.currey@talk21.com

GCN MAIDENHEAD, MAD Gamers:
Contact: Francis Jose
E-mail: fsjose@limey.plus.com

GCN READING, The Spiky Club:
Contact: David Cole
E-mail: spikyclub@hotmail.co.uk

BIRMINGHAM

GCN DUDLEY, Dudley Darklords:
Contact: Paul Sheldon
Tel: 01384 288 360

GCN SOLIHULL, Toll Road Gamers:
Contact: Mark Simkin
Tel: 0790 418 7517
E-mail: tollroadgamers@blueyonder.co.uk

GCN WALSALL, Warlords of Walsall:
Contact: Martyn Furnival
Tel: 07717 475047
E-mail: martynfurnival@blueyonder.co.uk

GCN WOLVERHAMPTON, Da Boyz Club:
Contact: Darren Pugh
Tel: 07790 507 551
E-mail: daboyzklub@googlemail.com

BUCKINGHAMSHIRE

GCN HIGH WYCOMBE, Armageddon Inc.:
Contact: James Schofield
Tel: 01494 865 905

CHANNEL ISLANDS

GCN BRELADES, Jersey Privateers Gaming Club:
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Tel: 01534 738192
E-mail: noelwarlock@aol.com

CHESHIRE

GCN CHESTER, Royal Guild of Minted Boards:
Contact: Christopher Fry
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E-mail: chris_fry@fryupfilms.com

GCN CHELTENHAM, Hyde Clarendon Strategy Games Club:
Contact: Paul Mather
E-mail: paul.mather@tameside.ac.uk

GCN MACCLESFIELD, Maccwargames:
Contact: Duncan Harradine
Website: www.maccwargames.org.uk
E-mail: harradine2002@yahoo.co.uk

GCN STOCKPORT, Stockport Slayers:
Contact: Laura Keily
E-mail: marplemarauders@hotmail.com

GCN WARRINGTON, Spawn:
Contact: Anthony Spiers
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E-mail: anthony.spiers@btinternet.com

GCN WARRINGTON, Warrington Warlords Gaming Club:
Contact: Paul Tennant
Tel: 01244 676 449
E-mail: paultennant@hotmail.com

CLEVELAND

GCN CLEVELAND, East Cleveland Warsmiths:
Contact: James Adams
Tel: 07964771754
E-mail: james-borders@live.co.uk

GCN MIDDLESBROUGH, Middlesbrough Gamers Club:
Contact: Sean Atherton
E-mail: mgc.club@gmail.com

GCN REDCAR, Redcar Ironbeards:
Contact: Ian Widdowson
Tel: 01642 503207

CORNWALL

GCN BUDE, Dice and Dagger:
Contact: Kurt Baker
E-mail: celtofkernow@aol.com

GCN CORNWALL, West Cornwall Games Club:
Contact: Neil Sharp
E-mail: neilasharp@aol.com

CUMBRIA

GCN WINDERMERE, North West Warriors:
Contact: Adam or Davinia Turner
Tel: 07825 511 867
E-mail: north_west_warriors@hotmail.com

DERBYSHIRE

GCN CHESTERFIELD, COGS:
Contact: Anthony Barnes
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E-mail: awbl@btinternet.com

GCN DERBY, Derby Wargames Society:
Contact: Ben Curry
Tel: 07909 704 565
E-mail: bencurry@derbywargamessociety.co.uk

DEVON

GCN PLYMOUTH, Cross Swords Gaming Club:
Contact: Anthony Cross
Tel: 01752 837 133
E-mail: enquiries@cross-swords.co.uk

GCN PLYMOUTH, Plymouth Association of Wargamers:
Website: www.plymouthwargamesr.co.uk

DORSET

GCN POOLE, Battlescar:
Contact: Paul Cleveland
Tel: 01202 385 632
E-mail: paul@battlescar.co.uk

ESSEX

GCN CHELMSFORD, Chelmsford Bunker:
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GCN ESSEX, Essex Warhounds:
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GCN COLCHESTER, Colchester Games Club:
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E-mail: info@colchestergamesclub.org.uk

GCN SOUTHEND, Southend Toy Soldiers Club:
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GCN SOUTHEND, Warzone: Southend:
Contact: Michael Ryan
Tel: 01269 694805
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GCN THURROCK & ROMFORD, Tempus Fugitives:
Contact: Stuart Mackaness
Tel: 07809 154020
Website: www.tempusfugitives.co.uk

GLOUCESTERSHIRE

GCN DURSLEY, Dursley Games Club:
Contact: Dan Bishop
Tel: 01453 549 377

HAMPSHIRE

GCN BASINGSTOKE, Sad Muppets Society:
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GCN PORTSMOUTH, Hammer N Ales:
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GCN PORTSMOUTH, Shadowspawn:
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KENT

GCN ASHFORD, Stanhope Gaming Group:
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GCN TUNBRIDGE WELLS, Tunbridge Wells Wargame Society:
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LANCASHIRE

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LEICESTERSHIRE

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GCN LEICESTERSHIRE, S.Q.U.I.G.:
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GCN WATFORD, Watford Wargames Federation:
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Tel: 020 89306756

MERSEYSIDE

GCN LIVERPOOL, Liverpool Gaming Guild:
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Web: www.banhamandthebucks.co.uk/wargames

GCN WYMONDHAM, Wymondham Wanderers:
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VISIT THE GCN ONLINE AT *WWW.GCNM.ORG.UK*

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.



Some of the guys from the Ripley Terror Troopers gaming club work together to construct a Skaven fortress for their gaming tables.

NORTHAMPTONSHIRE

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GCN BECCLES,
Crypt Keepers:
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Tel: 07913 606 549 (after 6pm)

GCN BECCLES,
Curious Dwarf:
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GCN IPSWICH,
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1st Founding:
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Clayton Warlords:
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WARHAMMER® Warriors of Chaos

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This set contains 12 multi-part plastic Warriors of Chaos, which can be assembled with additional hand weapons or hand weapons and shields, and includes options for a champion, standard bearer and musician.



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Example of a Chaos Warrior with hand weapon and shield.

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Example of a Chaos Marauder arned with a flail.

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Fallen Giant Template

Every player with a Giant needs a Fallen Giant Template, for those occasions when your lumbering monster flattens friend and foe alike! This 3D plastic template is back this month by popular demand.



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WARHAMMER® Army Bundles

Released in November

If you liked what you saw of the armies that appeared earlier in this issue of White Dwarf, then the army bundles offer you a way of getting all the Citadel miniatures you need to rampage across the battlefield in one easy purchase.

Phil Kelly's Warriors of Chaos Horde – 29th November

£215

Here's your chance to own Phil's battle report winning army. It's a great bundle containing some key models from the latest Chaos release, such as the Chaos Lord on Juggernaut, Wulfrik the Wanderer and over 90 Citadel miniatures.



CONTENTS
- Chaos Lord on Juggernaut of Khorne
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- Wulfrik the Wanderer
- 5 Marauder Horsemen *(includes command)*
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- 10 Chaos Chosen *(includes command)*
- 10 Hounds of Chaos
- 2 Spawn of Chaos

PRODUCT CODE: *99110201222*
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Alessio Cavatore's Dwarf Defenders – 1st November

£310

When facing Warriors of Chaos, the Dwarf army is a reassuring presence on the battlefield – solid blocks of infantry with high armour saves, potent dispel abilities, powerful characters and more war machines than you can shake a battleaxe at. This army bundle typifies these characteristics; there are six war machines, a Runelord, plus rock-hard elite units such as the Hammerers.



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- Battle Standard Bearer
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- Dragon Slayer
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**These new weapon upgrade Bitz Packs are designed for converting the plastic Chaos Warriors plastic set. Now you can field a unit of these rock-hard warriors with any of the weapon options allowed by the army list.*

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- The Tainted (Foot and Mounted)
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- Griff Oberwald

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4th October (released 20th December)
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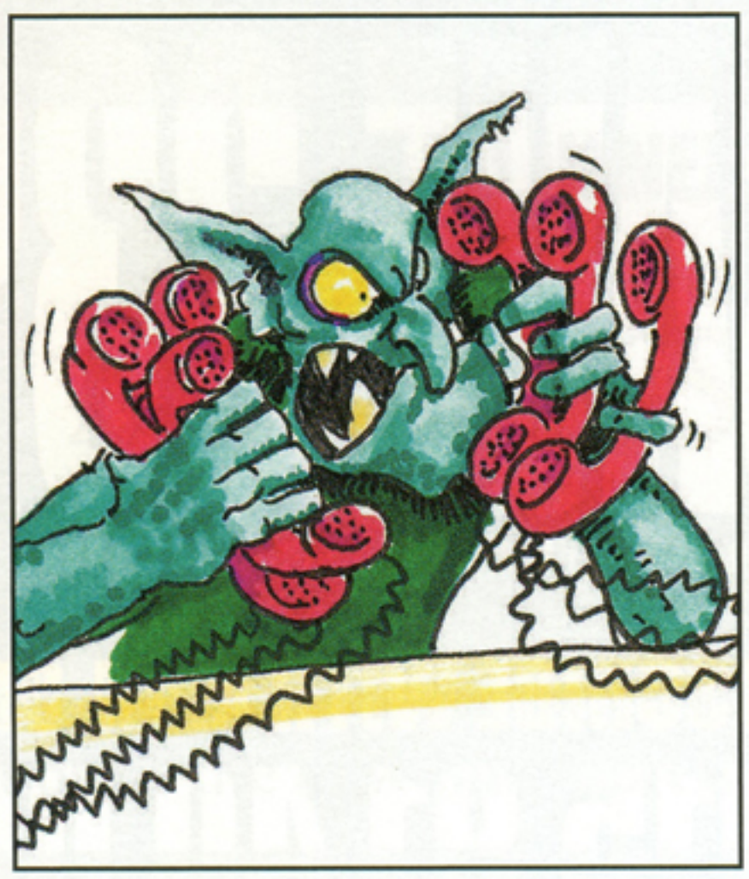

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